Usenet Newsgroup Archive: comp.sys.atari.programmer

1998 - 2012

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Date span: 1998-01-01 through 2012-10-29

Source text: comp.sys.atari.programmer.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,031

Message records with no readable body available in the source text: 2

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. FenixVDI, Was: Re: Inverse Text with V_FTEXT or V_GTEXT?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-01 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <68gcc1foh1@nyheter.chalmers.se>
Source record: 5960

In article <ELwx27.n6p@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <683sri$221$1@o.online.no>,
> oskancke@online.no (Odd Skancke) writes:
>
>> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
>> V_GTEXT or similar calls to print the text in inverse mode? Without
>> having to set the writing mode to transparent, clear the background to
>> black, text to white and then print it. Anyone?
>
>I'm afraid that's probably the only way. Why do you want to do it differently ?

As has been mentioned there are other ways, but they are all slow on
systems where the processor has to wait on reads and writes to display.
On my Falcon+AB040, for example, there's time to execute nearly twenty
simple instructions after a _word_ write to the display!
(It might well be unnecessarily slow even on an ST.)

I've always thought that the inability of the VDI to specify a text
background colour is silly. After all, vrt_cpyfm can do it and that is
very much the same thing as text drawing.
Fortunately, I'm now in a position to do something about that! :-)

The FenixVDI (which is currently at v0.60) will have support for this
and other things that can improve graphics speed on fast machines.
For example, a 'shadow' of the screen memory can be kept in fast RAM
and all reads can be done from there. This is already implemented, but
with the current fVDI version, it doesn't do much good (see below).
Another thing that can be done is to check if there is any need to write
the new data to the screen at all. This would among other things speed
up scrolling where some areas stay the same colour afterwards.

Now, what is FenixVDI?

Some of you may have heard of the Fenix OS (this has nothing to do with
the Phoenix Atari compatible computer) that will one day be a free modern
replacement for MiNT. The kernel of this OS is supposedly almost finished,
but a couple of subprojects are under way to replace the rest of TOS.
FenixVDI, for which I'm the 'coordinator', is of course the VDI part.

The current FenixVDI handles the standard Falcon desktop (almost)
perfectly and several programs I've tried also looked fine.
However, at the moment everything except linedrawing is done pixel by
pixel, which of course means that things are __slooow__.
(FenixVDI v0.60 relies on having a normal VDI to 'fall back' on, but it
handles all actual drawing itself.)

FenixVDI is built in such a way that a device driver (there are currently
working ones for 1, 2 and 4 bit bitmapped displays) only needs to supply
a minimum of primitive functions for it to work. When it comes to screen
output, only get and set pixel functions are required, but things like
line drawing, 'vrt_cpyfm' and 'vro_cpyfm' will be used if available.
In v0.60, only the pixel and line drawing primitives are supported and
the line drawing is actually required (no pixel by pixel line routine is
implemented yet).
Any normal VDI function can also be replaced on a driver by driver basis.

If anyone is brave enough to test the current fVDI, please email me.
It's not ready for a public release yet (I'm the only one who's tested it),
so I won't tell you were it can be found.

Comments, suggestions, questions etc are very welcome.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2. Re: Inverse Text with V_FTEXT or V_GTEXT?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ac56c4.226685@news.demon.co.uk>
Source record: 5961

On 27 Dec 1997 21:44:18 GMT, oskancke@online.no (Odd Skancke) wrote:

> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
> V_GTEXT or similar calls to print the text in inverse mode?

Unfortunately, there is no "reverse text" setting whilst the vdi is in
graphics mode.

>Without
> having to set the writing mode to transparent, clear the background to
> black, text to white and then print it.

If this works ok for you then it's fine. Perhaps a little experiment?
Use one virtual workstation configured for "normal" text and one for
"reverse" text.

>Anyone?

Speed issues ...

vro_cpyfm() is a good way to scoop out the background and becomes more
effective when there is more background to scoop out so line output is
preferable to char by char output.

Another point to note is vqt_extent (if I've got the name right - no
manual to hand) etc. It can slow things down drastically - due to its
nature it has to do a lot of the work of v_gtext() anyway. Rather than
call it repeatedly on the whole string as it gets longer, keep a
running total and just obtain the extent of the new characters.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3. Re: DOS-XFS error

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ab1243.5179527@news.demon.co.uk>
Source record: 5962

On Mon, 29 Dec 97 11:11:30, mike@bbsgate.interware.REMOVE.TO.REPLY.it (Mike De.Petris) wrote:

>I have in problem in the Atari NOS development. I get a DOS_XFS error in >MagiC 5.03 that locks the system.

These are complete guesses in case it helps ... ;-)

>- the error seems to appear while trying to fclose a file that was also >fopened and fclosed in a (parallel) subroutine.

A parallel Nos routine or a parallel MagiC routine or a MagiC thread?

I'd be inclined to look first at the possibility that the file is open for both "processes" at the same time.

>- I could only test the error in MagiC 5.03 on an Atari TT030

If it's a parallel magic routine then try with co-operative multitasking only or perhaps shift to supervisor mode within the file access portions of the two processes. The idea here is for one process to hog the processor across the file access part.

>- there is no error on plain TOS and MagiCPC (MagiC 05.02)

There's a possibility that timing is the issue. Perhaps on MagicPC one process gets "past" the problem area before the other process reaches its problem area so no conflict arises. More likely is simply the way MagiCPC handles files.

>- I tryed cbhd and hddriver, various AUTO combinations
>
>- no documentation about that DOS-XFS error

Never seen it myself. There might be a problem with inhertance. This is where the lack of english MagiC docs is a pain. Does a thread inherit the handles of the parent for instance? (I would assume so).

>- NOS actually compiled with Lattice C

As I don't use lattice another idea comes to mind. When the code issues fclose() double check it really is closed and not delayed until later.

>What could be responsible for this error ?

I'm going to assume here you meant a parallel Nos process above, which places more emphasis on a bug in lattice, magic, or the nos code instead of a general multitasking problem.

Immediately prior to the suspect fopen() calls try checking if the file is already open. Hopefully lattice has the fileno() call, otherwise the tos file handle should be stored somewhere in the stdio FILE structure. Try Fseek() and see if it works or not.

As MagiCPC at the filing system level is probably too different to be of concern it might be worth checking the hd for logical errors. MagiC might just be picking up on a problem which goes undetected under Tos. There might be a long standing bug in the Nos code (possibly nowhere near where the problem appears) which until now has not manifested itself - a memory leak which MagiC picks up as corruption to the file system?

Nos will be executing differently under MagiC than under Tos obviously. The fact MagiC is switching to other processes will be having an affect on the internal timing of Nos. Could this be breaking the Nos "file locking", process management (or whatever)?

Now if someone knows what that darn error messages means things might get a lot easier!! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4. What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-03 00:00:00 UTC
From: jonas.moller@mbox301.swipnet.se
Message-ID: <883832344.907369@nn1>
Source record: 5963

Hi everybody,

I have been programming with Pascal for more than 10 years, but know I am going over to C. Mainly because everything else for the Atari-range is made in C or C++.

What C-compiler should I use?

My demands are.

- It should be easy to use, since I have no formal training in C.
- It should be possible to use as many libraries as possible (Mydials etc.)
- It MUST work on an Hades 040 running N.AES.
- If it PD, Shareware of commercial does not matter, as long as it works and is easy to use.

Yours sincerely

Jonas M�ller Nielsen

�bylundsv�gen 35
SE-137 32 V�sterhaninge
Sweden

Tel: +46 (0)8 500 11 992

Internet: jonas.moller@mbox301.swipnet.se
Fidonet: 2:200/136.7

5. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34afa962.8635537@news.demon.co.uk>
Source record: 5964

On 3 Jan 1998 12:57:34 GMT, jonas.moller@mbox301.swipnet.se (Jonas Moller Nielsen) wrote:

>Hi everybody,
>
>I have been programming with Pascal for more than 10 years, but know I >am going over to C. Mainly because everything else for the Atari-range >is made in C or C++.
>
>What C-compiler should I use?

You have a choice of GNU, MWC, Prospero, Lattice, or PureC.

>My demands are.
>
>- It should be easy to use, since I have no formal training in C.

Prospero, Lattice and PureC are Gem orientated integrated suites. GNU and MWC are command line driven.

Prospero is old and basic so not recommended.

MWC is only K&R so isn't recommended either (although I still use it and think it's wonderful).

GNU is the only C++ option but unless that is very important to you I wouldn't recommend it.

Lattice and PureC are about equal in terms of useability.

>- It should be possible to use as many libraries as possible (Mydials >etc.)

PureC probably has the edge here. Much of the decent stuff comes out of Germany where PureC is the common choice. Note though that it is fairly painless to add your own code to a library with C compilers, which is what I've done over the years with MWC to keep it up to date.

>- It MUST work on an Hades 040 running N.AES.

Now this I haven't a clue about!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

6. Re: DOS-XFS error

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-04 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EM9n0H.nsM@suse.modem.stud.uni-hannover.de>
Source record: 5965

In article <713_mike@bbsgate.interware.remove.to.reply.it>,
mike@bbsgate.interware.REMOVE.TO.REPLY.it (Mike De.Petris) writes:

> I have in problem in the Atari NOS development. I get a DOS_XFS error in
> MagiC 5.03 that locks the system.
>
> - the error seems to appear while trying to fclose a file that was also
> fopened and fclosed in a (parallel) subroutine.

This rather looks like an internal error in MagiC. You should report to
Andreas Kromke on this.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

7. Looking for Alcyon C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-05 00:00:00 UTC
From: desnogue@bavi.unice.fr
Message-ID: <68qe5pnes1@malibu.unice.fr>
Source record: 5966

Hello,

I'm trying to put my hands on the old DRI Alcyon C
which was distributed with Atari development kit. I had
it, but my disks aren't readable anymore...

I guess it's copyrighted, but perhaps it can now be
redistributed since DRI was sold to Caldera.

Please note, I don't want a C compiler, I want *Alcyon C*
for reverse-engineering some code...

Regards,

Laurent

8. Re^2: DOS-XFS error

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-05 00:00:00 UTC
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Message-ID: <825_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
Source record: 5967

In uno strano messaggio del 04 Jan 98 Peter Rottengatter (2:333/608.1)
scrisse al povero All :
>> I have in problem in the Atari NOS development. I get a DOS_XFS error
>> in MagiC 5.03 that locks the system.
>>
>> - the error seems to appear while trying to fclose a file that was also
>> fopened and fclosed in a (parallel) subroutine.
PR>
PR> This rather looks like an internal error in MagiC. You should report
PR> to Andreas Kromke on this.

I can hardly prepare a complete bug report as I do not own MagiC myself, and
ask for help to some testers about it.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

9. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-05 00:00:00 UTC
From: BouB <boub@chez.com>
Message-ID: <34B17D80.585@chez.com>
Source record: 5968

> >- It MUST work on an Hades 040 running N.AES.
>
> Now this I haven't a clue about!
PureC work well on hades040 and 060. friends of mine use it on their own hades but not under NAES but is it so compatible (execpt the debuguer maybe).

10. ACSI DMA port

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-06 00:00:00 UTC
From: Marcos Agra-Trillo <marcosat@nortel.co.uk>
Message-ID: <34B24B13.41C67EA6@nortel.co.uk>
Source record: 5969
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

```
Hi all !
Does anyone know where I can get information about the
signals for the ACSI DMA interface and their function. The only thing
I could find was the pin-out for the port. Thanks heaps

Marcos
```

11. Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-06 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <68u8sl$l38$1@jair.pressenter.com>
Source record: 5970

There are several OS additions out for the Atari that now support the long file names. I just upgraded to MagiC 5 and am wondering how to add support for long file names to my own programs. Are there calls to check and see if an alternative file system is available, and how big should arrays be in my programs to hold path and filenames in the "vfat" system? Can anyone point me in the right direction?

--Terry Kelly

12. SU: Omikron Basic Library 'OmLib Professional'

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-06 00:00:00 UTC
From: R.J.Schlaefer@t-online.de
Message-ID: <68u75lvse1@news02.btx.dtag.de>
Source record: 5971

I search the german Basic-Library Omlib Professional

regards rjs

13. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <68vit6$q14$1@infomania.emw.ericsson.se>
Source record: 5972

```
BouB wrote:
>
> > >- It MUST work on an Hades 040 running N.AES.
> >
> > Now this I haven't a clue about!
> PureC work well on hades040 and 060. friends of mine use it on their own
> hades but not under NAES but is it so compatible (execpt the debuguer
> maybe).

I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
maybe better a "feature" which doesn't work very well on a 040) in one
of it's libraries making the OS drop keyboard packets. It has to do with
memcpy/memclr.

I would either use Lattice-C or GCC. I would get a used copy of Lattice
just for the manuals which are realy handy.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

14. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-07 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0701981121480001@wilga.mtholyoke.edu>
Source record: 5973

In article <68vit6$q14$1@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

> BouB wrote:
> >
> > > >- It MUST work on an Hades 040 running N.AES.
> > >
> > > Now this I haven't a clue about!
> > PureC work well on hades040 and 060. friends of mine use it on their own
> > hades but not under NAES but is it so compatible (execpt the debuguer
> > maybe).
>
> I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
> maybe better a "feature" which doesn't work very well on a 040) in one
> of it's libraries making the OS drop keyboard packets. It has to do with
> memcpy/memclr.

Not recommending a very good compiler simply because of a small
incompatibility (not even a bug really) with a library routine that can be
easily replaced is going overboard, IMHO. You could write your own memcpy
in C with a few lines of code, for that matter.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

15. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-07 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <690d99ocm1@news.ican.net>
Source record: 5974

On 6 Jan 1998 21:49:09 , Terence Kelly wrote:
There are several OS additions out for the Atari that now support the
long file names. I just upgraded to MagiC 5 and am wondering how to
add support for long file names to my own programs. Are there calls
to check and see if an alternative file system is available, and how
big should arrays be in my programs to hold path and filenames in the
"vfat" system? Can anyone point me in the right direction?

I would like to add:
Is there is any clean, foolproof method to ensure support of longnames
in both VFAT and Minix formats within the same binding? Is there any
exisiting C binding (preferably GCC syntax) that supports both?

Please Cc your reply through e-mail. Thanks.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

16. Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <68vqln$20e@balaena.bio.vu.nl>
Source record: 5975

Here's a tricky problem for all ya' to grind yer teeth over:

What would be the easiest way to determine the length of an
assembly or C function (ie. subroutine)?
I need to be able to get the function length in both languages
in order to clone functions. That may sound a bit weird, but
I'm working on a library that can supply custom made (or actually modified)
pixel r/w routines...
Anyone?

-=El Vjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I do not fear computers. I fear the lack of them."
-- Isaac Asimov

17. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-07 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980107182913809 56@zetnet.co.uk>
Source record: 5976

```
> > > > >- It MUST work on an Hades 040 running N.AES.
> > > > >
> > > > > Now this I haven't a clue about!
> > > PureC work well on hades040 and 060. friends of mine use it on their own
> > > hades but not under NAES but is it so compatible (execpt the debuguer
> > > maybe).
> >
> > I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
>
> Not recommending a very good compiler simply because of a small
> incompatibility (not even a bug really) with a library routine that can be
> easily replaced is going overboard, IMHO. You could write your own memcpy
> in C with a few lines of code, for that matter.

True, but the poster did say that 040 compatibility was required.

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------
```

18. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-07 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980107183854809 56@zetnet.co.uk>
Source record: 5977

```
> What would be the easiest way to determine the length of an
> assembly or C function (ie. subroutine)?

try this for asm:

start
func move.w d0,-(sp)
blah blah,blah
rts
end

* calculate length
lea end,a0
suba start,a0
* a0=length of routine, I believe.

In C (if my memory serves me correctly):

static char magic_start=MAGIC;
int func(int a)
{
blah;
}
static char magic_end=MAGIC;

length=(long)(&magic_end) - (long)(&magic_start);

> I need to be able to get the function length in both languages
> in order to clone functions. That may sound a bit weird, but
> I'm working on a library that can supply custom made (or actually modified)
> pixel r/w routines...
> Anyone?

I hope you aren't planning to copy the functions around, as you will
have to handle relocation etc... I dont think this would be at all
easy in the C version, and not simple in assembler...

Anthony
--
----------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------------------------------------+---------------------------------
```

19. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-07 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <6914oplks1@due.unit.no>
Source record: 5978

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:

> > PureC work well on hades040 and 060. friends of mine use it on their own
> > hades but not under NAES but is it so compatible (execpt the debuguer
> > maybe).

It works fine under N.AES, no problems except for the debugger which doesn't
even work on a standard 4.04 Falcon.

> I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
> maybe better a "feature" which doesn't work very well on a 040) in one
> of it's libraries making the OS drop keyboard packets. It has to do with
> memcpy/memclr.

...which are easily replaced by running Doug Little's 'abfix.ttp' utility
on the libraries. Not a problem at all. Btw. I don't know if Doug's pages
are up now, if anybody wants the abfix and can't find it on the net, just mail
me and I'll upload it.

> I would either use Lattice-C or GCC. I would get a used copy of Lattice
> just for the manuals which are realy handy.

gcc is very powerful, but slow. Lattice is also quite powerful, and quite slow.
The manuals are good, but a bit outdated now. I prefer the Atari Compendium.

IMHO PureC is the best choice for development. It's extremely fast and has a
simple yet powerful GUI. According to several people it doesn't produce as
good code as gcc or Lattice, but I'm quite pleased with it. As long as you stick
to ANSI and MiNTlibs there's no problem in using PureC for fast and simple
development and then compile the final product with gcc.

Jo Even Skarstein

20. * Looking for 2600 VCS programmers

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-07 00:00:00 UTC
From: starman@cnj.digex.net
Message-ID: <691im6$3qv@cnj.digex.net>
Source record: 5979
Cross-posted to: comp.sys.atari.programmer,alt.atari.2600,alt.atari.2600vcs

Howdy,
I've been dabbling in 2600 programming for the last few days.
Actually got a program running using Stella for the Mac, but for some
reason, it's not working now. I'm getting "6507 has encountered an illegal
instruction error" messages. Bizarre that is just worked the day before.
Anyway, are there any forums or such on the net? Web searches got
me some info on the 6502 and such, but no interactive forums. I'm sure
there are still some 2600 developers. Any help? Bueller?

Mike
starman@cnj.digex.net

21. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34b52fab.1827417@news.demon.co.uk>
Source record: 5846

On 7 Jan 1998 11:58:47 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Here's a tricky problem for all ya' to grind yer teeth over:
>
>What would be the easiest way to determine the length of an
>assembly or C function (ie. subroutine)?

Leave the compiler's own symbol table in the executable then have the
executable access the table itself.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

22. Re: Pure C to Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34b63482.3066229@news.demon.co.uk>
Source record: 5847

On 8 Jan 1998 06:59:16 GMT, tkelly@mail.pressenter.com (Terence Kelly) wrote:

>I've been trying to figure out how to make my programs long filename
>aware. Thomas Much directed me to the functions Pdomain and
>Dpathconf. Now I have to get access to the MagiC fileselector
>functions. I downloaded the code from their Web Site but all of the
>examples and header files were written for Pure C, and I use Lattice.
>Some of the type definitions in the MagiC headers use constructs
>I'm not familiar with and Lattice chokes on them big time.
>
>E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);
>
>Does anyone know if it is possible to port Pure C to Lattice easily?

This is basically a cpp problem methinks. Look for an option to enable you to see the pre-processor output - there must be one. If you can see the garbage being fed the compiler proper then the solution is usually obvious.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

23. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34b738ae.4134074@news.demon.co.uk>
Source record: 5848

On Thu, 08 Jan 1998 10:47:30 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Hi,
>
>I just wonder if anyone knows how I increase the stack size
>in Lattic C? I get stack overflow in some cases.

Er, I don't know but you've reminded me of something I've always
wanted to ask but never remembered about. ;-)

Do Lattice or PureC have a mechanism for checking for stack overflow
during execution?

In MWC it is possible to check for stack overflow using code something
like this ...

```
extern long _stksize =4096L;

main()
{
bob();
}

bob()
{char *wibble;

if ((long)&wibble <= _stksize + 128)
printf("stack near overflow\n")
;
bob();
}
```

MWC sizes the stack to the value of _stksize on startup but after
doing this the startup code writes the actual stack address into
_stksize thus allowing the above code to work.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

24. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <693j24$i6a$1@jair.pressenter.com>
Source record: 5849

```
On 8 Jan 1998 20:34:26 , Mario Becroft wrote:
>Martin-Eric Racine (q-funk@megacom.net) wrote:
>: I would like to add:
>: Is there is any clean, foolproof method to ensure support of longnames
>: in both VFAT and Minix formats within the same binding? Is there any
>: exisiting C binding (preferably GCC syntax) that supports both?
>
>It should't matter whether the filesystem is Minix, FAT, VFAT, or anything
>else, the files should be accessed in the same way... You don't need to
>worry about such low-level differences when writing application software.
>
>The Atari Compendium will have all the information you need to access
>"long" filenames. It's not really different to accessing "short"
>filenames, although under MiNT there are extra functions available.
>

Through e-mail, Thomas Much told me that what Mario is saying is
correct. Through Pdomain(1), you tell the OS that your program is
ready to handle long filenames. You use Dpathconf() to get any
information about the filesystem you need. Thomas says you can use
the normal file selector routines; the OS should take care of
everything else.

--Terry Kelly
```

25. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <34b555fd.4801033@news.tmisnet.com>
Source record: 5850

On 8 Jan 1998 15:29:04 GMT, prajoux@REMOVE_THIS.laas.fr (Roland
Prajoux) wrote:

>
>Hi, Magnus,
>
>In article <6927g4hg1@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> writes:
>
>>I just wonder if anyone knows how I increase the stack size
>>in Lattic C? I get stack overflow in some cases.
>
>There is a global variable called _STACK for this. It has a default value, but
>you can change it to whatever value you want.

Would you be so kind as to post an example showing
how this variable is set? I've been trying to coax
the Lattice pre-processor to redefine _BASEREL from
the default -b1 (16-bit fetches) to -b0 (32-bit fetches)
without success (see "Pre-processor Symbols", Volume 1,
Page 99).

I've looked through the "Integrated Compiler Environment",
toggling a few control bits as I went, but can't force
the 32-bit access.

Thanks for your help!

-- George Crissman
-- strads@tmisnet.com

>
>More precisely, the startup code calls it (to reserve the stack space).
>If it is not defined in the user program, the linker links the variable with
>a default value from the library. But if YOU define it (with an initial value,
>of course! it must be DATA, not BSS), the linker will link yours, and you will get
>the stack space you want.
>
>Cheers.
>
>Roland
>(please remove REMOVE_THIS in e-mails!)
>
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

26. Pure C to Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <691tg4kjn1@jair.pressenter.com>
Source record: 5980

I've been trying to figure out how to make my programs long filename aware. Thomas Much directed me to the functions Pdomain and Dpathconf. Now I have to get access to the MagiC fileselector functions. I downloaded the code from their Web Site but all of the examples and header files were written for Pure C, and I use Lattice. Some of the type definitions in the MagiC headers use constructs I'm not familiar with and Lattice chokes on them big time.

E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);

Does anyone know if it is possible to port Pure C to Lattice easily?

--Terry Kelly

27. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <BVXTCCV@tos.pl.net>
Source record: 5981

```
Martin-Eric Racine (q-funk@megacom.net) wrote:
: I would like to add:
: Is there is any clean, foolproof method to ensure support of longnames
: in both VFAT and Minix formats within the same binding? Is there any
: exisiting C binding (preferably GCC syntax) that supports both?

It should't matter whether the filesystem is Minix, FAT, VFAT, or anything
else, the files should be accessed in the same way... You don't need to
worry about such low-level differences when writing application software.

The Atari Compendium will have all the information you need to access
"long" filenames. It's not really different to accessing "short"
filenames, although under MiNT there are extra functions available.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |\__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_ ) )
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------
```

28. Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6927g4hg1@infomania.emw.ericsson.se>
Source record: 5982

```
Hi,

I just wonder if anyone knows how I increase the stack size
in Lattic C? I get stack overflow in some cases.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

29. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69281mhg2@infomania.emw.ericsson.se>
Source record: 5983

Jo Even Skarstein wrote:

> > of it's libraries making the OS drop keyboard packets. It has to do with
> > memcpy/memclr.
>
> ...which are easily replaced by running Doug Little's 'abfix.ttp' utility
> on the libraries. Not a problem at all. Btw. I don't know if Doug's pages
> are up now, if anybody wants the abfix and can't find it on the net, just mail
> me and I'll upload it.

Sure, but most people doesn't know this and it's annoying. I bet there
are
more problems than just this one which Doug found. ;-)

> > I would either use Lattice-C or GCC. I would get a used copy of Lattice
> > just for the manuals which are realy handy.
>
> gcc is very powerful, but slow. Lattice is also quite powerful, and quite slow.
> The manuals are good, but a bit outdated now. I prefer the Atari Compendium.

I find the Comperndium a good compliment but I still prefer the Lattice
manuals
90% of the time. I realy only use the Comperndium for those things that
isn't
covered in Lattice manuals. Also the Compendium has got a habbit to fall
apart
so you will be stuck with a pile of papers after a short while. Realy
bad.
And I know that the Compendium is available as html code but I realy
like
realy books more and it's not always very handy to use CAB for this sort
of stuff.

> IMHO PureC is the best choice for development. It's extremely fast and has a
> simple yet powerful GUI. According to several people it doesn't produce as
> good code as gcc or Lattice, but I'm quite pleased with it. As long as you stick
> to ANSI and MiNTlibs there's no problem in using PureC for fast and simple
> development and then compile the final product with gcc.

I thought Lattice had better ANSI compatibilty than PureC did.

Also isn't Pure C only available in german, atleast the docs?

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |

| email: Magnus.Kollberg@emw.ericsson.se |
+---+

30. Re: Pure C to Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <692893hg3@infomania.emw.ericsson.se>
Source record: 5984

```
Terence Kelly wrote:
>
> I've been trying to figure out how to make my programs long filename
> aware. Thomas Much directed me to the functions Pdomain and
> Dpathconf. Now I have to get access to the MagiC fileselector
> functions. I downloaded the code from their Web Site but all of the
> examples and header files were written for Pure C, and I use Lattice.
> Some of the type definitions in the MagiC headers use constructs
> I'm not familiar with and Lattice chokes on them big time.
>
> E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);
>
> Does anyone know if it is possible to port Pure C to Lattice easily?

Where did you get these header files??

And if someone has got Lattice versions of them please mail them
to me as well.

Hmmmm... maybe it's time I put up some MagiC stuff on my webpage
so that atleast someone tried to support it.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

31. Re: Using GEM from GFA-basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <34B4B73F.768A@neo-interaktiv.no>
Source record: 5985

fiolerna wrote:
>
> Iï¿½m currently writing a program that aims to
> devolop your ability to hear and define intervals.
>
> Since the only programming tool I have is GFA-basic, and thats
> also the only language I know how to use, thatiï¿½s the one I work with.
>
> Now to my question(s):
>
> -Where can I find some _good_ documentation on how to use
> GEM/AES from GFA-Basic..?
>
> -How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)

Iï¿½m bieased here, but: Have you checked out Face Value? It allows you to
make solid multitasking prgs using GFA with ease. Kind of a Visual Basic
for the Atari. URL: http://home.sol.no/~veg/faceval.html

> -Are there still people using GFA..?

Yes.

Vegard Hofsoy
<vegard@neo-interaktiv.no>

32. XBRA?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <692en0$2d9@balaena.bio.vu.nl>
Source record: 5986

Oh, and another thing... :)

Can someone provide me with details on the XBRA protocol?
I only know that it has something to do with identifying vector
thieves, and as I'm writing one of these buggers myself
I might want to use it.
Thanks,
-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
---

33. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <692rc0fig2@laas.laas.fr>
Source record: 5987

Hi, Magnus,

In article <6927g4hg1@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> writes:

>I just wonder if anyone knows how I increase the stack size
>in Lattic C? I get stack overflow in some cases.

There is a global variable called _STACK for this. It has a default value, but
you can change it to whatever value you want.

More precisely, the startup code calls it (to reserve the stack space).
If it is not defined in the user program, the linker links the variable with
a default value from the library. But if YOU define it (with an initial value,
of course! it must be DATA, not BSS), the linker will link yours, and you will get
the stack space you want.

Cheers.

Roland
(please remove REMOVE_THIS in e-mails!)

34. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <692rj2fig3@laas.laas.fr>
Source record: 5988

I have been using Lattice for years now, going from V.5.06 to V.5.6,
and I like it. Period.

Roland

35. Re: XBRA?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <692rvifig4@laas.laas.fr>
Source record: 5989

Hi,

In article <692en0$2d9@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) writes:
>Can someone provide me with details on the XBRA protocol?
>I only know that it has something to do with identifying vector
>thieves, and as I'm writing one of these buggers myself

From memory, there is a text file describing it, that you can find
in the umich archive, and maybe in others as well.

Roland
(please remove REMOVE_THIS for e-mails!)

36. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34B4F666.4202@mst.tn.utwente.nl>
Source record: 5990

```
Anthony Jacques wrote:
>
> > What would be the easiest way to determine the length of an
> > assembly or C function (ie. subroutine)?

> In C (if my memory serves me correctly):
>
> static char magic_start=MAGIC;
> int func(int a)
> {
> blah;
> }
> static char magic_end=MAGIC;

This won't work, the compiler is free to move static memory blocks
around.
The best fix for this problem (it will work in Pure C, but there will be
C
compilers that won't be fooled this way:

int func(void)
{
/* blah blah */
return 0;
}

void func_end(void)
{
(void)0;
}

void get_start_and_length(void* start, long* length)
{
*start=&func;
*length=(&func_end-&func_start);
}

Cu, Hans
--------------------------------------------------------------------------
/| /\/\/\ |\ Hans Wessels
/ | / /\/\ \ | \ mr_ni@mbh.org
/ | / / /\ \ \ | \ mr_ni@mst.tn.utwente.nl
/ |/ / / \ \ \| \
\ |\ \ \ / / /| / a.k.a. Mr Ni! (the Great)
\ | \ \ \/ / / | / member of the TOS-crew
\ | \ \/\/ / | / Fidelus Bittus et Fuckus Clockcyclus!
```

```
\| \/\/\/ |/
```

37. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <692t7a$8qb$1@infomania.emw.ericsson.se>
Source record: 5991

```
Roland Prajoux wrote:
**@**emw.ericsson.se> writes:
>
> >I just wonder if anyone knows how I increase the stack size
> >in Lattic C? I get stack overflow in some cases.
>
> There is a global variable called _STACK for this. It has a default value, but
> you can change it to whatever value you want.

Thanks I did get help from another guy as well so it's hopefully solved
now.

> More precisely, the startup code calls it (to reserve the stack space).
> If it is not defined in the user program, the linker links the variable with
> a default value from the library. But if YOU define it (with an initial value,
> of course! it must be DATA, not BSS), the linker will link yours, and you will get
> the stack space you want.

Yes, apparently it's set to 4kb as default. Great.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

38. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <692su7fig5@laas.laas.fr>
Source record: 5992

In article <19980107183854809 56@zetnet.co.uk>, Anthony Jacques <jacquesa@zetnet.co.uk> writes:
>> What would be the easiest way to determine the length of an
>> assembly or C function (ie. subroutine)?
>
>try this for asm:
>start
>func move.w d0,-(sp)
> ....
>end
>
>* calculate length
> lea end,a0
> suba start,a0
>* a0=length of routine, I believe.

Yes, in assembly, this works. (Except that you must subtract #start and not start, and that the subtraction has to be done the other way, i.e. start minus end).

>static char magic_start=MAGIC;
>int func(int a)
>{
> blah;
>}
>static char magic_end=MAGIC;
>length=(long)(&magic_end) - (long)(&magic_start);

This does not work. The linker will place the variables and the function at different places (data segment and code segment)!
I don't think there is a clean and reliable way to do that in C. (Dirty solutions exist, as usual...).

Cheers.

Roland
(remove REMOVE_THIS for e-mails!)

39. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0801981338310001@wilga.mtholyoke.edu>
Source record: 5993

In article <69281mhg2@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:
> Also isn't Pure C only available in german, atleast the docs?

There is a shareware version of the help files in English, written by John
Kormylo, which actually has much more info than the original ever did.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

40. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <693a8k$o25$2@due.unit.no>
Source record: 5994

Dan Wilga <!SPAMdwilga@mtholyoke.edu> wrote:
> In article <69281mhg2@infomania.emw.ericsson.se>, Magnus Kollberg
> <magnus.kollberg**@**emw.ericsson.se> wrote:
> > Also isn't Pure C only available in german, atleast the docs?

> There is a shareware version of the help files in English, written by John
> Kormylo, which actually has much more info than the original ever did.

Where? WHERE??? I've been looking for them for ages!

Jo Even Skarstein.

41. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34b699c6.5056030@news.demon.co.uk>
Source record: 5995

On 6 Jan 1998 21:49:09 GMT, tkelly@mail.pressenter.com (Terence Kelly) wrote:

>There are several OS additions out for the Atari that now support the
>long file names. I just upgraded to MagiC 5 and am wondering how to
>add support for long file names to my own programs.

I would think that the functions Dopendir(), Dclosedir(), Dreaddir() and Drewinddir() would be the ones to do this but someone will have to confirm this because MWC does not have them by default. I added them in just now but something was amiss - possibly the Compendium has some wrong info 'cos it half worked opened and closed ok, read the correct number of entries but the filenames were all garbage characters.

>Are there calls
>to check and see if an alternative file system is available, and how
>big should arrays be in my programs to hold path and filenames in the
>"vfat" system?

Dunno for sure but whilst looking at the nearest PC equivilent to the above I noticed that "opendir" was limited to 260 chars. Note however, that this seemed to be hacked into the PC equivilent (struct dirent) of the DMABUFFER structure used by the likes of Fsetdta. Therefore opendir might not be the same thing as Dopendir at all. The more I think about it the more I think they are not the same. However, as I've typed all this waffle folks can darn well read it! ;-))

>Can anyone point me in the right direction?

Assuming Dopendir etc are implemented and I just screwed up adding them to MWC, then in theory there is no limit that I'm aware of. Dreaddir() will return a specific error if the buffer is too small which rather hints at setting some average size but being prepared to enlarge the buffer and repeat as necessary.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

42. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <694mgn$3m$1@infomania.emw.ericsson.se>
Source record: 5851

Guy Harrison wrote:

> >There are several OS additions out for the Atari that now support the
> >long file names. I just upgraded to MagiC 5 and am wondering how to
> >add support for long file names to my own programs.
>
> I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
> and Drewinddir() would be the ones to do this but someone will have to
> confirm this because MWC does not have them by default. I added them
> in just now but something was amiss - possibly the Compendium has some
> wrong info 'cos it half worked opened and closed ok, read the correct
> number of entries but the filenames were all garbage characters.

While we are at it, does someone have a nice routine to find all
files and subdirectories in a directory? I _REALY_ need this
and I have done a solution but it's not very good at all. It
eats memory like a mad dog. I do get a nice linked tree out of it
though which I guess could be usefull for something, but not
for what I need. I guess I could use it for a file browser with
all directories and files available in that directory in nice
looking file tree. :-)

So does anyone know how to do this is a memory effiecent and
fast way?

What does the above functions realy do? Maybe they could be usefull?

The problem I'm having has to do with when I want to get back to
the parent directory. How do I know which directories has been
checked, or maybe better, how do I get back to the point there
I started so that I can just continue my routine at that point and
don't need to know where I was?

Ehh.... does this make any sence at all?

HELP!

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

43. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <694mn3$3m$2@infomania.emw.ericsson.se>
Source record: 5852

George Crissman wrote:

> >>I just wonder if anyone knows how I increase the stack size
> >>in Lattic C? I get stack overflow in some cases.
> >
> >There is a global variable called _STACK for this. It has a default value, but
> >you can change it to whatever value you want.
>
> Would you be so kind as to post an example showing
> how this variable is set? I've been trying to coax
> the Lattice pre-processor to redefine _BASEREL from
> the default -b1 (16-bit fetches) to -b0 (32-bit fetches)
> without success (see "Pre-processor Symbols", Volume 1,
> Page 99).

Well I tested it and it does work. You do it like this.

```
unsigned long int _STACK = 4096; /* Default size is 4kb */
```

```
//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

44. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34b5e09b.0@comnet.co.nz>
Source record: 5853

George Crissman (strads@tmisnet.com) wrote in comp.sys.atari.programmer:
> prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) wrote:
> >Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> >>I just wonder if anyone knows how I increase the stack size
> >>in Lattic C? I get stack overflow in some cases.
> >
> >There is a global variable called _STACK for this. It has a default value, but
> >you can change it to whatever value you want.

> Would you be so kind as to post an example showing
> how this variable is set?

```
#include <stdio.h>

// must be initialised at compile time, otherwise you'll have
// a zero byte stack! <SERIOUSLY NOT GOOD!!!>
uint32 _STACK = 32768L; // set 32k stack

void main( void )
{
printf( "Stack size is %ld\n", _STACK );
}
```

Although if you are writing a DA, there is a macro you should use (it
defines a stack size, and (I think) sets a global variable with the size
of the stack.

```
#include <acc.h>
#include <aes.h>

// allocate BSS space for stack (as array of 32-bit longwards)
// set external uint32 variable _STACK to size of buffer
STACK( 32768L ); // 32k stack

void main( void )
{
schar8 alert[255+1];

sprintf( alert, "[1]["Stack size is %ld][ ok ]", _STACK );

menu_register( appl_init(), " accessory name" );

while( 1 ) {
evnt_mesag( msg );
form_alert( 1, alert );
}
}
```

> I've been trying to coax
> the Lattice pre-processor to redefine _BASEREL from
> the default -b1 (16-bit fetches) to -b0 (32-bit fetches)
> without success (see "Pre-processor Symbols", Volume 1,
> Page 99).

> I've looked through the "Integrated Compiler Environment",
> toggling a few control bits as I went, but can't force
> the 32-bit access.

I'd just define all vars as __far in my source code (not 100% portable to
other compilers/systems)

Or select the absolute data addressing option from the "Compiler/Object"
dialog (about the middle of the left column, labelled "Default far data"
if memory serves)

Or else include the following (non-portable because it relies upon a
Lattice-specific preprocessor symbol) line in your source code:

#undef _BASEREL

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

45. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <6953d8aj1@due.unit.no>
Source record: 5854

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> On 6 Jan 1998 21:49:09 GMT, tkelly@mail.pressenter.com (Terence Kelly)
> wrote:

> >There are several OS additions out for the Atari that now support the
> >long file names. I just upgraded to MagiC 5 and am wondering how to
> >add support for long file names to my own programs.

> I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
> and Drewinddir() would be the ones to do this but someone will have to

Dopendir(), Dclosedir() etc. are nice functions, but they don't have anything
to do with long filenames specifically. Just a easy way of reading directories.

Support for long filenames is very easy:

1. Use Pdomain(1) to tell the OS that you understand long filenames.

2. Don't make any assumptions about the length, case or anything about
directories and files. You can use all the normal calls, the OS will
handle everything for you.

Jo Even Skarstein

46. Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: frederic.dinh'@'ffv.fr
Message-ID: <34b61718.103939574@news.hol.fr>
Source record: 5855

Hi everybody,

Just a question : I've never heard about a gemdos function for moving
file (the trick performed with the control key), so I wonder how the
tos manage to do it.
I don't talk about copying then deleting (I've read that Ease did this
this way).

Is there any work to do with the FAT ?

Thanx in advance.

47. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6953rp$7hg$1@sun27.hrz.tu-darmstadt.de>
Source record: 5856

Hi!

In article <692su7fig5@laas.laas.fr>,
prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
>>* calculate length
>> lea end,a0
>> suba start,a0
>>* a0=length of routine, I believe.
>
> Yes, in assembly, this works. (Except that you must subtract #start and not start,
> and that the subtraction has to be done the other way, i.e. start minus end).
? It's perfectly OK to calculate end - start, as otherwise you'd end up
with a negative value!

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

48. Re: Pure C to Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6954df$7hg$2@sun27.hrz.tu-darmstadt.de>
Source record: 5857

Hi!

In article <34b63482.3066229@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);
>>
>>Does anyone know if it is possible to port Pure C to Lattice easily?
>
> This is basically a cpp problem methinks. Look for an option to enable
> you to see the pre-processor output - there must be one.
I'd rather suspect that the problem here is the cdecl (use C-style
argument passing, i.e. via the stack only), which is no standard function
modifier and should be replaced with "__stdargs __saveds" for Lattice
(which isn't standard, either, as there's no standard way to influence
the argument passing scheme within the source, anyway).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

49. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6954do$7hg$3@sun27.hrz.tu-darmstadt.de>
Source record: 5858

Hi!

In article <34b699c6.5056030@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
> [Dopendir() & Co] I added them
> in just now but something was amiss - possibly the Compendium has some
> wrong info 'cos it half worked opened and closed ok, read the correct
> number of entries but the filenames were all garbage characters.
Does the Compendium mention that the filename actually starts at the
fifth byte of the buffer when using the standard mode? (Use of
compatibility mode is strongly discouraged, anyway.)

That means, the first four bytes are actually the file's index on the
filesystem, which may for example be used to detect hardlinks, as
hardlinks always have the same file index. To get the actual filename,
you have to access &buf[4].

>>Are there calls
>>to check and see if an alternative file system is available, and how
>>big should arrays be in my programs to hold path and filenames in the
>>"vfat" system?
>
> Dunno for sure but whilst looking at the nearest PC equivilent to the
> above I noticed that "opendir" was limited to 260 chars.
There's no fixed limit on the length of filenames, each filesystem may
have its own limit, including "unlimited". The call Dpathconf() may be
used to check these limits, the case-sensitivity, and the truncation
behaviour of a filesystem (and some more stuff). Note that Dpathconf()
does not follow symbolic links, that means you get the information for
U:\, if you call Dpathconf("U:\bin"), as bin is only a symbolic link.

A solution for this is to always append "\." to the path you want to
query. It is guaranteed that every filesystem must interpret "." as the
current directory, even if it does not exist physically (for example, in
the root directory of a FAT filesystem).

> Dreaddir() will return a specific error if the buffer is too small
> which rather hints at setting some average size but being prepared to
> enlarge the buffer and repeat as necessary.
Or determine the actual limit via Dpathconf(). Of course, if this results
in "unlimited", you have start with an average buffer size and adapt it
if necessary.

Those who understand German may also take a look at the article on
handling alternative filesystems I wrote some time ago for the magazine
ST-Computer (issues 11 and 12/95, IIRC).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

50. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6954or$5vm$1@infomania.emw.ericsson.se>
Source record: 5859

Jo Even Skarstein wrote:

> Support for long filenames is very easy:
>
> 1. Use Pdomain(1) to tell the OS that you understand long filenames.
>
> 2. Don't make any assumptions about the length, case or anything about
> directories and files. You can use all the normal calls, the OS will
> handle everything for you.

So if I use FNSIZE and FMSIZE, these variables will be increased if I
use
Pdomain(1)? I think not, or? I still have to know how long the filenames
are
allowed to be, or?

I guess it's not very hard to find out, but how does this all work?

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

51. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6955b2$5vm$3@infomania.emw.ericsson.se>
Source record: 5860

```
Frederic Dinh wrote:
>
> Hi everybody,
>
> Just a question : I've never heard about a gemdos function for moving
> file (the trick performed with the control key), so I wonder how the
> tos manage to do it.
> I don't talk about copying then deleting (I've read that Ease did this
> this way).

Well my guess is that is just renames it as long as you move it to the
same partition. There is a function called Frename() or something
similar.
For moving the file to another partition you must copy and delete it.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

52. GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <695aj8$955@balaena.bio.vu.nl>
Source record: 5861

Hmm, I seem to have run into several problems while trying to
patch into the BIOS Rwabs() call...
The main point is that I want to use input from a file
as output for Rwabs(). This requires my TSR program to call
GEMDOS from within a BIOS trap. Presuming that this is at all possible,
I expect some problems maintaining open files in Single TOS.
As I understand, GEMDOS closes all files when Ptermres() is called,
so I will have to open them after this is done, eg. from the BIOS
trap as well. As this trap is executed in the context of another program,
I expect that GEMDOS will think that the file will belong to that program
and close it on program termination. Which leaves my program
trying to open files in BIOS traps all the time.
Can anyone confirm the GEMDOS behaviour? Does anyone know if the
above procedure will work? Does anyone care? :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

53. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <695ctr$o5o$1@laas.laas.fr>
Source record: 5862

In article <6953rp$7hg$1@sun27.hrz.tu-darmstadt.de>, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) writes:
>? It's perfectly OK to calculate end - start, as otherwise you'd end up
>with a negative value!

Well, sorry about that... Next time I will not hurry typing my answer.

Roland

54. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <695elq$o5o$2@laas.laas.fr>
Source record: 5863

In article <34b61718.103939574@news.hol.fr>, frederic.dinh'@'ffv.fr (Frederic Dinh) writes:
>Just a question : I've never heard about a gemdos function for moving
>file (the trick performed with the control key), so I wonder how the
>tos manage to do it.
>I don't talk about copying then deleting (I've read that Ease did this
>this way).
>Is there any work to do with the FAT ?

I remember having read somewhere that earlier versions of TOS did it the stupid way, that is copying then deleting, and newer versions (which ones?) did it more intelligently (see below).

Magnus Kollberg:
>Well my guess is that is just renames it as long as you move it to the
>same partition. There is a function called Frename() or something
>similar.
Yes, you can rename, if this is the case. But for really "moving", i.e. putting the file elsewhere in the file tree, you don't rename. What to do is keeping actual data in place on the disk, i.e. untouched in the same clusters, and just moving the directory entry of the file.

>For moving the file to another partition you must copy and delete it.
Yes.

Roland
LAAS/CNRS, Toulouse, France
prajoux@laas.fr

55. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <695gcj$bi0$2@sun27.hrz.tu-darmstadt.de>
Source record: 5864

Hi!

In article <695elq$o5o$2@laas.laas.fr>,
prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
> I remember having read somewhere that earlier versions of TOS did it the stupid
> way, that is copying then deleting, and newer versions (which ones?) did it
> more intelligently (see below).
The Frename()-call of TOS prior to 1.04 could really only rename files,
but as of 1.04 it may also be used to move the directory entry to a
different folder on the same partition. As the Atari desktop only uses
GEMDOS functions to carry out tasks (and is supposed to do so!), moving
files within the same partition was awfully slow with TOS 1.00 and 1.02.

Note that, for TOS, the functionality only applies to files, not
directories. The FAT-FS of MagiC 5 and the MinixFS for MiNT also allow
moving complete directory trees with a single Frename(), which makes
moving folders a lot faster (if the desktop you use supports it,
Magxdesk/MGCOPY does, Thing unfortunately still doesn't).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

56. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0901981050400001@wilga.mtholyoke.edu>
Source record: 5865

In article <695aj8$955@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:

> Hmm, I seem to have run into several problems while trying to
> patch into the BIOS Rwabs() call...
> The main point is that I want to use input from a file
> as output for Rwabs(). This requires my TSR program to call
> GEMDOS from within a BIOS trap. Presuming that this is at all possible,
> I expect some problems maintaining open files in Single TOS.
> As I understand, GEMDOS closes all files when Ptermres() is called,
> so I will have to open them after this is done, eg. from the BIOS
> trap as well. As this trap is executed in the context of another program,
> I expect that GEMDOS will think that the file will belong to that program
> and close it on program termination. Which leaves my program
> trying to open files in BIOS traps all the time.
> Can anyone confirm the GEMDOS behaviour? Does anyone know if the
> above procedure will work? Does anyone care? :-)

You can't do this in normal TOS, as GEMDOS is not re-entrant. There is a very good chance that a GEMDOS call would call your BIOS code, which would then result in another GEMDOS call. Kaboom.

Which app owns a file handle can be fixed by changing the p_run (basepage pointer) variable to point to another app's context.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

57. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0901981055420001@wilga.mtholyoke.edu>
Source record: 5866

In article <34b738ae.4134074@news.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) wrote:

> Do Lattice or PureC have a mechanism for checking for stack overflow
> during execution?

In Pure C it's a compiler option. When you enable it, it puts a short bit
of code at the start of every function which stops execution if there is
an underflow. Just remember to turn the option off before compiling a
final version, or your program is slower and larger than it needs to be.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

58. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <695gpg$bi0$3@sun27.hrz.tu-darmstadt.de>
Source record: 5867

Hi!

In article <695aj8$955@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) writes:
> Hmm, I seem to have run into several problems while trying to
> patch into the BIOS Rwabs() call...
> The main point is that I want to use input from a file
> as output for Rwabs(). This requires my TSR program to call
> GEMDOS from within a BIOS trap. Presuming that this is at all possible,
This already is a wrong assumption. The GEMDOS of TOS is not reentrant,
and as GEMDOS uses Rwabs() for all disk accesses, you'd make a call of a
GEMDOS function while another GEMDOS function is already in progress.

The GEMDOS of MiNT is partially reentrant, but as the original GEMDOS is
(at least) still used for access to FAT filesystems, it's still not safe
to use GEMDOS calls from within BIOS.

MagiC is currently the only /available/ TOS-compatible OS for the Atari
which has a fully reentrant GEMDOS (and BIOS as well).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

59. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0901981157310001@wilga.mtholyoke.edu>
Source record: 5868

In article <693a8k$o25$2@due.unit.no>, Jo Even Skarstein
<josk@stud.ntnu.no> wrote:

> Dan Wilga <!SPAMdwilga@mtholyoke.edu> wrote:
> > In article <69281mhg2@infomania.emw.ericsson.se>, Magnus Kollberg
> > <magnus.kollberg**@**emw.ericsson.se> wrote:
> > > Also isn't Pure C only available in german, atleast the docs?
>
> > There is a shareware version of the help files in English, written by John
> > Kormylo, which actually has much more info than the original ever did.
>
> Where? WHERE??? I've been looking for them for ages!

Urm, well, I dunno. I know they are on Genie, but in the real world I have
no idea where they would be :-)

I did a search for John's email address and only came up with
John.Kormylo@7861.conchbbs.com, which may not be current.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

60. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <695oo7$t63$3@laas.laas.fr>
Source record: 5869

In article <!SPAMdwilga-0901981055420001@wilga.mtholyoke.edu>, !SPAMdwilga@mtholyoke.edu (Dan Wilga) writes:
>> Do Lattice or PureC have a mechanism for checking for stack overflow
>> during execution?
>In Pure C it's a compiler option. When you enable it, it puts a short bit
>of code at the start of every function which stops execution if there is
>an underflow.

So does Lattice.

Roland

61. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <695rqr$j4a$1@due.unit.no>
Source record: 5870

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
> > 1. Use Pdomain(1) to tell the OS that you understand long filenames.
> >
> > 2. Don't make any assumptions about the length, case or anything about
> > directories and files. You can use all the normal calls, the OS will
> > handle everything for you.

> So if I use FNSIZE and FMSIZE, these variables will be increased if I
> use

What are these variables used for? Can't remember having used them.

> Pdomain(1)? I think not, or? I still have to know how long the filenames
> are
> allowed to be, or?

Use Dpathconf() to get the max. allowed length for paths and filenames. It's well documented in the Compendium. I usually skip this and allocate large buffers instead, since some filesystems allow unlimited paths and filenames.

Jo Even Skarstein

62. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EMIHJq.nwC@suse.modem.stud.uni-hannover.de>
Source record: 5871

In article <6914oplks1@due.unit.no>,
Jo Even Skarstein <josk@stud.ntnu.no> writes:

>> I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
>> maybe better a "feature" which doesn't work very well on a 040) in one
>> of it's libraries making the OS drop keyboard packets. It has to do with
>> memcpy/memclr.
>
> ...which are easily replaced by running Doug Little's 'abfix.ttp' utility
> on the libraries. Not a problem at all. Btw. I don't know if Doug's pages
> are up now, if anybody wants the abfix and can't find it on the net, just mail
> me and I'll upload it.

Do you have any suggestions on how to patch more serious compiler bugs, like
the crappy handling of bit arrays ? These bugs make bit arrays almost unusable
for most purposes.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

63. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EMIHp7.nyr@suse.modem.stud.uni-hannover.de>
Source record: 5872

In article <!SPAMdwilga-0801981338310001@wilga.mtholyoke.edu>,
!SPAMdwilga@mtholyoke.edu (Dan Wilga) writes:

> In article <69281mhg2@infomania.emw.ericsson.se>, Magnus Kollberg
> <magnus.kollberg**@**emw.ericsson.se> wrote:
>> Also isn't Pure C only available in german, atleast the docs?
>
> There is a shareware version of the help files in English, written by John
> Kormylo, which actually has much more info than the original ever did.

Aha, the latter thing makes it interesting for german users too. Where is
it ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

64. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EMIHxq.nzD@suse.modem.stud.uni-hannover.de>
Source record: 5873

In article <19980107183854809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

> In C (if my memory serves me correctly):
>
> static char magic_start=MAGIC;
> int func(int a)
> {
> blah;
> }
> static char magic_end=MAGIC;
>
> length=(long)(&magic_end) - (long)(&magic_start);

I very much doubt that this would work. The code would go into the TEXT
segment, while the variables go into DATA, thus the length that is returned
would always be sizeof(char), regardless how long the function.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

65. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EMII8I.o1r@suse.modem.stud.uni-hannover.de>
Source record: 5874

In article <692su7fig5@laas.laas.fr>,
prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:

>>try this for asm:
>>start
>>func move.w d0,-(sp)
>> ....
>>end
>>
>>* calculate length
>> lea end,a0
>> suba start,a0
>>* a0=length of routine, I believe.
>
> Yes, in assembly, this works. (Except that you must subtract #start and not start,
> and that the subtraction has to be done the other way, i.e. start minus end).

You're right about the '#', but the way he did the calculation is quite ok.

>>length=(long)(&magic_end) - (long)(&magic_start);
>
> This does not work. The linker will place the variables and the function
> at different places (data segment and code segment)!
> I don't think there is a clean and reliable way to do that in C. (Dirty solutions
> exist, as usual...).

I agree (almost) completely here. Since C knows goto, it also knows labels.
It's possible that one could place a label at each beginning and end of the
functions. I'm not familiar enough with labels/goto (don't like them) though
to tell if one can actually do maths with the labels.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

66. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EMIIBx.o2D@suse.modem.stud.uni-hannover.de>
Source record: 5875

In article <34b52fab.1827417@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>What would be the easiest way to determine the length of an
>>assembly or C function (ie. subroutine)?
>
> Leave the compiler's own symbol table in the executable then have the
> executable access the table itself.

Is the length of a function added to the symbol table too ? I thought it
only contains the addresses.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

67. ATARI 800XL

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-09 00:00:00 UTC
From: Richard van Santen <richard.santen@tip.nl>
Message-ID: <69ahmvkug1@cadmium.aware.nl>
Source record: 5876

Can somebody tell me the pin configuration of the atari 800xl communications port.. ??

r.vansanten@hsbos.nl

68. Wanted:Mega ST with external HD

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: jregan@idirect.com
Message-ID: <jregan-1001980221420001@ns.compulink.com>
Source record: 5877

Looking for a Mega ST with an external drive(at least 80 meg).

Please include the make and model of external drive along with shipping costs to Brampton, Ontario Canada.

Thanks in advance.
James

69. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: mhop@snip.net
Message-ID: <34b7324b.20927121@news.snip.net>
Source record: 5878

How does Sozobon C compare to all of these others?

70. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980110174548809 56@zetnet.co.uk>
Source record: 5879

```
> > In C (if my memory serves me correctly):
> >
> > static char magic_start=MAGIC;
> > int func(int a)
> > {
> > blah;
> > }
> > static char magic_end=MAGIC;
> >
> > length=(long)(&magic_end) - (long)(&magic_start);
>
> I very much doubt that this would work. The code would go into the TEXT
> segment, while the variables go into DATA, thus the length that is returned
> would always be sizeof(char), regardless how long the function.

Yea, you are right - the reason I put "if my memory serves correctly" was
because I vaguely remember seeing someone do something simular for a slightly
different purpose - I didn't actually think about it enough... :)

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------
```

71. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34b67fec.1118638@news.demon.co.uk>
Source record: 5880

```
On Fri, 09 Jan 1998 09:16:04 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >There are several OS additions out for the Atari that now support the
>> >long file names. I just upgraded to MagiC 5 and am wondering how to
>> >add support for long file names to my own programs.
>>
>> I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
>> and Drewinddir() would be the ones to do this but someone will have to
>> confirm this because MWC does not have them by default. I added them
>> in just now but something was amiss - possibly the Compendium has some
>> wrong info 'cos it half worked opened and closed ok, read the correct
>> number of entries but the filenames were all garbage characters.
>
>While we are at it, does someone have a nice routine to find all
>files and subdirectories in a directory?

The MWC manual has one in its example for using Fgetdta(). It's not
too long so I've typed the lot in further below.

>I _REALY_ need this
>and I have done a solution but it's not very good at all. It
>eats memory like a mad dog. I do get a nice linked tree out of it
>though which I guess could be usefull for something, but not
>for what I need. I guess I could use it for a file browser with
>all directories and files available in that directory in nice
>looking file tree. :-)
>
>So does anyone know how to do this is a memory effiecent and
>fast way?

I've only altered it to make it more readable. It is otherwise the
same as in the manual ...

/*
* or strtolower()
*/
char*
lowercase(name)
char *name;
{char *p =name;
int c;
```

```
while (c = *p) *p++ = isascii(c) && isupper(c) ? tolower(c) : c;
return name;
}

/*
* currentdir + \ + subdir
*/
char*
dircat(pfx,sfx)
char *pfx,
*sfx;
{char *p;
int nb,
npfx;

nb = (npfx = strlen(pfx)) + 1 + strlen(sfx) + 1;
if ((p = malloc(nb)) == NULL) exit(1);
strcpy(p,pfx);
if (npfx != 0 && pfx[npfx-1] != '\\' strcat(p,"\\");
return strcat(p,sfx);
}

/*
* Your compiler will no doubt have its own version
* of this.
*/
#ifdef USE_MWC_DMABUFFER_STRUCT_FOR_NOW
typedef struct {
char d_glob[12];
char d_mask;
char d_dirent[4];
char d_dirid[4];
char d_fattr;
long d_tandd;
long d_fsize;
char d_fname[14];
} DMABUFFER;
#endif

/*
* the guts
*/
void
find(name)
char *name;
{char *globname,
*newname;
DMABUFFER dumb,
*saved;

/* This bit is MWC specific - oddly I posted
* about it in another thread just yesterday!
*
```

```
if ((long)&saved <= _stksize+128) {
printf("Stack near overflow in find()\n");
/*
* In MWC it's possible to malloc() a new stack
* during runtime so the recursion can continue.
*/
return;
}
*/

globname = dircat(name,"*.*");
saved = (DMABUFFER*)Fgetdta();
Fsetdta(&dumb);

if (Fsfirst(globname,0xFF) == 0) {
do {
if (dumb.d_fname[0] != '.') {
newname = dircat(name,dumb.d_fname);

printf("%s\n",lowercase(newname));
/*
* realloc() could be used to build
* a complete list of names.
*/

find(newname);
free(newname);
}
}while (Fsnext() == 0);
}
free(globname);
Fsetdta(saved);
}

main()
{
find("");
return 0;
}
```

>What does the above functions realy do? Maybe they could be usefull?

They do much the same as Fsfirst/Fsnext but allow long filenames so
the solution is the same. Directories are trees and recursion lends
itself nicely to trees.

>The problem I'm having has to do with when I want to get back to
>the parent directory. How do I know which directories has been
>checked, or maybe better, how do I get back to the point there
>I started so that I can just continue my routine at that point and
>don't need to know where I was?

The above code relies on one assumption which is that a subdirectory has '.' and '..' as two fixed entries at the beginning. It tries to descend each entry (including files) in a directory thus when it runs out of entries and rises back up a level it knows it has visited everywhere underneath. ie:

find("e:\usr")

If e:\usr contained ...

.
..
fred
jim\
bob

and e:\usr\jim contained ...

.
..
harry
eek.text

then it would visit thus:

e:\usr\.
e:\usr\..
e:\usr\fred
e:\usr\jim
e:\usr\jim\.
e:\usr\jim\..
e:\usr\jim\harry
e:\usr\jim\eek.txt
e:\usr\bob

>Ehh.... does this make any sence at all?

Does what I've said make any sense? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

72. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34b996c6.6968810@news.demon.co.uk>
Source record: 5881

On 9 Jan 1998 11:58:32 GMT, Jo Even Skarstein <josk@stud.ntnu.no>
wrote:

>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>> On 6 Jan 1998 21:49:09 GMT, tkelly@mail.pressenter.com (Terence Kelly)
>> wrote:
>
>> >There are several OS additions out for the Atari that now support the
>> >long file names. I just upgraded to MagiC 5 and am wondering how to
>> >add support for long file names to my own programs.
>
>> I would think that the functions Dopendir(), Dclosedir(), Dreaddir()
>> and Drewinddir() would be the ones to do this but someone will have to
>
>Dopendir(), Dclosedir() etc. are nice functions, but they don't have anything
>to do with long filenames specifically. Just a easy way of reading directories.
>
>Support for long filenames is very easy:
>
>1. Use Pdomain(1) to tell the OS that you understand long filenames.
>
>2. Don't make any assumptions about the length, case or anything about
> directories and files. You can use all the normal calls, the OS will
> handle everything for you.

Which leaves one question. ;-)

The Fsfirst/Fsnext structure in Mwc is defined thus:

```
typedef struct {
char d_glob[12];
char d_mask;
char d_dirent[4];
char d_dirid[4];
char d_fattr;
long d_tandd;
long d_fsize;
char d_fname[14];
} DMABUFFER;
```

Would I be right in assuming d_fname[14] now becomes *d_fname?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

73. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ba97be.7216837@news.demon.co.uk>
Source record: 5882

On 9 Jan 1998 12:15:52 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <34b699c6.5056030@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> [Dopendir() & Co] I added them
>> in just now but something was amiss - possibly the Compendium has some
>> wrong info 'cos it half worked opened and closed ok, read the correct
>> number of entries but the filenames were all garbage characters.
>Does the Compendium mention that the filename actually starts at the
>fifth byte of the buffer when using the standard mode? (Use of
>compatibility mode is strongly discouraged, anyway.)

Yes unfortunately, which means the problem is lower level.

>That means, the first four bytes are actually the file's index on the
>filesystem, which may for example be used to detect hardlinks, as
>hardlinks always have the same file index. To get the actual filename,
>you have to access &buf[4].

This is what I originally did and got a "" string for all the files.
As the index for each entry was zero, I made a guess that the
Compendium was wrong about &buf[4] and kept incrementing it on each
compile ... &buf[5], &buf[6] etc which resulted in the garbage.

>>>Are there calls
>>>to check and see if an alternative file system is available, and how
>>>big should arrays be in my programs to hold path and filenames in the
>>>"vfat" system?
>>
>> Dunno for sure but whilst looking at the nearest PC equivilent to the
>> above I noticed that "opendir" was limited to 260 chars.
>There's no fixed limit on the length of filenames, each filesystem may
>have its own limit, including "unlimited".

I try to assume unlimited even for Tos. Thus my programs tend to use
code which can handle unlimited length filenames but they'll still
break round about 128 because the interaction with Tos requires
buffers of indeterminate length, and 128 is what I fixed it at.

>The call Dpathconf() may be
>used to check these limits, the case-sensitivity, and the truncation
>behaviour of a filesystem (and some more stuff). Note that Dpathconf()
>does not follow symbolic links, that means you get the information for

>U:\, if you call Dpathconf("U:\bin"), as bin is only a symbolic link.

I didn't know that.

>A solution for this is to always append "\." to the path you want to
>query. It is guaranteed that every filesystem must interpret "." as the
>current directory, even if it does not exist physically (for example, in
>the root directory of a FAT filesystem).

Ah, nicely consistent. A rarity indeed these days!

>> Dreaddir() will return a specific error if the buffer is too small
>> which rather hints at setting some average size but being prepared to
>> enlarge the buffer and repeat as necessary.
>Or determine the actual limit via Dpathconf(). Of course, if this results
>in "unlimited", you have start with an average buffer size and adapt it
>if necessary.

<G>

>Those who understand German may also take a look at the article on
>handling alternative filesystems I wrote some time ago for the magazine
>ST-Computer (issues 11 and 12/95, IIRC).

I wonder how good AltaVista would be on it? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

74. Re: Pure C to Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bb9cf1.8547500@news.demon.co.uk>
Source record: 5883

On 9 Jan 1998 12:15:43 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <34b63482.3066229@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>E.g. typedef WORD (cdecl XFSL_FILTER)(char *path, char *name, XATTR *xa);
>>>
>>>Does anyone know if it is possible to port Pure C to Lattice easily?
>>
>> This is basically a cpp problem methinks. Look for an option to enable
>> you to see the pre-processor output - there must be one.
>I'd rather suspect that the problem here is the cdecl (use C-style
>argument passing, i.e. via the stack only), which is no standard function
>modifier and should be replaced with "__stdargs __saveds" for Lattice
>(which isn't standard, either, as there's no standard way to influence
>the argument passing scheme within the source, anyway).

oops! I have to admit I'm totally and utterly wrong. This is made all the more embarrassing because I of all people, being a user of MWC, have had to port numerous PureC and Lattice examples to MWC over the years - and know exactly what cdecl and __stdargs mean!

"Lame Excuse (number 206)" ...

I'd been up all night and only got 4 hours the night before. When I saw XFSL_FILTER and XATTR, I instantly assumed them to be macro expansions, simply because they were all uppercase. Worse, I even remember sitting here last night thinking "but that doesn't make sense". Then I proceeded to reply.

I still stand by my cpp advice though. But not for the above problem!

[Sheepish grin]

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

75. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c0a218.9866897@news.demon.co.uk>
Source record: 5884

On Fri, 09 Jan 1998 10:55:42 -0500, !SPAMdwilga@mtholyoke.edu (Dan Wilga) wrote:

>In article <34b738ae.4134074@news.demon.co.uk>, guy@swampdog.demon.co.uk >(Guy Harrison) wrote:
>
>> Do Lattice or PureC have a mechanism for checking for stack overflow >> during execution?
>
>In Pure C it's a compiler option. When you enable it, it puts a short bit >of code at the start of every function which stops execution if there is >an underflow. Just remember to turn the option off before compiling a >final version, or your program is slower and larger than it needs to be.

[Slight diversion] This is odd. I post this question then in the thread "Long filename support" get to post the very mwc code example that led to me asking this question! [Diversion over]

That's a shame as there are times where you need to check in a specific function, such as the mwc recursive directory descent example I posted in above mentioned thread. I found it is possible in mwc to malloc fresh stacks when the checking code detects the current one is running out, and thus continue descending indefinately. Try as I might, I cannot remember how I free'd them and restored the older ones when ascending though. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

76. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c1a7c2.11316752@news.demon.co.uk>
Source record: 5885

On 9 Jan 1998 14:01:12 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Hmm, I seem to have run into several problems while trying to
>patch into the BIOS Rwabs() call...
>The main point is that I want to use input from a file
>as output for Rwabs(). This requires my TSR program to call
>GEMDOS from within a BIOS trap.

BIOS is re-entrant to 3 levels. GEMDOS is not re-entrant.

>Presuming that this is at all possible,

It isn't because GEMDOS calls Rwabs which promptly calls GEMDOS again.

Perhaps if you gave some more info there might be a solution?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

77. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-11 00:00:00 UTC
From: frederic.dinh'@'ffv.fr
Message-ID: <69abmu$9ea$1@news2.isdnet.net>
Source record: 5886

```
Hi again, thanx a lot for your help.
I'd like to check if I understood well :

In order to move file in the same partition (in the case I would code
an alternative desktop), I have to use the Frename() gemdos function.

For example, I have a file called "target.zip" in a folder
"c:\archives\zips\" and I want it moved to "c:\unpack\".

My alt. desktop should :

{
char * oldname "c:\archives\zips\target.zip";
/* Do I need to give the full path or "target.zip" is
sufficient ? */

char * newname "c:\unpack\target.zip";

Frename (dummy, oldname, newname);
}

Is that correct ? Any addition or correction is welcome.
---------------------- fredd -----------------------
Frederic Dinh -> frederic "point" dinh "at" ffv.fr
```

78. Is there any English doc for Magic 5 ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-11 00:00:00 UTC
From: frederic.dinh'@'ffv.fr
Message-ID: <69abn7$9ea$2@news2.isdnet.net>
Source record: 5887

```
Where can I find english doc for developping under Magic 5 ?
Does Magic really handle threads ?
--------------------- fredd ----------------------
Frederic Dinh -> frederic "point" dinh "at" ffv.fr
```

79. Getting started with Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-11 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <69avjf$gm7$1@irk.zetnet.co.uk>
Source record: 5888

Hi Folks,
Well at the ripe old age of 31 I've decided to try my hand at programming. I've got a copy of Lattice C v5, what I need is a beginners guide to how to program in it. Is there a site anywhere with such a thing? If someone has a text file of such a thing could they send it to me. Please reply via email, I'm not a great inhabiter of Usenet...

chrisc

80. keyboard interrupt vector

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-11 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <2yMfDsOH6c7o@cantva.canterbury.ac.nz>
Source record: 5889

Greetings all,

I wrote to Andreas Kromke recently, asking if it was possible to
temporarily disable the Task Manger & pull down menu of MagiC?
and his reply...

> No way.
> You could only change the keyboard interrupt vector.

Brief, and to the point I guess, ...hmmm, but his suggestion doesn't
sound very easy! So how do I intercept the Ctrl-Alt-Esc key
combination from within a GEM programme?? Can I access this at the
BIOS or XBIOS level? Or am I going to have to poke round with the
keyboard itself?
I don't know any assembler, so I'm hoping this can be achieved using
a C compiler (Lattice C, in my case).

If you are wondering why the interest, it's because of the programme
I've just written.

Taken from FILE_ID.DIZ

```
-------------------------------------------------------------------------
File: SENTINEL.LZH
Name: SENTINEL
Version: 1.0
Date: Dec 1997
Language: English

Description: Password Protection for MagiC OS
Uses the #_AUT feature in the magx.inf file
Simple graphical GEM interface
The ability to log all password attempts
Visual feed back; utilizes BubbleGEM >= v4.0
3 attempts only at gaining access
Documentation in ST-GUIDE hypertext format

FREEWARE!

Author: -0x29a PRODUCTIONS- <kma54@student.canterbury.ac.nz>
-------------------------------------------------------------------------

Uploaded at: <atari.archive.umich.edu>
<ftp.cs.tu-berlin.de>
<ftp.funet.fi>
<ftp.lip6.fr>
```

81. Revisiting ERROR 510, Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <34b9b725.55153@news.tmisnet.com>
Source record: 5890

```
Hi!

After a brief hiatus with my programming
project, I've returned to it fresh ... but
after trying many new previously-untried fixes,
I still can't convince the compiler to use
32-bit access instead of 16-bit access when
fetching data.

Has anyone had experience with Error 510 in
Lattice C version 5.6? What is it really
trying to tell me, and how do I adjust to
obtain a clean compile?

I sure wish Oregon Research was still around ....

--------------

The manual tells me that Error 510 means
"...A module has attempted to access an
unmerged (far) data item using a (near)
access. This will usually occur if one
module of a program is compiled using
the -b1 option whilst another module
uses -b0."

I finally figured out how to compile with -b0
... after much study of the manual ... by
using the dialog in Options, Compiler,
Preprocessor to adjust the setting of
_BASEREL. In the #undef section, I select
_BASEREL, then the the #define section I
add ' _BASEREL -b0 '. It has to be checked
and set before each compile, but at least
I know where it is! (This is probably the
source of my problem -- how do I convince
it that once it's set, it's to remain set?)

Just to be certain, I've added the following
to the code (which has not affected the error
message at all) which executes before any
other #defines or #includes:

/* Pre-Processor Directives */
#ifdef _BASEREL
#undef _BASEREL
#endif
```

```
#define _BASEREL -b0
/* End of Pre-Processor Directives */

According to the "Standard Libraries" information
(page 165, Volume 1), file 'cnb.o' is the
standard c startup code with the 'nb'
option (which translates to using
the 'Non-base relative library -b0'). This
appears to be correct, which points at a
compilation error of my source file. But where?

Thanks for any help or suggestions you may
have!

-- George Crissman
-- strads@tmisnet.com

------------------

Here are the messages generated by the compiler:

Compiling ..\LINECARD\GEM_LC.C
Module size P=00007F64 D=0000054C U=00000532
Linking H:\LINECARD\PROBUYER.PRG
CLink Copyright © 1992 HiSoft & Lattice, Inc.
All Rights Reserved - Version 1.37

Error 510: __base symbol - Reference to unmerged data item
First Reference in Unit gem_lc.c at offset 00000010 in file
'..\LINECARD\GEM_LC.O'
To Unit lib\crt\c at offset 00000014 in file 'CNB.O'

------------------

The first few bytes of startup code CNB.O (shown below) appear
to be calling for a file located in 'default:\lib\crt\c'.
Unfortunately, there is no '\crt' directory living
my my '\lib' directory. In fact, there is no '\crt' directory
anywhere on the drive! The actual file 'c.o' lives in
'default:\lib' as-installed by Lattice.

??
?
lib\crt\c?????
?
TEXT??
?$o?I?#?Hz

------------------

The first few bytes of gem_lc.o are:

gem_lc.c
 e p @ 1@ N@ k@
```

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

82. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69co1l$j9o$1@infomania.emw.ericsson.se>
Source record: 5891

```
Thomas Binder wrote:
Hi there,

> Note that, for TOS, the functionality only applies to files, not
> directories. The FAT-FS of MagiC 5 and the MinixFS for MiNT also allow
> moving complete directory trees with a single Frename(), which makes
> moving folders a lot faster (if the desktop you use supports it,
> Magxdesk/MGCOPY does, Thing unfortunately still doesn't).

So you are saying that if you want to move a complete directory tree
with subdirectories you just have to move the "first" one? I guess they
still need to be on the same partition? That's cool.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

83. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69coq3$j9o$2@infomania.emw.ericsson.se>
Source record: 5892

Guy Harrison wrote:

> >While we are at it, does someone have a nice routine to find all
> >files and subdirectories in a directory?
>
> The MWC manual has one in its example for using Fgetdta(). It's not
> too long so I've typed the lot in further below.

Oh, thanks! :-)))

I did alter by routine it a bit yesterday and it works pretty well now. The
memory overhead is still a bit big but it's quite flexible and can be used
for other neat stuff as well.

> >So does anyone know how to do this is a memory effiecent and
> >fast way?
>
> I've only altered it to make it more readable. It is otherwise the
> same as in the manual ...

Thanks. I will give it a try. Looks realy neat.

> >What does the above functions realy do? Maybe they could be usefull?
>
> They do much the same as Fsfirst/Fsnext but allow long filenames so
> the solution is the same. Directories are trees and recursion lends
> itself nicely to trees.

Okey.

> >The problem I'm having has to do with when I want to get back to
> >the parent directory. How do I know which directories has been
> >checked, or maybe better, how do I get back to the point there
> >I started so that I can just continue my routine at that point and
> >don't need to know where I was?
>
> The above code relies on one assumption which is that a subdirectory
> has '.' and '..' as two fixed entries at the beginning. It tries to
> descend each entry (including files) in a directory thus when it runs
> out of entries and rises back up a level it knows it has visited
> everywhere underneath. ie:

Oh, so there actually is a use for those entries. :-)

> >Ehh.... does this make any sence at all?
>
> Does what I've said make any sense? ;-)

It sure does.

Thanks once more.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

84. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69covm$j9o$3@infomania.emw.ericsson.se>
Source record: 5893

Guy Harrison wrote:

> >Dopendir(), Dclosedir() etc. are nice functions, but they don't have anything
> >to do with long filenames specifically. Just a easy way of reading directories.
> >
> >Support for long filenames is very easy:
> >
> >1. Use Pdomain(1) to tell the OS that you understand long filenames.
> >
> >2. Don't make any assumptions about the length, case or anything about
> > directories and files. You can use all the normal calls, the OS will
> > handle everything for you.
>
> Which leaves one question. ;-)
>
> The Fsfirst/Fsnext structure in Mwc is defined thus:
>
> typedef struct {
> char d_glob[12];
> char d_mask;
> char d_dirent[4];
> char d_dirid[4];
> char d_fattr;
> long d_tandd;
> long d_fsize;
> char d_fname[14];
> } DMABUFFER;
>
> Would I be right in assuming d_fname[14] now becomes *d_fname?

A very good question. Looks like Fsfirst/Fsnext isn't the best call to
use
when you are working with long filenames if that isn't that case.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

85. Re: keyboard interrupt vector

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69cpg7$j9o$4@infomania.emw.ericsson.se>
Source record: 5894

kma54@csc.canterbury.ac.nz wrote:
>
> Greetings all,
>
> I wrote to Andreas Kromke recently, asking if it was possible to
> _temporarily_ disable the Task Manger & pull down menu of MagiC?
> and his reply...
>
> > No way.
> > You could only change the keyboard interrupt vector.
>
> Brief, and to the point I guess,

Yup, sounds just like an answer from Andreas. He doesn't realy waste any
time on writing down why...

> ...hmmm, but his suggestion doesn't
> sound very easy! So how do I intercept the Ctrl-Alt-Esc key
> combination from within a GEM programme?? Can I access this at the
> BIOS or XBIOS level? Or am I going to have to poke round with the
> keyboard itself?
> I don't know any assembler, so I'm hoping this can be achieved using
> a C compiler (Lattice C, in my case).

Well if you could do it you would also be able to make a nicer task
manager as the current one isn't to cool. If you do come up with a way
of doing it I might be interrested.

> If you are wondering why the interest, it's because of the programme
> I've just written.
>
> Taken from FILE_ID.DIZ
>
> ---
> File: SENTINEL.LZH
> Name: SENTINEL
> Version: 1.0
> Date: Dec 1997
> Language: English
>
> Description: Password Protection for MagiC OS
> Uses the #_AUT feature in the magx.inf file
> Simple graphical GEM interface
> The ability to log all password attempts
> Visual feed back; utilizes BubbleGEM >= v4.0

> 3 attempts only at gaining access
> Documentation in ST-GUIDE hypertext format
>
> FREEWARE!

So you want to stop the user from killing your password program? :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

86. Re: Is there any English doc for Magic 5 ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69cpkm$j9o$5@infomania.emw.ericsson.se>
Source record: 5895

```
Frederic Dinh wrote:
>
> Where can I find english doc for developping under Magic 5 ?
> Does Magic really handle threads ?

There are none. There are some rather good docs from Andreas in german,
but they are not very easy to understand if you can't understand
german....

MagiC handles threads, supposely even better than MiNT. Andreas says
that
it's based on the way Solaris handles threads. I have no idea how to
use them from Lattice though.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

87. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <69cste$t94$1@due.unit.no>
Source record: 5896

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:

> > >2. Don't make any assumptions about the length, case or anything about
> > > directories and files. You can use all the normal calls, the OS will
> > > handle everything for you.
[...]
> > The Fsfirst/Fsnext structure in Mwc is defined thus:
> >
> > typedef struct {
[...]
> > char d_fname[14];
> > } DMABUFFER;
> >
> > Would I be right in assuming d_fname[14] now becomes *d_fname?

I haven't got a clue...

> A very good question. Looks like Fsfirst/Fsnext isn't the best call to
> use
> when you are working with long filenames if that isn't that case.

Use Dopendir(), Dreaddir() and Dclosedir() instead. They're much easier to use, and if they're not available you can't use long filenames anyway.

Dopendir() & co. is available in all versions of MiNT and recent versions of MagiC. Does somebody know when these functions was introduced in MagiC? IIRC it was in MagiC 3, but I could be wrong.

If you don't need to read directories but only load/save files using the fileselector then you don't need to do anything special, except informing the OS using Pdomain(1).

Jo Even Skarstein

88. Re: keyboard interrupt vector

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <69ctb6$t94$2@due.unit.no>
Source record: 5897

Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
> > I wrote to Andreas Kromke recently, asking if it was possible to
> > _temporarily_ disable the Task Manger & pull down menu of MagiC?
> > and his reply...
> >
> > > No way.
> > > You could only change the keyboard interrupt vector.
[...]
> > sound very easy! So how do I intercept the Ctrl-Alt-Esc key
> > combination from within a GEM programme?? Can I access this at the
> > BIOS or XBIOS level? Or am I going to have to poke round with the
> > keyboard itself?

You can use the Xbios call Kbdvbase() to get a pointer to a table of
system vector handlers. You can then intercept the keyboard-vector,
inspect the keyboard-data and either return or jump to the old handler
depending on what you want to do.

E.g. if Control+Alt+Esc is pressed, then just return. In all other cases
jump to the old handler.

> > I don't know any assembler, so I'm hoping this can be achieved using
> > a C compiler (Lattice C, in my case).

Hmm... I expect it can be done with C as well, but it would be a lot
easier with assembler. Read the docs for the Kbdvbase()-call.

Jo Even Skarstein

89. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyz67npkhn8.fsf@issan.informatik.uni-dortmund.de>
Source record: 5898

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> writes:

|> Hi!
|> In article <695elq$o5o$2@laas.laas.fr>,
|> prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
|>> I remember having read somewhere that earlier versions of TOS did it the stupid
|>> way, that is copying then deleting, and newer versions (which ones?) did it
|>> more intelligently (see below).
|> The Frename()-call of TOS prior to 1.04 could really only rename files,

AFAIK Frename() has always been able to move file around arbitrarily
within the same drive. It has been just the stupid desktop that didn't
make use of it.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

90. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69d4b8kvt1@infomania.emw.ericsson.se>
Source record: 5899

Jo Even Skarstein wrote:

> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
>
> I haven't got a clue...

Anyone have?

> > A very good question. Looks like Fsfirst/Fsnext isn't the best call to
> > use
> > when you are working with long filenames if that isn't that case.
>
> Use Dopendir(), Dreaddir() and Dclosedir() instead. They're much easier to
> use, and if they're not available you can't use long filenames anyway.

Well if you are going to find all files and subdirectories
Fsfirst/Fsnext
is requiered. Maybe it can be done with Dopendir() insteed but I can't
see
how right now.

> Dopendir() & co. is available in all versions of MiNT and recent versions
> of MagiC. Does somebody know when these functions was introduced in MagiC?
> IIRC it was in MagiC 3, but I could be wrong.
>
> If you don't need to read directories but only load/save files using the
> fileselector then you don't need to do anything special, except informing
> the OS using Pdomain(1).

Sure, but I still wonder what happens to the DTA structure...

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

91. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69dee7$2u2$1@sun27.hrz.tu-darmstadt.de>
Source record: 5900

Hi!

In article <34ba97be.7216837@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>(Use of compatibility mode is strongly discouraged, anyway.)
>
> Yes unfortunately, which means the problem is lower level.

?? What for do you need compatibility mode, anyway? It's almost the same
as Fsfirst()/Fsnext() (i.e. returns crippled filenames), but without the
possibility to filter and with the extended filemodes. I don't see too
much use in it.

>>To get the actual filename, you have to access &buf[4].
>
> This is what I originally did and got a "" string for all the files.

That's strange. If you like, I'll send (or post) a small listing which
simply reads all filenames in a given directory. It uses Dopendir() & Co.
if they're available, Fsfirst()/Fsnext() otherwise.

> I try to assume unlimited even for Tos. Thus my programs tend to use
> code which can handle unlimited length filenames but they'll still
> break round about 128 because the interaction with Tos requires
> buffers of indeterminate length, and 128 is what I fixed it at.
I usually use 256 for fixed buffers. I dunno how much it is in Thing, but
as you may know, I'm not the original author ...

>>Note that Dpathconf()
>>does not follow symbolic links, that means you get the information for
>>U:\, if you call Dpathconf("U:\bin"), as bin is only a symbolic link.
>
> I didn't know that.

It was very annoying at first, because I always got wrong results, until
I had the "\."-idea ;)

>>Those who understand German may also take a look at the article on
>>handling alternative filesystems I wrote some time ago for the magazine
>>ST-Computer (issues 11 and 12/95, IIRC).
>
> I wonder how good AltaVista would be on it? ;-)

Does that mean you want a copy of it, or is it just a joke?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

92. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69dfef$42c$1@sun27.hrz.tu-darmstadt.de>
Source record: 5901

Hi!

In article <69d4b8kvt1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
>>
>> I haven't got a clue...
>
> Anyone have?

d_fname (or dta_fname, depending on the library you use ...) of course
won't change at all. Programs running in MiNT-domain (i.e. after calling
Pdomain(1)) are supposed to use Dopendir() & Co. for directory reading.
Fsfirst()/next() will still return crippled 8+3-filenames, as will
Dopendir() in compatibility mode.

> Well if you are going to find all files and subdirectories
> Fsfirst/Fsnext
> is requiered. Maybe it can be done with Dopendir() insteed but I can't
> see
> how right now.

No problem at all. Either use Dxreaddir() to read the filenames, or, if
that's not available, call Fxattr() on each filename returned by
Dreaddir(). This will give you all attributes of the file. Now check if
(xattr.mode & S_IFMT) == S_IFDIR. If so, recurse using this new filename
for Dopendir(), as it represents a subdirectory.

Note that Dxreaddir() internally calls Fxattr() with mode 1, i.e. it does
not follow symbolic links. So, if you want to descend symbolic links to
directories as well, either don't use Dxreaddir() (which will be much
slower with MiNT, though!) or call Fxattr() with mode 0 yourself when
(xattr.mode & S_IFMT) == S_IFLNK.

For more information, I could post the routine in Thing which
recursively counts files, dirs and symlinks, either with Dopendir() & Co.
or Fsfirst()/next(), depending on availability of the first.

>> Dopendir() & co. is available in all versions of MiNT and recent versions
>> of MagiC. Does somebody know when these functions was introduced in MagiC?
>> IIRC it was in MagiC 3, but I could be wrong.

This is irrelevant for programming as one should always only check the
return value of "new" GEMDOS calls. If it's -32L (EINVFN), the function is
either not supported by the kernel or by the affected filesystem.

>> If you don't need to read directories but only load/save files using the
>> fileselector then you don't need to do anything special, except informing
>> the OS using Pdomain(1).

Unfortunately, there are some problems with the original TOS fileselector.
A program running in MiNT domain (after Pdomain(1)) will get lowercase
filenames for Fsfirst()/next() on FAT partitions (with MiNT), and so does
the fileselector, then. But the problem is that pattern matching in the
selector is case-sensetive, i.e. "*.PRG" won't match anything when running
in the MiNT-Domain, and "*.prg" won't match anything when running in TOS
domain (and under plain TOS). So, it may be a good idea to adapt the file
mask depending on whether Pdomain(-1) == 1.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

93. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69dgkh$42c$3@sun27.hrz.tu-darmstadt.de>
Source record: 5902

Hi!

In article <69abmu$9ea$1@news2.isdnet.net>,
frederic.dinh'@'ffv.fr (Frederic Dinh) writes:
> In order to move file in the same partition (in the case I would code
> an alternative desktop), I have to use the Frename() gemdos function.
Yes.

> {
> char * oldname "c:\archives\zips\target.zip";
> /* Do I need to give the full path or "target.zip" is
> sufficient ? */
It depends on what the current directory is. If it's \archives\zips\,
then you don't need to prepend the path. To be on the safe side, always
prepend it.

> Is that correct ? Any addition or correction is welcome.

It's almost correct, despite the variable definitions are missing the "=",
and the path separators ought to be "\\" in C, not just "\". Also, it
wasn't necessary to define variables for the pathnames, i.e. a simple
Frename(0, "C:\\archives\zips\target.zip", "C:\unpack\target.zip"); would
have done the job ;)

Nevertheless, the principle way is correct.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

94. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69dg9q$42c$2@sun27.hrz.tu-darmstadt.de>
Source record: 5903

Hi!

In article <69co1l$j9o$1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> So you are saying that if you want to move a complete directory tree
> with subdirectories you just have to move the "first" one? I guess they
> still need to be on the same partition? That's cool.
Yes and yes. It's just like the UNIX rename()-function which also allows
moving directories located on the same filesystems.

Of course, this may be limited by the filesystem. For example, the
Ramdisk-XFS does not allow this (as by the time I wrote it, MagiC's TOS-FS
didn't have the functionality, either).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

95. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980112185639809 56@zetnet.co.uk>
Source record: 5904

> > A very good question. Looks like Fsfirst/Fsnext isn't the best call to
> > use
> > when you are working with long filenames if that isn't that case.
>
> Use Dopendir(), Dreaddir() and Dclosedir() instead. They're much easier to
> use, and if they're not available you can't use long filenames anyway.

Yea, but they dont exist without MiNT, so if you were writing a program that you wanted to take advantage of LFN, but worked fine without MiNT/Magic you would have to write your own wrapper routine to handle both...

Not a good situation, IMO...

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

96. Disassembler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <69drng$d6o$2@due.unit.no>
Source record: 5905

Can somebody recommend a good PD/SW disassembler that handles
030 and 040 code?

Jo Even Skarstein
<joska@nuts.edu>

97. Re: Function length

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ba5857.1947991@news.demon.co.uk>
Source record: 5906

On Fri, 9 Jan 1998 10:26:21 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <34b52fab.1827417@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>What would be the easiest way to determine the length of an
>>>assembly or C function (ie. subroutine)?
>>
>> Leave the compiler's own symbol table in the executable then have the
>> executable access the table itself.
>
>Is the length of a function added to the symbol table too ?

Probably not.

>I thought it
>only contains the addresses.

Very likely, but I would be most surprised if there was no way to
derive the length from those addresses. It's certainly possible in Mwc
- the "nm" command produces this info and could be invoked via
system() but this solution has obvious problems!

Mwc document their symbol table structure but as it happens there
would be no need for to take the trouble of using it. Functions are
generated in the same order as they appear in the source, and modules
are appended in the same order as is specified in the makefile. Thus
the following would work fine ...

```
funcA()
{
}

static char *fred ="eek";

funcB()
{
}

main()
{
printf("funcA is at %lx of length %lx\n",funcA,funcB-funcA);
}
```

I assume both Lattice and PureC can produce a "map" file? Simply
providing a copy of this for the program to access might be enough to

allow the original poster to develop a solution. Otherwise, unless the code generation is as fixed as Mwc, there would be little alternative to duplicating the code which generates the map file.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

98. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ba74c5.9225866@news.demon.co.uk>
Source record: 5907

On 12 Jan 1998 15:55:51 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34ba97be.7216837@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>(Use of compatibility mode is strongly discouraged, anyway.)
>>
>> Yes unfortunately, which means the problem is lower level.
>
>?? What for do you need compatibility mode, anyway? It's almost the same
>as Fsfirst()/Fsnext() (i.e. returns crippled filenames), but without the
>possibility to filter and with the extended filemodes. I don't see too
>much use in it.

As you figured out lower down, it must be my implementation.

>>>To get the actual filename, you have to access &buf[4].
>>
>> This is what I originally did and got a "" string for all the files.
>
>That's strange. If you like, I'll send (or post) a small listing which
>simply reads all filenames in a given directory. It uses Dopendir() & Co.
>if they're available, Fsfirst()/Fsnext() otherwise.

Yes please. That would save me a lot of time trying to figure out what
I've done wrong.

>> I try to assume unlimited even for Tos. Thus my programs tend to use
>> code which can handle unlimited length filenames but they'll still
>> break round about 128 because the interaction with Tos requires
>> buffers of indeterminate length, and 128 is what I fixed it at.
>I usually use 256 for fixed buffers. I dunno how much it is in Thing, but
>as you may know, I'm not the original author ...
>
>>>Note that Dpathconf()
>>>does not follow symbolic links, that means you get the information for
>>>U:\, if you call Dpathconf("U:\bin"), as bin is only a symbolic link.
>>
>> I didn't know that.
>
>It was very annoying at first, because I always got wrong results, until
>I had the "\."-idea ;)

I can imagine it's not something that would immediately spring to
mind!

>>>Those who understand German may also take a look at the article on
>>>handling alternative filesystems I wrote some time ago for the magazine
>>>ST-Computer (issues 11 and 12/95, IIRC).
>>
>> I wonder how good AltaVista would be on it? ;-)
>
>Does that mean you want a copy of it, or is it just a joke?

Half a joke. It means I can't understand a word of German - and
wondered how good that recently advertised translation engine on
AltaVista would be. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

99. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bb7741.9861359@news.demon.co.uk>
Source record: 5908

On Mon, 12 Jan 1998 14:01:08 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Jo Even Skarstein wrote:
>
>> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
>>
>> I haven't got a clue...
>
>Anyone have?
>
>> > A very good question. Looks like Fsfirst/Fsnext isn't the best call to
>> > use
>> > when you are working with long filenames if that isn't that case.
>>
>> Use Dopendir(), Dreaddir() and Dclosedir() instead. They're much easier to
>> use, and if they're not available you can't use long filenames anyway.
>
>Well if you are going to find all files and subdirectories
>Fsfirst/Fsnext
>is requiered. Maybe it can be done with Dopendir() insteed but I can't
>see
>how right now.

I would assume there would not be much more to it than modifying the
example I posted so that Dopendir() replaced the Fsetdta/Fgetdta part
in find() and Dclosedir at the bottom. And Dreaddir() would replace
Fsfirst/Fsnext in the loop - but I can't tell exactly how until I can
get it working with Mwc. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

100. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bd78dd.10273582@news.demon.co.uk>
Source record: 5909

```
On Mon, 12 Jan 1998 10:44:15 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Thanks. I will give it a try. Looks realy neat.

I think so. It's a really good *example* piece of code. It shows the
idea very well and gives you ideas on how to improve it. Having it
check that it's not wasting its time trying to descend down a file is
the most obvious one!

if (
(dumb.d_fname[0] != '.') &&
(dumb.d_fattr & DIRECTORY_ATTRIBUTE)
)

[snip]
>Oh, so there actually is a use for those entries. :-)

They're usually a pain aren't they? :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

101. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34be7b10.10836572@news.demon.co.uk>
Source record: 5910

On 12 Jan 1998 16:13:03 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <69d4b8kvt1@infomania.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>>> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
>>>
>>> I haven't got a clue...
>>
>> Anyone have?
>
>d_fname (or dta_fname, depending on the library you use ...) of course
>won't change at all.

That's a real shame. I can see why it's that way but it would have been nice if dta_fname return LFN's when in the MiNT domain.

[snip]
>For more information, I could post the routine in Thing which
>recursively counts files, dirs and symlinks, either with Dopendir() & Co.
>or Fsfirst()/next(), depending on availability of the first.

Yep. The more working examples I have the easier it will be for me to figure out why Mwc won't do it. I fail to see where I have gone wrong so it is bound to be something really silly. Adding TOS (ie not Gem) calls to Mwc is no more complex than adding macros to osbind.h which invoke its gemdos(), bios() or xbios() functions!

[snip]
>Unfortunately, there are some problems with the original TOS fileselector.
>A program running in MiNT domain (after Pdomain(1)) will get lowercase
>filenames for Fsfirst()/next() on FAT partitions (with MiNT), and so does
>the fileselector, then. But the problem is that pattern matching in the
>selector is case-sensetive, i.e. "*.PRG" won't match anything when running
>in the MiNT-Domain, and "*.prg" won't match anything when running in TOS
>domain (and under plain TOS). So, it may be a good idea to adapt the file
>mask depending on whether Pdomain(-1) == 1.

This applies *only* to the standard fileselector?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

102. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69fc8jcjm1@infomania.emw.ericsson.se>
Source record: 5911

Thomas Binder wrote:

Hi Thomas!

> >> > > Would I be right in assuming d_fname[14] now becomes *d_fname?
> >>
> >> I haven't got a clue...
> >
> > Anyone have?
>
> d_fname (or dta_fname, depending on the library you use ...) of course
> won't change at all. Programs running in MiNT-domain (i.e. after calling
> Pdomain(1)) are supposed to use Dopendir() & Co. for directory reading.
> Fsfirst()/next() will still return crippled 8+3-filenames, as will
> Dopendir() in compatibility mode.

That was what I suspected. It should be quite strange if it did change.

> > Well if you are going to find all files and subdirectories
> > Fsfirst/Fsnext
> > is requiered. Maybe it can be done with Dopendir() insteed but I can't
> > see
> > how right now.
>
> No problem at all. Either use Dxreaddir() to read the filenames, or, if
> that's not available, call Fxattr() on each filename returned by
> Dreaddir(). This will give you all attributes of the file. Now check if
> (xattr.mode & S_IFMT) == S_IFDIR. If so, recurse using this new filename
> for Dopendir(), as it represents a subdirectory.

Well I guess I just have to sitt down and read the Compendium about
these
calls. So far I havn't cared about long filenames but sooner or later I
have to so maybe I should start doing it now before it's to late.

> Note that Dxreaddir() internally calls Fxattr() with mode 1, i.e. it does
> not follow symbolic links. So, if you want to descend symbolic links to
> directories as well, either don't use Dxreaddir() (which will be much
> slower with MiNT, though!) or call Fxattr() with mode 0 yourself when
> (xattr.mode & S_IFMT) == S_IFLNK.

Well I'm not sure I want to follow symbolic links anyway, but it's good
to
know.

> For more information, I could post the routine in Thing which
> recursively counts files, dirs and symlinks, either with Dopendir() & Co.

> or Fsfirst()/next(), depending on availability of the first.

Yeah I would love you if you did it. It would save me alot of pain and I
would
be so happy. Feel free to mail me anything regarding going through
directories or to the newsgroup if you like. :-)

> >> If you don't need to read directories but only load/save files using the
> >> fileselector then you don't need to do anything special, except informing
> >> the OS using Pdomain(1).
>
> Unfortunately, there are some problems with the original TOS fileselector.
> A program running in MiNT domain (after Pdomain(1)) will get lowercase
> filenames for Fsfirst()/next() on FAT partitions (with MiNT), and so does
> the fileselector, then. But the problem is that pattern matching in the
> selector is case-sensetive, i.e. "*.PRG" won't match anything when running
> in the MiNT-Domain, and "*.prg" won't match anything when running in TOS
> domain (and under plain TOS). So, it may be a good idea to adapt the file
> mask depending on whether Pdomain(-1) == 1.

Nasty stuff. So the esiest part is to scrap TOS support and only have
MiNT/MagiC support. Not that nice but you avoid alot of hassel. :-)

Anyway, thanks Thomas for all these good replys. We need more people
like you!

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

103. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69fcnicjm3@infomania.emw.ericsson.se>
Source record: 5912

Guy Harrison wrote:

> I think so. It's a really good *example* piece of code. It shows the
> idea very well and gives you ideas on how to improve it. Having it
> check that it's not wasting its time trying to descend down a file is
> the most obvious one!

Yeah that would be a bad idea. :-)

> >Oh, so there actually is a use for those entries. :-)
>
> They're usually a pain aren't they? :-)

Not realy, but I never thought about what they were for and what
they were doing. I just skipped them. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

104. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69fcfacjm2@infomania.emw.ericsson.se>
Source record: 5913

Guy Harrison wrote:

> >Well if you are going to find all files and subdirectories
> >Fsfirst/Fsnext
> >is requiered. Maybe it can be done with Dopendir() insteed but I can't
> >see
> >how right now.
>
> I would assume there would not be much more to it than modifying the
> example I posted so that Dopendir() replaced the Fsetdta/Fgetdta part
> in find() and Dclosedir at the bottom. And Dreaddir() would replace
> Fsfirst/Fsnext in the loop - but I can't tell exactly how until I can
> get it working with Mwc. :-(

Well I guess it's pretty much as you say but I havn't looked at it
yet so I asumed it would be hairy. I will try to get a look at it
tonight. As you say it's probably not very hard when you know how
it works with Fsfirst/Fsnext.

Thanks.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

105. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69fcsccjm4@infomania.emw.ericsson.se>
Source record: 5914

Thomas Binder wrote:

> > So you are saying that if you want to move a complete directory tree
> > with subdirectories you just have to move the "first" one? I guess they
> > still need to be on the same partition? That's cool.
> Yes and yes. It's just like the UNIX rename()-function which also allows
> moving directories located on the same filesystems.

Yeah but I often find Unix sources a bit too strange for my taste.

> Of course, this may be limited by the filesystem. For example, the
> Ramdisk-XFS does not allow this (as by the time I wrote it, MagiC's TOS-FS
> didn't have the functionality, either).

Hmm.. wasn't you talking about updateing it a while bakc with english
docs?
Maybe it's time for that update now and a smaller update to the ramdisk
it
self as well?

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

106. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69fkr2$q99$1@sun27.hrz.tu-darmstadt.de>
Source record: 5915

Hi!

In article <34be7b10.10836572@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>d_fname (or dta_fname, depending on the library you use ...) of course
>>won't change at all.
>
> That's a real shame. I can see why it's that way but it would have
> been nice if dta_fname return LFN's when in the MiNT domain.

dta_fname is a fixed buffer, and can't suddenly become a pointer to a
variable length buffer. So how should it work for names longer than 13
characters, anyway?

> Yep. The more working examples I have the easier it will be for me to
> figure out why Mwc won't do it.

OK, I'll post the two example programs (in source only) here tomorrow (if
I don't forget to take them with me ;)

> [Mask problems with file selector]
> This applies *only* to the standard fileselector?
AFAIK yes. But as I only have access to three other selectors (with two
being part of MagiC and N.AES), I can't tell if others are affected as
well. But if you decide to drop support for the TOS selector, remember to
use lowercase masks, then, as otherwise "*.C" won't match any C-files on
a Minix partition ...

Or you could dynamically change the mask depending on the path you start
the selector with, but that's not a very bright idea as the user might
switch to a different drive/path, anyway ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

107. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69fpgq$s63$1@sun27.hrz.tu-darmstadt.de>
Source record: 5916

Hi!

In article <69fc8jcjm1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> d_fname (or dta_fname, depending on the library you use ...) of course
>> won't change at all. [...]
>
> That was what I suspected. It should be quite strange if it did change.

Of course it couldn't change, as char[] can't become a pointer to a non-static buffer. And even though dta_fname is located at the end of the structure, Fsfirst() mustn't put more than 13 characters (plus 1 for EOS) into it, as /you/ supply the structure, so writing beyond may destroy data vital for your program.

> So far I havn't cared about long filenames but sooner or later I
> have to so maybe I should start doing it now before it's to late.

It's not bad to know about these calls, yes. And I don't deem it an unnecessarily high overhead to write library calls which act like the UNIX opendir()/readdir()/closedir() and use Fsfirst() or Dopendir(), depending on what's available.

And btw, the MiNT library does exactly this (and a lot more, of course), i.e. it provides these UNIX (even POSIX, to be precise) calls to read directories.

And also take a look at the ftw()-call the MiNT library provides ("file tree walk"), a very powerful function!

> Well I'm not sure I want to follow symbolic links anyway, but it's good
> to know.

Sooner or later you'll be in the situation you want to dereference them, believe me ;)

>> For more information, I could post the routine in Thing which
>> recursively counts files, dirs and symlinks, either with Dopendir() & Co.
>> or Fsfirst()/next(), depending on availability of the first.
>
> Yeah I would love you if you did it.

OK, I'll post it (and the mini example as well) here. But it just came to my mind that it won't be possible to post them tomorrow, as I have to comment the code a bit before publishing it. And I don't have the time to do this tonight.

> [TOS file selector problem]
> Nasty stuff. So the esiest part is to scrap TOS support and only have
> MiNT/MagiC support. Not that nice but you avoid alot of hassel. :-)

Well, even with MiNT + SingleTOS you have this problem. Only the use of
an alternative file selector helps here (most of them should be able to
handle that correctly, otherwise they're far from being up to date).
Unfortunately, I don't have any figures on how many ATARI users have such
a thing ;)

> Anyway, thanks Thomas for all these good replys.

You're welcome. As long as my replies are helpful, I'll be pleased ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

108. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69frva$1d$1@sun27.hrz.tu-darmstadt.de>
Source record: 5917

Hi!

In article <34ba74c5.9225866@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>That's strange. If you like, I'll send (or post) a small listing which
>>simply reads all filenames in a given directory. It uses Dopendir() & Co.
>>if they're available, Fsfirst()/Fsnext() otherwise.
>
> Yes please. That would save me a lot of time trying to figure out what
> I've done wrong.

And to say it once again, I'll post some example code here on Thursday ;)

>>[Dpathconf()-problem with symlinks]
>>It was very annoying at first, because I always got wrong results, until
>>I had the "\."-idea ;)
>
> I can imagine it's not something that would immediately spring to
> mind!

Yes, it took me some minutes to find a solution ;) To be honest, I didn't
used appending of "\." at first, but Dsetpath() with Dpathconf(".")
afterwards. Of course, that has the same effect, but it's less elegant.

>>Does that mean you want a copy of it, or is it just a joke?
>
> Half a joke. It means I can't understand a word of German - and
> wondered how good that recently advertised translation engine on
> AltaVista would be. :-)

Oh, just wonderful. I've heard about a test translation of the homepage of
the TU Darmstadt. It's been not much more than a braindead word-by-word
translation, with very little to none respect to the grammar. Also,
there've been some funny translations like "TU" -> "do" ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

109. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <69fqap$61e@balaena.bio.vu.nl>
Source record: 5918

mhop (mhop@snip.net) wrote:

: How does Sozobon C compare to all of these others?

It's fast, doesn't use much memory and produces nice efficient
code. Just a few drawbacks: it's commandline driven,
it's not fully ANSI (although it will compile most ANSI stuff)
and the XGEMFast lib that comes with it is not 100% compatible
with other GEM libs. And it only does 68000 code, no
optimized 020+ stuff.
Anyway, I use it and I like it.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

I've touch'd the highest point of all my greatness;
And from that full meridian of my glory
I haste now to my setting. I shall fall,
Like a bright exhalation in the evening
And no man see me more.
-- Shakespeare

110. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <69fqeg$61e@balaena.bio.vu.nl>
Source record: 5919

In article <!SPAMdwilga-0901981050400001@wilga.mtholyoke.edu> you wrote:

: You can't do this in normal TOS, as GEMDOS is not re-entrant. There is a
: very good chance that a GEMDOS call would call your BIOS code, which would
: then result in another GEMDOS call. Kaboom.

This is not likely to happen, as the second call to my BIOS routine would
fall through, due to the way things are set up. Still, I'll see if I can
find a better way to do things (although the only way I can think of right
now is direct FAT access. Ugh.)

: Which app owns a file handle can be fixed by changing the p_run (basepage
: pointer) variable to point to another app's context.

Thanks.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

I've touch'd the highest point of all my greatness;
And from that full meridian of my glory
I haste now to my setting. I shall fall,
Like a bright exhalation in the evening
And no man see me more.
-- Shakespeare

111. Re: Is there any English doc for Magic 5 ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Message-ID: <rw51zyc4eye.fsf@ozone.inria.fr>
Source record: 5920

Yes, Magic 4.5 is multithread but using the AES function
shel_write(). The magic's shel_write() has new mode managing
the multithread. But the function Pfork() is not implemented
and finaly MagiC is not MiNT compatible with multithreads :-(
--

Dominique Bereziat | Email: Dominique.Bereziat@inria.fr
Projet AIR | Web: http://www-air.inria.fr/
INRIA Rocquencourt |
Domaine de Voluceau |
BP 105 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30
----

112. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69fuov$19u$1@sun27.hrz.tu-darmstadt.de>
Source record: 5921

Hi!

In article <69fcsccjm4@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> Yes and yes. It's just like the UNIX rename()-function which also allows
>> moving directories located on the same filesystems.
>
> Yeah but I often find Unix sources a bit too strange for my taste.

Well, I just used 'man -k rename'. Didn't take a look at any sources.
Though I have to admit that I'm quite familar with UNIX programming.

> [Ramdisk-XFS]
> Hmm.. wasn't you talking about updateing it a while bakc with english
> docs?

I was, yes. I was hoping Denesh Bhabuta would make it, but up to now he
hasn't done it, probably due to lack of time. For the same reason, don't
expect an English "translation" done by me or a major update of the XFS
itself ... Not to mention that I'm not too motivated, anyway, as up to
now only two(!) people have donated.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

113. CAD

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: Scott Harris <harris@ganymede.cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980113113040.21051A-100000@ganymede.cs.mun.ca>
Source record: 5922

Hi everyone,

Does anyone know where I can obtain a shareware copy of a CAD program. Such as ST FORMAT had GFA CAD on one of their demo disks a few years back. I had it and never used it. So like you would I re-formatted the disk for other purposes and no longer have a copy of GFA CAD. Now lone behold I've penciled down a design of a device which popped into my head one night. I want to do an accurate schematic in a CAD package on my atari and print it off, so I can begin work on building it.

Scott.

114. Re: Disassembler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <69g0bn$47i$1@roch.zetnet.co.uk>
Source record: 5923

On 12 Jan 1998 19:42:40, Jo Even Skarstein wrote:
>Can somebody recommend a good PD/SW disassembler that handles
>030 and 040 code?

Have you tried Easyrider v4, Jo? It does 030 but I'm not sure about
040.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

115. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69g1qo$l4k$1@infomania>
Source record: 5924

Thomas Binder wrote:

Hi,

> > So far I havn't cared about long filenames but sooner or later I
> > have to so maybe I should start doing it now before it's to late.
>
> It's not bad to know about these calls, yes. And I don't deem it an
> unnecessarily high overhead to write library calls which act like the
> UNIX opendir()/readdir()/closedir() and use Fsfirst() or Dopendir(),
> depending on what's available.

Maybe. It's just that I want to keep it as simple as possible.

> And also take a look at the ftw()-call the MiNT library provides ("file
> tree walk"), a very powerful function!

Well I guess I have to start reading!

> > Well I'm not sure I want to follow symbolic links anyway, but it's good
> > to know.
>
> Sooner or later you'll be in the situation you want to dereference them,
> believe me ;)

I guess you could get into problems if it's a directory which could make
your program go into a loop....

> >> For more information, I could post the routine in Thing which
> >> recursively counts files, dirs and symlinks, either with Dopendir() & Co.
> >> or Fsfirst()/next(), depending on availability of the first.
> >
> > Yeah I would love you if you did it.
>
> OK, I'll post it (and the mini example as well) here. But it just came to
> my mind that it won't be possible to post them tomorrow, as I have to
> comment the code a bit before publishing it. And I don't have the time to
> do this tonight.

Okey. We can wait a few days. No problem (we are kind today). ;-)

> > Anyway, thanks Thomas for all these good replys.
>
> You're welcome. As long as my replies are helpful, I'll be pleased ;)

So far they are.

If someone just could translate the docs for MagiC.... which I have found has got alot of nice stuff. It even looks like MagiC does support those extended shel_write() calls I claimed it didn't do....

```
#define SHW_XMDLIMIT 256
#define SHW_XMDNICE 512
#define SHW_XMDDEFDIR 1024
#define SHW_XMDENV 2048
```

..but how could I know when there are no docs in english? It also looks like MagiC is much more powerfull than MiNT in many respects even in Unix stuff as most parts of the OS is re-entrant. Just read the docs! ;-)

But then, I'm probably talking bull again. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

116. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-13 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69g4gh$3mb$1@sun27.hrz.tu-darmstadt.de>
Source record: 5925

Hi!

In article <69g1qo$l4k$1@infomania>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> And I don't deem it an
>> unnecessarily high overhead to write library calls which act like the
>> UNIX opendir()/readdir()/closedir() and use Fsfirst() or Dopendir(),
>> depending on what's available.
>
> Maybe. It's just that I want to keep it as simple as possible.

As simple as possible and as complicated as necessary ;) If you want to
read directories, it's necessary today to be able to handle long
filenames, but it's also still necessary to be backwards compatible if
you want your programs to run with all available TOSes and TOS-like
operating systems.

>> [symbolic links]
>> Sooner or later you'll be in the situation you want to dereference them,
>> believe me ;)
>
> I guess you could get into problems if it's a directory which could make
> your program go into a loop....

It is possible, but you could, for example, use xattr.dev and xattr.index to
check whether you've already vistited a specific diretory. Or you could
refuse to recursively follow symbolic links which have ".." in their
destination path (which you get with Freadlink()) or point to an absolute
directory (starting with "\" or some drive letter).

> Okey. We can wait a few days. No problem (we are kind today). ;-)

Oh, thanks a lot ;)

> It also looks
> like MagiC is much more powerfull than MiNT in many respects even in
> Unix stuff as most parts of the OS is re-entrant. Just read the docs!

Well, the re-entrance of (X)BIOS and GEMDOS in MagiC is mainly important
for the background DMA to work properly. For me, this is nothing
UNIX-special. But you're right, MagiC has a lot to offer MiNT hasn't, but
it's also the same the other way 'round. It depends on what you actually
need whether a certain strength or weakness of MagiC or MiNT is important
for you.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

117. C++ on the Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <34BC0F61.9C77EA27@studio9.demon.co.uk>
Source record: 5926

I want to start some coding with my STe and I was hoping to use C++. I have assembler knowledge but I'm interested in developing GEM stuff and I dont think I can face building GEM apps in 68000. I know GNU C implements object-oriented extensions but I've wrestled with its unfathomable documentation too many times. Is there an alternative? Perhaps I should just learn C. Advice?

Viva Atari,
Jim.

--
* Mr J.M.A. Harris.
* 9 Argyle Road, Brighton, East Sussex, BN1 4QA, United Kingdom.
+ 44 (0)1273 625875.
* jim@studio9.demon.co.uk ~ http://www.studio9.demon.co.uk
* Postgraduate Student of Hypermedia Studies
* (http://www.hrc.wmin.ac.uk)
* @ Advanced interactive web site design
* @ CD-ROM authoring
* @ Internet and Multimedia Installations and Events
* @ Digital Music
* Also at this address Mr C.Hope, Mr S.Grainger and Miss S.Kpakra.

118. XBRA?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34bc17c6.0@comnet.co.nz>
Source record: 5927

```
Levien van Zon (lvzon@bio.vu.nl) wrote in comp.sys.atari.programmer:
> Oh, and another thing... :)

> Can someone provide me with details on the XBRA protocol?
> I only know that it has something to do with identifying vector
> thieves, and as I'm writing one of these buggers myself
> I might want to use it.
> Thanks,
> -=Levjenno

Here's some example code that steals the TRAP #4 vector, and is XBRA
friendly.

TRAP4 equ $20+4

install:
pea code ; TRAP 4 handler
move.w #TRAP4,-(sp) ; trap 4 vector num
move.w #setexc,-(sp) ; set exception vector
trap #13 ; call TOS
addq.w #2+2+4,sp ; correct stack
move.l d0,code-4 ; store old handler for XBRA
rts ;
...

remove:
pea -1 ; get old value for TRAP #4 vector
move.w #TRAP4,-(sp) ; vector number
move.w #setexc,-(sp) ; get/set vector
trap #13 ; call TOS
addq.w #2+2+4,sp ; correct stack

cmp.l #code,d0 ; is this the first handler in chain?
beq.s first ; yep - so special handling reqd

move.l d0,a0 ; a0 = first handler
tol cmp.l #code,-4(a0) ; next == our code?
beq.s gotit ; yep, so unlink
again move.l -4(a0),a0 ; nope, so get next
bra.s tol ; loop again
gotit move.l code-4,-4(a0) ; unlink handler from chain
rts ;

first move.l code-4,-(sp) ; unlink first handler
move.w #TRAP4,-(sp) ; trap #4 vector
move.w #setexc,-(sp) ; set vector
trap #13 ; call TOS
```

```
addq.w #2+2+4,sp ; fix stack
rts ;

dc.l 'XBRA' ; I am an XBRA function
dc.l 'TRP4' ; XBRA id
dc.l 0 ; previous handler
code:
nop ; body of code

move.l code-4,-(sp) ; XBRA handler
rts ; branch to it
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

119. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69hqkb$k06$1@infomania.emw.ericsson.se>
Source record: 5928

Thomas Binder wrote:

> > Maybe. It's just that I want to keep it as simple as possible.
>
> As simple as possible and as complicated as necessary ;) If you want to
> read directories, it's necessary today to be able to handle long
> filenames, but it's also still necessary to be backwards compatible if
> you want your programs to run with all available TOSes and TOS-like
> operating systems.

Yup. I have now tested the routine from MWC and it works just fine!
Cool.
So now I need to look at these new calls Dopendir()/Dreaddir(). Looks
like
it shouldn't be to hard to use them. Now I just need to get something
useable
out of this.

> > I guess you could get into problems if it's a directory which could make
> > your program go into a loop....
>
> It is possible, but you could, for example, use xattr.dev and xattr.index to
> check whether you've already vistited a specific diretory. Or you could
> refuse to recursively follow symbolic links which have ".." in their
> destination path (which you get with Freadlink()) or point to an absolute
> directory (starting with "\" or some drive letter).

I guess I have to sit down and look at it. I also think that I will skip
symbolik links for now.

> > Okey. We can wait a few days. No problem (we are kind today). ;-)
>
> Oh, thanks a lot ;)

:-)

> > It also looks
> > like MagiC is much more powerfull than MiNT in many respects even in
> > Unix stuff as most parts of the OS is re-entrant. Just read the docs!
>
> Well, the re-entrance of (X)BIOS and GEMDOS in MagiC is mainly important
> for the background DMA to work properly. For me, this is nothing
> UNIX-special. But you're right, MagiC has a lot to offer MiNT hasn't, but
> it's also the same the other way 'round. It depends on what you actually
> need whether a certain strength or weakness of MagiC or MiNT is important
> for you.

I guess so. MagiC also looks to handle threads much better, but I don't realy
know of what I can use them for. I also wonder if there will be any use of
the new shared library support in MagiC.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

120. MagiC 5.13 problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69i05flqj1@infomania.emw.ericsson.se>
Source record: 5929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

```
Hi,

I'm writing this for a friend.

He is using Magic 5.13 (french) and has got a Falcon with AB040.
When he tries to open a window or click on a icon on the MAGXDESK
desktop he gets this message.

In french: "Appel aes 60 erronee"
In english: "Bad Aes call 60"

So, what is going on? Andreas? Anyone? He is desperat and needs
help!!!!

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

121. magic 5.13 problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: Laurent FAVARD alias FunShip <l.favard@france2.fr>
Message-ID: <34BC8A09.988FF0@france2.fr>
Source record: 5930

Hi everyone....
(14 january 1998)

i just bought Magic 5.13 yesterday. I have got a falcon+AB040+16 Mo
TT-Ram (just one simm plugged) And after to installed (with success)
Magic (with the standard install program) i tried to start it.

so problems began....thus, any time i open a window or clic an icon on
the magic desktop, the following message occured (in french cause my
magic is french):

In english: "Bad Aes call 60" (In french: "Appel aes 60 erronee")

I don't understand what's happened :-((

i can just say, that if i move the vertical slider from a window, the
contain occurs, but not the first are displaying at the window's open.

The magic version is 5.13 and in French (of cours for me ;-))

PLEEEEEEASE HELP ME....i don't know what to do :-(((((((

122. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <69i9dl$db0@balaena.bio.vu.nl>
Source record: 5931

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: On 9 Jan 1998 14:01:12 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

: BIOS is re-entrant to 3 levels. GEMDOS is not re-entrant.
: >Presuming that this is at all possible,
: It isn't because GEMDOS calls Rwabs which promptly calls GEMDOS again.

Ah, I see your point.

: Perhaps if you gave some more info there might be a solution?

Well, I wanted to write a little thing to be able to mount disk images
as drives. The problem now seems to be how to access the disk images.
I can't use GEMDOS for this with normal TOS, but I could try to
read the FAT directly on FAT filesystems. This still leaves the
problem of how to access a file on a non-FAT filesystem (eg. a CD-ROM).

-=El Vjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Keep grandma off the streets -- legalize bingo.

123. Re: Revisiting ERROR 510, Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <69ib7q$gl2$1@laas.laas.fr>
Source record: 5932

In article <34b9b725.55153@news.tmisnet.com>, strads@tmisnet.com (George Crissman) writes:
>I still can't convince the compiler to use
>32-bit access instead of 16-bit access when
>fetching data.
I don't see any difficulty doing this! I mean I dit it several times.
As already said in previous follow-ups, use the compiler option -b0.
(Use the graphic, i.e. "integrated" compiler. I remember I had problems once
with options of the CLI version I was using occasionnally).

>Has anyone had experience with Error 510 in
>Lattice C version 5.6? What is it really
>trying to tell me, and how do I adjust to
>obtain a clean compile?

Error 510 is just exactly what the manual says. One object module is addressing
data using near (16bit index) addressing, while that data must be addressed via
absolute addressing (because the compiler was instructed to do so for the module
into which the data is declared!).
If you are using option -b0, this cannot happen, EXCEPT if this global option
is overriden locally. I explain. You can override the global option for one given
module by providing options specific to it via the project menu. You can also
override in the code itself with the 'near' keyword (or the 'far' keyword the other
way).
To summarize. If you are using global -b0, check that you are not overriding it
locally. If you don't use global -b0, check the consistency of the various 'near',
'far' declarations and option settings in the project menu, but this method
is risky.

>Just to be certain, I've added the following
>to the code (which has not affected the error
>message at all) which executes before any
>other #defines or #includes:
>#ifdef _BASEREL
>#undef _BASEREL
>#endif
>#define _BASEREL -b0
Sorry, but this is meaningless. _BASEREL is defined when compiling with -b1. For
what you want to do, i.e. compiling with -b0, _BASEREL is not defined.
Look: _BASEREL is just defined or not defined. It has NO value. Furthermore,
you cannot FORCE anything with it. It is only an indication of how the current
module is being compiled. All what you can do is testing it (but for what?).

>According to the "Standard Libraries" information
>(page 165, Volume 1), file 'cnb.o' is the
>standard c startup code with the 'nb'

>option (which translates to using
>the 'Non-base relative library -b0'). This
>appears to be correct, which points at a
>compilation error of my source file. But where?
The correct startup stub will be automatically linked, depending on the option -b
in use.

>Error 510: __base symbol - Reference to unmerged data item
> First Reference in Unit gem_lc.c at offset 00000010 in file
>'..\LINECARD\GEM_LC.O'
> To Unit lib\crt\c at offset 00000014 in file 'CNB.O'
Well. The variable __base is compiled as "merged" (i.e. near, 16bit indexed)
in gem_lc.c, and as unmerged (i.e. far, absolute addressing) in cnb.c .
If gem_lc.c is not yours, I guess it is a part of a Lattice library. The linker
is linking the wrong library. Again this is normally also automatically done,
depending on -b.

Use global -b0, don't override it, and the correct startup and the correct library
will be linked with your code, and no problem...

Cheers.

Roland
LAAS/CNRS, Toulouse, France
prajoux@laas.fr

124. Re: C++ on the Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <69ikqvlgb1@laas.laas.fr>
Source record: 5933

In article <34BC0F61.9C77EA27@studio9.demon.co.uk>, jim <jim@studio9.demon.co.uk> writes:
>I want to start some coding with my STe and I was hoping to use C++. I
>have assembler knowledge but I'm interested in developing GEM stuff and
>I dont think I can face building GEM apps in 68000. I know GNU C
>implements object-oriented extensions but I've wrestled with its
> unfathomable documentation too many times. Is there an alternative?
>Perhaps I should just learn C. Advice?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Yes, this is what I would personnally recommend in your case. C will allow you
to code just anything you want.
IMHO of course.

Cheers.

Roland

125. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bbdd08.4665338@news.demon.co.uk>
Source record: 5934

On Tue, 13 Jan 1998 10:36:30 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>> >Oh, so there actually is a use for those entries. :-)
>>
>> They're usually a pain aren't they? :-)
>
>Not realy, but I never thought about what they were for and what
>they were doing. I just skipped them. :-)

I hate them because they don't appear in root directories so if I'm
building a "directory array" in memory it makes my code messy!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

126. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bcde4e.4991948@news.demon.co.uk>
Source record: 5935

On 13 Jan 1998 11:57:22 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <34be7b10.10836572@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>d_fname (or dta_fname, depending on the library you use ...) of course
>>>won't change at all.
>>
>> That's a real shame. I can see why it's that way but it would have
>> been nice if dta_fname return LFN's when in the MiNT domain.
>
>dta_fname is a fixed buffer, and can't suddenly become a pointer to a
>variable length buffer. So how should it work for names longer than 13
>characters, anyway?

Just use dta_fname[0..3] to hold a pointer to the name returned by Dreaddir().

>> Yep. The more working examples I have the easier it will be for me to
>> figure out why Mwc won't do it.
>
>OK, I'll post the two example programs (in source only) here tomorrow (if
>I don't forget to take them with me ;)

Thanks. :-))

>> [Mask problems with file selector]
>> This applies *only* to the standard fileselector?
>AFAIK yes. But as I only have access to three other selectors (with two
>being part of MagiC and N.AES), I can't tell if others are affected as
>well. But if you decide to drop support for the TOS selector, remember to
>use lowercase masks, then, as otherwise "*.C" won't match any C-files on
>a Minix partition ...

As it happens, I've always used lowercase in my code. Uppercase characters in source code distracts me!

>Or you could dynamically change the mask depending on the path you start
>the selector with, but that's not a very bright idea as the user might
>switch to a different drive/path, anyway ...

<grin>

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

127. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bde45e.6543388@news.demon.co.uk>
Source record: 5936

On 13 Jan 1998 13:59:06 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34ba74c5.9225866@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>That's strange. If you like, I'll send (or post) a small listing which
>>>simply reads all filenames in a given directory. It uses Dopendir() & Co.
>>>if they're available, Fsfirst()/Fsnext() otherwise.
>>
>> Yes please. That would save me a lot of time trying to figure out what
>> I've done wrong.
>
>And to say it once again, I'll post some example code here on Thursday ;)

Goody!

>>>[Dpathconf()-problem with symlinks]
>>>It was very annoying at first, because I always got wrong results, until
>>>I had the "\."-idea ;)
>>
>> I can imagine it's not something that would immediately spring to
>> mind!
>
>Yes, it took me some minutes to find a solution ;) To be honest, I didn't
>used appending of "\." at first, but Dsetpath() with Dpathconf(".")
>afterwards. Of course, that has the same effect, but it's less elegant.

Probably the most "annoying" section of code I've ever had to write
was for all the different results shel_read() can return (or not). It
worked but was a horrible mess!

>>>Does that mean you want a copy of it, or is it just a joke?
>>
>> Half a joke. It means I can't understand a word of German - and
>> wondered how good that recently advertised translation engine on
>> AltaVista would be. :-)
>
>Oh, just wonderful. I've heard about a test translation of the homepage of
>the TU Darmstadt. It's been not much more than a braindead word-by-word
>translation, with very little to none respect to the grammar. Also,
>there've been some funny translations like "TU" -> "do" ;)

Hehe. I can imagine!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

128. Re: CAD

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bee7ea.7451244@news.demon.co.uk>
Source record: 5937

On Tue, 13 Jan 1998 11:39:55 -0330, Scott Harris
<harris@ganymede.cs.mun.ca> wrote:

>
>Hi everyone,
>
> Does anyone know where I can obtain a shareware copy of a CAD
>program. Such as ST FORMAT had GFA CAD on one of their demo disks a few
>years back.

Was it called GFA Draft?

>I had it and never used it. So like you would I re-formatted
>the disk for other purposes and no longer have a copy of GFA CAD.

Ditto, if it's the above.

>Now
>lone behold I've penciled down a design of a device which popped into my
>head one night. I want to do an accurate schematic in a CAD package on my
>atari and print it off, so I can begin work on building it.

The good news is I tended to archive them on extended format disks
before using the originals. Email me if no one else has it and I'll
see if I can locate it, keeping fingers crossed it's not corrupted by
now!

Hmm - another comes to mind - EasyDraw methinks was its name. Was that
cad or just a vector drawing package like Arabesque?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

129. atari 800xl

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: Richard van Santen <richard.santen@tip.nl>
Message-ID: <69ja5e$955$1@cadmium.aware.nl>
Source record: 5938

can anyone tell me the port layout on the atari 800xl (printer port) ??

r.vansanten@hsbos.nl

130. Re: Disassembler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <69jdfg$p4h$2@due.unit.no>
Source record: 5939

Roger Cain <rcain@zetnet.co.uk> wrote:
> On 12 Jan 1998 19:42:40, Jo Even Skarstein wrote:
> >Can somebody recommend a good PD/SW disassembler that handles
> >030 and 040 code?

> Have you tried Easyrider v4, Jo? It does 030 but I'm not sure about
> 040.

Do you know where I can find it?

Jo Even Skarstein

131. Re: CAD

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980114211357809 56@zetnet.co.uk>
Source record: 5940

> > Does anyone know where I can obtain a shareware copy of a CAD
> >program. Such as ST FORMAT had GFA CAD on one of their demo disks a few
> >years back.
>
> Was it called GFA Draft?

Yea, that was on one STF coverdisk...

> >Now
> >lone behold I've penciled down a design of a device which popped into my
> >head one night. I want to do an accurate schematic in a CAD package on my
> >atari and print it off, so I can begin work on building it.
>
> The good news is I tended to archive them on extended format disks
> before using the originals. Email me if no one else has it and I'll
> see if I can locate it, keeping fingers crossed it's not corrupted by
> now!

I never formated most of my STF disks, and just happen to have archived
them on my PC this weekend... I can send a 241k ZIP containing everything
that I copied off the disk. I haven't tested that it works, but it certainly
seems to be complete...

I have 80Meg of coverdisks on my HD at the moment - AC, STF, STUser, and
a couple of STAction...

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

132. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bd0a94.15647089@news.demon.co.uk>
Source record: 5941

On 14 Jan 1998 12:00:53 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>: On 9 Jan 1998 14:01:12 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>
>: BIOS is re-entrant to 3 levels. GEMDOS is not re-entrant.
>: >Presuming that this is at all possible,
>: It isn't because GEMDOS calls Rwabs which promptly calls GEMDOS again.
>
>Ah, I see your point.
>
>: Perhaps if you gave some more info there might be a solution?
>
>Well, I wanted to write a little thing to be able to mount disk images
>as drives. The problem now seems to be how to access the disk images.
>I can't use GEMDOS for this with normal TOS, but I could try to
>read the FAT directly on FAT filesystems. This still leaves the
>problem of how to access a file on a non-FAT filesystem (eg. a CD-ROM).

I think you might find the hard disk vectors useful for this ...

0x46A hdv_init initilization handler
0x472 hdv_bpb Your Getbpb()
0x476 hdv_rw Your Rwabs()
0x47A hdv_boot reboot handler
0x47E hdv_mediach Your Mediach()
0x4C2 drvbits installed drives bitmap
0x43E flock dma locking flag

If you hook into these then the bios will call your code
automatically. If it's your device then handle it else pass control
back to the original handler. I believe ramdisks work this way.

I've never done it myself. Even so, if the above sounds interesting I
could scan the information I do have for you and email it.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

133. Re: C++ on the Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bf108f.17178220@news.demon.co.uk>
Source record: 5942

On 14 Jan 1998 15:15:43 GMT, prajoux@REMOVE_THIS.laas.fr (Roland
Prajoux) wrote:

>
>In article <34BC0F61.9C77EA27@studio9.demon.co.uk>, jim <jim@studio9.demon.co.uk> writes:
>>I want to start some coding with my STe and I was hoping to use C++. I
>>have assembler knowledge but I'm interested in developing GEM stuff and
>>I dont think I can face building GEM apps in 68000. I know GNU C
>>implements object-oriented extensions but I've wrestled with its
>> unfathomable documentation too many times. Is there an alternative?
>>Perhaps I should just learn C. Advice?
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>Yes, this is what I would personnally recommend in your case. C will allow you
>to code just anything you want.
>IMHO of course.

And IMO as well. Lattice or PureC are widely used so most problems can
be solved by the folks here.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

134. Re: magic 5.13 problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c01447.18130390@news.demon.co.uk>
Source record: 5943

On Wed, 14 Jan 1998 10:48:57 +0100, Laurent FAVARD alias FunShip
<l.favard@france2.fr> wrote:

>Hi everyone....
>(14 january 1998)
>
>i just bought Magic 5.13 yesterday. I have got a falcon+AB040+16 Mo
>TT-Ram (just one simm plugged) And after to installed (with success)
>Magic (with the standard install program) i tried to start it.
>
>so problems began....thus, any time i open a window or clic an icon on
>the magic desktop, the following message occured (in french cause my
>magic is french):
>
>In english: "Bad Aes call 60" (In french: "Appel aes 60 erronee")
>
>I don't understand what's happened :-((

This happens when a program attempts to call a function which does not
exist in the aes. For instance, it happens periodically with APP_LIST
when you try to run it under MagiC 2 (different number though).

>i can just say, that if i move the vertical slider from a window, the
>contain occurs, but not the first are displaying at the window's open.

There is no aes call 60 in standard Gem. This means that it must have
been installed either as part of MagiC, or as part of something else.

>The magic version is 5.13 and in French (of cours for me ;-))
>
>PLEEEEEEASE HELP ME....i don't know what to do :-(((((((

As I've never seen a similar post to this ever before, I'm inclined to
think it is "something else" at fault, not MagiC. If I understand you
correctly, you can open a window ok but the problem happens when you
try to interact with it? If so, this could well imply a missing vdi
function. This in turn implies nvdi or whatever equivilent to it you
happen to have.

Thus, the first thing to check is that MagiC is installed before
"nvdi". ie magxboot.prg runs before nvdi.prg in the auto folder.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

135. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69kfbi$mb6$1@infomania.emw.ericsson.se>
Source record: 5944

Guy Harrison wrote:

Hi,

> >OK, I'll post the two example programs (in source only) here tomorrow (if
> >I don't forget to take them with me ;)
>
> Thanks. :-))

Ehuuummm.... so where is it? :-)

I looked a bit at Dpathconf() yesterday and I can't get it right. What
ever
I try I always get the regular FAT limits (12 for filename length) back.

In the compendium it says that you call Dpathconf() with name and mode.
Name is the name(?) of the filesystem? What should I put here on MagiC
and on Minix? I tried the obvious one like VFAT, XFS, FAT32, FAT etc.
and I always got the same answer... 12 under MagiC!

So what should I use then? I would like to use the drive letter if
possible to know which partition supports long filenames and not. How
can
I do that?

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

136. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69kfmj$mb6$2@infomania.emw.ericsson.se>
Source record: 5945

Guy Harrison wrote:

> >>>[Dpathconf()-problem with symlinks]
> >>>It was very annoying at first, because I always got wrong results, until
> >>>I had the "\."-idea ;)
> >>
> >> I can imagine it's not something that would immediately spring to
> >> mind!
> >
> >Yes, it took me some minutes to find a solution ;) To be honest, I didn't
> >used appending of "\." at first, but Dsetpath() with Dpathconf(".")
> >afterwards. Of course, that has the same effect, but it's less elegant.

Oppss... I havn't followed this discusion to closely, but maybe I should
use
the drive I want info on as "name" in Dpathconf()? :-)

The Compendium isn't always very clear on what to do and when you are in
a
hurry testing something you doesn't always think rational. :-)

Even the name says it all. D_path_conf()..... sorry about that. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

137. Re: magic 5.13 problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69kg67$mb6$3@infomania.emw.ericsson.se>
Source record: 5996

Guy Harrison wrote:

> >In english: "Bad Aes call 60" (In french: "Appel aes 60 erronee")
> >
> >I don't understand what's happened :-((
>
> This happens when a program attempts to call a function which does not
> exist in the aes. For instance, it happens periodically with APP_LIST
> when you try to run it under MagiC 2 (different number though).

Well the fishy part in this story is that he bought MagiC 5.13 but
the info box about MagiC/MagXDesk says 5.04a. It could be that he got
one disk with 5.04a (MagiC Kernal/AES) and one with 5.13 (MagXDesk).

> >i can just say, that if i move the vertical slider from a window, the
> >contain occurs, but not the first are displaying at the window's open.
>
> There is no aes call 60 in standard Gem. This means that it must have
> been installed either as part of MagiC, or as part of something else.

Or it could be that MagiC has got a undocumented call 60 which MagXDesk
uses in 5.13 but the AES from 5.04a doesn't support it. Or it's just
something else. Also, it's only MagXDesk which produce this error, or
atleast it looks like it.

Anyway he will get new disks from the store and see if it fixes it.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

138. redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <34bdfafa3f11a0@xs4all.nl>
Source record: 5997

How can I redirect stderr on an ST? fileno(stderr) yields -1, and consequently Fforce() returns an error code. No problem with the other std files. Only this one.

Thanks for any help.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

139. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <69ktrb$r1n@balaena.bio.vu.nl>
Source record: 5998

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I think you might find the hard disk vectors useful for this ...

: If you hook into these then the bios will call your code
: automatically. If it's your device then handle it else pass control
: back to the original handler. I believe ramdisks work this way.

Yep, I discovered these vectors myself yesterday when I
was flipping through a hypertext doc on system variables :)

: I've never done it myself. Even so, if the above sounds interesting I
: could scan the information I do have for you and email it.

I have some example code for a resetproof RAMdisk somewhere,
so that won't be a problem.
But this still leaves me with the GEMDOS re-entrancy problem.
Isn't there some way to get round this for Fread and Fseek?
Save some system variables for instance?
Or can I assume that most replacement filesystems (MetaDOS for instance)
will have re-entrant GEMDOS routines?
I really need this to work in normal TOS with any filesystem...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

140. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69l3t8pt1@sun27.hrz.tu-darmstadt.de>
Source record: 5999

Hi!

In article <34bcde4e.4991948@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>dta_fname is a fixed buffer, and can't suddenly become a pointer to a
>>variable length buffer. So how should it work for names longer than 13
>>characters, anyway?
>
> Just use dta_fname[0..3] to hold a pointer to the name returned by
> Dreaddir().

First, dta_fname is not guaranteed to be located at an even memory
address which would be necessary for that. Furthermore, this is in no way
compatible with the normal behaviour of Fsfirst()/next(), so you'd have
to split up your code, anyway.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

141. Example sources (was: Re: Long Filename support)

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69l4hf$14r$1@sun27.hrz.tu-darmstadt.de>
Source record: 6000
Body handling: Binary attachment payload not displayed: dirread.c, dirtest.c, system.c

Hi!

In article <69kfbi$mb6$1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>> Thanks. :-))
>
> Ehuuummm.... so where is it? :-)
The example codes are at the end of this message. Please don't expect
superb code there, the programs work, that's all.

> In the compendium it says that you call Dpathconf() with name and mode.
> Name is the name(?) of the filesystem? What should I put here on MagiC
> and on Minix? I tried the obvious one like VFAT, XFS, FAT32, FAT etc.
> and I always got the same answer... 12 under MagiC!

Well, name actually means a pathname, either to a file or a directory.
Otherwise, it wouldn't make too much sense, would it? You wouldn't be
independent of the filesystem at all ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

[One or more binary attachments are retained only in the source text.]

142. Re: redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69l5gd$1jt$1@sun27.hrz.tu-darmstadt.de>
Source record: 6001

Hi!

In article <34bdfafa3f11a0@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:
> How can I redirect stderr on an ST? fileno(stderr) yields -1, and
> consequently Fforce() returns an error code. No problem with the other
> std files. Only this one.

Well, stderr is not really a standard file handle on the Atari. GEMDOS
only offers stdout, stdin, stdaux (for the modem) and stdprn (for the
printer). So most C-libaries "emulate" stderr by using stdaux as a
replacement. For that, they first have to Fforce() handle 2 (stdaux) to
-1 (BIOS con:) if isatty(2) is true (it may be false if another program
has already redirected it to a file, e.g. a shell).

So, in your case either Fforce(2) hardcoded (best only if isatty(stderr)
!= 0), or use pipe() and dup2() to redirect output before calling exec().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

143. Re: Example sources (was: Re: Long Filename support)

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69l7e3$2iq$1@infomania.emw.ericsson.se>
Source record: 6002

Thomas Binder wrote:

Hi,

> >> Thanks. :-))
> >
> > Ehuuummm.... so where is it? :-)
> The example codes are at the end of this message. Please don't expect
> superb code there, the programs work, that's all.

Looks fine to me. The example there you have commented, is realy,
ehhh...
commented to the bones. Great stuff Thomas!

> > In the compendium it says that you call Dpathconf() with name and mode.
> > Name is the name(?) of the filesystem? What should I put here on MagiC
> > and on Minix? I tried the obvious one like VFAT, XFS, FAT32, FAT etc.
> > and I always got the same answer... 12 under MagiC!
>
> Well, name actually means a pathname, either to a file or a directory.
> Otherwise, it wouldn't make too much sense, would it? You wouldn't be
> independent of the filesystem at all ...

Yeah I know. I didn't realy think much when I tried it and I realised my
misstake. Realy stupied of me but the Compendium isn't exactly clear on
what to do.... :-)

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

144. Re: Example sources (was: Re: Long Filename support)

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69l98n$1jt$2@sun27.hrz.tu-darmstadt.de>
Source record: 6003

Hi!

In article <69l7e3$2iq$1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> Looks fine to me. The example there you have commented, is realy,
> ehhh...
> commented to the bones.

Well, it is the example source I wrote for the article I've already
mentioned. And for articles (or published sourcecode) I prefer to comment
too much instead of too little.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

145. Re: Example sources (was: Re: Long Filename support)

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69la9v$3he$1@infomania.emw.ericsson.se>
Source record: 6004

Thomas Binder wrote:

> > Looks fine to me. The example there you have commented, is realy,
> > ehhh...
> > commented to the bones.
>
> Well, it is the example source I wrote for the article I've already
> mentioned. And for articles (or published sourcecode) I prefer to comment
> too much instead of too little.

Okey, but still it was a very comprehensive example with loads of
info.

Any more articles you have done which could be worth translating? The
source code was rather selfexplaining as well so there isn't much
need for more text.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

146. Astrology soft

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: Geoffroy Cramailh <cramailh@mail.ensci.com>
Message-ID: <34BE0A39.D359C5DE@mail.ensci.com>
Source record: 6005

```
Hi everybody, SORRY TO BUG YOU...

I am looking for any software about astrology...

If anybody know something about this kind of soft, for ST (native, no
PacifiST),
please mail me at cramailh@ensci.com...

Thankx a lot

--------------------------
ATARI IS THE BEST !
--------------------------
```

147. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-1501981725430001@wilga.mtholyoke.edu>
Source record: 6006

In article <EMIHJq.nwC@suse.modem.stud.uni-hannover.de>,
perot@pallas.amp.uni-hannover.de wrote:

> In article <6914oplks1@due.unit.no>,
> Jo Even Skarstein <josk@stud.ntnu.no> writes:
>
> >> I would not recomend to use Pure-C with a 040 as it has got a "bug" (or
> >> maybe better a "feature" which doesn't work very well on a 040) in one
> >> of it's libraries making the OS drop keyboard packets. It has to do with
> >> memcpy/memclr.
> >
> > ...which are easily replaced by running Doug Little's 'abfix.ttp' utility
> > on the libraries. Not a problem at all. Btw. I don't know if Doug's pages
> > are up now, if anybody wants the abfix and can't find it on the net,
just mail
> > me and I'll upload it.
>
> Do you have any suggestions on how to patch more serious compiler bugs, like
> the crappy handling of bit arrays ? These bugs make bit arrays almost unusable
> for most purposes.

What's crappy about them? I use bitfields all the time... The instructions
generated are pretty slow, but they do work.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

148. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-1501981731060001@wilga.mtholyoke.edu>
Source record: 6007

In article <vyz67npkhn8.fsf@issan.informatik.uni-dortmund.de>, Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> wrote:

> Thomas Binder <gryf@hrzpub.tu-darmstadt.de> writes:
>
> |> Hi!
> |> In article <695elq$o5o$2@laas.laas.fr>,
> |> prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
> |>> I remember having read somewhere that earlier versions of TOS did it the stupid
> |>> way, that is copying then deleting, and newer versions (which ones?) did it
> |>> more intelligently (see below).
> |> The Frename()-call of TOS prior to 1.04 could really only rename files,
>
> AFAIK Frename() has always been able to move file around arbitrarily
> within the same drive. It has been just the stupid desktop that didn't
> make use of it.
> --
> Andreas Schwab "And now for something
> schwab@issan.informatik.uni-dortmund.de completely different"
> schwab@gnu.org

Yes, Andreas is 100% correct. That's one of the (many) reasons I wrote the original version of NeoDesk back in '87 :-)

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

149. Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <7f6_9801152008@conchbbs.com>
Source record: 6008

```
> d_fname (or dta_fname, depending on the library you use ...)
> of course won't change at all.

g > That's a real shame. I can see why it's that way but it would
g > have been nice if dta_fname return LFN's when in the MiNT
g > domain.

The best solution would have been to add a char* to the end of the
structure and keep a curtated form in d_fname[]. But then, MiNT was
intended to make TOS more UNIX compatible, not to improve it ;-)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

150. GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-15 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <7f7_9801152008@conchbbs.com>
Source record: 6009

```
l > Well, I wanted to write a little thing to be able to mount
l > disk images as drives. The problem now seems to be how to
l > access the disk images.

I'm not quite sure what you mean by a disk image. Is this some sort
of backup file? If so, you would need the file format.

If you could copy the entire file into RAM, there would be no
problem. It would work just like a ramdisk.

If you could keep a map of disk image sectors to file sectors in
RAM, there is still no problem. Just read in the appropriate file
sectors to generate the data in RAM as needed. You don't even have
to make re-entrant BIOS calls, since you already have the old
Rwabs() vector stored in your TSR.

The big problem would be telling your TSR which file to use (and to
generate the sector map), which could be done using a cookie /
function pointer.

BTW, an extra argument was added to Rwabs() to handle more than 32K
physical sectors. You MUST implement this in your own handler!

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

151. Re: Example sources (was: Re: Long Filename support)

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34bf7e02.8006482@news.demon.co.uk>
Source record: 6010

On 15 Jan 1998 13:55:59 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <69kfbi$mb6$1@infomania.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>>> Thanks. :-))
>>
>> Ehuuummm.... so where is it? :-)
>The example codes are at the end of this message. Please don't expect
>superb code there, the programs work, that's all.

Okidoki - will try them out asap! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

152. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c07eb2.8182786@news.demon.co.uk>
Source record: 6011

On 15 Jan 1998 12:01:47 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: I think you might find the hard disk vectors useful for this ...
>
>: If you hook into these then the bios will call your code
>: automatically. If it's your device then handle it else pass control
>: back to the original handler. I believe ramdisks work this way.
>
>Yep, I discovered these vectors myself yesterday when I
>was flipping through a hypertext doc on system variables :)
>
>: I've never done it myself. Even so, if the above sounds interesting I
>: could scan the information I do have for you and email it.
>
>I have some example code for a resetproof RAMdisk somewhere,
>so that won't be a problem.
>But this still leaves me with the GEMDOS re-entrancy problem.
>Isn't there some way to get round this for Fread and Fseek?

Why? When you call Fread etc then gemdos translates this into bios
Rwabs calls which end up going through hdv_rw - at which point your
code simulates an Rwabs but in fact accesses the FDC hardware
directly.

If, on the other hand you mean a different logical filesytem, then you
would need to hook into gemdos and not the "hdv" vectors.

Which one of the above is it?

>Save some system variables for instance?
>Or can I assume that most replacement filesystems (MetaDOS for instance)
>*will* have re-entrant GEMDOS routines?
>I really need this to work in normal TOS with any filesystem...

We need to be clear about the above first. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

153. Re: CAD

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c1830a.9294174@news.demon.co.uk>
Source record: 6012

On Wed, 14 Jan 1998 21:13:57 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> > Does anyone know where I can obtain a shareware copy of a CAD
>> >program. Such as ST FORMAT had GFA CAD on one of their demo disks a few
>> >years back.
>>
>> Was it called GFA Draft?
>
>Yea, that was on one STF coverdisk...
>
>> >Now
>> >lone behold I've penciled down a design of a device which popped into my
>> >head one night. I want to do an accurate schematic in a CAD package on my
>> >atari and print it off, so I can begin work on building it.
>>
>> The good news is I tended to archive them on extended format disks
>> before using the originals. Email me if no one else has it and I'll
>> see if I can locate it, keeping fingers crossed it's not corrupted by
>> now!
>
>I never formated most of my STF disks, and just happen to have archived
>them on my PC this weekend... I can send a 241k ZIP containing everything
>that I copied off the disk. I haven't tested that it works, but it certainly
>seems to be complete...

Saves me having to search through loads of zips! :-)

>I have 80Meg of coverdisks on my HD at the moment - AC, STF, STUser, and
>a couple of STAction...

I keep meaning to transfer all my ST stuff onto the PC. The only
problem is they are all in extended disk formats which makes it a
pain. Maybe when I get NT to talk to STiK/STiNG ... ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

154. Re: magic 5.13 problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c28458.9628465@news.demon.co.uk>
Source record: 6013

On Thu, 15 Jan 1998 09:06:09 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >In english: "Bad Aes call 60" (In french: "Appel aes 60 erronee")
>> >
>> >I don't understand what's happened :-((
>>
>> This happens when a program attempts to call a function which does not
>> exist in the aes. For instance, it happens periodically with APP_LIST
>> when you try to run it under MagiC 2 (different number though).
>
>Well the fishy part in this story is that he bought MagiC 5.13 but
>the info box about MagiC/MagXDesk says 5.04a. It could be that he got
>one disk with 5.04a (MagiC Kernal/AES) and one with 5.13 (MagXDesk).

I see. As it happens I wrote a program to interrogate the MagiC header
for aes version info. I can email it if you like. It's a gem program
but if you want to do it yourself it would only take a few minutes to
knock up a tos version from magx.h

>> >i can just say, that if i move the vertical slider from a window, the
>> >contain occurs, but not the first are displaying at the window's open.
>>
>> There is no aes call 60 in standard Gem. This means that it must have
>> been installed either as part of MagiC, or as part of something else.
>
>Or it could be that MagiC has got a undocumented call 60 which MagXDesk
>uses in 5.13 but the AES from 5.04a doesn't support it. Or it's just
>something else. Also, it's only MagXDesk which produce this error, or
>atleast it looks like it.

If there are mismatched versions then you are probably right.

>Anyway he will get new disks from the store and see if it fixes it.

Another reason for wanted english docs!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

155. Re: magic 5.13 problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69n4ba$p64$1@infomania.emw.ericsson.se>
Source record: 6014

Guy Harrison wrote:

> >Well the fishy part in this story is that he bought MagiC 5.13 but
> >the info box about MagiC/MagXDesk says 5.04a. It could be that he got
> >one disk with 5.04a (MagiC Kernal/AES) and one with 5.13 (MagXDesk).
>
> I see. As it happens I wrote a program to interrogate the MagiC header
> for aes version info. I can email it if you like. It's a gem program
> but if you want to do it yourself it would only take a few minutes to
> knock up a tos version from magx.h

Well it's not me who are having the problems, it's a friend. Anyway, I
was about starting looking at how to get the version number from MagiC.
If you would like to mail it to me I wont stop you. :-)

> >Or it could be that MagiC has got a undocumented call 60 which MagXDesk
> >uses in 5.13 but the AES from 5.04a doesn't support it. Or it's just
> >something else. Also, it's only MagXDesk which produce this error, or
> >atleast it looks like it.
>
> If there are mismatched versions then you are probably right.

Well the guy has now tested it with replacing MagXDesk with a version
from MagiC 4 and now all error codes are gone.

> >Anyway he will get new disks from the store and see if it fixes it.
>
> Another reason for wanted english docs!

Yup.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

156. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <69nhp4$dng@balaena.bio.vu.nl>
Source record: 6015

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Why? When you call Fread etc then gemdos translates this into bios
: Rwabs calls which end up going through hdv_rw - at which point your
: code simulates an Rwabs but in fact accesses the FDC hardware
: directly.

Yes and no. It does not access the FDC, it accesses a disk image of a
floppy disk instead. This means using the GEMDOS Fread and Fseek
routines on the disk image, which would not work from another GEMDOS
call becuase of the re-entrancy problem.

: If, on the other hand you mean a different logical filesytem, then you
: would need to hook into gemdos and not the "hdv" vectors.

No, I only want to replace the low level sector stuff,
although I want to be able to access disk images on any filesystem,
not just FAT.

Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Pity the meek, for they shall inherit the earth.
-- Don Marquis

157. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <69nidu$dng@balaena.bio.vu.nl>
Source record: 6016

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: I'm not quite sure what you mean by a disk image. Is this some sort
: of backup file? If so, you would need the file format.

I mean just what is says. A floppy disk image, ie. an .ST, .MSA or .DSK
file.

: If you could copy the entire file into RAM, there would be no
: problem. It would work just like a ramdisk.

But would not work on my 1 MB ST. 1 MB minus 720kb of disk image
leaves about 300k to work with.

: If you could keep a map of disk image sectors to file sectors in
: RAM, there is still no problem. Just read in the appropriate file
: sectors to generate the data in RAM as needed. You don't even have
: to make re-entrant BIOS calls, since you already have the old
: Rwabs() vector stored in your TSR.

Correct, but this would only work on a FAT filesystem. (see earlier
postings)

: The big problem would be telling your TSR which file to use (and to
: generate the sector map), which could be done using a cookie /
: function pointer.

I have already taken care of the calling mechanism. It's the lowlevel
stuff that is generating problems...

: BTW, an extra argument was added to Rwabs() to handle more than 32K
: physical sectors. You MUST implement this in your own handler!

Hmmm... I have implemented the Rwabs() call as described in some old
hypertext doc I have on BIOS calls. Could you post the syntax of the
extended Rwabs() call so I can check if I implemented it?

Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Pity the meek, for they shall inherit the earth.
-- Don Marquis

158. Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <69nnjg$3in$2@infomania.emw.ericsson.se>
Source record: 6017

```
Hi,

Well now when we have discussed long filenames and how to get
hold of them, now how do I make scrollable edit-fields in my dialogs?

I don't want to to expand all my dialogs to handle x long filenames.
The dialogs would be ridiculous big! So how can I make them autoscroll?
Does the AES handle if for me or do I have to use prog-defs? If so,
has anyone done it? Thomas? :-)

I know how to make a prog-def (I already use them for different things)
so that is no problem, but I'm not sure how to do my edit-fields scroll.
Any ideas?

//Magnus Kollberg
-
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

159. GFA Basic 3.5 Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: Jim Kinsey <shu96jek@reading.ac.uk>
Message-ID: <Pine.SOL.3.96.980116141058.8433A-100000@sutf6.reading.ac.uk>
Source record: 6018

Hi!

This is my first post to this group, so I don't know if I've got the right place for this query, but: Does anyone know where I might be able to get a copy of the GFA Basic 3 compiler? I recently exhumed my old STE from our loft and brought it to Uni with me, but no longer have a copy of the compiler.

Thanks in advance,

Jim Kinsey

/-------oo--o-o-oo)
| http://www.rdg.ac.uk/~shu96jek/
\-------------oooo-o---oo-oo-o)

160. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <69o70v$n4h$1@news.ican.net>
Source record: 6019

On 15 Jan 98 12:43:00, John Kormylo wrote:
But then, MiNT was intended to make TOS more UNIX compatible,
not to improve it ;-)

Bringing Unix to TOS was the best thing that ever happened to Atari.
I simply cannot say the same about MagiC... especially since it lacks
compatibility with Unix. However, MiNT allows porting most Unix tools
fairly easily and was endorsed by Atari. MagiC programming docs have
not been translated to english, so I won't support it MagiC any soon.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

161. Re: CAD

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980116185536809 56@zetnet.co.uk>
Source record: 6020

The message <34c1830a.9294174@news.demon.co.uk>
from guy@swampdog.demon.co.uk (Guy Harrison) contains these words:
> >I never formated most of my STF disks, and just happen to have archived
> >them on my PC this weekend... I can send a 241k ZIP containing everything
> >that I copied off the disk. I haven't tested that it works, but it certainly
> >seems to be complete...

If the original poster still wants it... email me.

> Saves me having to search through loads of zips! :-)

Yep :)

> >I have 80Meg of coverdisks on my HD at the moment - AC, STF, STUser, and
> >a couple of STAction...
>
> I keep meaning to transfer all my ST stuff onto the PC. The only
> problem is they are all in extended disk formats which makes it a
> pain. Maybe when I get NT to talk to STiK/STiNG ... ;-)

Strangely, I was able to read most of the disks fine on my PC (win95 OSR2)
- although some had problems... for those I simply used Ghostlink (still not
had time to set up NFS + MiNTnet).

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------

162. Re: redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-16 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <34bfc43c303c450@xs4all.nl>
Source record: 6021

on Thu 15-01-98 14:12 Thomas Binder wrote:

>Well, stderr is not really a standard file handle on the Atari. GEMDOS
>only offers stdout, stdin, stdaux (for the modem) and stdprn (for the
>printer). So most C-libaries "emulate" stderr by using stdaux as a
>replacement. For that, they first have to Fforce() handle 2 (stdaux) to
>-1 (BIOS con:) if isatty(2) is true (it may be false if another program
>has already redirected it to a file, e.g. a shell).
>
>So, in your case either Fforce(2) hardcoded (best only if isatty(stderr)
>!= 0), or use pipe() and dup2() to redirect output before calling exec().

I don't understand what you mean. Whatever I do, it doesn't work. (That
is, it doesn't work under normal TOS, but it does under MiNT.) File
handle of stderr is -1 and Fforce(-1,whatever) yields no result.
Fforce(fileno(stdaux),whatever) is successful, of course, but has
nothing to do with stderr. isatty() yields -1 for al std files.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

163. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c2572d.14816254@news.demon.co.uk>
Source record: 6022

On 15 Jan 1998 13:45:12 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <34bcde4e.4991948@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>dta_fname is a fixed buffer, and can't suddenly become a pointer to a
>>>variable length buffer. So how should it work for names longer than 13
>>>characters, anyway?
>>
>> Just use dta_fname[0..3] to hold a pointer to the name returned by
>> Dreaddir().
>
>First, dta_fname is not guaranteed to be located at an even memory
>address which would be necessary for that.

But it is though!

>Furthermore, this is in no way
>compatible with the normal behaviour of Fsfirst()/next(), so you'd have
>to split up your code, anyway.

True.

Btw, I seem to be having a problem with Dopendir() ...

```
main()
{
Pdomain(1);
printf("%d\n",Pdomain(-1));
}
```

... gives me zero!

What's MagiC playing at?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

164. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c0c646.22711217@news.demon.co.uk>
Source record: 6023

On 16 Jan 1998 12:05:18 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
>
>: I'm not quite sure what you mean by a disk image. Is this some sort
>: of backup file? If so, you would need the file format.
>
>I mean just what is says. A floppy disk image, ie. an .ST, .MSA or .DSK
>file.

Ah. Now I understand!

>: If you could copy the entire file into RAM, there would be no
>: problem. It would work just like a ramdisk.
>
>But would not work on my 1 MB ST. 1 MB minus 720kb of disk image
>leaves about 300k to work with.

You do indeed need to hook into gemdos and have your own Fopen etc but use Rwabs to read the disk. Your custom Fread will have the job of converting the current part of the "image" so that the result of Fread is the same as normal.

>: If you could keep a map of disk image sectors to file sectors in
>: RAM, there is still no problem. Just read in the appropriate file
>: sectors to generate the data in RAM as needed. You don't even have
>: to make re-entrant BIOS calls, since you already have the old
>: Rwabs() vector stored in your TSR.
>
>Correct, but this would only work on a FAT filesystem. (see earlier
>postings)

Rwabs should work on any filesystem. If your scheme means it won't then you need to intercept the hdv vectors to provide the code to make it work.

This is really two separate problems which is why it's taken me so long to get the idea! Try as I might I cannot think how to describe what's in my head so we'll have to make do with an example [oo!]

For argument's sake, lets say you want to access a floppy which has been formatted with 1K sectors. The FDC can do this but there is no code in tos to do so. Lets also say that the data on the floppy is a zip file.

Say also, that Fopen creates this FDB. We'll ignore the problem of generating a unique tos_handle to return to the caller!

```
typedef struct {
LONG (*hdv_rwabs)(..);
LONG (*hdv_mediach)(..);
GETBPB (*hdv_getbpb)(..);
void (*log_convert)(void *buf, LONG len)
/* more pointers ... */

WORD cur_seek;
WORD tos_handle;

/* other stuff */
} MY_FDB;
```

When a program calls Fread, it will access MY_FDB and calculate the arguments to be passed to Rwabs. After Rwabs returns log_convert is called - this "unzips" the data so that the program only sees the correct expanded data. If log_convert is NULL then nothing happens.

Any of the hdv pointers in MY_FDB which are not NULL get hooked into the hdv vectors just prior to the Rwabs and the originals restored when Rwabs returns. hdv_rwabs gets the job of accessing the FDC to read the 1K sectored floppy. If hdv_rwabs is NULL then the normal Rwabs gets the job.

In reality the FDB would just have a pointer to where the hdv function pointers are stored rather than duplicating them in each FDB. I'm dreaming this up as I type so no flames from third parties please! ;-)

Like I said. As I see it, you have two distinct problems. There's the physical side which gets dealt with by hooking into the hdv vectors, or not if the media is readable by the installed filesystem. Above that, you have the logical side. It might be that the floppy uses Minix for instance rather than my horrible idea of a zipped file!

>: The big problem would be telling your TSR which file to use (and to
>: generate the sector map), which could be done using a cookie /
>: function pointer.
>
>I have already taken care of the calling mechanism. It's the lowlevel
>stuff that is generating problems...
>
>: BTW, an extra argument was added to Rwabs() to handle more than 32K
>: physical sectors. You MUST implement this in your own handler!
>
>Hmmm... I have implemented the Rwabs() call as described in some old
>hypertext doc I have on BIOS calls. Could you post the syntax of the
>extended Rwabs() call so I can check if I implemented it?

```
LONG Rwabs(mode,buf,count,recno,dev,lrecno)
WORD mode;
VOIDP buf;
WORD count,
recno,
dev;
```

```
LONG lrecno;

Use recno unless it is set to -1 in which case lrecno should be used.
Rwabs may invoke etv_critic btw.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

165. Re: magic 5.13 problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c1d4b0.26401974@news.demon.co.uk>
Source record: 6024

On Fri, 16 Jan 1998 09:02:27 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Well it's not me who are having the problems, it's a friend. Anyway, I
>was about starting looking at how to get the version number from MagiC.
>If you would like to mail it to me I wont stop you. :-)

Okidoki!

>Well the guy has now tested it with replacing MagXDesk with a version
>from MagiC 4 and now all error codes are gone.

You were right then. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

166. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c359a0.15443837@news.demon.co.uk>
Source record: 6025

On 15 Jan 98 12:43:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>> d_fname (or dta_fname, depending on the library you use ...)
>> of course won't change at all.
>
>g > That's a real shame. I can see why it's that way but it would
>g > have been nice if dta_fname return LFN's when in the MiNT
>g > domain.
>
>The best solution would have been to add a char* to the end of the
>structure and keep a curtated form in d_fname[].

It would be better, yes.

>But then, MiNT was
>intended to make TOS more UNIX compatible, not to improve it ;-)

Hehe!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

167. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c459f3.15526716@news.demon.co.uk>
Source record: 6026

On 16 Jan 1998 17:56:47 GMT, q-funk@megacom.net (Martin-Eric Racine)
wrote:

>On 15 Jan 98 12:43:00, John Kormylo wrote:
> But then, MiNT was intended to make TOS more UNIX compatible,
> not to improve it ;-)
>
>Bringing Unix to TOS was the best thing that ever happened to Atari.
>I simply cannot say the same about MagiC... especially since it lacks
>compatibility with Unix. However, MiNT allows porting most Unix tools
>fairly easily and was endorsed by Atari. MagiC programming docs have
>not been translated to english, so I won't support it MagiC any soon.

It's the not forthcoming english docs that did it for me. I refuse to
cough up nearly ï¿½200 for MagiCPC without them. :-(

It's too late now anyway - I've spent it on C++ Builder.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

168. Re: Q. about "moving" files

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69qakt$ma0$1@sun27.hrz.tu-darmstadt.de>
Source record: 6027

Hi!

In article <vyz67npkhn8.fsf@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> writes:
> AFAIK Frename() has always been able to move file around arbitrarily
> within the same drive. It has been just the stupid desktop that didn't
> make use of it.

Yep, I was confusing it with the ability of Frename() to rename folders as
well, which was not possible prior to TOS 1.04. Sorry.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

169. Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: Maarten van Lieshout <vanliesh@IAEhv.nl>
Message-ID: <34C0AC8B.323CD143@IAEhv.nl>
Source record: 6028

Hi,

I would like to program in C on my Falcon, but all I have is the latest
version of Turbo C. This means I can not debug in color, the compiler
is not very fast (no cache mechanism for include files), it's al lot of
trouble to compile the mintlib-files, ACSpro is no longer supported, etc.

Can someone give me an hint on how to get a copy of the Pure C compiler,
since that would solve all these problems. I have contacted ASH but they don't
sell it anymore!

Maarten
vanliesh@IAEhv.nl

170. Re: GFA Basic 3.5 Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <gZIEwcAUEPw0Qw0A@shaw1.demon.co.uk>
Source record: 6029

In article <Pine.SOL.3.96.980116141058.8433A-
100000@sutf6.reading.ac.uk>, Jim Kinsey <shu96jek@reading.ac.uk> writes
>Hi!
>
>This is my first post to this group, so I don't know if I've got the right
>place for this query, but: Does anyone know where I might be able to get a
>copy of the GFA Basic 3 compiler? I recently exhumed my old STE from our
>loft and brought it to Uni with me, but no longer have a copy of the
>compiler.

I think Miniuq Tanquil supports v3

--
Clair Shaw (aka. CDS) | THOUGHT FOR JANUARY:
Clair@Shaw1.demon.co.uk | Fun sized chocolate is
ICQ: 1043359 | chocolate for dwarfs.
WWW: www.shaw1.demon.co.uk|

171. CDSdraw98

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <uJHHUgAdFPw0QwVp@shaw1.demon.co.uk>
Source record: 6030

An art package, sent via. email which is 60k. (80k UUEcoded)

If you would like it email me.

--
Clair Shaw (aka. CDS) | THOUGHT FOR JANUARY:
Clair@Shaw1.demon.co.uk | Fun sized chocolate is
ICQ: 1043359 | chocolate for dwarfs.
WWW: www.shaw1.demon.co.uk|

172. Re: What C-compiler to use.

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EMxrMp.Mtu@suse.modem.stud.uni-hannover.de>
Source record: 6031

In article <!SPAMdwilga-1501981725430001@wilga.mtholyoke.edu>,
!SPAMdwilga@mtholyoke.edu (Dan Wilga) writes:

>> Do you have any suggestions on how to patch more serious compiler bugs, like
>> the crappy handling of bit arrays ? These bugs make bit arrays almost unusable
>> for most purposes.
>
> What's crappy about them? I use bitfields all the time... The instructions
> generated are pretty slow, but they do work.

Crappy is for instance that

```
typedef struct {
unsigned field1 : 3;
unsigned field2 : 5;
unsigned filed3 : 8;
} EXAMPLE1;
```

compiles to sizeof(EXAMPLE1) == 3, while

```
typedef struct {
unsigned field1 : 4;
unsigned field2 : 4;
unsigned filed3 : 8;
} EXAMPLE2;
```

compiles to sizeof(EXAMPLE2) == 2. Basically it is not predictable where
Pure C compiles an assembly of bit arrays to the correct size, or to a
larger one.

This of course does not matter as long as the bit array is purely internal
to your code. But if you gotta match some API, or some hardware register
this way, you're lost. Basically I wanted to use EXAMPLE1 when writing the
STinG Ethernet driver for LANCE based hardware. There was no way to access
the LANCE registers using bit fields in Pure C, instead I had to revert to
AND and OR operations with masks, which was painful ...

Another quirk one better knows, is that Pure C handles bit arrays always
using 16 bit accesses. This can be fatal : Imagine some buffer with a few
bytes, and you got to interpret one of them as a bit array. So, for instance
you define the array

```
typedef struct {
unsigned flag1 : 1;
unsigned flag2 : 2;
unsigned flag3 : 3;
unsigned flag4 : 4;
```

```
unsigned flag5 : 5;
} ARRAY;

ARRAY *array;
```

Now accessing the flags via array->flag2 works only if the byte that is to be interpreted as a bit array happens to be at an even address. Otherwise the code gives three bombs (on a 68000). Some masochistic people may consider it fun to find such bugs. I don't.

These things lead me to the statement that Pure C's bit array handling is crap, and hardly usable.

Cheers Peter

--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

173. PIC development system for GEM? (Custard Slice Software?)

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-17 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <AZ8TCSO@tos.pl.net>
Source record: 6032

In, I believe, the CLA digital designer version 3 from Data Uncertain software (Craig Graham) I recall noticing a reference to a GEM development system for the Arizona Microchip PIC microcontrollers. I believe the publisher of the software was Custard Slice Software.

Does anyone know about this? Or alternatively, has anyone else put together a development system for the PIC to run under TOS (not necessarily GEM)?

I would appreciate a reply by email if possible. I can't find the time now to look regularly at the usenet.

Thanks for your help.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

174. Re: GFA Basic 3.5 Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-18 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <69suhb$m3p$1@roch.zetnet.co.uk>
Source record: 6033

On 17 Jan 1998 17:57:40, Clair Shaw wrote:

>>This is my first post to this group, so I don't know if I've got the right
>>place for this query, but: Does anyone know where I might be able to get a
>>copy of the GFA Basic 3 compiler? I recently exhumed my old STE from our
>>loft and brought it to Uni with me, but no longer have a copy of the
>>compiler.
>
>I think Miniuq Tanquil supports v3

It does! Mine has a tick-box for v3.5E. Look for the PD archive
MNLU_TRQ.LZh (or ZIP).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

175. xFSL or UFSL interface

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-18 00:00:00 UTC
From: oskancke@online.no
Message-ID: <69sv2n$7ln$1@o.online.no>
Source record: 6034

Hi, all. Thanks for all the replies on my question about inverted text output with VDI :) I ended up with maintaining two handles, one for normal display and one for inverted display. I figured this was the most flexible way of doing it. Ok, now I have a new problem, caused by my lack of German knowlegde. How to pass paramteres to the xFSL or UFSL interface!! I use ASM for my developments, read C sources very badly and so didn't understand anything from the German docs about the interface. That is, I understand how the structures passed look, but how exactly are they passed? Do you pass the pointer to the structures on the stack? Do you stuff the structure itself on the stack? HOW?? Please don't tell me "Use C" cause I've heard that so many times and it get's tiresome :))

So, what I need to know is how to pass the structures via those interfaces, not how the structures look, as this is pretty clear.

Thanks in advance, take care..

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

176. Cool Atari site!

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-18 00:00:00 UTC
From: Thomas Sahlin <thomas.sahlin@home.se>
Message-ID: <69t2q7$9ib$1@cubacola.tninet.se>
Source record: 6035

Hello everyone!

Please visit my completely new homepage with 100% Atari stuff.
Everything is available for download and free of charge!

The address is: http://user.tninet.se/~jyc891w/

Regards, Thomas Sahlin

177. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-19 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69vu5qggc2@sun27.hrz.tu-darmstadt.de>
Source record: 6036

Hi!

In article <34c2572d.14816254@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>> Just use dta_fname[0..3] to hold a pointer to the name returned by
>>> Dreaddir().
>>
>>First, dta_fname is not guaranteed to be located at an even memory
>>address which would be necessary for that.
>
> But it is though!

OK, that's right. But it's still necessary to distinguish between TOS and MiNT-domain to read the filenames. And I'd rather prefer to use Dopendir() & Co. then, as using these does not make it necessary to check the domain, but only if they're available.

And, as said before, using a proper library which offers dopendir() (note the lowercase letter, i.e. it's a library provided function) is the best way to procede, anyway.

```
> main()
> {
> Pdomain(1);
> printf("%d\n",Pdomain(-1));
> }
>
> ... gives me zero!
```

Strange. Does your compiler use 16-bit ints? In that case, you should check your Pdomain()'s return type, which should be long. If so, use %ld instead (or cast Pdomain() to int) and you should get the correct result.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

178. Re: redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-19 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69vtouggc1@sun27.hrz.tu-darmstadt.de>
Source record: 6037

Hi!

In article <34bfc43c303c450@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:
>>So, in your case either Fforce(2) hardcoded (best only if isatty(stderr)
>>!= 0), or use pipe() and dup2() to redirect output before calling exec().
>
> I don't understand what you mean. Whatever I do, it doesn't work. (That
> is, it doesn't work under normal TOS, but it does under MiNT.) File
> handle of stderr is -1 and Fforce(-1,whatever) yields no result.

Of course. As said before, GEMDOS knows no stderr, so the programs have to simulate it. This is done by "abusing" stdaux (GEMDOS standard handle 2) for stderr (ATARI /did/ approve that, as the serial lines should always be accessed via the BIOS, anyway).

So, if a program is run the startup code will test whether stdaux is connected to a file (i.e. the simulated stderr has already been redirected, e.g. by a shell). If not, it has to make sure that anything written to GEMDOS handle 2 will appear on the console. This is done by Fforce(2, -1), and that's why fileno(stderr) returns -1.

Fforce(-1, something) can't work, as the first handle has to be a standard handle, i.e. 0 <= handle < 6. That's why you should either redirect GEMDOS handle 2 directly (if it's not already connected to a file, which can be checked via isatty()), or use dup2(). It's not a good idea anyway to mix library calls (i.e. fileno()) and direct GEMDOS calls it not absolutely necessary.

Perhaps you should look at the following example (should work with the MiNT-lib):

```
-- cut here --
#include <stdio.h>
#include <unistd.h>

int main(void)
{
int dupfd;
FILE *handle;

if (isatty(fileno(stderr)))
{
if ((handle = fopen("stderr", "w")) == NULL)
{
perror("redirect");
return(1);
```

```
}
if ((dupfd = dup2(fileno(handle), STDERR_FILENO)) == -1)
{
perror("redirect");
return(1);
}
}
fprintf(stderr, "This is sent to stderr ...\n");
return(0);
}
-- cut here again --
```

> Fforce(fileno(stdaux),whatever) is successful, of course, but has
> nothing to do with stderr. isatty() yields -1 for al std files.

That's why you shouldn't mix GEMDOS and library calls. Use dup2() instead
and it should work. Or you'll have to live with the fact that GEMDOS
handle 2 ("stdaux") is "abused" for stderr in all startup codes, as GEMDOS
does not provide a standard error handle.

If you take a look at unistd.h of the MiNT-lib, you'll see that
STDERR_FILENO is 2, i.e. GEMDOS' stdaux.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

179. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-19 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <69vuejggc3@sun27.hrz.tu-darmstadt.de>
Source record: 6038

Hi!

In article <7f6_9801152008@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> The best solution would have been to add a char* to the end of the
> structure and keep a curtated form in d_fname[].

This would be a solution, but would still require different code for TOS- and MiNT-domain and would also require new header files or some "wrapper" source.

> But then, MiNT was
> intended to make TOS more UNIX compatible, not to improve it ;-)

Well, then please tell me what's worse in MiNT? Of course, the IPC possibilities of plain TOS are a lot better, as well as TOS' support for different file systems and its preemptive multitasking ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

180. !! HELP URGENTLY NEEDED TO SET UP ATARI GNU GCC G++ !!

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-19 00:00:00 UTC
From: Ross Purves <ep111@city.ac.uk>
Message-ID: <Pine.GSO.3.95q.980119180712.21619A-100000@swindon>
Source record: 6039

Please can anyone help me with some problems I am having setting up GNU GCC C++ on the Atari ST:

(I have asked Jwahar Bammi himself but he no longer has an Atari and was unable to help.)

I have successfully setup the 2.1 distribution of gcc that I obtained from the FaST Club (UK) and subsequently updated the executables with those from the 2.3 and 2.5.8 releases.

Using this setup I have compiled some fairly simple c++ code but on trying more substantial source I have been confronted with loads of warnings and errors which have looked like they originate from the include files and libraries. I am still using the libraries and includes I got with the 2.1 distribution (includes = patchlevel=7). The source code I have tried is definitely error-free because I have successfully compiled it on GNU GCC on my college's Unix system.

I have obtained more recent libraries and includes from the Atari Gnu directory at FTP UMICH..... These comprise of the following files:

GPINC20.ZOO
GPLIBO20.ZOO
GPLIBS20.ZOO

When expanded the source code archive has a patchlevel=20 file in it. How do I make these newer up dated libraries with my system? The addition of makefiles etc in these archives make me assume I have to do something with 'make' to update the g++ library but I really don't understand how to do this. Can anyone help me??

The following also concern me:

1. Has anyone ever managed to set up a complete Atari GNU GCC C++ system using all the most updated components. Subsequently, have they been able to compile any really substantial code using it.

2. After trawling through old newsgroup stuff I have found mention of newer versions of the compiler than 2.5.8. Do these exist and if so what do they need to run? (ie Mint or Falcon/TT). Are they more stable/better versions?

3. Has anyone used the Software Developer's Kit update 1997 version of GNC C++, is it any good? What libraries does it use?

4. Again looking at newsgroup articles, it appears Atari gcc g++ has been steadily disappearing from subject lines. Is anyone still using this software? Is there anyone who has battled with the infuriating

TEX docs and put together a usable 'modern' system with updated libraries etc. Is it all worth it or should I jump ship to Borland C++ or the Unix GCC now whilst there's still time before my college project deadline?

I am sorry this posting is so long but I have got SO FRUSTRATED trying to set this monster up - it has been very lonely. Surely there is someone somewhere who has the knowhow. Please help me out.

Thanks

Ross

Ross Purves
Pager Number:04325 269208
ep111@city.ac.uk

181. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <En14DM.MEA@suse.modem.stud.uni-hannover.de>
Source record: 6040
Body handling: HTML body converted to readable text

```
In article <34C0AC8B.323CD143@iaehv.nl>,
Maarten van Lieshout writes:
>
> --------------C0FBCBEDCD1883650652B16D
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Hi,
> ...
> Maarten
> vanliesh@IAEhv.nl
>
> --------------C0FBCBEDCD1883650652B16D
> Content-Type: text/html; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
>
> Hi,
> ...
>
Maarten
>
vanliesh@IAEhv.nl
>

>

>
> --------------C0FBCBEDCD1883650652B16D--

Can't you configure your Netscape properly so that it only posts true ASCII
versions of your messages. Getting each message twice (in HTML) is stupid and
annoying.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
```

182. Emulator Development

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-19 00:00:00 UTC
From: Arie Trouw <atrouw@home.com>
Message-ID: <6a1jgt$f1e$1@ha1.rdc1.occa.home.com>
Source record: 6041

Dear Programmer,

If you live in Orange County California and want to be a part of a
Shareware development group writing technologically advanced software,
I am looking for you.

The current project being worked on is an Atari 8-bit Emulator for Win32.

Member requirements:

1. Enjoy learning.
2. Be willing to work on your own, with a once a week group meeting.
3. At least 6 hours a week coding time for the project.
4. Know C/C++ (We are not teaching basic coding)
5. Familiar with Win32 programming. (Not a must).
6. Have own equipment to work on.

Groups can not be larger than 5 or 6 for a given project, thus I can not
accept all applicants.

If you are interested, please contact me at atrouw@etree.com or
atrouw@home.com for more info.

Arie Trouw

183. Re: xFSL or UFSL interface

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c9b57e.6994117@news.demon.co.uk>
Source record: 5797

On 18 Jan 1998 13:11:51 GMT, oskancke@online.no (Odd Skancke) wrote:

>
> Hi, all. Thanks for all the replies on my question about inverted text
>output with VDI :) I ended up with maintaining two handles, one for normal
>display and one for inverted display. I figured this was the most flexible
>way of doing it. Ok, now I have a new problem, caused by my lack of German
>knowlegde. How to pass paramteres to the xFSL or UFSL interface!!

Dunno but if you get stuck then post an extract from the header files
and we'll be able to tell you. The important bits are the function
declarations.

>I use
>ASM for my developments, read C sources very badly and so didn't
>understand anything from the German docs about the interface. That is, I
>understand how the structures passed look, but how exactly are they
>passed? Do you pass the pointer to the structures on the stack? Do you
>stuff the structure itself on the stack?

You can do it either way but by far the most common way is to pass a
pointer to the structure, not the structure itself. This is faster and
has less overhead on the program's runtime stack.

>HOW?? Please don't tell me "Use
>C" cause I've heard that so many times and it get's tiresome :))
>
> So, what I need to know is how to pass the structures via those
>interfaces, not how the structures look, as this is pretty clear.

The secret is to locate the function definitions. If there's a
function "fred" which has a definition like this ...

WORD fred(JIM *j, WORD a, LONG b, char *p)

... then you have enough information to call the function. You know
that 'j' is a pointer to something known as JIM (the mere existence of
the "*" tells you this), that 'p' is a pointer to an array of
characters (and this is virtually certain to be a nul terminated
string). Also, you can hazard a good guess that 'a' is a 16 bit
integer and that 'b' is a 32 bit integer. Having got this far you can
also state that the function returns a 16 bit value.

It is entirely possible you will see this ...

WORD fred(JIM*,WORD,LONG,char*)

... instead of the above. As the code for the function has already
been compiled, any argument names are redundant, and only serve to
make the source code more readable to us humans. All the compiler
needs to know is the argument type and positions.

It is also likely you will find one of two extra words - either
"cdecl" or "stdargs" (with leading or trailing underscores) before the
function name. This forces either the PureC or Lattice compilers to
abandon optimisation and make a 'standard' C function call. Standard
function calls require the caller to push arguments from right to left
and to clean up the stack afterward.

Therefore you can write the following code already ...

```
// push right to left ...
move.l p,-(a7)
move.l b,-(a7)
move.w a,-(a7)
move.l j,-(a7) // pointing nowhere atm!
jsr fred
adda 14,a7
```

... and know that the result will be in d0.w when fred returns. You
should assume d0-d2 and a0-a2 inclusive are destroyed by the function
unless told otherwise (ie same as gemdos calls).

You then have to hunt round the header files to find out what JIM is.
Probably a structure, and fix up 'j' so that it points to a suitably
filled in block of memory. Double check that WORD and LONG are what
they suggest. There will probably be one of the following ...

```
#define WORD short
#define WORD unsigned
#define WORD unsigned short

typedef short WORD;
typedef unsigned WORD
typedef unsigned short WORD;
```

... which for your purposes all mean the same thing. ie WORD is 16
bits. If you happen to come across this sort of definition ...

```
#define WORD int
```

... then curse because you will have to find out which compiler was
used because on some 'int' is 16 bits, on others 32 bit. LONG won't
suffer from this problem. Fortunately, you can often work it out using
common sense much of the time. In this case, you say the docs are
german thus it is almost certain PureC is used thus int = 16 bits.

> Thanks in advance, take care..

Incidentally, coming back to your original structure question, if the
above example had been written as:

```
WORD fred(JIM j, WORD a, LONG b, char *p)
```

... that is "JIM j" instead of "JIM *j" then fred() would expect the
whole structure on the stack. Assuming you found the definition for
JIM to be this:

```
typedef struct {
LONG x;
WORD y;
LONG z;
} JIM;
```

... then your code would need to change from just passing the pointer
to copying the structure contents onto the stack ...

```
move.l p,-(a7)
move.l b,-(a7)
move.w a,-(a7)

// a 10 byte copy would do. this just shows
// the required ordering that should occur
// as a result of the copy.
move.l j+6,-(a7) // z
move.w j+4,-(a7) // y
move.l j,-(a7) // x

jsr fred
adda 20,a7
```

... my assembler is probably no better than your 'C' btw! ;-)

One last thing. Many of these libraries declare structures which
contain pointers to functions. they look something like this ...

```
typedef struct {
WORD (*funcname)(JIM *, LONG);
/* more of them */
}
```

... they can be tricky to decipher. The above means "a pointer to a
function which returns a WORD. This function takes a pointer to JIM as
its first argument, and a LONG as its second argument". Post these if
you get stuck - it'll be easier than trying to explain generally!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

184. Atari SON files to PC MID file format????

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Arve Larsen <alarse@online.no>
Message-ID: <34C44D4E.1897@online.no>
Source record: 5798

Is there anyone out there that can help me to convert 9 music files in
Atari SON file format to MID file format for PC?
The SON files are recorded in notator!!

Arve Larsen

185. Re: keyboard interrupt vector

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a1nl3$a2f$1@infomania.emw.ericsson.se>
Source record: 5799

Karl Ashton wrote:

> > > I don't know any assembler, so I'm hoping this can be achieved using
> > > a C compiler (Lattice C, in my case).
> >
> > Well if you could do it you would also be able to make a nicer task
> > manager as the current one isn't to cool. If you do come up with a way
> > of doing it I might be interrested.
> The big *IF*
> Well, if I do have any success, I'll let you know.

Okey, but if you manage to do it, maybe a new task managed could be the
next
GEM project so that I don't need to do it.

:-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

186. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6a21c6$ha6@balaena.bio.vu.nl>
Source record: 5800

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Ah. Now I understand!

Hmm, not entirely it seems...
Perhaps I've still been a bit vague.

: You do indeed need to hook into gemdos and have your own Fopen etc but

I need to _use_ Fopen, not replace it...

: use Rwabs to read the disk. Your custom Fread will have the job of

It's just the other way around. I want Rwabs to read from a _file_
instead of a disk. So the problem lies in calling GEMDOS functions
(to read from the file)
from inside a BIOS function (or hdv_* function, which is in turn called
by BIOS). And as BIOS functions are called by GEMDOS functions, re-entrancy
is the biggest problem here...

: converting the current part of the "image" so that the result of Fread
: is the same as normal.

: >Correct, but this would only work on a FAT filesystem. (see earlier
: >postings)

: Rwabs should work on any filesystem. If your scheme means it won't
: then you need to intercept the hdv vectors to provide the code to make
: it work.

Yes, but file to sector mapping is different for each filesystem.
But you were right the first time, the goal is to get the sector data
from a file, either by using GEMDOS to read from it or by mapping
the requested sectors to the file's sectors. The latter method has the
great disadvantage that it is different for each filesystem type.

: <Interesting example>

: Like I said. As I see it, you have two distinct problems. There's the
: physical side which gets dealt with by hooking into the hdv vectors,

That's no problem.

: or not if the media is readable by the installed filesystem. Above
: that, you have the logical side.

That _is_ the problem, which could be avoided if GEMDOS were re-entrant.

: LONG Rwabs(mode,buf,count,recno,dev,lrecno)

Ah, thanks...

For anyone wondering for what evil plot I need to mount disk images
as disks:

I recently bought a 1 Gb harddisk for my Falcon, and with enough diskspace
to spare I wanted to store my old ST games collection on it, as the
original disks are at home with my brother's ST and my Falcon is here
in Amsterdam. The only problem is that most games will not actually run
from harddisk. This can be taken care of by letting the games run from
a disk-image on my harddisk, which has the added advantage of being a lot
faster than those crummy DD disks. And I want it to be
filesystem-independant, so that when I buy a CD-ROM drive, I can
copy the files to CD-R and run them from there, coz' even big
harddisks tend to fill up rather quickly...
Those of you using ST Emulators will know where I got the idea from. :)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Think of your family tonight. Try to crawl home after the computer
crashes.

187. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a2331$e8e$1@infomania.emw.ericsson.se>
Source record: 5801

Levien van Zon wrote:

> I recently bought a 1 Gb harddisk for my Falcon, and with enough diskspace
> to spare I wanted to store my old ST games collection on it, as the
> original disks are at home with my brother's ST and my Falcon is here
> in Amsterdam. The only problem is that most games will not actually run
> from harddisk. This can be taken care of by letting the games run from
> a disk-image on my harddisk, which has the added advantage of being a lot
> faster than those crummy DD disks. And I want it to be
> filesystem-independant, so that when I buy a CD-ROM drive, I can
> copy the files to CD-R and run them from there, coz' even big
> harddisks tend to fill up rather quickly...
> Those of you using ST Emulators will know where I got the idea from. :)

Hey this is cool! I realy hope you get it to work. This is something
I have wanted for a long time. Great. Good luck with it.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

188. Re: redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6a21tc$ha6@balaena.bio.vu.nl>
Source record: 5802

Jos den Bekker (josdb@xs4all.nl) wrote:

: I don't understand what you mean. Whatever I do, it doesn't work. (That
: is, it doesn't work under normal TOS, but it does under MiNT.) File

That's the problem. Plain TOS hasn't got a real stderr.
It is apparently emulated in C using stdaux.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Think of your family tonight. Try to crawl home after the computer
crashes.

189. Pure-C ??

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <34C4C2F6.607FE5ED@france2.fr>
Source record: 5803

```
does Pure-C is always supported ??? because it isn't available in France
at all...
```

190. Re: Pure-C ??

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a2gn9$ja3$1@infomania.emw.ericsson.se>
Source record: 5804

```
Laurent FAVARD wrote:
>
> does Pure-C is always supported ??? because it isn't available in France
> at all...

Pure C is not supported anymore and it's not available in any language.
I think you can still buy Lattice C though. BTW. To sad that there
wont be any more updates of Lattice as HiSoft C for the Amiga now
supports
C++ and 060 CPUs.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

191. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34C4CCD3.BB9@mst.tn.utwente.nl>
Source record: 5805

Levien van Zon wrote:
> For anyone wondering for what evil plot I need to mount disk images
> as disks:
>
> I recently bought a 1 Gb harddisk for my Falcon, and with enough diskspace
> to spare I wanted to store my old ST games collection on it, as the
> original disks are at home with my brother's ST and my Falcon is here
> in Amsterdam. The only problem is that most games will not actually run
> from harddisk. This can be taken care of by letting the games run from
> a disk-image on my harddisk, which has the added advantage of being a lot
> faster than those crummy DD disks. And I want it to be
> filesystem-independant, so that when I buy a CD-ROM drive, I can
> copy the files to CD-R and run them from there, coz' even big
> harddisks tend to fill up rather quickly...
> Those of you using ST Emulators will know where I got the idea from. :)

This won't work when the games are using DMA to get to their data, and
there
are a lot of games programming the floppy controller directly to get to
the
data on the disk.

Anyway, it is an interesting concept.

Bye, Hans

192. Pure-C is now "freeware"

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <34C4D658.467961A@france2.fr>
Source record: 5806

in this case, does Pure-c is came a kind of freeware ??? what's happen
to software which not be supported anymore ??? (does pure society is
always in live ???)

193. Re: redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <34c4e0bc3e9f21@xs4all.nl>
Source record: 5807

on Mon 19-01-98 16:07 Thomas Binder wrote:

>As said before, GEMDOS knows no stderr, so the programs have to
>simulate it. This is done by "abusing" stdaux (GEMDOS standard handle 2)
>for stderr (ATARI /did/ approve that, as the serial lines should always be
>accessed via the BIOS, anyway).
>
>So, if a program is run the startup code will test whether stdaux is
>connected to a file (i.e. the simulated stderr has already been
>redirected, e.g. by a shell). If not, it has to make sure that anything
>written to GEMDOS handle 2 will appear on the console. This is done by
>Fforce(2, -1), and that's why fileno(stderr) returns -1.

This is wrong. fileno(stdstream) always returns the correct handle for
the stream, even after Fforce(). So for instance, if you force stdout
to a file by Fforce(1,fileno(fp)), then fileno(stdout) will still
yield 1.

>Fforce(-1, something) can't work, as the first handle has to be a standard
>handle, i.e. 0 <= handle < 6.

Not entirely true. See below.

>That's why you should either redirect GEMDOS
>handle 2 directly

Yes, but that's the point. It doesn't work.

But maybe I should rephrase my question and ask how I can redirect
stderr in programs, compiled with PureC, which run under normal TOS.
In a program compiled with PureC, fileno(stderr) yields -1. In a
program compiled with gcc it yields 2, so that tallies with your
story, and if I redirect stderr there, it works as expected. But I
can't get it to work with PureC.

Now, the very funny thing is, if I run a program, compiled with PureC,
in which I redirect stderr, it works under MiNT! So, the following
code compiled with PureC does not work under normal TOS, but does work
under MiNT, and it always works if it is compiled with PureC:

```
int main(int argc,char **argv)
{
FILE *fp=fopen;
int old;

if (argc==2 && (fp=fopen(argv[1],"w"))!=NULL)
{
```

```
old=(int)Fdup(fileno(stderr));
Fforce(fileno(stderr),fileno(fp));
fputs("to stderr\n",stderr);
Fforce(fileno(stderr),old);
fclose(fp);
}
return 0;
}
```

>It's not a good idea anyway to mix
>library calls (i.e. fileno()) and direct GEMDOS calls it not absolutely
>necessary.

I fail to see why. Of course, you must know what you're doing, and it
doesn't hurt to know what exactly the library functions do...

>That's why you shouldn't mix GEMDOS and library calls. Use dup2() instead
>and it should work.

I don't have dup2 with PureC, but if you care to look in the source
code of dup2(), you'll see that it calls Fforce().

>If you take a look at unistd.h of the MiNT-lib, you'll see that
>STDERR_FILENO is 2, i.e. GEMDOS' stdaux.

PureC doesn't have unistd.h.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

194. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: mouse@cheesey.demon.co.uk
Message-ID: <19980120.203006.08@cheesey.demon.co.uk>
Source record: 5808
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
blago1@yahoo.com ("Blaze") wrote:

> I am just staring out in programming and would appreciate some pointers

char *foo;

void *bar;

How are those for starters?

(Helpful bit - ask in a more specific group. Which language? Which OS?
Which hardware?)

--
"I've been looking for the ultimate crime,
Infinite victims, infinitesimal time." - Jim Steinman

195. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c5fc4b.44981159@news.demon.co.uk>
Source record: 5809

On 20 Jan 1998 11:21:42 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Ah. Now I understand!
>
>Hmm, not entirely it seems...
>Perhaps I've still been a bit vague.
>
>: You do indeed need to hook into gemdos and have your own Fopen etc but
>
>I need to _use_ Fopen, not replace it...
>
>: use Rwabs to read the disk. Your custom Fread will have the job of
>
>It's just the other way around. I want Rwabs to read from a _file_
>instead of a disk. So the problem lies in calling GEMDOS functions
>(to read from the file)
>from inside a BIOS function (or hdv_* function, which is in turn called
>by BIOS). And as BIOS functions are called by GEMDOS functions, re-entrancy
>is the biggest problem here...

A long shot - deliberate errors.

App makes gemdos call to your front end.
Your front end does nothing - just passes it to gemdos.
Gemdos calls rwabs (might be your rwabs)
Rwabs stores its arguments then fails if its yours.
Gemdos sees rwabs failure and returns to your front end.
Your front end can now get rwabs' args & call gemdos.

>: converting the current part of the "image" so that the result of Fread
>: is the same as normal.
>
>: >Correct, but this would only work on a FAT filesystem. (see earlier
>: >postings)
>
>: Rwabs should work on any filesystem. If your scheme means it won't
>: then you need to intercept the hdv vectors to provide the code to make
>: it work.
>
>Yes, but file to sector mapping is different for each filesystem.
>But you were right the first time, the goal is to get the sector data
>from a file, either by using GEMDOS to read from it or by mapping
>the requested sectors to the file's sectors. The latter method has the

>great disadvantage that it is different for each filesystem type.

Certainly does.

>: <Interesting example>

Daft example! <G>

>: Like I said. As I see it, you have two distinct problems. There's the
>: physical side which gets dealt with by hooking into the hdv vectors,
>
>That's no problem.
>
>: or not if the media is readable by the installed filesystem. Above
>: that, you have the logical side.
>
>That _is_ the problem, which could be avoided if GEMDOS were re-entrant.

>: LONG Rwabs(mode,buf,count,recno,dev,lrecno)
>
>Ah, thanks...
>
>For anyone wondering for what evil plot I need to mount disk images
>as disks:
>
>I recently bought a 1 Gb harddisk for my Falcon, and with enough diskspace
>to spare I wanted to store my old ST games collection on it, as the
>original disks are at home with my brother's ST and my Falcon is here
>in Amsterdam. The only problem is that most games will not actually run
>from harddisk.

Yeah. I had a rather good chess game like that but what spoilt it was
the immense amount of time it spent accessing the floppy looking for
opening moves. Kludging it to run off the hd turned out to be
surprisingly easy. I just shoved a bit of code into the gemdos vector
to change all file references beginning with A:\CHESS to C:\CHESS.

Then I got really annoyed. It still looked on the floppy whilst it was
loading for its copy protection. Now it wasn't the copy protection
that annoyed me - but you're ahead of me now aren't you? Yep. Why the
heck did they hard code A: in there when \CHESS would have kept
everybody happy? !!!

>This can be taken care of by letting the games run from
>a disk-image on my harddisk, which has the added advantage of being a lot
>faster than those crummy DD disks.

And saves the wear and tear on the floppies as well!

>And I want it to be
>filesystem-independant, so that when I buy a CD-ROM drive, I can
>copy the files to CD-R and run them from there, coz' even big
>harddisks tend to fill up rather quickly...

>Those of you using ST Emulators will know where I got the idea from. :)

<grin>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

196. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c70e4f.49592570@news.demon.co.uk>
Source record: 5810
Body handling: HTML body converted to readable text

On Mon, 19 Jan 1998 11:39:22 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34C0AC8B.323CD143@iaehv.nl>,
> Maarten van Lieshout writes:
>>
>> --------------C0FBCBEDCD1883650652B16D
>> Content-Type: text/plain; charset=us-ascii
>> Content-Transfer-Encoding: 7bit
>>
>> Hi,
>> ...
>> Maarten
>> vanliesh@IAEhv.nl
>>
>> --------------C0FBCBEDCD1883650652B16D
>> Content-Type: text/html; charset=us-ascii
>> Content-Transfer-Encoding: 7bit
>>
>>
>> Hi,
>> ...
>>
Maarten
>>
vanliesh@IAEhv.nl
>>

>>

>>
>> --------------C0FBCBEDCD1883650652B16D--
>
>Can't you configure your Netscape properly so that it only posts true ASCII
>versions of your messages. Getting each message twice (in HTML) is stupid and
>annoying.

Snigger! ;-)

Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
like grappling with an angry cat in a paper bag. 8-}

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

197. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c81325.50830780@news.demon.co.uk>
Source record: 5811

On 20 Jan 1998 04:27:47 GMT, "Blaze" <blago1@yahoo.com> wrote:

>
>
> I am just staring out in programming and would appreciate some pointers

Here's a good one to stare at ...

```
char *p;
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

198. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Duane Maxwell <dmaxwell_no_spam@gryphonsw.com>
Message-ID: <B0EA781A-2B964@204.124.0.50>
Source record: 5812
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

> I am just staring out in programming and would appreciate some pointers

Here's a thousand:

```
void *p[1000];
```

No charge :)

=-=-=-

199. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Earl Malmrose <earl.malmrose@nospam.sierra.com>
Message-ID: <6a3jmn$76g@yobi.sierra.com>
Source record: 5813
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

Rik Griffin wrote in message <19980120.203006.08@cheesey.demon.co.uk>...
>In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
> blago1@yahoo.com ("Blaze") wrote:
>
>> I am just staring out in programming and would appreciate some pointers
>
>char *foo;
>
>void *bar;
>
>How are those for starters?

Actually, they're not that good. You have no idea where they're pointing.
You really should get them pointing to something valid soon, at least NULL.

200. Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <NDGsTKALTSx0Ewhz@thedruid.demon.co.uk>
Source record: 5814

Hi,

Although it is perfectly feasible to have a stack size as large as
memory
permits, I think that often a stack > 4k is wasteful. If you have such
large
variables/parameters etc. then really the memory should be
allocated dynmically. Once stack space is allocated there is no way to
deallocate it or use that space for any other purpose. The stack should
really only be used for passing parameters and other small variables.

This principle is even more important when programming on the Atari, the
machine with only a half-meg of ram should always be borne in mind.

Jr,

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

201. Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <990_9801240609@conchbbs.com>
Source record: 5815

```
g > Well, then please tell me what's worse in MiNT? Of course, the
g > IPC possibilities of plain TOS are a lot better, as well as
g > TOS' support for different file systems and its preemptive
g > multitasking ;)

Being able to read files from different file systems is always an
advantage, but long file names place a significant burden on the OS,
as well as on programs (many programs will crash if the path name is
too long, others waste RAM by calling malloc() excessively).

If I were writing a file-system interface, I would copy and rename
files before letting the OS at them. Of course, then you wouldn't
be able to port UNIX source code (and UNIX programming practices :-).

Nor do I regard memory redirection or pre-emptive multitasking as
improvements. They degrade performance and are useful only in
compensating for bad programming practices in applications.

I'm not saying that TOS can't be improved. I'm just saying that
improving TOS and making TOS more like UNIX are two completely
different design criteria.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

202. Re: xFSL or UFSL interface

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6a10pncdp1@o.online.no>
Source record: 6042

On 18 Jan 1998 13:11:51, Odd Skancke wrote:
>
> Hi, all. Thanks for all the replies on my question about inverted text
>output with VDI :) I ended up with maintaining two handles, one for normal
>display and one for inverted display. I figured this was the most flexible
>way of doing it. Ok, now I have a new problem, caused by my lack of German
>knowlegde. How to pass paramteres to the xFSL or UFSL interface!! I use
>ASM for my developments, read C sources very badly and so didn't
>understand anything from the German docs about the interface. That is, I
>understand how the structures passed look, but how exactly are they
>passed? Do you pass the pointer to the structures on the stack? Do you
>stuff the structure itself on the stack? HOW?? Please don't tell me "Use
>C" cause I've heard that so many times and it get's tiresome :))
>
> So, what I need to know is how to pass the structures via those
>interfaces, not how the structures look, as this is pretty clear.

Never mind, I found out how to pass the paramters :))

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

203. Re: keyboard interrupt vector

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <34C41A50.66F9@student.canterbury.ac.nz>
Source record: 6043

> > I wrote to Andreas Kromke recently, asking if it was possible to
> > _temporarily_ disable the Task Manger & pull down menu of MagiC?
> > and his reply...
> >
> > > No way.
> > > You could only change the keyboard interrupt vector.
> >
> > Brief, and to the point I guess,
>
> Yup, sounds just like an answer from Andreas. He doesn't realy waste
> any time on writing down why...
Lucky me. ;-)

> > ...hmmm, but his suggestion doesn't
> > sound very easy! So how do I intercept the Ctrl-Alt-Esc key
> > combination from within a GEM programme?? Can I access this at the
> > BIOS or XBIOS level? Or am I going to have to poke round with the
> > keyboard itself?
> > I don't know any assembler, so I'm hoping this can be achieved using
> > a C compiler (Lattice C, in my case).
>
> Well if you could do it you would also be able to make a nicer task
> manager as the current one isn't to cool. If you do come up with a way
> of doing it I might be interrested.
The big *IF*
Well, if I do have any success, I'll let you know.

> So you want to stop the user from killing your password program? :-)
It kind of makes my app pointless at the moment, but never mind, it was
good programming practice. :-) My first GEM programme!

--Karl.

204. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cbc80a.11742905@news.demon.co.uk>
Source record: 6044

On 19 Jan 1998 16:14:50 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <34c2572d.14816254@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> main()
>> {
>> Pdomain(1);
>> printf("%d\n",Pdomain(-1));
>> }
>>
>> ... gives me zero!
>
>Strange. Does your compiler use 16-bit ints?

Yes.

>In that case, you should
>check your Pdomain()'s return type, which should be long. If so, use %ld
>instead (or cast Pdomain() to int) and you should get the correct result.

Hmm. Is the Compendium wrong? It says

WORD Pdomain(WORD)

Thus I added

#define Pdomain(a) (int)gemdos(281,a)

to the relevant header. Changing it to

#define Pdomain(a) gemdos(281,a)

and using %ld still returns zero (gemdos() returns long). I also tried
Pdomain(-1L) just in case. Is the compendium wrong about the gemdos
call number 281? I hope so otherwise I'm facing a really tricky
problem.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

205. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ce2446.6022850@news.demon.co.uk>
Source record: 6045

On Fri, 16 Jan 1998 14:31:05 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Hi,
>
>Well now when we have discussed long filenames and how to get
>hold of them, now how do I make scrollable edit-fields in my dialogs?

I'm interested in this also. I did attempt it once when I was only 3/4
familiar with Gem and gave up after getting bogged down with all sorts
of problems (some related to this, mostly to do with something else).

>I don't want to to expand all my dialogs to handle x long filenames.
>The dialogs would be ridiculous big! So how can I make them autoscroll?
>Does the AES handle if for me or do I have to use prog-defs? If so,
>has anyone done it? Thomas? :-)

The aes does nothing to help. Unless someone knows better I think
you'll be writing your own objc_edit. :-(

>I know how to make a prog-def (I already use them for different things)
>so that is no problem, but I'm not sure how to do my edit-fields scroll.
>Any ideas?

On the assumption you'll have your dialog in a window then perhaps use
a standard editable text field as a "window" through which you view
your larger field. You could at least use the MU_KEYBD event to see if
the field wants scrolling, and which way?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

206. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a4b9bdcn1@infomania.emw.ericsson.se>
Source record: 5816

Guy Harrison wrote:

Hi,

> >Well now when we have discussed long filenames and how to get
> >hold of them, now how do I make scrollable edit-fields in my dialogs?
>
> I'm interested in this also. I did attempt it once when I was only 3/4
> familiar with Gem and gave up after getting bogged down with all sorts
> of problems (some related to this, mostly to do with something else).

Yeah. I have not looked at it at all yet but I have to sooner or later.

> >I don't want to to expand all my dialogs to handle x long filenames.
> >The dialogs would be ridiculous big! So how can I make them autoscroll?
> >Does the AES handle if for me or do I have to use prog-defs? If so,
> >has anyone done it? Thomas? :-)
>
> The aes does nothing to help. Unless someone knows better I think
> you'll be writing your own objc_edit. :-(

Probably. :-(

> >I know how to make a prog-def (I already use them for different things)
> >so that is no problem, but I'm not sure how to do my edit-fields scroll.
> >Any ideas?
>
> On the assumption you'll have your dialog in a window then perhaps use
> a standard editable text field as a "window" through which you view
> your larger field. You could at least use the MU_KEYBD event to see if
> the field wants scrolling, and which way?

Hmm.. this is an idea but I'm not sure that I like it. Well I will look
at it once I have some time for it and see if I can come up with
anything.
The only program I can think of using it right now i MagXDesk. Does any
other program use it as well or do they use huge dialogs insteed? I will
take a look at Thing and Jinnee and see how they handles it.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

207. Re: Pure-C is now "freeware"

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a4c8u$e4j$1@infomania.emw.ericsson.se>
Source record: 5817

```
Laurent FAVARD wrote:
>
> in this case, does Pure-c is came a kind of freeware ??? what's happen
> to software which not be supported anymore ??? (does pure society is
> always in live ???)

I would NOT call it freeware. I would call it dead. ;-)
Seriously I think Borland owns parts of Pure-C so I guess they
own the rights to it, or something similar.... I also think that
this has made it impossible for them to develop Purce-C 2.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

208. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6a4db3$4h6$1@sun27.hrz.tu-darmstadt.de>
Source record: 5818

Hi!

In article <34c70e4f.49592570@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
> It ain't netscape, it's the new mickysoft one - 'tis
> like grappling with an angry cat in a paper bag. 8-}

Well, I doubt that MSIE would put "Mozilla 4.01 [en] (Win95; I)" into the
X-Mailer header field ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

209. Re: redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <34c5d1e67c4dd0@xs4all.nl>
Source record: 5819

on Tue 20-01-98 18:45 I wrote:

>under MiNT, and it always works if it is compiled with PureC:

Damn typo! Must be "compiled with gcc", of course.

> FILE *fp=fopen;

Same thing. Must be: "FILE *fp;"

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

210. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <a$0$1MAjfdx0EwRG@demon.net>
Source record: 5820

>Snigger! ;-)
>
>Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
>like grappling with an angry cat in a paper bag. 8-}
>
>

Netscape is wonderful, unlike, of course, anything with the prefix 'ie'

What do Internet Explorer and Bricks have in common?

Throw them at windows and they break.

Sorry, bit off the subject but it kept me amused :)

Seriously though, the way IE posts messages/news, could that cause a
serious problem for non windows systems (such as producing an 8 but news
browser as had been discussed around the Atari ngs)?
--
Mark Ormerod, atari@valeofdreams.demon.co.uk

211. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <PMvKJWAMMex0EwAY@demon.net>
Source record: 5821

In article <6a4db3$4h6$1@sun27.hrz.tu-darmstadt.de>, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> writes
>Hi!
>
>In article <34c70e4f.49592570@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> It ain't netscape, it's the new mickysoft one - 'tis
>> like grappling with an angry cat in a paper bag. 8-}
>
>Well, I doubt that MSIE would put "Mozilla 4.01 [en] (Win95; I)" into the
>X-Mailer header field ...
>
>
>Ciao
>
>Thomas

Indeed it does. That's version 4 (nasty killer of windows)
Version 3 reports itself as Mozilla/3.01 (Win95; I)

--
Mark Ormerod, Demon Internet Technical Support

212. Re: GEMDOS from TRAP

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6a4nce$tr@balaena.bio.vu.nl>
Source record: 5822

Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:

: This won't work when the games are using DMA to get to their data, and
: there are a lot of games programming the floppy controller directly to
: get to the data on the disk.

Most of the games that do this use copy-protection anyway, so I can't
even get a normal disk image. I'll just keep running those from disk :-)
But most of the game disks I've got just seem to use GEMDOS, so
these should work fine...

: Anyway, it is an interesting concept.

Yeah, now I just have to find a way to implement it further :)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Klein bottle for rent -- inquire within.

213. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a4qf1$je6$1@infomania.emw.ericsson.se>
Source record: 5823

Mark Ormerod wrote:
>
> >Snigger! ;-)
> >
> >Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
> >like grappling with an angry cat in a paper bag. 8-}
> >
> >
>
> Netscape is wonderful, unlike, of course, anything with the prefix 'ie'

Well from what I have heard, there is a small problem with making fun
of IE. And that is that it's actually better than Netscape. I have not
used it my self, but that is the sad facts some persons have told me.

And I can't realy say that I'm impressed with Netscape here at work.
Okey
it works, but it also crashes without any warning and the mail window
I use right this seconde is realy crap.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

214. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34C608C2.133D@mst.tn.utwente.nl>
Source record: 5824

Magnus Kollberg wrote:
>
> Mark Ormerod wrote:
> >
> > >Snigger! ;-)
> > >
> > >Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
> > >like grappling with an angry cat in a paper bag. 8-}
> >
> > Netscape is wonderful, unlike, of course, anything with the prefix 'ie'
>
> Well from what I have heard, there is a small problem with making fun
> of IE. And that is that it's actually better than Netscape. I have not
> used it my self, but that is the sad facts some persons have told me.

The problem is in the default settings of IE: that's the Microsoft way
and
thus not compatible with other standards. The philosophy behind this is
getting more IE users: "You can't read mail mail? Get MS IE and your
problems will be over.

Hans

215. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <oxbTGnAcnjx0Ew2+@demon.net>
Source record: 5825

In
> with making fun
>of IE. And that is that it's actually better than Netscape. I have not
>used it my self, but that is the sad facts some persons have told me.
>
>And I can't realy say that I'm impressed with Netscape here at work.
>Okey
>it works, but it also crashes without any warning and the mail window
>I use right this seconde is realy crap.
>
>//Magnus Kollberg

Hmm. I've mever had a problem with version 4.04 of n/scape.
IE4 may indeed be better, if you've got a heap of memory (at least 32)
and a running a processor clocking at greater then 200... It is
one of the most resource hungry applications I've seen in a -long-
time IMHO...

--
Mark Ormerod, atari@valeofdreams.demon.co.uk

216. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Dave Lambley <dfl@wireless.demon.co.uk>
Message-ID: <ant2119589eeu#hH@wireless.demon.co.uk>
Source record: 5826
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

```
In article <B0EA781A-2B964@204.124.0.50>, Duane Maxwell
<URL:mailto:dmaxwell_no_spam@gryphonsw.com> wrote:
> > I am just staring out in programming and would appreciate some pointers
>
> Here's a thousand:
>
> void *p[1000];
>
> No charge :)

This is dangerous! Those 1000 pointers could point to anything. IMHO
inexperience programming should be given safer:

char *foo;

/* ... */
foo = "bar";
/* ... */

--
DFL
'Our management consultants have even questioned our need to
have a pantomime horse.'
```

217. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <2EARnVAHQix0Qwu+@shaw1.demon.co.uk>
Source record: 5827
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

```
In article <19980120.203006.08@cheesey.demon.co.uk>, Rik Griffin
<mouse@cheesey.demon.co.uk> writes
>In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
> blago1@yahoo.com ("Blaze") wrote:
>
>> I am just staring out in programming and would appreciate some pointers
>
>char *foo;
>
>void *bar;
>
>How are those for starters?
>
>(Helpful bit - ask in a more specific group. Which language? Which OS?
>Which hardware?)
>

For some partucular reason I think he/she wants to program in BASIC on
the Atari. :-)

--
Clair Shaw (aka. CDS) | THOUGHT OF THE MONTH:
Clair@Shaw1.demon.co.uk |-----------------------
ICQ: 1043359 | Fun-sized chocolate is
WWW: www.shaw1.demon.co.uk| chocolate for dwarfs.
```

218. Re: Stack size

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c675b2.11900842@news.demon.co.uk>
Source record: 5828

On Tue, 20 Jan 1998 22:27:23 +0000,
johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson) wrote:

>
>
>Hi,
>
>Although it is perfectly feasible to have a stack size as large as
>memory
>permits, I think that often a stack > 4k is wasteful. If you have such
>large
>variables/parameters etc. then really the memory should be
>allocated dynmically.

Most definately. It could even be argued that large amounts of static
space is wasteful unless all or most of it is going to be used.

>Once stack space is allocated there is no way to
>deallocate it or use that space for any other purpose. The stack should
>really only be used for passing parameters and other small variables.

It becomes a problem with recursion but like the thread I posted a
couple of weeks back ... if it is possible to malloc a new stack in
mwc then I'm sure someone could figure out how to do it in Lattice and
PureC.

>This principle is even more important when programming on the Atari, the
>machine with only a half-meg of ram should always be borne in mind.

Yep. Folks should use malloc, calloc and realloc much more! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

219. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34c777c6.12432416@news.demon.co.uk>
Source record: 5829

On 21 Jan 1998 08:58:11 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <34c70e4f.49592570@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> It ain't netscape, it's the new mickysoft one - 'tis
>> like grappling with an angry cat in a paper bag. 8-}
>
>Well, I doubt that MSIE would put "Mozilla 4.01 [en] (Win95; I)" into the
>X-Mailer header field ...

Rightly or wrongly, mine thinks it is called Mozilla!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

220. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ca7940.12810921@news.demon.co.uk>
Source record: 5830

On Wed, 21 Jan 1998 18:09:32 +0000, Mark Ormerod
<atari@valeofdreams.demon.co.uk> wrote:

>In
>> with making fun
>>of IE. And that is that it's actually better than Netscape. I have not
>>used it my self, but that is the sad facts some persons have told me.
>>
>>And I can't realy say that I'm impressed with Netscape here at work.
>>Okey
>>it works, but it also crashes without any warning and the mail window
>>I use right this seconde is realy crap.
>>
>>//Magnus Kollberg
>
>Hmm. I've mever had a problem with version 4.04 of n/scape.

Ditto. Whatever version it was I had before 4.04 crashed constantly.

>IE4 may indeed be better, if you've got a heap of memory (at least 32)
>and a running a processor clocking at greater then 200... It is
>one of the most resource hungry applications I've seen in a -long-
>time IMHO...

"Active Desktop" = "so darn active nowt else gets a look in" ;-)

Anyway, as I started this I suppose it is up to me to say to all
concerned ... 'we be off topic a tad' <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

221. Re: Pure-C is now "freeware"

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cb7ab9.13187182@news.demon.co.uk>
Source record: 5831

On Wed, 21 Jan 1998 09:37:21 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Laurent FAVARD wrote:
>>
>> in this case, does Pure-c is came a kind of freeware ??? what's happen
>> to software which not be supported anymore ??? (does pure society is
>> always in live ???)
>
>I would NOT call it freeware. I would call it dead. ;-)
>Seriously I think Borland owns parts of Pure-C so I guess they
>own the rights to it, or something similar.... I also think that
>this has made it impossible for them to develop Purce-C 2.

... which leads me to something I've been pondering for ages. I'll
change thread though to "C Compiler".

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

222. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <En4n5s.MqJ@suse.modem.stud.uni-hannover.de>
Source record: 5832
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

```
In article <B0EA781A-2B964@204.124.0.50>,
"Duane Maxwell" <dmaxwell_no_spam@gryphonsw.com> writes:
>> I am just staring out in programming and would appreciate some pointers
>
> Here's a thousand:
>
> void *p[1000];
>
> No charge :)

Oh yeah, great. But these are exceptionally fine quality :

TEDINFO *advanced;
IP_HDR *packet;

I like the second one especially. :-))

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

223. Re: keyboard interrupt vector

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <En4LtH.MJB@suse.modem.stud.uni-hannover.de>
Source record: 5833

In article <2yMfDsOH6c7o@cantva.canterbury.ac.nz>,
kma54@csc.canterbury.ac.nz writes:

> Brief, and to the point I guess, ...hmmm, but his suggestion doesn't
> sound very easy! So how do I intercept the Ctrl-Alt-Esc key
> combination from within a GEM programme?? Can I access this at the
> BIOS or XBIOS level? Or am I going to have to poke round with the
> keyboard itself?
> I don't know any assembler, so I'm hoping this can be achieved using
> a C compiler (Lattice C, in my case).

This is gonna be tricky. I suppose you'll need at least a couple of assembler
instructions to save and restore registers that'd be used. Inline is handy
here. Then if the C compiler does not support defined passing of parameters
in CPU registers, you'll need another assembler line to get your hands on the
pointer to the keyboard packet. All in all three assembler lines I'd guess if
Lattice support inline assembler code.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

224. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <En4M28.MLq@suse.modem.stud.uni-hannover.de>
Source record: 5834

In article <34ce2446.6022850@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>I don't want to to expand all my dialogs to handle x long filenames.
>>The dialogs would be ridiculous big! So how can I make them autoscroll?
>>Does the AES handle if for me or do I have to use prog-defs? If so,
>>has anyone done it? Thomas? :-)
>
> The aes does nothing to help. Unless someone knows better I think
> you'll be writing your own objc_edit. :-(

I'm confident that it can be done with the existing objc_edit() ! I intend
to put scrollable edit fields into the STinG Dialer, and I already have a
concept for doing that, using the existing objc_edit().

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

225. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de>
Source record: 5835

In article <34c70e4f.49592570@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>Can't you configure your Netscape properly so that it only posts true ASCII
>>versions of your messages. Getting each message twice (in HTML) is stupid and
>>annoying.
>
> Snigger! ;-)
>
> Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
> like grappling with an angry cat in a paper bag. 8-}

Oh, in that case I have another one I can blame him for : Why does he use the
most insecure browser in the world ? Does he realize that an apparently nice
Web site might format his harddisk when he surfs across it using Microsoft's
Internet Explorer ? Proliferation of such an unsafe tool is close to a crime
IMHO.

There are about 50 or 60 alternative web browsers available, all of them more
secure than this one, and apparently easier to configure too.

Cheers Peter

PS.: Maybe it's indeed time that someone sets up a web site with some Active-X
code that looks for installed Internet Explorers, and wipes it from the
harddisk. Maybe then people realize what they've got.
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

226. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Eugene Wong <eugenewong@spiderweb.ca>
Message-ID: <6a6fi3$mn9$1@globe.lynx.bc.ca>
Source record: 5836

```
>> > I am just staring out in programming and would appreciate some pointers
>>
>> Here's a thousand:
>>
>> void *p[1000];
>>
```

What is that?

```
>> No charge :)
>
>This is dangerous! Those 1000 pointers could point to anything. IMHO
>inexperience programming should be given safer:
>
>char *foo;
>
```

What is that?

```
>/* ... */
> foo = "bar";
>/* ... */
```

And last but not least, what is that?

Sincerely thanking you for your time, Eugene Wong.

227. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Kenny Nilsen <kenny@bgnett.no>
Message-ID: <381.325T59T10841968@bgnett.no>
Source record: 5837
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

Blaze (mailto:blago1@yahoo.com) wrote:

>I am just staring out in programming and would appreciate some pointers

Hi Blaze,

the best way to learn programming is to by a book (reference/examples)
combined with experminenting with other peoples sources (public domain).

--
Kenny ..// SD <finger for details>

228. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-21 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980121232704809 56@zetnet.co.uk>
Source record: 5838

```
> >> I am just staring out in programming and would appreciate some pointers
> >
> >char *foo;
> >
> >void *bar;
> >
> >How are those for starters?
> >
> >(Helpful bit - ask in a more specific group. Which language? Which OS?
> >Which hardware?)
>
> For some partucular reason I think he/she wants to program in BASIC on
> the Atari. :-)

Why? It was crossposted to most programming groups.

Anthony
```

229. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <En6F5K.nMo@suse.modem.stud.uni-hannover.de>
Source record: 5747
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

```
In article <2EARnVAHQix0Qwu+@shaw1.demon.co.uk>,
Clair Shaw <Clair@shaw1.demon.co.uk> writes:
> In article <19980120.203006.08@cheesey.demon.co.uk>, Rik Griffin
> <mouse@cheesey.demon.co.uk> writes
>>In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
>> blago1@yahoo.com ("Blaze") wrote:
>>
>>> I am just staring out in programming and would appreciate some pointers
>>
>>char *foo;
>>
>>void *bar;
>>
>>How are those for starters?
>>
>>(Helpful bit - ask in a more specific group. Which language? Which OS?
>>Which hardware?)
>>
>
> For some partucular reason I think he/she wants to program in BASIC on
> the Atari. :-)

What is this reason ? I couldn't find any hints.

BASIC or not, Atari or Acorn or Apple2, Amiga, a BeBox or Mac (note the guy
posted to all corresponding newsgroups), the original message contained such
ridiculously little information, there is little else you can do but putting
fun at it.

What if he wants to use Smalltalk on a Acorn RISC machine to program a midi
sequencer ? I never saw such machines apart from pics in magazines, I never
even saw Smalltalk code apart from a few teaching examples, and I won't even
know how to use a midi sequencer.

I'd happily help him with what I know, but there are more than a thousand pro-
gramming languages, so he should be a little more specific.

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

230. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <pt9G9OAwJ7x0Qwev@shaw1.demon.co.uk>
Source record: 5748

```
In article <19980121232704809 56@zetnet.co.uk>, Anthony Jacques
<jacquesa@zetnet.co.uk> writes
>> >> I am just staring out in programming and would appreciate some pointers
>> >
>> >char *foo;
>> >
>> >void *bar;
>> >
>> >How are those for starters?
>> >
>> >(Helpful bit - ask in a more specific group. Which language? Which OS?
>> >Which hardware?)
>>
>> For some partucular reason I think he/she wants to program in BASIC on
>> the Atari. :-)
>
>Why? It was crossposted to most programming groups.

In the language department, it says BASIC programmming in the subjet!

--
Clair Shaw (aka. CDS) | THOUGHT OF THE MONTH:
Clair@Shaw1.demon.co.uk |-----------------------
ICQ: 1043359 | Fun-sized chocolate is
WWW: www.shaw1.demon.co.uk| chocolate for dwarfs.
```

231. Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <W4+adAAqK5x0Ewws@thedruid.demon.co.uk>
Source record: 5749

Hi there,

[blago1@yahoo.com (Blaze)]
> I am just staring out in programming and would appreciate some
> pointers

Get a good tutorial for your chosen language be it a book or a document from the net. There is a great deal of free information and source code out there especially for C. I would recommend that you download as much of this as possible and study it, look at how other people have solved problems and use them or look to improve them.

Learning the the basics of a language will be fairly simple, the difficulty will come in using this knowledge to best effect in practicle situations. It is going to be no easy task and you will make lots of mistakes
and expect to crash your computer many times. Do make best use of newsgroups like this and don't be afraid to ask about things you don't understand however trivial it may seem, but do be specific about your problem and make sure you provide all the relevent details otherwise people can only guess at the solution.

There is of course no substitute for experience and with time and effort I'm sure you'll become a competent programmer.

Good luck.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

232. Share modem, ISDN and cable modem 11360

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: pc88 <sbg88@pc88.net>
Message-ID: <6a6uv0$8t6$1740@news0-alterdial.uu.net>
Source record: 5839

Do you want to share ONE Internet connection with the rest in your Family or office?
SYGATE is the software to do that.

With features like Dial-On-Demand, it will connect your LAN to the ISP if
and only if there is access from your LAN to the Internet.

It is easier to use than proxy servers in that it doesn't require the setup in
each and everyone of your applications running on your PCs.

Free download from www.sygate.com

With one phone line, one modem and one ISP account, everyone in your office
or family can access the Internet from their own machine.

It works for Analog, ISDN modem and Cable modems.

11360

233. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a7271$l51$1@infomania.emw.ericsson.se>
Source record: 5840

Peter Rottengatter wrote:

> >>I don't want to to expand all my dialogs to handle x long filenames.
> >>The dialogs would be ridiculous big! So how can I make them autoscroll?
> >>Does the AES handle if for me or do I have to use prog-defs? If so,
> >>has anyone done it? Thomas? :-)
> >
> > The aes does nothing to help. Unless someone knows better I think
> > you'll be writing your own objc_edit. :-(
>
> I'm confident that it can be done with the existing objc_edit() ! I intend
> to put scrollable edit fields into the STinG Dialer, and I already have a
> concept for doing that, using the existing objc_edit().

So would you like to share your thoughts with us? :-)

One nice thing would be to use small arrows as OpenWindows (or X) has so
that
you can see if the the string is longer than the field or not. If there
is
arrows available you know that the text string is longer than the edit
field,
if not it's within the viewable field. I guess it wouldn't look as nice
as
under OpenWindows, but it's a nice concept.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

234. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a72ha$l51$2@infomania.emw.ericsson.se>
Source record: 5841

Hans Wessels wrote:

> The problem is in the default settings of IE: that's the Microsoft way
> and
> thus not compatible with other standards. The philosophy behind this is
> getting more IE users: "You can't read mail mail? Get MS IE and your
> problems will be over.

Yes this is a big problem with companies like Microsoft. They are so big
that they can do whatever they want with "standards" and so making
all other programs useless as they doesn't work with Microsofts. But as
90% of the users are using Microsoft programs, why would they care? Ask
Erik Hi¿½ll about his struggle to make MyMail work with all versions of
Microsfot Outlock Express. Apparently its a nightmare and Micorsoft
changes something in every new version.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

235. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6a72ml$l51$3@infomania.emw.ericsson.se>
Source record: 5842

```
Mark Ormerod wrote:
>
> In
> > with making fun
> >of IE. And that is that it's actually better than Netscape. I have not
> >used it my self, but that is the sad facts some persons have told me.
>
> Hmm. I've mever had a problem with version 4.04 of n/scape.
> IE4 may indeed be better, if you've got a heap of memory (at least 32)
> and a running a processor clocking at greater then 200... It is
> one of the most resource hungry applications I've seen in a -long-
> time IMHO...

Well this is just the oposit from what I have heard. Netscape takes up
heaps of RAM while IE doesn't take up as much. STill alot, but not as
much as Netscape does. But then I may very well be wrong.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

236. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: John Alldred <protovale@argonet.co.uk>
Message-ID: <na.6c86c2480c.a50120protovale@argonet.co.uk>
Source record: 5843
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

```
In article <2EARnVAHQix0Qwu+@shaw1.demon.co.uk>, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:
> In article <19980120.203006.08@cheesey.demon.co.uk>, Rik Griffin
> <mouse@cheesey.demon.co.uk> writes
> >In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>,
> > blago1@yahoo.com ("Blaze") wrote:
> >> I am just staring out in programming and would appreciate some pointers
>
> [...]
>
> For some partucular reason I think he/she wants to program in BASIC on
> the Atari. :-)

Or Mac, or Amiga, or Apple2 (going by the cross-posting list ;-)

John

--
If you can't identify the pigeon at a poker table, you're it.
__ ZFC: B _ (protovale@argonet.co.uk)
| _ |_ _ |_||| _| _ _ _| john@protovale.co.uk
(_j(_)| )| ) | |||(_|| (-`(_| in and around Oxford
```

237. Mega 4STE to SYquest cartridge Drive?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: jregan@idirect.com
Message-ID: <jregan-2201981429540001@ns.compulink.com>
Source record: 5844

```
Is it possible to connect a Syquest 5.25 cartridge drive to the ACSI port
on a Mega 4STE?
If so, what hardware or software do I need?
Thanks
James

Thanks.

James e-mail---jregan@idirect.com
Brampto,Ontario Canada
Visit "Webpage Jingles" at:http://webhome.idirect.com/~jregan
```

238. Re: Disassembler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-22 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <yz8k9bs9n1c.fsf@sara.lysator.liu.se>
Source record: 5845

Jo Even Skarstein <josk@stud.ntnu.no> writes:

> Can somebody recommend a good PD/SW disassembler that handles
> 030 and 040 code?

the best and fastest disassembler I've used in TOS is Easy Rider. It
can do 030 at least, don't know about 040. Unfortunately it has to be
run in Mono mode, but otherwise it's great.

Greetings,

Tomas

--
NoBrain/NoCrew - nobrain[@\.]nocrew.org

239. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ce7baf.7614547@news.zetnet.co.uk>
Source record: 5750

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't

>> For some partucular reason I think he/she wants to program in BASIC on
>> the Atari. :-)
>
>What is this reason ? I couldn't find any hints.

The header gave it away for me ?

>I'd happily help him with what I know, but there are more than a thousand pro-
>gramming languages, so he should be a little more specific.

I agree, I just went into this thread, saw 12 responses and NO help,I
thought that to be a little strange, it wasn't until I investigated
the header and thought ?... well how silly :)

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------- ATARI dead my Arse! ------------------

240. Re: redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6aacni$e2e$1@sun27.hrz.tu-darmstadt.de>
Source record: 5751

Hi!

In article <34c4e0bc3e9f21@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:
>>If not, it has to make sure that anything
>>written to GEMDOS handle 2 will appear on the console. This is done by
>>Fforce(2, -1), and that's why fileno(stderr) returns -1.
>
> This is wrong. fileno(stdstream) always returns the correct handle for
> the stream, even after Fforce(). So for instance, if you force stdout
> to a file by Fforce(1,fileno(fp)), then fileno(stdout) will still
> yield 1.

If you know it better, why do you ask at all? If you take a look at the
Pure C standard lib, you'll see that stdin, stdout, and stderr have
hardcoded fileno()-results, and stderr will yield -1 because PC's startup
always calls Fforce(2, -1). If that's a good idea is a different
question, but you shouldn't be using PC's standard libs for console-like
programs, anyway. Use the MiNT-lib.

>>Fforce(-1, something) can't work, as the first handle has to be a standard
>>handle, i.e. 0 <= handle < 6.
>
> Not entirely true. See below.

If MiNT makes this possible, it's not conforming to what the original
GEMDOS docs say about Fforce(). oldhandle has to be a standard handle,
and that means 0 <= oldhandle < 6. The negative handles are no standard
handles, but point to directly to the BIOS devices for CON:, PRN: and
AUX: (Fcreate("CON:") also returns -1, btw.)

>>That's why you should either redirect GEMDOS
>>handle 2 directly
>
> Yes, but that's the point. It doesn't work.

Yes, after re-checking the standard libs of PC again, I noticed that
stderr is hardcoded to -1 (see above). So you'd either have to manipulate
stderr's output handle by directly changing its associated GEMDOS handle
(not recommended, as it's highly unportable and bad style, anyway), or
switch to the MiNT-lib (strongly recommended).

>>It's not a good idea anyway to mix
>>library calls (i.e. fileno()) and direct GEMDOS calls it not absolutely
>>necessary.
>

> I fail to see why. Of course, you must know what you're doing, and it
> doesn't hurt to know what exactly the library functions do...

It's not a good idea to mix library and GEMDOS calls to achieve something as it makes programs unportable, sometimes even between different ATARI C compilers. And, as a general rule, one should always use the highest abstraction level possible.

> I don't have dup2 with PureC, but if you care to look in the source
> code of dup2(), you'll see that it calls Fforce().

Get the MiNT-lib. And of course it calls Fforce(), but as it's a library call, you can be sure it works; otherwise, it would be an error in the lib. If you mix library and GEMDOS-calls and this doesn't work, you can't claim it to be the compiler's or the lib's fault.

> PureC doesn't have unistd.h.

MiNT-lib again. Without the MiNT-lib, Pure C isn't able to handle most POSIX-stuff, which dup2() conforms to. It makes the linked executable larger, though, but this shouldn't really matter compared to the benefits you get from using it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

241. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980123114151.7218E-100000@ganymede.cs.mun.ca>
Source record: 5752

```
On Tue, 20 Jan 1998, Guy Harrison wrote:

> On 20 Jan 1998 04:27:47 GMT, "Blaze" <blago1@yahoo.com> wrote:
>
> >
> >
> > I am just staring out in programming and would appreciate some pointers
>
> Here's a good one to stare at ...
>
> char *p;
>

Put the program idea on paper before actually starting the code, as well
break the code into seperate procedures. I,e startup routine, main
rountine, wait for acommands, decide commands, screen updates, e.t.c.
```

242. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: Bruno Hemeury <bruno.hemeury@gecm.com>
Message-ID: <34C8C461.5427@gecm.com>
Source record: 5753

Guy Harrison wrote:
>
> On Wed, 21 Jan 1998 18:09:32 +0000, Mark Ormerod
> <atari@valeofdreams.demon.co.uk> wrote:
>
> >In
> >> with making fun
> >>of IE. And that is that it's actually better than Netscape. I have not
> >>used it my self, but that is the sad facts some persons have told me.
> >>
> >>And I can't realy say that I'm impressed with Netscape here at work.
> >>Okey
> >>it works, but it also crashes without any warning and the mail window
> >>I use right this seconde is realy crap.

Netscape is very reliable on Sun Solaris, I don't know about other
implementation,
but I can't complain about it.

> >>
> >>//Magnus Kollberg
> >>
> >Hmm. I've mever had a problem with version 4.04 of n/scape.
>
> Ditto. Whatever version it was I had before 4.04 crashed constantly.
>
> >IE4 may indeed be better, if you've got a heap of memory (at least 32)
> >and a running a processor clocking at greater then 200... It is
> >one of the most resource hungry applications I've seen in a -long-
> >time IMHO...

The funny thing is that IE has not be completely developped by
Microsoft,
when they realised that it was worth taken Internet seriously (few years
ago),
they licensed some code from Mosaic in order to catch up with Netscape
(That's common practice at Microsoft from MSDOS to FrontPage, the Web
development tool) So from a perfectly reasonnable product, they managed
to slow it down; it also happened with FoxPro.

>
> "Active Desktop" = "so darn active nowt else gets a look in" ;-)
>
> Anyway, as I started this I suppose it is up to me to say to all
> concerned ... 'we be off topic a tad' <G>

>
> --
> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk

Bruno

243. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34cac20a.469862@news.zetnet.co.uk>
Source record: 5754

Hey! Scott Harris <harris@cs.mun.ca> wasn't it Fri, 23 Jan 1998
11:44:04 -0330 that you wrote:

>Put the program idea on paper before actually starting the code, as well

Does anyone actualy do this ?

>break the code into seperate procedures. I,e startup routine, main
>rountine, wait for acommands, decide commands, screen updates, e.t.c.

Whats up ?... no one like Speghetti ? :)))

.
.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------- ATARI dead my Arse! ------------------

244. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6aat4a$874@balaena.bio.vu.nl>
Source record: 5755

Tony Greenwood (paxton@zetnet.co.uk) wrote:

: >Put the program idea on paper before actually starting the code, as well

: Does anyone actualy do this ?

Hmm, I'm pretty sure first-year students of computer science do.. :)
Well, at least for a day or two anyway.

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

It's the opinion of some that crops could be grown on the moon. Which
raises the fear that it may not be long before we're paying somebody
not to.
-- Franklin P. Jones

245. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <En8KIp.nsv@suse.modem.stud.uni-hannover.de>
Source record: 5756

In article <6a7271$l51$1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> Peter Rottengatter wrote:
>
>> >>I don't want to to expand all my dialogs to handle x long filenames.
>> >>The dialogs would be ridiculous big! So how can I make them autoscroll?
>> >>Does the AES handle if for me or do I have to use prog-defs? If so,
>> >>has anyone done it? Thomas? :-)
>> >
>> > The aes does nothing to help. Unless someone knows better I think
>> > you'll be writing your own objc_edit. :-(
>>
>> I'm confident that it can be done with the existing objc_edit() ! I intend
>> to put scrollable edit fields into the STinG Dialer, and I already have a
>> concept for doing that, using the existing objc_edit().
>
> So would you like to share your thoughts with us? :-)

I would even post a source code snippet that shows the implementation.
However, I haven't had the time to look into this more thoroughly, so it
may be that I run into trouble.

It works by implementing a new form_do() (which is required by any code that
has it's dialogs in windows), in which upon a key stroke first the cursor
position is examined if the cursor is any close to the edit field start or
end so that a scrolling action were required. I had the TEDINFO field for
those field extended to hold the bigger buffer for the whole string, from
this buffer upon each scroll action the corresponding part is copied into
the te_ptext buffer, objc_edit (end), objc_draw (edit_field), objc_edit (
begin), the latter setting the new cursor position. Now it's time to process
the key stroke as usual.

I'm not sure yet if I'd implement it such that it scrolls one character each
time (which requires scrolling with each additional key stroke), or always
five or so characters at once.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

246. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <En9A9u.JDD@iglou.com>
Source record: 5757

In article <34cac20a.469862@news.zetnet.co.uk>, Tony Greenwood wrote:

>>Put the program idea on paper before actually starting the code, as well
>
> Does anyone actualy do this ?

Yep. I do... It's not that hard to do. Just write down everything you want to do, then go from there. Write the code down, going from regular written parts, to pseudocode, to the actual coding and debugging.

> Whats up ?... no one like Speghetti ? :)))

Yummy!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

247. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <En9Ar6.KqG@iglou.com>
Source record: 5758

In article <En4Mrt.Mo4@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter wrote:

>There are about 50 or 60 alternative web browsers available, all of them more
>secure than this one, and apparently easier to configure too.

You got it. Just head to http://www.browsers.com, and start looking. I'm
using one called Opera, and love the sucker. Multiple windows, you can
turn off and on your cache, graphics, that sort of thing. I once tried
using Netscape, the standard installation. Never again.

It took me 15-20 minutes just to get out of it, signoff AOL, and get out
of Windows. Why? Can you say Disk Access Hell? Heavy disk access to hell
and back, and this on a 16 meg machine.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

248. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-23 00:00:00 UTC
From: Will Dwinnell <76743.1740@CompuServe.COM>
Message-ID: <#WhPEL#J9GA.277@ntdwwaaw.compuserve.com>
Source record: 5759

```
">> > I am just staring out in programming and would appreciate
some pointers
>>
>> Here's a thousand:
>>
>> void *p[1000];
>>

What is that?"

A joke which plays on the use of "pointers", which used to mean
"helpful tips", not "guidance in obtaining further information",
and which is used in programming with a specific technical
meaning- computer pointers are addresses of things in memory.

--
Will Dwinnell
Commercial Intelligence
```

249. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-24 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6acgh3$te3$1@roch.zetnet.co.uk>
Source record: 5760

On 23 Jan 1998 17:20:11, Tony Greenwood wrote:

>>Put the program idea on paper before actually starting the code, as well
>
> Does anyone actualy do this ?

YES! If you don't know where you want to go you never know when you
have arrived.

>>break the code into seperate procedures. I,e startup routine, main
>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
>
> Whats up ?... no one like Speghetti ? :)))

There's nothing wrong with spaghetti but this has little to do with
constructing a maintainable program :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

250. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-24 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34cdc888.5508964@news.zetnet.co.uk>
Source record: 5761

Hey! rcain@zetnet.co.uk (Roger Cain) wasn't it 24 Jan 1998 10:41:39
GMT that you wrote:

>> Does anyone actualy do this ?
>
>YES! If you don't know where you want to go you never know when you
>have arrived.

eh? gobbledegook ? :)

>> Whats up ?... no one like Speghetti ? :)))
>
>There's nothing wrong with spaghetti but this has little to do with
>constructing a maintainable program :-)

Yes it has everything to do with it, I can follow whats commonly
termed as "speghetti code", If I can follow it then its maintainable
yes?.. My point being that not everyone writes everything down first
or programs so methodicaly,

yeeeees! :))

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------- ATARI dead my Arse! ------------------

251. Re: redirection of stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-24 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <34c9cc4a451470@xs4all.nl>
Source record: 5762

on Fri 23-01-98 15:24 Thomas Binder wrote:

>Hi!
>
>In article <34c4e0bc3e9f21@xs4all.nl>,
> josdb@xs4all.nl (Jos den Bekker) writes:
>>>If not, it has to make sure that anything
>>>written to GEMDOS handle 2 will appear on the console. This is done by
>>>Fforce(2, -1), and that's why fileno(stderr) returns -1.
>>
>> This is wrong. fileno(stdstream) always returns the correct handle for
>> the stream, even after Fforce(). So for instance, if you force stdout
>> to a file by Fforce(1,fileno(fp)), then fileno(stdout) will still
>> yield 1.
>
>If you know it better, why do you ask at all?

Well, I tried to redirect stderr, I tried various things, but it
didn't work. So I thought, I'll ask in this newsgroup, and you answer,
for which I'm very grateful, but then you say something which isn't
correct, and I thought, I'd better tell you, maybe you want to know.
I'm sorry if that offended you.

>Yes, after re-checking the standard libs of PC again, I noticed that
>stderr is hardcoded to -1 (see above). So you'd either have to manipulate
>stderr's output handle by directly changing its associated GEMDOS handle
>(not recommended, as it's highly unportable and bad style, anyway), or
>switch to the MiNT-lib (strongly recommended).

But even if I swith to the MiNT lib, or if I compile my programs with
gcc, I cannot redirect the output to stderr of programs compiled with
PureC. I mean, if I start them with Pexec(). Is it impossible, then?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-

252. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-24 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6adavc$4hp$7@newsbell.bellglobal.com>
Source record: 5763

On 21 Jan 1998 09:09:29, Peter Rottengatter wrote:
>
>>>Can't you configure your Netscape properly so that it only posts true ASCII
>>>versions of your messages. Getting each message twice (in HTML) is stupid and
>>>annoying.

Yes it is very annoying. However Annoying aside, did he ever get an answer to
his question? The topic is pure C and somehow everyone is talking IE and
Netscape. If you are going to talkabout Netscape, how about you guys tackling
converting the source to the Atari:-). Uwe says it can't be done.

>
>There are about 50 or 60 alternative web browsers available, all of them more
>secure than this one, and apparently easier to configure too.

Sure, say like CAB;-) with STing. However works with Atari too. Perhaps if he
could get his Pure C version he could write his own better Web Browser.
I am not a programmer, so I will leave now.
>
>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]
---

253. Re: CDSdraw98

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-24 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6adavj$4hp$8@newsbell.bellglobal.com>
Source record: 5764

On 17 Jan 1998 17:58:53, Clair Shaw wrote:
>
>An art package, sent via. email which is 60k. (80k UUEcoded)

Got it, tested it. It is a start. Tell me when you want some comments.
You can send me the next version too if you like when its ready.
>.

```
---------------------------------------------------------------------
__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __ )( TOS 1.0, SH204 hd
(+)`====='(+) B | \/ \\_/|| |/\_/ () SLM 804 LASER prt.
********** R ********************** [and SURF HAPPY! :-)]
---------------------------------------------------------------------
```

254. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnBB4u.ol2@suse.modem.stud.uni-hannover.de>
Source record: 5765

In article <En9Ar6.KqG@iglou.com>,
rsg0910@iglou.com (Robert Goodwin) writes:

> using Netscape, the standard installation. Never again.
>
> It took me 15-20 minutes just to get out of it, signoff AOL, and get out
> of Windows. Why? Can you say Disk Access Hell? Heavy disk access to hell
> and back, and this on a 16 meg machine.

Hmmm, I've used Netscape on both Unix and Windows, and never found it causing
excessive disk access. Are you sure the disk access wasn't possibly caused by
something else, maybe related to the AOL account ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

255. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnBBpM.oKH@suse.modem.stud.uni-hannover.de>
Source record: 5766

In article <pt9G9OAwJ7x0Qwev@shaw1.demon.co.uk>,
Clair Shaw <Clair@shaw1.demon.co.uk> writes:

>>> For some partucular reason I think he/she wants to program in BASIC on
>>> the Atari. :-)
>>
>>Why? It was crossposted to most programming groups.
>
> In the language department, it says BASIC programmming in the subjet!

No, it says "Basic programming", which I basically (see ?) understood to mean
"fundamentals, or basics, of programming". Maybe for native english speakers
it was obvious that it did not mean that, I can't tell. ;-)

Sure, maybe if you're used to using BASIC for programming you'd automatically
understand that the programming language was meant in the subject.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

256. Re: CAB 2.6 and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnBE0D.onL@suse.modem.stud.uni-hannover.de>
Source record: 5767

In article <KHTG2JrHpCtW@cantva.canterbury.ac.nz>,
kma54@csc.canterbury.ac.nz writes:

>>You want your (hardly noticeable) 5 % speedup while
>>not caring if others would suffer a serious speed loss in excess of
>>10 or even 20 % ! That's unbelievable ! You're the kind of person
>>who advocates the exclusive use of the Falcon's DSP for decoding
>>pictures in CAB, which would make CAB unusable for ST and TT owners.
>
> No, I'm not the.kind.of.person.who.advocates.the.exclusive.use.of.the
> .Falcon's.DSP.for.decoding.pictures.in.CAB

Maybe, but it certainly looked that way.

> - I'm the kind of person
> who was merely making a suggestion; it was/is an "option".

Well, you suggested a method to use 030 optimized code without needing
to care for duplicate code. The latter means, only one version, so the
code was not an option for the user, as a non-optimised version won't
exist anymore. The optimised version however meant a speed loss for
all those machines which need the speed most desperately, i.e. the ones
being slow anyway, while just a minor speedup is granted to those who
have ample CPU power anyway.

Haven't you thought about this before you wrote your message ?

>>but the whole point of Web browsing in my opinion, is being able to
>>view pictures
>>Web browsing is visual, and what better way of visualizing
>>this medium than by using a computer with capable graphics, ie: a TT
>>or Falcon.
>
> I'm not criticizing those of you who still use an ST for Web browsing,
> (it's great that we can) but you have to admit, it isn't the most
> suitable computer (graphically) for viewing the Web.

The most suitable computer (graphically) for viewing the Web is a modern
True-Color, at least 1280x1024, Pentium II / Alpha / PowerPC etc. based
machine that has enough power to run a Java virtual machine with reasonable
speed. From this point of view, TTs or Falcons are only little better than
STs.

You don't agree ? Good ! This mainly means that the applicability of a ST
or TT for web browsing is a matter of personal preferences and purposes.
From this it should be obvious that you should not apply your own judgement
on the applicability of STs and TTs for web browsing to other people.

There are lots of users for whom the ST is perfectly capable of browsing the web, simply because they are not as easily impressed by colorful buttons.

>>Should I mention that I do the STinG development on an ST ?
> That's great, and I don't knock you for it, but what relevance does
> it have? I mean, I can use my STe & compiler to generate 040 code if
> I want. I just can't run it. ;-)

And that's why you'll start cursing when you find out that a tool that you most desperatly want to use on your STE is compiled for 040 code. The situation is somewhat similar to what you proposed.

>>> My point being, is that these machines are all 030 or greater, so
>>> why not have a 32-bit version of CAB & ovl for these computers.
>>
>>Which means your point is obsolete, as CAB and all OVLs always have
>>been 32 bit versions.
> Shall I re-phase it for you :-
> ...so why not have 030/040 versions of CAB & OVL for these computers.

Which means your point is wrong, as the underlying assumption ("all machines are 030 or greater") is dead wrong.

> So what's involved in making a 030 version?
>
> - change the compiler option, (a total of ~2-3 seconds)
> - wait 5-10 minutes for CAB to compile, (rough guess, could be
> shorter, could be a lot longer)
> - upload it (the OVL at least) to a few common ftp sites,
> - post a brief message to this news group.
>
> By golly gee, that was hard.

Is it a secret feature of CAB that it is able to compile the OVL to be used with it ? :-))

I have nothing against a special 030 version as long as the 68000 version is equally well supported. But I am against a combined version which means a serious speed loss for 68000 based machines. And it's the latter what this thread origins from.

> If we keep writing software for the lowest common denominator (68000),
> then we aren't being very supportive towards these hardware companies
> making 030/040/060 machines.

Why not ? This all means you haven't examined the 68k series of CPUs very thoroughly. You should do that NOW.

95 to 98 percent of the speedup that is possible with a later CPU is still achieved with 68000 code, as all the improvements are purely CPU internal. Only the remaining 2 to 5 percent can be gained by optimised software. This means your statement above is completely wrong. Of course, a 68030 runs 68000 software a lot faster (those 95 - 98 %), this is ample support for the computer engineers. The only support possible by producing optimised

software is causing the software to become unsuable on STs this way, thus
forcing the people to buy faster hardware. But believe me, the people will
choose Intel in that case, not 68030/40/60.

> And I don't imply that the ST is dead,
> because this is far from true. However, "we", as software developers
> need to support the hardware growth, otherwise we might as well live
> back in the late 1980's.

You're not supporting the 68k family of CPUs by producing optimised code.
You're merely driving people to buy Intel.

Even the existence of 030 optimised code can make people feel that their
hardware is outdated and insufficient for their needs. That's what I'd
feel if the first thing every software docs would point out is that there
is "a faster, 030 optimised version" of the software. And whenever such
feelings arise in an Atari user, the Atari machine is in danger of being
dumped and replaced by a PC.

> I mean, even take a look at the title of this news group...
>
> comp.sys.atari.st
> ^^
> this should be dropped, why? Because it's not just
> ST's anymore.

It had been changed a long time ago it changing a newsgroup's title were
so easy.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

257. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ca11cb.2406870@news.demon.co.uk>
Source record: 5768

On Wed, 21 Jan 1998 09:20:32 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Hmm.. this is an idea but I'm not sure that I like it. Well I will look
>at it once I have some time for it and see if I can come up with
>anything.
>The only program I can think of using it right now i MagXDesk.

It may well support scrollable edit fields directly like it does other
cool functions but unfortunately it isn't much use if your app is
going to be run on non MagiC systems. It could only be of use if it
were an addon like the "submenu" features required for the likes of
Lattice to work, and compatible with all systems of course!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

258. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cc1655.3568621@news.demon.co.uk>
Source record: 5769

On Wed, 21 Jan 1998 08:54:08 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34ce2446.6022850@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>I don't want to to expand all my dialogs to handle x long filenames.
>>>The dialogs would be ridiculous big! So how can I make them autoscroll?
>>>Does the AES handle if for me or do I have to use prog-defs? If so,
>>>has anyone done it? Thomas? :-)
>>
>> The aes does nothing to help. Unless someone knows better I think
>> you'll be writing your own objc_edit. :-(
>
>I'm confident that it can be done with the existing objc_edit() ! I intend
>to put scrollable edit fields into the STinG Dialer, and I already have a
>concept for doing that, using the existing objc_edit().

On second thoughts I agree. There is no need to replace objc_edit().

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

259. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cf1c00.5019507@news.demon.co.uk>
Source record: 5770

On Wed, 21 Jan 1998 09:09:29 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34c70e4f.49592570@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>Can't you configure your Netscape properly so that it only posts true ASCII
>>>versions of your messages. Getting each message twice (in HTML) is stupid and
>>>annoying.
>>
>> Snigger! ;-)
>>
>> Don't blame him. It ain't netscape, it's the new mickysoft one - 'tis
>> like grappling with an angry cat in a paper bag. 8-}
>
>Oh, in that case I have another one I can blame him for : Why does he use the
>most insecure browser in the world ? Does he realize that an apparently nice
>Web site might format his harddisk when he surfs across it using Microsoft's
>Internet Explorer ? Proliferation of such an unsafe tool is close to a crime
>IMHO.

I couldn't agree more - but trying to get rid of it is next to
impossible!

>There are about 50 or 60 alternative web browsers available, all of them more
>secure than this one, and apparently easier to configure too.

Wow - that many?

>Cheers Peter
>
>PS.: Maybe it's indeed time that someone sets up a web site with some Active-X
> code that looks for installed Internet Explorers, and wipes it from the
> harddisk. Maybe then people realize what they've got.

I don't think they need bother. This'll make all the Cab users who
haven't experienced mie4 very much happier ... ;-)

The "Active Desktop" was the first thing to misbehave and had to be
disabled.

Toggle the "view as web page" checkmark in a desktop window and all
position and sizing information for all desktop windows is lost.

It has always had a flair for missing out the final graphic from
pages.

It now refuses to remember its own window sizes.

When the Frontpage 98 beta expired it disabled the "edit page" option (for Frontpage Express) and needed a 8 meg download to turn it back on again whereupon executed Word until I installed it again from scratch (25Mb).

It stalls (permanently) when ftp'ing multiple files.

The thing that pisses me off most though is the moment it got its claws into my system the Netscape icon (and no other) vanished from the Office "desktop" taskbar - methinks that is no 'accident'.

Oh no - I've just thought of the worst one. It has to be installed after Service Pack 3 and SP3 has to be applied after you install anything!

[better stop 'cos the list is endless]

Hmm, come to think of it an ActiveX "virus" like you said might do a better job of getting rid of it!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

260. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d028ac.8263732@news.demon.co.uk>
Source record: 5771

On Thu, 22 Jan 1998 10:12:25 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Mark Ormerod wrote:
>>
>> In
>> > with making fun
>> >of IE. And that is that it's actually better than Netscape. I have not
>> >used it my self, but that is the sad facts some persons have told me.
>>
>> Hmm. I've mever had a problem with version 4.04 of n/scape.
>> IE4 may indeed be better, if you've got a heap of memory (at least 32)
>> and a running a processor clocking at greater then 200... It is
>> one of the most resource hungry applications I've seen in a -long-
>> time IMHO...
>
>Well this is just the oposit from what I have heard. Netscape takes up
>heaps of RAM while IE doesn't take up as much. STill alot, but not as
>much as Netscape does. But then I may very well be wrong.

Who can tell with IE being so integrated into the system? I we're off
topic but I have to mention one last thing ...

... I've got 512K of L2 cache. Just discovered after how ever many
months it's been that I've been using NT that it been disabled all
this time!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

261. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d12b05.8864326@news.demon.co.uk>
Source record: 5772

On Fri, 23 Jan 1998 11:44:04 -0330, Scott Harris <harris@cs.mun.ca>
wrote:

>
>
>On Tue, 20 Jan 1998, Guy Harrison wrote:
>
>> On 20 Jan 1998 04:27:47 GMT, "Blaze" <blago1@yahoo.com> wrote:
>>
>> >
>> >
>> > I am just staring out in programming and would appreciate some pointers
>>
>> Here's a good one to stare at ...
>>
>> char *p;
>>
>
>Put the program idea on paper before actually starting the code, as well
>break the code into seperate procedures. I,e startup routine, main
>rountine, wait for acommands, decide commands, screen updates, e.t.c.

Hmm, good point!

```
/*
* Program to stare out in programming.
* Some pointers required.
*
* I've a suspicion there might be some bugs ;-)
*/
void
main(int argc, char *argv[])
{FILE *fp;
void (*fcp)();

if (argc < 2) {
eek_a_goto:
fcp = fp;
(*fcp)();
}
if (NULL == (fp = fopen(argc,"w"))) goto eek_a_goto;
fprintf(fp,"main(){\n");
for (i = 'a'; i <= 'z'; i++) fprintf(fp,"char *%c;\n",i);
fprintf(fp,"%s","}\n");
return 0;
```

```
}

<G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

262. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d22d52.9453243@news.demon.co.uk>
Source record: 5773

On Fri, 23 Jan 1998 17:20:11 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! Scott Harris <harris@cs.mun.ca> wasn't it Fri, 23 Jan 1998
>11:44:04 -0330 that you wrote:
>
>>Put the program idea on paper before actually starting the code, as well
>
> Does anyone actualy do this ?

Heck no. That's what the debugger is for! ;-)

>>break the code into seperate procedures. I,e startup routine, main
>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
>
> Whats up ?... no one like Speghetti ? :)))

Not with tomato sauce.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

263. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d42e5d.9720988@news.demon.co.uk>
Source record: 5774

On 23 Jan 1998 20:04:26 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Tony Greenwood (paxton@zetnet.co.uk) wrote:
>
>: >Put the program idea on paper before actually starting the code, as well
>
>: Does anyone actualy do this ?
>
>Hmm, I'm pretty sure first-year students of computer science do.. :)
>Well, at least for a day or two anyway.

Good way to get on the wrong side of a lecturer ...

Lecturer:
Where's your specification?

Student:
In my head.

Lecturer:
Hmph. Then where is the written source code?

Student:
In my head.

Lecturer:
You'll never get far with that attitude.

Student:
Yeah. You're right, I keep getting interrupted.

;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

264. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cba8b1.1098289@news.demon.co.uk>
Source record: 5775

On 20 Jan 98 11:10:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>g > Well, then please tell me what's worse in MiNT? Of course, the
>g > IPC possibilities of plain TOS are a lot better, as well as
>g > TOS' support for different file systems and its preemptive
>g > multitasking ;)
>
>Being able to read files from different file systems is always an
>advantage, but long file names place a significant burden on the OS,
>as well as on programs (many programs will crash if the path name is
>too long, others waste RAM by calling malloc() excessively).
>
>If I were writing a file-system interface, I would copy and rename
>files before letting the OS at them. Of course, then you wouldn't
>be able to port UNIX source code (and UNIX programming practices :-).
>
>Nor do I regard memory redirection

Uh?

>or pre-emptive multitasking as
>improvements. They degrade performance and are useful only in
>compensating for bad programming practices in applications.

Oh. Flamebait! ;-)

A threaded redraw would be nice at times. More importantly, how the heck do you co-operatively multitask a non Gem program?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

265. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnBM3t.A3I@iglou.com>
Source record: 5776

In article <34d42e5d.9720988@news.demon.co.uk>, Guy Harrison wrote:

>Good way to get on the wrong side of a lecturer ...

Another way would be to write code the way you like it, not to his specs.

>Student:
>Yeah. You're right, I keep getting interrupted.

I once did an assembler program all in my head, then transferred it to
paper. You should have seen my roommate at the time when he was trying to
get my attention and I was waving him off. Bugs? Just a couple minor ones.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

266. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnBMJ8.AuJ@iglou.com>
Source record: 5777

In article <EnBB4u.oI2@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter wrote:

>Hmmm, I've used Netscape on both Unix and Windows, and never found it causing
>excessive disk access. Are you sure the disk access wasn't possibly caused by
>something else, maybe related to the AOL account ?

Might have been. Some combinations seem to cause me to go into that sort
of thing. Remember I'm still using Win3.1. There is also this program I
used that eliminates the boxes that come up, regarding 45 minutes, when
you're not exactly active, and those fuggin' porno invites. Hell, I even
found a way to get back at em. Just invite 'em to the room I'm in, though
I can't IM them.

Heck, I really need to get back to programming on my ST... Guy and I had
long emails full of examples, questions, and that kind of thing when I was
doing this one program, using Mark Williams C. I bought Lattice C, 5.52 I
believe, and gotta get to know it. I may try also playing around with
Sozobon and a couple others in the various archives out there.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

267. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnBMtC.BA6@iglou.com>
Source record: 5778

In article <34cf1c00.5019507@news.demon.co.uk>, Guy Harrison wrote:

>>There are about 50 or 60 alternative web browsers available, all of them more
>>secure than this one, and apparently easier to configure too.
>
>Wow - that many?

Yep. I've been to http://www.browsers.com. There's 16 and 32 big versions,
freeware and shareware. One is a browser from Russia.

Jee-hoo... Aren't we gonna get back to our Pure C and related topics?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

268. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cac713.8876694@news.demon.co.uk>
Source record: 5779

On Sun, 25 Jan 1998 03:38:17 GMT, rsg0910@iglou.com (Robert Goodwin)
wrote:

>In article <34d42e5d.9720988@news.demon.co.uk>, Guy Harrison wrote:
>
>>Good way to get on the wrong side of a lecturer ...
>
>Another way would be to write code the way you like it, not to his specs.

Indeed. This was the time Jackson Structure Diagrams were all the
rage. I absolutely detested them and made it known. This was fine at
college but not at university.

>>Student:
>>Yeah. You're right, I keep getting interrupted.
>
>I once did an assembler program all in my head, then transferred it to
>paper. You should have seen my roommate at the time when he was trying to
>get my attention and I was waving him off. Bugs? Just a couple minor ones.

Hey - wierd co-incidence of opposites. I wrote a disassembler on paper
and ended up with a major "bug". I spent ages and ages checking it all
by hand until I was happy. It was only when I typed it in that the
"bug" became apparent - the 6502 source code was heavily reliant on a
non existent zero page addressing mode!!! (oops)

With not enough time left to make the necessary changes I added some
code to emulate it and buried it in the middle of the program. I guess
the examiner missed it 'cos I got into university. ;-)

Since then I have usually approached programming on a "2 shot" basis.
Code gets typed straight in off the top of my head. By the time it all
starts grinding to a halt in a horrible mess I know where the problems
areas are. Then I think about it and do it properly.

Works for me. <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

269. Re: Getting started with Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d40809.25506967@news.demon.co.uk>
Source record: 5780

On Fri, 16 Jan 98 04:00:16, DCroker@fortress.org.uk (Derryck Croker)
wrote:

>Nostrodamus phrophesised this from chrisc@zetnet.co.uk to All...
>
>Hi Chris!
>
> c> Organization: Abingdon Synthesis Projects
> c>
> c> Hi Folks,
> c> Well at the ripe old age of 31 I've decided to try my hand at
> c> programming. I've
> c> got a copy of Lattice C v5, what I need is a beginners guide to how to
> c> program
>
>You, me and about a thousand others! :-))
>
>Some while ago such a series started in this newsgroup but it seemed to peter
>out a year ago unfortunately.
>
>I strongly urge anyone who's got the time and inclination to write a
>programming series in C or M/L to get in touch with the editor of Atari
>Computing jconnor@cix.co.uk (Joe Connor) as I think that you may be welcomed
>with open arms.

I've sometimes thought about it but there's a couple of problems:

1)
My C compiler is K&R. I have no problem with ansi but unless I can run
it through an ansi compiler then there's bound to be typos. Combine
this with the fact the code will need to compile both on Lattice and
PureC "as-is" then it will need one or two other folks. Compiler
specific questions would require this also. Hmm, a trio sounds good.
Not too many that nothing gets done but just enough so that if one has
to drop out the other two can rely on each other until a new
contributer is found.

2)
What do people want to learn? I guess the basic question is this: what
area(s) is/are stopping people from teaching themselves?

Perhaps I could dream up some problems which might help find out?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

270. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34cb31e3.922717@news.zetnet.co.uk>
Source record: 5781

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 25 Jan
1998 03:07:51 GMT that you wrote:

>>>break the code into seperate procedures. I,e startup routine, main
>>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
>>
>> Whats up ?... no one like Speghetti ? :)))
>
>Not with tomato sauce.

I am starting to wonder if ANYONE actualy understood the pun ?:))

.

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------- ATARI dead my Arse! ------------------

271. Re: Getting started with Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34cc3243.1018705@news.zetnet.co.uk>
Source record: 5782

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 25 Jan
1998 09:42:07 GMT that you wrote:

>> c> got a copy of Lattice C v5, what I need is a beginners guide to how to
>> c> program

>>Some while ago such a series started in this newsgroup but it seemed to peter
>>out a year ago unfortunately.

Unfortunatly the helpfull and I might say brave person who started
that tutorial, who obviously only had the best of intentions, got so
many mails moaning at him about..no do it like this, or someone else
cotradicting that one or whatever, so many people have so many
different ways to do the SAME thing, all work but all think theres is
the best way.... no wonder he packed it in :(

Anyone who remembers will know this is true..

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------- ATARI dead my Arse! ------------------

272. Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <e7b_9801252049@conchbbs.com>
Source record: 5783

> Nor do I regard memory redirection

g > Uh?

MiNT uses the PMMU so that each process sees an entirely different
memory space, and cannot access RAM outside its binary image. This
way when a program has a memory overflow, it only crashes itself and
not the whole system. (Memory overflows definitely qualify as a bad
programming practice.)

g > More importantly, how the heck do you co-operatively multitask
g > a non Gem program?

Don't write non-GEM programs. Even computationally intense programs
should show progress on a slide bar and provide an abort option.

OTOH, if your goal is to port UNIX programs with a minimum of
re-writing, then MiNT is exactly what you want.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

273. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnC78E.n7w@suse.modem.stud.uni-hannover.de>
Source record: 5784

In article <6adavc$4hp$7@newsbell.bellglobal.com>,
madmax@bfree.on.ca (Brian Van Tilborg) writes:
> On 21 Jan 1998 09:09:29, Peter Rottengatter wrote:
>>
>>>>Can't you configure your Netscape properly so that it only posts true ASCII
>>>>versions of your messages. Getting each message twice (in HTML) is stupid and
>>>>annoying.
>
> Yes it is very annoying. However Annoying aside, did he ever get an answer to
> his question?

The answer probably is that it is difficult to get hold of Pure C nowadays.
There is only the option of checking second hand offers.

> Netscape. If you are going to talkabout Netscape, how about you guys tackling
> converting the source to the Atari:-). Uwe says it can't be done.

That is nonsense. Of course it CAN be done, but it'll be a hell of work, so I
doubt that it ever WILL be done.

But then, writing a HTML browser from scratch is a hell of work too, and it has
been done three times meanwhile (CAB, Wensuite, Adamas). So maybe I'm wrong and
the beast will be available after some time. But certainly it will require a
Falcon or TT at least with lots of RAM.

What I have little doubt however is that it will be available for Linux-68k on
Falcons and TTs.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

274. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnC7yn.nDu@suse.modem.stud.uni-hannover.de>
Source record: 5785

In article <#WhPEL#J9GA.277@ntdwwaaw.compuserve.com>,
Will Dwinnell <76743.1740@CompuServe.COM> writes:

> A joke which plays on the use of "pointers", which used to mean
> "helpful tips", not "guidance in obtaining further information",
> and which is used in programming with a specific technical
> meaning- computer pointers are addresses of things in memory.
>
> --
> Will Dwinnell
> Commercial Intelligence

Oh, good, a clever intellect is helpful when programming. I didn't know
that it can be upgraded, but apparently this guys sells some. He indeed
must be very intelligent if he is able to sell some spare intelligence.

:-))

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

275. Re: !! HELP URGENTLY NEEDED TO SET UP ATARI

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: Lars.Froehlich@t-online.de
Message-ID: <6ag5lq$41$1@news00.btx.dtag.de>
Source record: 5786

On 19 Jan 1998 18:09:27, Ross Purves wrote:
>I have successfully setup the 2.1 distribution of gcc that I obtained
>from the FaST Club (UK) and subsequently updated the executables with
>those from the 2.3 and 2.5.8 releases.
There is a 2.7.2 release of GNU C for TOS-machines, I got it from some freeware CD. I guess it can be found on some ftp servers, though.

>Using this setup I have compiled some fairly simple c++ code but on
>trying more substantial source I have been confronted with loads of
>warnings and errors which have looked like they originate from the
>include files and libraries.
I use GCC to compile plain C, but I also cannot compile C++ because I haven't got the C++ includes and libs...

>I have obtained more recent libraries and includes from the Atari Gnu
>directory at FTP UMICH..... These comprise of the following files:
>
> GPINC20.ZOO
> GPLIBO20.ZOO
> GPLIBS20.ZOO
Aaah, I'll try these next time :-)

>1. Has anyone ever managed to set up a complete Atari GNU GCC C++
>system using all the most updated components. Subsequently, have they
>been able to compile any really substantial code using it.
As I said before, it works fine with plain more-or-less-ansi C code. I'll have a look at C++ with the libs+incs...

>2. After trawling through old newsgroup stuff I have found mention of
>newer versions of the compiler than 2.5.8. Do these exist and if so
>what do they need to run? (ie Mint or Falcon/TT). Are they more
>stable/better versions?
2.7.2 is really stable. I guess MiNT is not really required, but it is advisable to use a partition with long filenames.

>4. Again looking at newsgroup articles, it appears Atari gcc g++ has
>been steadily disappearing from subject lines. Is anyone still using
>this software?
Yupp, cause I never wanted to pay money for any other compiler...

>Is there anyone who has battled with the infuriating TEX docs
I put them together into a very dirty hack which contains only what seemed interesting to me. But it's still really /infuriating/.

>Is it all worth it or should I jump ship to Borland C++ or the Unix GCC
>now whilst there's still time before my college project deadline?

Depends on your machine. On my F030, GCC is more than slow. But if you got a TT or better or have to use unix sources, GCC is the best you can get. Not to forget it is the best-optimizing C compiler available for TOS.

>I have got SO FRUSTRATED trying to set this monster up
So have I, but it is really an experience to have it compile a "hello world" after some nights of setting it up :-)

Hope that helps,
Lars

276. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-25 00:00:00 UTC
From: Mark Ormerod <Paedur@valeofdreams.demon.co.uk>
Message-ID: <3jDT3HARyzy0EwM1@valeofdreams.demon.co.uk>
Source record: 5787

<snip>
>>Hmmm, I've used Netscape on both Unix and Windows, and never found it causing
>>excessive disk access. Are you sure the disk access wasn't possibly caused by
>>something else, maybe related to the AOL account ?
<snippity snip>

AOL has (or had) a nasty of habit of downloading updates for its
software to your HD, especially with regard to its version of IE...

When I was with AOL (no flames please! It was a free account!) I had a
similar problem with a chugging hard drive. It seems that as I had
religiously deleted all reference/remains of IE that everytime AOL sent
an update, it chugged through all my directories looking for IE to
update it (which took some time) before shrugging and giving up.

AOL's attitude is (was) that their customers use IE as part of the
inetegrated software, so had no plans to change this annoying update
method :(

Hope that helps! (sorry for going -very- off the subject)
--
Mark Ormerod

277. Re: keyboard interrupt vector

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6aiugfisp1@cubacola.tninet.se>
Source record: 5647

On 11 Jan 98 20:14:56 +, kma54@csc.canterbury.ac.nz wrote:
>
>Greetings all,
>
> I wrote to Andreas Kromke recently, asking if it was possible to
>_temporarily_ disable the Task Manger & pull down menu of MagiC?
>and his reply...
>
>> No way.
>> You could only change the keyboard interrupt vector.
>
There's no need to change the keyboard interrupt. Simply open a window covering the menu line and you won't be able to get the pull down menu to appear! If you want to temporarily disable the Ctrl-Alt-Tab feature as well you need to set the window update flag to 1. In GFA:
~WIND_UPDATE(1)

Keep in mind that the menu line will not be updated automatically when you close the window. The method described will not disable the Ctrl-Alt-Esc feature though.

Thomas Sahlin

278. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <NUutqEAhIEz0Ewxx@valeofdreams.demon.co.uk>
Source record: 5648

How do the present borwsers available for the St react to Java Script?
How compaible are CGI scripts written in C on a PC? Although I have -
soe- programming expreience in C++ on a PC, I hve only recently realised
my childhood dream (sad, I know) of owning an ST and its been an uphill
battle so far...

I know that certain Amgia browsers just crash and freeze when they come
across nything like the above, someone told me it wa sdue to how C is
compiled on a PC.

Could anyone put me right on this?
--
Mark Ormerod

279. Re: GFA Basic 3.5 Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: PWest@fortress.org.uk
Message-ID: <287_PWest@fortress.org.uk>
Source record: 5649

In a message of <18.01.98>, Clair@shaw1.demon.co.uk (90:102/0.99) writes:
>> This is my first post to this group, so I don't know if I've got the
>> right place for this query, but: Does anyone know where I might be
>> able to get a copy of the GFA Basic 3 compiler? I recently exhumed my

There was a copy of the V3.5 package available *very* cheaply at a recent
SHAG meeting. I think it included the compiler. Try ringing Gordon on 01438
238695 or contacting him at 100:105/0.4@turbonet.ftn or 90:102/200.4@nest.ft

Regards
/Peter/

--
Backup not found: (A)bort (R)etry (T)hrowup

--

280. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: Dave Bistolas <crazydave@ica.net>
Message-ID: <34cd2155.0@lightning.ica.net>
Source record: 5650
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

C'Mon, Guys! Is this any way to show how friendly BeOS advocates are?

Blaze, In the early '80s, you could have gotten a good answer. Today's computers are
dangerously complex. I would recommend you look into the "Teach Yourself <insert language here> in 21 days" books. I found them to start you out right. As for the language, I see two choices for you:

C

or

C++.

C++ is an extention of C, but because of it's complexity, you may want to start out with C first.
However, you may not.

Have Fun.

CrazyDave
Blaze wrote in message <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>...
>
>
> I am just staring out in programming and would appreciate some pointers

281. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnDtE8.n1q@suse.modem.stud.uni-hannover.de>
Source record: 5651

```
In article <34cba8b1.1098289@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> A threaded redraw would be nice at times. More importantly, how the
> heck do you co-operatively multitask a non Gem program?

Quite easy : Call the system task scheduler from time to time :

_appl_yield:
move.w #$c9, d0
trap #2
rts

That's all !

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

282. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6agp73$mhb@usenet.pa.dec.com>
Source record: 5788

In article <34ca7940.12810921@news.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>>Hmm. I've mever had a problem with version 4.04 of n/scape.
>Ditto. Whatever version it was I had before 4.04 crashed constantly.
>

I use NC 4.04 daily on my NT4 (sp3) and don't experience any crashing. One point to note in the release notes is that NC java engine does not like hi-colour (it hangs) and so I use 64K colours only.

>>IE4 may indeed be better, if you've got a heap of memory (at least 32)
>>and a running a processor clocking at greater then 200... It is
>>one of the most resource hungry applications I've seen in a -long-
>>time IMHO...

I testing IE4, I ran out of memory (that's a NT4 with 40MB ram & 72MB swap). It just can't work well with Office 97 components running (Word + Powerpoint). It does not really crash but hotswap and crawls. Had to kill it to recover the system.

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

283. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnDFDA.Jzo@iglou.com>
Source record: 5789

In article <34cac713.8876694@news.demon.co.uk>, Guy Harrison wrote:

>Indeed. This was the time Jackson Structure Diagrams were all the
>rage. I absolutely detested them and made it known. This was fine at
>college but not at university.

The Jackson Structure Diagrams? How is this different from the normal diagramming that is taught by programming classes in the States, and possibly other places?

>Hey - wierd co-incidence of opposites. I wrote a disassembler on paper
>and ended up with a major "bug". I spent ages and ages checking it all
>by hand until I was happy. It was only when I typed it in that the
>"bug" became apparent - the 6502 source code was heavily reliant on a
>non existent zero page addressing mode!!! (oops)

heh... That'll do it every time. When I was doing my top ten program, for some strange reason, I was locking up the computer in one place, forcing me to turn it off and reboot. It's usually the stupid mistake, that missed period, comma, semicolon, bracket, or whatever, that will drive you bonkers. Bitflipping was done quite a bit in my program for some strange reason, which may have been something to do with Mark Williams C.

>Since then I have usually approached programming on a "2 shot" basis.
>Code gets typed straight in off the top of my head. By the time it all
>starts grinding to a halt in a horrible mess I know where the problems
>areas are. Then I think about it and do it properly.

The problem with doing it all at once, over doing it modularly, is that you can introduce bugs all over the program. Do it one piece at a time... Some will do it on a 3-shot, and others will take more than one shot. You first got the thing in your head, write down the pseudocode, then the code, and then go from there onto the computer.

```
start of program
read in data
sort by logons
save to disk
sort by downloads
save to disk
sort by uploads
save to disk
sort by posts
save to disk
end of program
```

This was similar to what I did. However, a BBS program would be a whole 'nother ball game. The above pseudocode program would be far longer than this. I once had a notebook full of short BASIC programs, all quickies, of casino games, demos, that kind of thing. It's been lost since.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

284. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ahj29iej1@infomania.emw.ericsson.se>
Source record: 5790

Guy Harrison wrote:

> >The only program I can think of using it right now i MagXDesk.
>
> It may well support scrollable edit fields directly like it does other
> cool functions but unfortunately it isn't much use if your app is
> going to be run on non MagiC systems. It could only be of use if it
> were an addon like the "submenu" features required for the likes of
> Lattice to work, and compatible with all systems of course!

Yeah I know. I will try to come up with something my self. It can't be
that hard, can it?

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

285. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ahj8eiej2@infomania.emw.ericsson.se>
Source record: 5791

Bruno Hemeury wrote:

> > >>it works, but it also crashes without any warning and the mail window
> > >>I use right this seconde is realy crap.
>
> Netscape is very reliable on Sun Solaris, I don't know about other
> implementation,
> but I can't complain about it.

Well I use version 3.0 and it crashes from time to time. It does not
follow the copy/past conventions in Solaris either. Very annoying.

So now when Netscape are releasing the sources, who will port it? :^)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

286. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: David Knight <D.A.Knight@ncl.ac.uk>
Message-ID: <D.A.Knight-2601980951370001@dinley.ncl.ac.uk>
Source record: 5792

In article <6ahj29iej1@infomania.emw.ericsson.se>, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

> Guy Harrison wrote:
>
> > >The only program I can think of using it right now i MagXDesk.
> >
> > It may well support scrollable edit fields directly like it does other
> > cool functions but unfortunately it isn't much use if your app is
> > going to be run on non MagiC systems. It could only be of use if it
> > were an addon like the "submenu" features required for the likes of
> > Lattice to work, and compatible with all systems of course!
>
> Yeah I know. I will try to come up with something my self. It can't be
> that hard, can it?

Does wdialog not support scrolling edit fields? I was under the
impression that it supplied many of Magics aes features.

David

287. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: Graham <gpc@impro.demon.co.uk>
Message-ID: <B0F219CB-3AC47@192.168.1.30>
Source record: 5793
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

```
>
>
> I am just staring out in programming and would appreciate some
> pointers
>
```

I'll resist the obvious joke (especially since some others couldn't!) and suggest you look at my MacZoop framework- it's aimed at beginners and small projects and (hopefully) teaches you the right way to do things from the start. There's now even a manual so there's no excuse!

http://www.warwick.ac.uk/~corbe/MacZoop/MacZoop.html

By the way it's totally free with no restrictions on its use provided the usual copyrights, etc are honoured.

Graham (MacZoop author)

```
--------------------------------------------------
This message was created and sent using the Cyberdog Mail System
--------------------------------------------------
```

288. Component Manager

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6ahsad$j9j@balaena.bio.vu.nl>
Source record: 5794

For anyone interested:

I have written a replacement component loader for James Cox' MiNT
Component Manager. (I couldn't figure out how to use the one
supplied in the original package). You can get it at my site:

http://huizen.dds.nl/~levjenno/atari/ (Select TmutZ)
or
http://www.cs.vu.nl/~lvzon/tmutz/

For anyone that doesn't know about the Component Manager:
It's a very small MiNT program that handles dynamically loadable
"system components", which are a bit like DLL's.
I'm working on some components for an art package, which is
why I needed a loader in the first place...

-=El Vjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

I've found my niche. If you're wondering why I'm not there, there was
this little hole in the bottom ...
-- John Croll

289. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ai8cporl3@infomania.emw.ericsson.se>
Source record: 5795

```
David Knight wrote:
>
>
> > > It may well support scrollable edit fields directly like it does other
> > > cool functions but unfortunately it isn't much use if your app is
> > > going to be run on non MagiC systems. It could only be of use if it
> > > were an addon like the "submenu" features required for the likes of
> > > Lattice to work, and compatible with all systems of course!
> >
> > Yeah I know. I will try to come up with something my self. It can't be
> > that hard, can it?
>
> Does wdialog not support scrolling edit fields? I was under the
> impression that it supplied many of Magics aes features.

Well the thing is that we doesn't even know if MagiC does support them
or now. Maybe it does, but who knows? Andreas should know.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

290. Re: Scrollable edit-field

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-26 00:00:00 UTC
From: David Knight <David@ritter.demon.co.uk>
Message-ID: <885847640.16303.0.nnrp-03.9e9805e3@news.demon.co.uk>
Source record: 5796

Magnus Kollberg wrote in message <6ai8cporl3@infomania.emw.ericsson.se>...
>David Knight wrote:
>>

>> Does wdialog not support scrolling edit fields? I was under the
>> impression that it supplied many of Magics aes features.
>
>Well the thing is that we doesn't even know if MagiC does support them
>or now. Maybe it does, but who knows? Andreas should know.

Its mentioned in the Magic programming docs if you dig around a little,
there is also some example code IIRC.

David

291. Re: GFA Basic 3.5 Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34d61b96.14114811@news.zetnet.co.uk>
Source record: 5652

Hey! PWest@fortress.org.uk (Peter West) wasn't it Mon, 26 Jan 98
04:00:06 that you wrote:

>There was a copy of the V3.5 package available *very* cheaply at a recent
>SHAG meeting. I think it included the compiler. Try ringing Gordon on 01438
>238695 or contacting him at 100:105/0.4@turbonet.ftn or 90:102/200.4@nest.ft

Gordon now has an internet account, gordonstorey@zetnet.co.uk

.

.
.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------- ATARI dead my Arse! ------------------

292. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ce3c50.14585633@news.demon.co.uk>
Source record: 5653

On 25 Jan 98 09:48:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>> Nor do I regard memory redirection
>
>g > Uh?
>
>MiNT uses the PMMU so that each process sees an entirely different
>memory space, and cannot access RAM outside its binary image. This
>way when a program has a memory overflow, it only crashes itself and
>not the whole system.

Ah. I thought you meant something like that.

>(Memory overflows definitely qualify as a bad
>programming practice.)

Most definately. Decent hardware protection does force better debugging of course. I mean, if the OS kills your program then you have to do something about it rather than not caring or more likely never being aware of it.

>g > More importantly, how the heck do you co-operatively multitask
>g > a non Gem program?
>
>Don't write non-GEM programs.

eek! We could be opening a major debate if we go into that one too much, so we'll agree to differ. ;-)

>Even computationally intense programs
>should show progress on a slide bar and provide an abort option.

True - and also an option for it to be "quiet" on demand.

>OTOH, if your goal is to port UNIX programs with a minimum of
>re-writing, then MiNT is exactly what you want.

Having a command line compiler and MagiC puts me in the middle somewhat. When I've made global changes to Pug a "make" takes nearly 3/4 of an hour so I set it off in a vt52 window and get on with something else. This would be pointless with only co-operative multitasking because make and its compiler phases would hog all the processor time.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

293. Re: Getting started with Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cf428b.16180035@news.demon.co.uk>
Source record: 5654

On Sun, 25 Jan 1998 13:43:58 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 25 Jan
>1998 09:42:07 GMT that you wrote:
>
>
>>> c> got a copy of Lattice C v5, what I need is a beginners guide to how to
>>> c> program
>
>>>Some while ago such a series started in this newsgroup but it seemed to peter
>>>out a year ago unfortunately.
>
>Unfortunatly the helpfull and I might say brave person who started
>that tutorial, who obviously only had the best of intentions, got so
>many mails moaning at him about..no do it like this, or someone else
>cotradicting that one or whatever, so many people have so many
>different ways to do the SAME thing, all work but all think theres is
>the best way.... no wonder he packed it in :(

Especially with C. It's so "loose". Given a 10 line program, there's
probably 20 ways of arranging it to do the same job.

>Anyone who remembers will know this is true..

Yep. I remember. It wouldn't be quite so bad with magazine articles
though - and quite welcome in a way. Like politics ... bad publicity
is better than no publicity! <G>

I wouldn't write code more complex than necessary in any case. After
all ...

```
if ((fp=fopen("blah","r")) == NULL) /* fail */
```

... (which is what I'd normally write) is exactly the same as ...

```
fp = fopen("blah","r");
if (fp == NULL) /* fail */
```

There's more chance of grasping the latter than the former, so that's
what would appear. If folks wanted to improve it they could by posting
here. If I got flak saying I should have done it differently then
there would be nowt for it but to say "sod off, you didn't volunteer".
[grin]

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

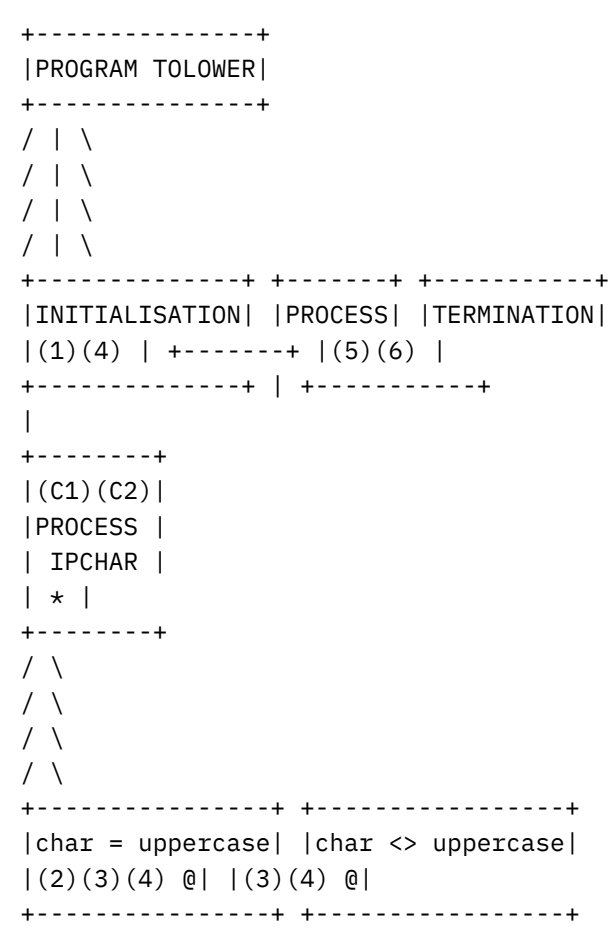
294. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d04a73.18204436@news.demon.co.uk>
Source record: 5655

On Mon, 26 Jan 1998 03:07:58 GMT, rsg0910@iglou.com (Robert Goodwin)
wrote:

>The Jackson Structure Diagrams? How is this different from the normal
>diagramming that is taught by programming classes in the States, and
>possibly other places?

I dunno. You tell me - they go something like this. Yuck, haven't had
to do this for over ten years! ;-)



* =iteration.
@ =decision.

(1) Open IP & OP files. Zero vars.
(2) Convert to lowercase.
(3) Write IPCHAR
(4) Read IPCHAR
(5) Close IP & OP files.
(6) Write status information.

(C1) Until eof.
(C2) Until error.

One of the rules is all blocks are distinct thus there is no method
which allows two blocks to share the same code. If C2 detects a
recoverable error it is nigh on impossible to deal with it - you can't
just put (6) in another box because that links them.

It doesn't take a genius to realise that this is distinctly Cobol
orientated and thus not suitable for a general programming course.

>heh... That'll do it every time. When I was doing my top ten program, for
>some strange reason, I was locking up the computer in one place, forcing
>me to turn it off and reboot. It's usually the stupid mistake, that missed
>period, comma, semicolon, bracket, or whatever, that will drive you
>bonkers. Bitflipping was done quite a bit in my program for some strange
>reason, which may have been something to do with Mark Williams C.

Missing out appl_init() in a Gem program can drive you bonkers 'cos it
invariably does *nothing* or you might get random crashes. You know
what's there MUST work but it's not so easy to spot the code that
isn't there.

>The problem with doing it all at once, over doing it modularly, is that
>you can introduce bugs all over the program. Do it one piece at a time...
>Some will do it on a 3-shot, and others will take more than one shot. You
>first got the thing in your head, write down the pseudocode, then the
>code, and then go from there onto the computer.

Yeah, that's the crux of the matter - just like in life, each new
problem is solved in different ways.

>start of program
>read in data
>sort by logons
>save to disk
>sort by downloads
>save to disk
>sort by uploads
>save to disk
>sort by posts
>save to disk
>end of program

or ;-)

create index arrays for logon, downloads, uploads, posts.
load data
sort by each of the above putting indices into arrays.
save arrays, leaving data unsorted.

Doesn't matter which method gets used when you're a lone programmer.
It's when you have to work in a team that things get complex.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

295. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d15e9f.23368532@news.demon.co.uk>
Source record: 5656

On Sun, 25 Jan 1998 13:43:56 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 25 Jan
>1998 03:07:51 GMT that you wrote:
>
>
>>>>break the code into seperate procedures. I,e startup routine, main
>>>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
>>>
>>> Whats up ?... no one like Speghetti ? :)))
>>
>>Not with tomato sauce.
>
> I am starting to wonder if ANYONE actualy understood the pun ?:))

Haven't seen ANYONE around lately. Perhaps he's been ill?

What's a pun btw? Oh, I know! it's what a C compiler sez when you try
to implicity cast pointers to integers and vice-versa. <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

296. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d25faa.23635876@news.demon.co.uk>
Source record: 5657

On Sun, 25 Jan 1998 11:30:23 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>> --
>> Will Dwinnell
>> Commercial Intelligence
>
>Oh, good, a clever intellect is helpful when programming. I didn't know
>that it can be upgraded, but apparently this guys sells some. He indeed
>must be very intelligent if he is able to sell some spare intelligence.
>
>:-))

LOL!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

297. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cd3f38.872754@news.demon.co.uk>
Source record: 5658

On Mon, 26 Jan 1998 07:58:25 +0000, Mark Ormerod
<atari@valeofdreams-dot-demon-dot-co-dot.uk> wrote:

>How do the present borwsers available for the St react to Java Script?

It's just ignored. There's no java of any kind implemented. Neither
will you find ActiveX.

>How compaible are CGI scripts written in C on a PC?

Er, I thought CGI was done on the server side? In any case, the CGI
scripts which my ISP allows all ran fine with Cab. If memory serves,
client side CGI can be insecure.

>Although I have -
>soe- programming expreience in C++ on a PC, I hve only recently realised
>my childhood dream (sad, I know) of owning an ST

Good for you.

>and its been an uphill
>battle so far...

Stick with it. Unlike the PC where it's a constant uphill struggle,
once you've learnt a few things it remains easy. That knowledge works
in reverse also, and you'll gain a greater understanding of what the
PC is doing, why it isn't working, how to fix it, and most importantly
what ought to be disabled and why. ;-)

>I know that certain Amgia browsers just crash and freeze when they come
>across nything like the above, someone told me it wa sdue to how C is
>compiled on a PC.

I can't figure out what they meant when they said that.

>Could anyone put me right on this?

Hopefully I have! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

298. Re: Scrollable edit-field

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ce4541.2417736@news.demon.co.uk>
Source record: 5659

On Mon, 26 Jan 1998 19:50:00 -0000, "David Knight"
<David@ritter.demon.co.uk> wrote:

>
>Magnus Kollberg wrote in message <6ai8cporl3@infomania.emw.ericsson.se>...
>>David Knight wrote:
>>>
>
>>> Does wdialog not support scrolling edit fields? I was under the
>>> impression that it supplied many of Magics aes features.
>>
>>Well the thing is that we doesn't even know if MagiC does support them
>>or now. Maybe it does, but who knows? Andreas should know.
>
>
>Its mentioned in the Magic programming docs if you dig around a little,
>there is also some example code IIRC.

Yet another reason they ought to be in english as well. I'm going to
keep harping on about this 'til the cows come home! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

299. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34cf6df3.1552091@news.demon.co.uk>
Source record: 5660

```
On Mon, 26 Jan 1998 08:10:56 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34cba8b1.1098289@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> A threaded redraw would be nice at times. More importantly, how the
>> heck do you co-operatively multitask a non Gem program?
>
>Quite easy : Call the system task scheduler from time to time :
>
>_appl_yield:
> move.w #$c9, d0
> trap #2
> rts
>
>That's all !

Does that work without appl_init() etc?

ie:

main()
{
for (;;) _appl_yield();
}

wouldn't hang the system?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

300. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: Luigi 'Gigi' Ballabio <ballabio@tsl.uu.se>
Message-ID: <B0F3B13C-2D478@130.238.68.162>
Source record: 5661
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

On Mon, Jan 26, 1998 12:51 PM, Dave Bistolas <mailto:crazydave@ica.net>
wrote:
>C'Mon, Guys! Is this any way to show how friendly BeOS advocates are?
>
>Blaze, In the early '80s, you could have gotten a good answer. Today's
>computers are
>dangerously complex. I would recommend you look into the "Teach Yourself
><insert language here> in 21 days" books. I found them to start you out
>right. As for the language, I see two choices for you:
>
>C
>
>or
>
>C++.
>
>C++ is an extention of C, but because of it's complexity, you may want to
>start out with C first.
>However, you may not.

Just my 2 cents: it's probably easier to start with C, but when you switch
to C++ you could get a bias towards "making things the C way" which is
often less efficient than using the C++ way. I didn't entirely get over
such bias myself...
Bye,
Luigi

301. Re: !! HELP URGENTLY NEEDED TO SET UP ATARI

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6aktmn$95s@balaena.bio.vu.nl>
Source record: 5662

Lars Froehlich (Lars.Froehlich@t-online.de) wrote:

: >2. After trawling through old newsgroup stuff I have found mention of
: >newer versions of the compiler than 2.5.8. Do these exist and if so
: >what do they need to run? (ie Mint or Falcon/TT). Are they more
: >stable/better versions?
: 2.7.2 is really stable. I guess MiNT is not really required, but it is
: advisable to use a partition with long filenames.

2.7.2 does need MiNT according to the docs.

: >I have got SO FRUSTRATED trying to set this monster up
: So have I, but it is really an experience to have it compile a "hello world"
: after some nights of setting it up :-)

That's not so hard. It doesn't use floating points. :-)
My version of GCC would compile hello.c without to much problems,
but apparently it assumes I have an FPU (even if I use -msoft_float
or whatever the thing's called), so most UNIX sources go pop.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

THE STORY OF CREATION
or
THE MYTH OF URK

In the beginning there was data. The data was without form and null,
and darkness was upon the face of the console; and the Spirit of IBM
was moving over the face of the market. And DEC said, "Let there be
registers"; and there were registers. And DEC saw that they carried;
and DEC separated the data from the instructions. DEC called the data
Stack, and the instructions they called Code. And there was evening
and there was morning, one interrupt ...
-- Rico Tudor

302. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnFpn7.2oK@iglou.com>
Source record: 5663

In article <34d04a73.18204436@news.demon.co.uk>, Guy Harrison wrote:

>I dunno. You tell me - they go something like this. Yuck, haven't had
>to do this for over ten years! ;-)

Yep... That looks quite similar to the usual diagramming I used to do, but somewhat different. That's more of a top-down style of programming, where you do the main part, and go from there.

>It doesn't take a genius to realise that this is distinctly Cobol
>orientated and thus not suitable for a general programming course.

That's it, yes. I've done Cobol programming, and I know what a well-written program looks like. However, you need to add on the remarks, so when you come back to it some time later, you will remember what you were doing. I had this class, and I did this one program that was distinctly different than everyone else, in the way that I used arrays and that kind of thing, that wasn't taught yet. That was due to my having a class some years ago, and it was coming back to me. The kicker is that I was always one programming assignment ahead.

One must remember that C and Cobol are quite different. But jeez... Try some complex calculations on it. MULTIPLY this TO this, DIVIDE this, ADD this TO this, and so on. Yeek... I watched one person have a screenload of these calculations at one point. I gotta dig out my Cobol books for maybe a short demo here, but then again, it'll be too damned long.

Remember the TRS-80? I learned to program Basic on there. It had a weird ability of these edit commands, and if you edited a line too often, it would seemingly error out that line. One particular line had TAB Y that read as TABY, which was normal, and the system would add the space. In this case, it didn't. Drove some of us in this high school class bonkers til I and another student figured it out before the teacher did.

>Missing out appl_init() in a Gem program can drive you bonkers 'cos it
>invariably does *nothing* or you might get random crashes. You know
>what's there MUST work but it's not so easy to spot the code that
>*isn't* there.

Hmm... I don't have the manual with me, otherwise I'd know what appl_init() does. Adding little echo lines that will tell you where the program is can help. I don't like running a program and it doesn't say what it's doing. That's why I said do it modularly, do it in parts, and test them as you go.

>Yeah, that's the crux of the matter - just like in life, each new
>problem is solved in different ways.

A class of 20 people will get a program written 20 different ways.

>create index arrays for logon, downloads, uploads, posts.
>load data
>sort by each of the above putting indices into arrays.
>save arrays, leaving data unsorted.

You got it. What I did earlier was merely the beginning. That above was similar to the next thing I did. I can't find the notebook I used for my notes when I was writing that program, otherwise I'd be posting some of those notes here. [sigh]

>Doesn't matter which method gets used when you're a lone programmer.
>It's when you have to work in a team that things get complex.

I did it before. Thus, the argument of "it works for me" can easily get you in a lot of trouble, like getting yelled at, kicked off the team, or worse, fired. Program exchanges in teams aren't uncommon.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

303. Re: Scrollable edit-field

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ak7gvmfl1@infomania.emw.ericsson.se>
Source record: 5664

```
David Knight wrote:
>
> Magnus Kollberg wrote in message <6ai8cp$orl$3@infomania.emw.ericsson.se>...
> >David Knight wrote:
> >>
>
> >> Does wdialog not support scrolling edit fields? I was under the
> >> impression that it supplied many of Magics aes features.
> >
> >Well the thing is that we doesn't even know if MagiC does support them
> >or now. Maybe it does, but who knows? Andreas should know.
>
> Its mentioned in the Magic programming docs if you dig around a little,
> there is also some example code IIRC.

Aha! I will check it out.

Yup, MagiC has got something called:

void init_scrlted(OBJECT *o, WORD is_scroll, XTED *xted,
char *txt, char *tmplt, WORD len);

But I don't know where this function is defined. It will also only work
with MagiC
as I don't think N.AES supports it. Maybe next release of N.AES will
support
some of MagiC functions?

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

304. New ST web browser!

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: John Whatty <meva.tele@virgin.net>
Message-ID: <34CDE1FD.5A82@virgin.net>
Source record: 5665

Visit http://operasoftware.com/alt_os.html

or email magic@operasoftware.com

and tell them we want a browser for the Atari ST.

At the moment they produce browsers for PC, Mac and are adding Amiga!
If we send them enough emails they may support the Atari ST, but only if
they get the interest, so get emailing now .....

John.

305. Re: New ST web browser!

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <34ce0468.1443508@news.tmisnet.com>
Source record: 5666

We tried to get Operasoftware to support the
TOS/GEM computers ... but they claimed they
were "...only five programmers..." and that
they needed to support "...live platforms...".

Although they expressed interest in the
available pre-emptive multi-tasking OSes
(MultiTOS et. al.) that run on the TT/Falcon,
they have decided to bide their time.

Be patient ... and remember we have WenSuite
and CAB already available.

-- George Crissman
-- strads@tmisnet.com

The list of Atari Dealers in the USA is online:
http://www.tmisnet.com/~strads/hq/atari.html#Dealers

On Tue, 27 Jan 1998 13:32:45 +0000, John Whatty <meva.tele@virgin.net>
wrote:

>Visit http://operasoftware.com/alt_os.html
>
>or email magic@operasoftware.com
>
>and tell them we want a browser for the Atari ST.
>
>At the moment they produce browsers for PC, Mac and are adding Amiga!
>If we send them enough emails they may support the Atari ST, but only if
>they get the interest, so get emailing now .....
>
>John.

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

306. Wanted Riebl Drivers

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34CE165C.D0C8C428@atari.nu>
Source record: 5667

Wanted:

TOS drivers for Riebl ethernet interface for the "Atari Network
Service" system or if anyone knows of anyone who has done IPX drivers
please contact me immeadiately, if you have any of the above I would be
willing to trade you a Riebl ethernet adapter for an Atari Mega STe or
Atari TT030 or Atari Mega ST computer system.

Curt
www.atari.nu

307. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: Kirk Strauser <kstrauser@pcis.net>
Message-ID: <6alglr$cr4$9@208.207.70.70>
Source record: 5668
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

On 26-Jan-98 05:51:47, Dave Bistolas (crazydave@ica.net) wrote:

>I would recommend you look into the "Teach Yourself <insert language here>
>in 21 days" books. I found them to start you out right.

I like the <xxx> For Dummies series, personally. They're funny, too. :)

>As for the language, I see two choices for you: C or C++.

>C++ is an extention of C, but because of it's complexity, you may want to
>start out with C first.

Actually, I've taken C++ in college, and don't know a thing about C. To be
honest, after looking at some old C source, I'm rather happy about that. :)

Kirk Strauser | Member // | Teknique on Undernet/#AmigaCafe,
kstrauser@pcis.net | Team AMIGA \X/ | http://www.pcis.net/kstrauser/

308. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnGs6w.nwD@suse.modem.stud.uni-hannover.de>
Source record: 5669

In article <NUutqEAhIEz0Ewxx@valeofdreams.demon.co.uk>,
Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk> writes:

> How do the present borwsers available for the St react to Java Script?

Not at all. They ignore it.

> How compaible are CGI scripts written in C on a PC?

?? CGI executables are run by the web server, on the web server machine.
There is no compatibility issue.

If you mean porting a CGI executable in C from a PC to a web server running
on Atari (for instance Olivier's excellent SHTTPD), this is as easy or as
difficult as porting any C source to Atari. If the code is written well,
you need to do very little, just recompile it.

> I know that certain Amgia browsers just crash and freeze when they come
> across nything like the above, someone told me it wa sdue to how C is
> compiled on a PC.

Nope. That's got nothing to do with CGI. I'd say simply bugs.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

309. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <d58LoOA$9fz0QwJr@shaw1.demon.co.uk>
Source record: 5670

In article <EnBBpM.oKH@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter <perot@suse.modem.stud.uni-hannover.de> writes
>In article <pt9G9OAwJ7x0Qwev@shaw1.demon.co.uk>,
> Clair Shaw <Clair@shaw1.demon.co.uk> writes:
>
>>>> For some partucular reason I think he/she wants to program in BASIC on
>>>> the Atari. :-)
>>>
>>>Why? It was crossposted to most programming groups.
>>
>> In the language department, it says BASIC programmming in the subjet!
>
>No, it says "Basic programming", which I basically (see ?) understood to mean
>"fundamentals, or basics, of programming". Maybe for native english speakers
>it was obvious that it did not mean that, I can't tell. ;-)
>
>Sure, maybe if you're used to using BASIC for programming you'd automatically
>understand that the programming language was meant in the subject.

Well, that *is* the only language I can program in...

--
Clair Shaw (aka. CDS) | THOUGHT OF THE MONTH:
Clair@Shaw1.demon.co.uk |-----------------------
ICQ: 1043359 | Fun-sized chocolate is
WWW: www.shaw1.demon.co.uk| chocolate for dwarfs.

310. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-27 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <YpoKsTAu$fz0Qwl$@shaw1.demon.co.uk>
Source record: 5671

```
In article <34cac713.8876694@news.demon.co.uk>, Guy Harrison
<guy@swampdog.demon.co.uk> writes
>On Sun, 25 Jan 1998 03:38:17 GMT, rsg0910@iglou.com (Robert Goodwin)
>wrote:
>
>>In article <34d42e5d.9720988@news.demon.co.uk>, Guy Harrison wrote:
>>
>>>Good way to get on the wrong side of a lecturer ...
>>
>>Another way would be to write code the way you like it, not to his specs.
>
>Indeed. This was the time Jackson Structure Diagrams were all the
>rage. I absolutely detested them and made it known. This was fine at
>college but not at university.
>
>>>Student:
>>>Yeah. You're right, I keep getting interrupted.
>>
>>I once did an assembler program all in my head, then transferred it to
>>paper. You should have seen my roommate at the time when he was trying to
>>get my attention and I was waving him off. Bugs? Just a couple minor ones.
>
>Hey - wierd co-incidence of opposites. I wrote a disassembler on paper
>and ended up with a major "bug". I spent ages and ages checking it all
>by hand until I was happy. It was only when I typed it in that the
>"bug" became apparent - the 6502 source code was heavily reliant on a
>non existent zero page addressing mode!!! (oops)
>
>With not enough time left to make the necessary changes I added some
>code to emulate it and buried it in the middle of the program. I guess
>the examiner missed it 'cos I got into university. ;-)
>
>Since then I have usually approached programming on a "2 shot" basis.
>Code gets typed straight in off the top of my head. By the time it all
>starts grinding to a halt in a horrible mess I know where the problems
>areas are. Then I think about it and do it properly.
>
>Works for me. <G>

In other words you type it in? I do too.

--
Clair Shaw (aka. CDS) | THOUGHT OF THE MONTH:
Clair@Shaw1.demon.co.uk |-----------------------
ICQ: 1043359 | Fun-sized chocolate is
```

WWW: www.shaw1.demon.co.uk| chocolate for dwarfs.

311. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-28 00:00:00 UTC
From: mrw103@york.ac.uk
Message-ID: <6ana37$3a3$1@pump1.york.ac.uk>
Source record: 5672
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

Kirk Strauser (kstrauser@pcis.net) wrote:
: On 26-Jan-98 05:51:47, Dave Bistolas (crazydave@ica.net) wrote:

: >I would recommend you look into the "Teach Yourself <insert language here>
: >in 21 days" books. I found them to start you out right.

: I like the <xxx> For Dummies series, personally. They're funny, too. :)

Ahem. An old sig of mine...

"I was absolutely horrified to see a book entitled 'C++ for dummies'. What
is the potential market for this book? What programmer considers themself
to be a dummy? Who wants to run code written by a dummy? And perhaps
more importantly, someone who *considers themselves* to be a dummy?"

: Actually, I've taken C++ in college, and don't know a thing about C. To be
: honest, after looking at some old C source, I'm rather happy about that. :)

K&R C is horrible. ANSI C took most of the nice bits of C++ and munged
them in. It's a reasonable language.

--
Choose a QWERTY keyboard /| I chose not to choose life.
Choose VHS videotapes /-| I chose something else.
Choose Microsoft (R) Windows (TM) / |RM Linux. The choice of a GNU generation.

312. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-28 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <$uNK+FAFj7z0Ewl7@valeofdreams.demon.co.uk>
Source record: 5673

>> How compaible are CGI scripts written in C on a PC?
>
>?? CGI executables are run by the web server, on the web server machine.
>There is no compatibility issue.
>
>If you mean porting a CGI executable in C from a PC to a web server running
>on Atari (for instance Olivier's excellent SHTTPD), this is as easy or as
>difficult as porting any C source to Atari. If the code is written well,
>you need to do very little, just recompile it.
>

Ok, that makes sense. I wasn't aware (C++ newbie) that you could port C
code across... the eventual idea is to use an ST as a server simply for
the purpose of running CGI scripts off as my present ISP dosen't allow
that.

Will any code I have written in C be portable then?
>> I know that certain Amgia browsers just crash and freeze when they come
>> across nything like the above, someone told me it wa sdue to how C is
>> compiled on a PC.
>

Hmm. Again, newbie confusion here probably on my part :)

I thought it was due to problems with how the response field to the form
stores the response in the memory, but I gather now that this is an
issue with the browser itself?
I know I'm being totally thick here, but I was under the impression the
script excetues on the server, and then essentially collects a response
in ASCII text from the users machine, but some CGI's also pull across
IP's etc which can cause problems with Amiga/ST's. I think I'm beginning
to be horribley wrong at this point...

(Incidently I disappeared into the realms of Java to try this, with -
some- success)

>Cheers Peter

Thanks for putting up with my annoying questions/general
dribble/confusion.

There seem to be 'experts' only in this field and I am very much the
bumbling beginner at present...

--
Mark Ormerod

313. Re: Wanted Riebl Drivers

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnHJ4M.M8K@suse.modem.stud.uni-hannover.de>
Source record: 5674

In article <34CE165C.D0C8C428@atari.nu>,
Curt Vendel <webmaster@atari.nu> writes:

> TOS drivers for Riebl ethernet interface for the "Atari Network
> Service" system or if anyone knows of anyone who has done IPX drivers
> please contact me immeadiately, if you have any of the above I would be
> willing to trade you a Riebl ethernet adapter for an Atari Mega STe or
> Atari TT030 or Atari Mega ST computer system.

Maybe I should add that I'm working on an Ethernet driver for STinG that
supports these cards.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

314. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnHIpF.M7x@suse.modem.stud.uni-hannover.de>
Source record: 5675

In article <EnFpn7.2oK@iglou.com>,
rsg0910@iglou.com (Robert Goodwin) writes:

> Remember the TRS-80? I learned to program Basic on there. It had a weird
> ability of these edit commands, and if you edited a line too often, it
> would seemingly error out that line. One particular line had TAB Y that
> read as TABY, which was normal, and the system would add the space. In
> this case, it didn't. Drove some of us in this high school class bonkers
> til I and another student figured it out before the teacher did.

Remember Commodore BASIC ? You did not need to care about space anywhere.
That's until you did an anded if construct involving the system variable
ST :
10 IFSTANDA=BTHEN something
so you would expect it to convert automatically to
10 IF ST AND A=B THEN something
Instead it did
10 IF S TAN DA=B THEN something
which of course results in a SYNTAX ERROR. Drives you crazy.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

315. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnHI3A.M5D@suse.modem.stud.uni-hannover.de>
Source record: 5676

In article <34cf6df3.1552091@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>Quite easy : Call the system task scheduler from time to time :
>>
>>_appl_yield:
>> move.w #$c9, d0
>> trap #2
>> rts
>>
>>That's all !
>
> Does that work without appl_init() etc?

Yes. You'll note from the opcode that this call is GEM but neither VDI nor
AES, correspondingly no parameter arrays are needed. It is available in all
TOS versions. It's the function AES calls internally to do the multi-tasking.

You must not confuse this _appl_yield() with appl_yield(). Latter does the
same, but is a true AES function which also needs the AES parameter arrays.
AFAIK it's available only in PC-GEM.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

316. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-28 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <6ufLeJANI7z0EwlQ@valeofdreams.demon.co.uk>
Source record: 5677
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

>"I was absolutely horrified to see a book entitled 'C++ for dummies'. What
>is the potential market for this book? What programmer considers themself
>to be a dummy? Who wants to run code written by a dummy? And perhaps
>more importantly, someone who *considers themselves* to be a dummy?"

Er.. read some of my posts -ahem-. I think I'm most definitely in that
class at the moment.

Give me a good old Atari BASIC programme, with -no- DLI's and I'm happy.
Anything else and I develope a terminal headache at present....
--
Mark Ormerod

317. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: Nelson Sandalwood <bayliss@ihug.co.nz>
Message-ID: <5145.333T525T12040625@ihug.co.nz>
Source record: 5678
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer,EMail.

MW> K&R C is horrible. ANSI C took most of the nice bits of C++ and munged
MW> them in. It's a reasonable language.

Yeah, have you seen this?

----8<-----8<-----8<-----8<----

CREATORS ADMIT UNIX, C "AN ELABORATE PRANK"

In an announcement that has stunned the computer industry, Ken Thompson, Dennis Ritchie and Brian Kernighan admitted that the Unix operating system and C programming language created by them is an elaborate prank kept alive for over 20 years.

Speaking at the recent UnixWorld Software Development Form, Thompson revealed the following:

"In 1969, AT&T had just terminated their work with GE/Honeywell/AT&T Multics project. Brian and I had started work with an early release of Pascal from Professor Nichlaus Wirth's ETH labs in Switzerland and we were impressed with its elegant simplicity and power.

Dennis had just finished reading `Bored of the Rings', a National Lampoon parody of the Tolkien's `Lord of the Rings' trilogy. As a lark, we decided to do parodies of the Multics environment and Pascal. Dennis and I were responsible for the operating environment. We look at Multics and designed the new OS to be as complex and cryptic as possible to maximise casual users' frustration levels calling it Unix as a parody of Multics, as well as other more risque allusions.

We sold the terse command language to novitiates by telling them that it saved typing.

Then Dennis and Brian worked on a warped version of Pascal, called `A'. `A'looked a lot like PAscal, but elevated the notion of the direct memory address (which Wirth had banished) to the central concept of the language.

This was Dennis's contribution, and he in fact coined the term "pointer" as a innocuous sounding name for a truly malevolent construct. Brian must be credited with the idea of having absolutely no standard I/O specification; this ensured that at least 50% of the typical commercial program would have to be re- coded when changing hardware platforms.

Brian was also responsible for pitching this lack of I/O as a feature; it allowed us to describe the language as "truly portable".

When we found others were actually creating real programs with A, we removed compulsory type-checking on function arguments. Later, we added a notion we called "casting"; this allowed the programmer to treat an integer as though it were a 50kb user-defined structure.

When we found that some programmers were simply not using pointers, we eliminated the ability to pass structures to functions, enforcing their use in even the simplest applications. We sold this, andmany other features, as enhancements to the efficiency of the language. In this way, our prank evolved into B, BCPL and finally C.

We stopped when we got a clean compile on the following syntax

```
for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2);
```

At one time, we joked about selling this to the Soviets to set their computer science progress back 20 or more years.

Unfortunately, AT&T and other US corporations actually began using Unix and C. We decided we'd better keep mum, assuming it was just a passing phase. In fact, it's taken US companies over 20 years to develop enough expertise to generate useful applications using this 1960's technological parody.

We are impressed with the tenacity of the general Unix and C programmer. In fact, Brian, Dennis and I have never ourselves attempted to write a commercial application in this environment. We feel really guilty about the chaos, confusion and truly awesome programming projects that have resulted from our silly prank so long ago.

Dennis Ritchie said: "What really tore it (just when AIDA was catching on), was that Bjarne Stroustrup caught onto our joke. He extended it to further parody Smalltalk. Like us, he was caught by surprise when nobody laughed. So he added multiple inheritance, virtual base classes, and later... templates. All to no avail.

So we now have compilers that can compile 100,000 lines per second, but need to process a header file for 25 minutes before they get to the meat of `Hello World'."

Major Unix and C vendors and customers, including AT&T, Microsoft, Hewlett-Packard, GTE, NCR, and DEC have refused comment at this time.

Borland International, a leading vendor of object-oriented tools, including the popular Turbo Pascal and Borland C++, stated they had suspected this for a couple of years. In fact, the notoriously late Quattro Pro for Windows was originally written in C++.

Phillipe Kahn said: "After two and a half years programming, and massive programmer burn-outs, we re-coded the whole thing in Turbo Pascal in three months. I think it's fair to say that Turbo Pascal saved our bacon".

Another Borland spokesman said that they would continue to enhance their Pascal products and halt further efforts to develop C/C++.

Professor Wirth of the ETH Institute and father of the Pascal, Modula 2 and Oberon structured languages, cryptically said "P.T.Barnum was right." He had no further comments."

---8<---8<---8<---8<---8<----

Just though it would be interesting...

---

nelson sandalwood
--===<>===--

member team AMIGA

318. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnJDIy.6E3@iglou.com>
Source record: 5679

In article <EnHIpF.M7x@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter wrote:

>Remember Commodore BASIC ? You did not need to care about space anywhere.
>That's until you did an anded if construct involving the system variable
>ST :

I never did program on the Commodores, though I did read some and modify a
few. The 8bits had the ability, as you know by now, to shorten the
commands, to get more bang for your line limitations.

I think the line limit was 255 characters? Most of us had seen one going
way beyond that using that command shortening trick. One particular
program drove me bonkers til I figured out that I was actually cutting off
a part of a line by my forgetting to shorten the commands. Then once I
made a backup of this particular line by putting a REM in front of it.

heh... Funny thing, that no-space thing in the Commodores. What did the ST
system variable do?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

319. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34D06308.6208@mst.tn.utwente.nl>
Source record: 5680
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

fischerj@informatik.tu-muenchen.de wrote:
>
> Kirk Strauser <kstrauser@pcis.net> wrote:
>
> > Actually, I've taken C++ in college, and don't know a thing about C. To be
> > honest, after looking at some old C source, I'm rather happy about that. :)
>
> how can someone know C++ and know nothing about C ?
>
> -- fischerj@informatik.tu-muenchen.de (Juergen "Rally" Fischer) =:) --

Maybe he saw an old K&R C source. That's not so nice when you
are used to ANSI C. C++ should be backward compatible to ANSI C,
there are some minor differences.

Bye, Hans

320. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34d797ef.3542048@news.zetnet.co.uk>
Source record: 5681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey! rsg0910@iglou.com (Robert Goodwin) wasn't it Thu, 29 Jan 1998 08:27:12 GMT that you wrote:

>>there so few potential new programmers left to make it unworthwhile?

>and a bunch of others. It's still worthwhile. We just pass it on to the >new programmers who will then pass it on as well.

OK heres a thought I have been kicking around for ages...but?

I know most people have a downer on STOS, But the fact is I can make a fast 8 way scrolling platform game that would rival Sonic, and it will work on anything from a one meg FM through STe. megas, TT's and Falcons with afterburner and nemesis, this isnt showing off, its been done, No one needs fix or do anything special, just run your TT ,Falcon or bog standard ST and the game plays..and its smooth and fast as others should testify.......

Now its taken quite a few years with a hell of a lot of trial and error :(and new add ons being made to get to the point where the above can be done, Most of the time taken up with experimenting..

I could take a complete beginer, someone who has never programmed before, cut out all the trial and error and pass on the end results in a rediculously short period, a complete novice could make the above mentioned game in 3 months, anyone who knwos how to use Variables and has an understanding of an ATARI screen layout ..half that,

Unfortunalty theres a LOT of biased people out there who wont even download and try a game simply because of the word STOS, they all believe its still in the past :(No matter how I try I cannot get them to realise what it can do.....

So anyway :) I honestly wouldnt have the incentive to do the above for one or two people, but if I could get ten people who are determined to make a quality game and dont have a pre defined bias towards STOS and do have a couple of months then I would do it en bloc

If interested then go get Heartland to see what i mean as thats what I would teach everyone to make but with your own artwork:) ho and thats a couple of yrs old now, I can make it more compatable than it is :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------

email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

321. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6aq65i$pr9@balaena.bio.vu.nl>
Source record: 5682

Mark Ormerod (atari@valeofdreams-dot-demon-dot-co-dot.uk) wrote:

: Will any code I have written in C be portable then?

Depends on how portable you make the code (see below).

: >> I know that certain Amgia browsers just crash and freeze when they come
: >> across nything like the above, someone told me it wa sdue to how C is
: >> compiled on a PC.

: I thought it was due to problems with how the response field to the form
: stores the response in the memory,

This could be the case if the code you're trying to compile
assumes a little-endian machine (ie. an architecture that uses
byte-swapped words, like all Intel-based PC's).
It is always bad for portablibity if a program (especially an
Internet-related program!) assumes a certain byte-order.
However, as most socket-related programs (should) use a call to swap
bytes from network order (big endian, as on Atari/Amiga/most other sane
machines) to machine order and back, the above situation seems highly
unlikely. Unless the code was written to be used on PC's _only_.

: I know I'm being totally thick here, but I was under the impression the
: script excetues on the server,

Correct.

: and then essentially collects a response
: in ASCII text from the users machine,

Which souldn't cause any compatibility problems.

: but some CGI's also pull across
: IP's etc which can cause problems with Amiga/ST's.

It shouldn't, as CGI's are _supposed_ to be able to run from any server,
big-endian or little-endian... (Note that compilation might cause
some problems on Atari with missing library calls. You should use
GCC, MiNTLibs and the MiNTNet portlib for best compatibility with
most UNIX-oid programs)

: I think I'm beginning
: to be horribley wrong at this point...

Don't be to sure about that...

: (Incidently I disappeared into the realms of Java to try this, with -
: some- success)

JAVA hasn't got (or shouldn't have) any of the compatibility issues
mentioned above, as it's a higher language than C and better suited for
networking.

: Thanks for putting up with my annoying questions/general
: dribble/confusion.

That's what newsgroups are for. :)

: There seem to be 'experts' only in this field and I am very much the
: bumbling beginner at present...

Don't count on it. Messing around with CGI's, JAVA and stuff means
that you're probably more of an expert on these maters than most of us
Atarians here... I myself only know about porting the stuff to Atari,
and the problems that come with it. And as for JAVA, I only know
what I just learned in a first-year AI course on Java-programming,
which was still a bit, er, primitive :) (Things like: Write a program
that will print all names in this text file in a slightly more
formatted manner. Use variables and methods. Oooh.)
I prefer assembly hacking. :-)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

100 buckets of bits on the bus
100 buckets of bits
Take one down, short it to ground
FF buckets of bits on the bus

FF buckets of bits on the bus
FF buckets of bits
Take one down, short it to ground
FE buckets of bits on the bus

ad infinitum...

322. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6aq6pp$pr9@balaena.bio.vu.nl>
Source record: 5683

Robert Goodwin (rsg0910@iglou.com) wrote:

: The 8bits had the ability, as you know by now, to shorten the
: commands, to get more bang for your line limitations.

Saved having to RENUM your programs every ten minutes :-)
Was a bitch to debug a 255-char-line program though.

I preferred BBC-Basic. Had a bit more structure in it...

: a part of a line by my forgetting to shorten the commands. Then once I
: made a backup of this particular line by putting a REM in front of it.

What I miss most about those old machines is a decent editor.
Although having to retype a line every time you wanted to change something
does increase your typing skils in the long run. :)
I guess that's the downside of the BBC Micro's "copy" key. ;-)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

100 buckets of bits on the bus
100 buckets of bits
Take one down, short it to ground
FF buckets of bits on the bus

FF buckets of bits on the bus
FF buckets of bits
Take one down, short it to ground
FE buckets of bits on the bus

ad infinitum...

323. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: Kirk Strauser <kstrauser@pcis.net>
Message-ID: <6aq971ned1@208.207.70.125>
Source record: 5684
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

On 27-Jan-98 18:00:00, fischerj@informatik.tu-muenchen.de
(fischerj@informatik.tu-muenchen.de) wrote:
>Kirk Strauser <kstrauser@pcis.net> wrote:

>> Actually, I've taken C++ in college, and don't know a thing about C. To be
>> honest, after looking at some old C source, I'm rather happy about that.
>> :)

>how can someone know C++ and know nothing about C ?

Well, I'm not *totally* ignorant about C; I mean, punctuation and the basic
structure is about the same. However, we took the object-oriented approach
(data streams, templates, new/delete vs. allocmem/freemem, etc.), and I
can proudly say that I have absolutely no idea how printf works.

Kirk Strauser | Member // | Teknique on Undernet/#AmigaCafe,
kstrauser@pcis.net | Team AMIGA \X/ | http://www.pcis.net/kstrauser/

324. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <yz8pvlbry2v.fsf@sara.lysator.liu.se>
Source record: 5685
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

"Earl Malmrose" <earl.malmrose@nospam.sierra.com> writes:

> >> I am just staring out in programming and would appreciate some pointers
> >
> >char *foo;
> >
> >void *bar;
> >
> >How are those for starters?
>
>
> Actually, they're not that good. You have no idea where they're pointing.
> You really should get them pointing to something valid soon, at least NULL.

what good is a NULL pointer for help? an undefined at least have a
slight chance of pointing to somewhere useful :)

Tomas - positive thinker :)

--
NoBrain/NoCrew - nobrain[@\.]nocrew.org

325. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: Steven Richard Bagley <srb97c@cs.nott.ac.uk>
Message-ID: <Pine.SOL.3.96.980129185615.10063A-100000@robin>
Source record: 5686

On Mon, 26 Jan 1998, Magnus Kollberg wrote:

> > Does wdialog not support scrolling edit fields? I was under the
> > impression that it supplied many of Magics aes features.
>
> Well the thing is that we doesn't even know if MagiC does support them
> or now. Maybe it does, but who knows? Andreas should know.

It does but WDIALOg doesn't (probably because it'd have to replace most of that part of the AES)

Has no one got the magic programming docs off the ASH site? :)

steve

326. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980129135304.17046D-100000@ganymede.cs.mun.ca>
Source record: 5687

On Fri, 23 Jan 1998, Robert Goodwin wrote:

> In article <34cac20a.469862@news.zetnet.co.uk>, Tony Greenwood wrote:
>
> >>Put the program idea on paper before actually starting the code, as well
> > >
> > > Does anyone actualy do this ?
>
> Yep. I do... It's not that hard to do. Just write down everything you want
> to do, then go from there. Write the code down, going from regular written
> parts, to pseudocode, to the actual coding and debugging.

Before most major programming projects are even close to going into the
computer they are flow charted.

327. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <tKuOHJAUyP00Ew83@valeofdreams.demon.co.uk>
Source record: 5688

<snippety snip>
>This could be the case if the code you're trying to compile
>assumes a little-endian machine (ie. an architecture that uses
>byte-swapped words, like all Intel-based PC's).
>It is always bad for portablibity if a program (especially an
>Internet-related program!) assumes a certain byte-order.
>However, as most socket-related programs (should) use a call to swap
>bytes from network order (big endian, as on Atari/Amiga/most other sane
>machines) to machine order and back, the above situation seems highly
>unlikely. Unless the code was written to be used on PC's _only_.

That's a relief then. My code -should- work

>: I know I'm being totally thick here, but I was under the impression the
>: script excetues on the server,
>
>Correct.

>: and then essentially collects a response
>: in ASCII text from the users machine,
>
>Which souldn't cause any compatibility problems.

Provided all I'm asking for is just text, or resolving an IP (should be
irrespective of what the system is)

>: but some CGI's also pull across
>: IP's etc which can cause problems with Amiga/ST's.
>
>It shouldn't, as CGI's are _supposed_ to be able to run from any server,
>big-endian or little-endian... (Note that compilation might cause
>some problems on Atari with missing library calls. You should use
>GCC, MiNTLibs and the MiNTNet portlib for best compatibility with
>most UNIX-oid programs)

My mistake, I checked and the ones which cause problems involve annoying
microsoft bits. Some frontpage extensions can cause this apparently. Not
that I go anywhere near that sort of thing...

Provided I'm using a UNIX compiler I should be fine is that right?

>: I think I'm beginning
>: to be horribley wrong at this point...
>
>Don't be to sure about that...
>
>: (Incidently I disappeared into the realms of Java to try this, with -

>: some- success)
>
>JAVA hasn't got (or shouldn't have) any of the compatibility issues
>mentioned above, as it's a higher language than C and better suited for
>networking.

Hmm. It'll just be ignored, unless I drop a cookie down into the machine
which should get around the problem. Any idea how the ST browers
'report' themselves to the server to which they are connecting?

<SNIP>
>
>That's what newsgroups are for. :)
>
Thank god for that!
>Don't count on it. Messing around with CGI's, JAVA and stuff means
>that you're probably more of an expert on these maters than most of us
>Atarians here... I myself only know about porting the stuff to Atari,
>and the problems that come with it. And as for JAVA, I only know
>what I just learned in a first-year AI course on Java-programming,
>which was still a bit, er, primitive :) (Things like: Write a program
>that will print all names in this text file in a slightly more
>formatted manner. Use variables and methods. Oooh.)
>I prefer assembly hacking. :-)
>

Never had the patience or dedication for assemly when I was young,
something I'd like to get onto eventually when I've cracked C I think.

JAVA itself seems fairly basic, may be possible to bodge a port to the
ST regarding the bits I want to use, as it is essentially a derivitive
from C (again correct me if I'm wrong) so I -should- be able to just
concentrate on the bits I'm interested in - ?

--
Mark Ormerod

328. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: mouse@cheesey.demon.co.uk
Message-ID: <19980129.220611.52@cheesey.demon.co.uk>
Source record: 5689
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.

```
In article <5145.333T525T12040625@ihug.co.nz>,
bayliss@ihug.co.nz ("Nelson Sandalwood") wrote:

Yep, seen this article before, it's very funny, and even funnier if you
know a reasonable amount about C :)

> We stopped when we got a clean compile on the following syntax
>
> for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2);

However, correct me if I am wrong, that's not legal C.

for( ; P("\n") , R- ; P("|") )

R- is not a valid expression.

for( e = C ; e - C );

that for has a ; missing inside the parentheses.

P("_"+(*u++/8)%2)) P("|"+(*u/4)%2);

And surely there's a ; missing before the second P(

Please feel free to correct me if I am wrong :-)

--
"I've been looking for the ultimate crime,
Infinite victims, infinitesimal time." - Jim Steinman
```

329. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <34d1092c.644772@news.tmisnet.com>
Source record: 5690

```
On Fri, 23 Jan 1998 17:20:11 GMT, paxton@zetnet.co.uk wrote:
>Hey! Scott Harris wasn't it Fri, 23 Jan 1998 that you wrote:
>>Put the program idea on paper before actually starting the code, as well
> Does anyone actualy do this ?

/* Puts Hand In Air */ I do! It helps with involved projects!

>>break the code into seperate procedures. I,e startup routine, main
>>rountine, wait for acommands, decide commands, screen updates, e.t.c.
> Whats up ?... no one like Speghetti ? :)))

It always helps to know:
a) the input data
b) the processing of the data
c) the resulting output

A quick read of User Interface Issues in books such as
The Elements of Friendly Software Design also comes in
handy. Paul Heckel's book is a landmark in the field:

http://www.tmisnet.com/~strads/reviews/b_elem.html#top

>.-- Cheers !ynoT ----- Tony Greenwood (BASIC Programmer) --
>paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
>---------------------- ATARI dead my Arse! ------------------

Someday, I'll be a REAL programmer & not need all
this Getting Organized stuff. :-)

-- George Crissman
-- strads@tmisnet.com

No one search engine knows all the sites. Check several at:
http://www.tmisnet.com/~strads/search/index.html

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.
```

330. Re: Getting started with Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-29 00:00:00 UTC
From: DCroker@fortress.org.uk
Message-ID: <351_DCroker@fortress.org.uk>
Source record: 5691

Nostrodamus phrophesised this from guy@swampdog.demon.co.uk to All...

Hi Guy!

g> Organization: SwampDog

>> I strongly urge anyone who's got the time and inclination to write a
>> programming series in C or M/L to get in touch with the editor of
>> Atari Computing jconnor@cix.co.uk (Joe Connor) as I think that you may
>> be
g> welcomed
>> with open arms.
g>
g> I've sometimes thought about it but there's a couple of problems:

Noted, good idea about a forum of writers.

g> 2)
g> What do people want to learn? I guess the basic question is this:
g> what area(s) is/are stopping people from teaching themselves?

Speaking personally I have a few ideas that I'd like to see changed into
working progs or accs, but I don't have the inclination to learn how to print
text to the screen (to use the usual beginners' article example).

I know that I want to run before I can walk! :-))

Speak to 'ya later!

--

331. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6asbdo$obt@balaena.bio.vu.nl>
Source record: 5597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Tony Greenwood (paxton@zetnet.co.uk) wrote:

: I could take a complete beginer, someone who has never programmed
: before, cut out all the trial and error and pass on the end results in
: a rediculously short period, a complete novice could make the above
: mentioned game in 3 months, anyone who knwos how to use Variables and
: has an understanding of an ATARI screen layout ..half that,

Well that's certainly true. I've been planning to do a game in C and
assembly for about a year now. Wouldn't even know where to start. :-)
What I've seen of STOS code (a few years back), it's absolutely perfect for
creating games. And what I've seen of recent STOS games confirms that.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

332. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: A.B.Whittle@ncl.ac.uk
Message-ID: <n7180913-3001981328590001@blaydon.ncl.ac.uk>
Source record: 5598
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>, "Blaze"
<blago1@yahoo.com> wrote:

> I am just staring out in programming and would appreciate some
pointers

Heres the best pointer of all - RTFM!!!!!!!!!!

Andy

333. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: A.B.Whittle@ncl.ac.uk
Message-ID: <n7180913-3001981327430001@blaydon.ncl.ac.uk>
Source record: 5599

In article <6as4huhgi4@news.stortek.com>, bales@hol.DELETE.THIS.fr
(Nicholas Bales) wrote:

> In article <6aq6pp$pr9@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van
Zon) wrote:
> >Robert Goodwin (rsg0910@iglou.com) wrote:
> >
> >: The 8bits had the ability, as you know by now, to shorten the
> >: commands, to get more bang for your line limitations.
> >
> >Saved having to RENUM your programs every ten minutes :-)
> >Was a bitch to debug a 255-char-line program though.
> >
>
> I remember a section in an Amstrad magazine I used to read at the time, where
> the game was to write the most sophisticated program in 10 lines of basic.
>
> You should have seen some of them were pretty impressive. I remember seeing
> word processors, disk editors, a few demos, and some pretty cool games too.
>
>
Lets guess the lines were really long :P

Andy W

334. Re: Mega 4STE to SYquest cartridge Drive?

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: A.B.Whittle@ncl.ac.uk
Message-ID: <n7180913-3001981331150001@blaydon.ncl.ac.uk>
Source record: 5600

Yep, you'll need some system software either PD or try Syquest, also you will need an ASCI to SCSI link cable which should set you back about
30-50 quid which you may still be able to get from Hisoft or the upgrade shop

andy

> Is it possible to connect a Syquest 5.25 cartridge drive to the ACSI port
> on a Mega 4STE?
> If so, what hardware or software do I need?
> Thanks
> James
>
> Thanks.
>
> James e-mail---jregan@idirect.com
> Brampto,Ontario Canada
> Visit "Webpage Jingles" at:http://webhome.idirect.com/~jregan

335. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: tfischer@codamusic.remov2email.com
Message-ID: <tfischer-3001981058450001@news2.minn.net>
Source record: 5601
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

In article <n7180913-3001981328590001@blaydon.ncl.ac.uk>,
A.B.Whittle@ncl.ac.uk wrote:

> In article <01bd255c$9660ff00$15e2b4cc@csnet.net.csnet.net>, "Blaze"
> <blago1@yahoo.com> wrote:
>
> > I am just staring out in programming and would appreciate some
> pointers
>
> Heres the best pointer of all - RTFM!!!!!!!!!!

Perhaps he was asking for advice as to which F#&*#& manual to read?

-Tim

--

Tim Fischer
Coda Music Technology - Speaking for myself, of course.

The following email address is mangled to prevent automated
unsolicited junk mail. Remove the 'remov2email' from my email address
when replying (e.g. my domain should be 'codamusic.com':

tfischer@codamusic.DELETE.com

336. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnLCB8.n10@suse.modem.stud.uni-hannover.de>
Source record: 5602
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer,EMail.

```
In article <5145.333T525T12040625@ihug.co.nz>,
"Nelson Sandalwood" <bayliss@ihug.co.nz> writes:
> MW> K&R C is horrible. ANSI C took most of the nice bits of C++ and munged
> MW> them in. It's a reasonable language.
>
> Yeah, have you seen this?
>
> ----8<-----8<-----8<-----8<----
>
> CREATORS ADMIT UNIX, C "AN ELABORATE PRANK"
>
> In an announcement that has stunned the computer industry, Ken Thompson, Dennis
> Ritchie and Brian Kernighan admitted that the Unix operating system and C

Shit, is that an ancient joke. Haven't seen it for many years though.
It was funny at the time.

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

337. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnLC4t.MyL@suse.modem.stud.uni-hannover.de>
Source record: 5603
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

> can proudly say that I have absolutely no idea how printf works.

But printf is not C. It's no C "command", but a simple library function.
Throw away the library, and printf is gone, but you can still program
in C (however it's more or less a pain).

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

338. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnLBCB.Muz@suse.modem.stud.uni-hannover.de>
Source record: 5604

In article <$uNK+FAFj7z0Ewl7@valeofdreams.demon.co.uk>,
Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk> writes:

> Will any code I have written in C be portable then?

No. It's easy to write completely unportable code. But it takes little extra
effort to do the contrary : Code that does not need much change in order to
compile and run on other machines.

> I thought it was due to problems with how the response field to the form
> stores the response in the memory, but I gather now that this is an
> issue with the browser itself?

Yes. The network standards clearly define how such fields must be filled in
when transferred across the net. When filled in this way, no problems will
arise from this. If violating the standard, then of course you'll get problems,
but saying that it's due to the way the PC does something, is a rather lame
excuse by the programmer.

> I know I'm being totally thick here, but I was under the impression the
> script excetues on the server, and then essentially collects a response
> in ASCII text from the users machine, but some CGI's also pull across
> IP's etc

That's all alright.

> which can cause problems with Amiga/ST's.

But this isn't. If it does, it's due to bugs in some implementation. Generally
it's not easy to determine which one is at fault. The popular way of dealing
with this is saying "But millions of machines running Windows work with it",
but this is of course silly nonsense, which already has brought us some really
devastating problems on the net.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

339. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnLBKM.MvL@suse.modem.stud.uni-hannover.de>
Source record: 5605

In article <tKuOHJAUyP00Ew83@valeofdreams.demon.co.uk>,
Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk> writes:

> which should get around the problem. Any idea how the ST browers
> 'report' themselves to the server to which they are connecting?

With HTTP of course, what did you think ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

340. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnLByr.Mxz@suse.modem.stud.uni-hannover.de>
Source record: 5606

In article <EnJDIy.6E3@iglou.com>,
rsg0910@iglou.com (Robert Goodwin) writes:
> In article <EnHIpF.M7x@suse.modem.stud.uni-hannover.de>, Peter
> Rottengatter wrote:
>
>>Remember Commodore BASIC ? You did not need to care about space anywhere.
>>That's until you did an anded if construct involving the system variable
>>ST :
>
> I never did program on the Commodores, though I did read some and modify a
> few. The 8bits had the ability, as you know by now, to shorten the
> commands, to get more bang for your line limitations.
>
> I think the line limit was 255 characters?

Actually the line limit was 255 tokens, which means each BASIC command took
only one single byte (!). So in fact a line could hold up to twice as many
commands as was possible even with the shortened commands. However, the only
way to enter such a line was manually converting the commands to tokens and
enter them byte by byte using the system monitor.

> heh... Funny thing, that no-space thing in the Commodores. What did the ST
> system variable do?

It contained various flags. For instance bit 7 (128) set meant that the last
read operation on an opened file ran across an EOF. This made the mentioned
problem even worse as testing for a single bit, it's obvious to do such a
"ST AND 128" operation which would trigger the problem again if the space was
omitted.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

341. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: stone@enetis.net
Message-ID: <6aufjl$g1t$1@enet1.enetis.net>
Source record: 5607
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.

Rik Griffin (mouse@cheesey.demon.co.uk) wrote:
: In article <5145.333T525T12040625@ihug.co.nz>,
: bayliss@ihug.co.nz ("Nelson Sandalwood") wrote:

: Yep, seen this article before, it's very funny, and even funnier if you
: know a reasonable amount about C :)

I thought it was a little too corney. I don't find "dumb humor" to be
very humorus. I didn't watch enough B movies as a child I guess. :)

: > We stopped when we got a clean compile on the following syntax
: >
: > for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2);

: However, correct me if I am wrong, that's not legal C.
:
: for(; P("\n") , R- ; P("|"))
:
: R- is not a valid expression.

You're right about ANSI-C, but I don't know about Traditional C. It
might actualy be valid for some reason. I've only read about, but never
actualy used, traditional C.

The thing that caught my eye is that "u++" thing. I belive the uniary ++
operator didn't exist until 1989 when ANSI announced standard C.
Although, I don't know if any C compilers used it before it was a
standard.

: for(e = C ; e - C);
:
: that for has a ; missing inside the parentheses.
:
: P("_"+(*u++/8)%2)) P("|"+(*u/4)%2);
:
: And surely there's a ; missing before the second P(

Definitly.

: Please feel free to correct me if I am wrong :-)

Nope, I think your right. :)

-- Brian Stone
Stone Entertainment
www.StoneEntertainment.com

stone@enetis.net

342. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnKxpr.Jsz@iglou.com>
Source record: 5692

In article <6aq6pp$pr9@balaena.bio.vu.nl>, Levien van Zon wrote:

>Saved having to RENUM your programs every ten minutes :-)
>Was a bitch to debug a 255-char-line program though.

RENUM would work, but it would totally break your programs if you didn't go through it to change the GOTOs and GOSUBs. However, if you numbered your lines by increments of 10, 20, or more, you were fine, unless a certain block would require a lot of changes.

>I preferred BBC-Basic. Had a bit more structure in it...

There were various flavors of Basic out there. I used the Microsoft Basic for the 8bits for a little time, as it was quite similar to TRS-80 Basic. I never quite got the hang of the TRS-80's DFDBL and related commands. However, there was this one program called Empire that always lost me for hours on end.

>What I miss most about those old machines is a decent editor.

heh... Yep... The built-in full-screen editors were the best.

>Although having to retype a line every time you wanted to change something
>does increase your typing skils in the long run. :)
>I guess that's the downside of the BBC Micro's "copy" key. ;-)

How do you think most of us have good typing skills? My 400 required me to tap a little more harder than a normal typewriter. Get this... The first typewriter I had had some metal, with the keys themselves made of plastic. It was a wonder they didn't break.

Then again, just using those CTRL-arrow keys did make at times, whether you were programming or not, for a nice demo of cursor aerobics. [hehe]

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

343. Re: Scrollable edit-fields

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6arvj0qgj1@infomania.emw.ericsson.se>
Source record: 5693

Steven Richard Bagley wrote:
>
> On Mon, 26 Jan 1998, Magnus Kollberg wrote:
>
> > > Does wdialog not support scrolling edit fields? I was under the
> > > impression that it supplied many of Magics aes features.
> >
> > Well the thing is that we doesn't even know if MagiC does support them
> > or now. Maybe it does, but who knows? Andreas should know.
>
> It does but WDIALOg doesn't (probably because it'd have to replace most of
> that part of the AES)

That's bad.

> Has no one got the magic programming docs off the ASH site? :)

Well I have got them. but you also need to look in them to find out. :-)
As they are in german you often tend to only look at them when it's
absolutely necessary. Then if you are lucky you find what you want. In
this case it was rather easy. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

344. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6as4huhgi4@news.stortek.com>
Source record: 5694

```
In article <6aq6pp$pr9@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:
>Robert Goodwin (rsg0910@iglou.com) wrote:
>
>: The 8bits had the ability, as you know by now, to shorten the
>: commands, to get more bang for your line limitations.
>
>Saved having to RENUM your programs every ten minutes :-)
>Was a bitch to debug a 255-char-line program though.
>

I remember a section in an Amstrad magazine I used to read at the time, where
the game was to write the most sophisticated program in 10 lines of basic.

You should have seen some of them were pretty impressive. I remember seeing
word processors, disk editors, a few demos, and some pretty cool games too.

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

345. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <6asbcgajk1@due.unit.no>
Source record: 5695

Tony Greenwood <paxton@zetnet.co.uk> wrote:

> >There's nothing wrong with spaghetti but this has little to do with
> >constructing a maintainable program :-)

> Yes it has everything to do with it, I can follow whats commonly
> termed as "speghetti code", If I can follow it then its maintainable
> yes?.. My point being that not everyone writes everything down first
> or programs so methodicaly,

If you're a lone programmer then do everything in hex if you like. If you work in a team the situation is totally different. Personally I have adapted the formal methods of programming for my personal projects as well, as I find them much more efficient when I do something a bit bigger than a 5K utility.

Jo Even Skarstein
<joska@nuts.edu>

346. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-30 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6asanh$obt@balaena.bio.vu.nl>
Source record: 5696

Scott Harris (harris@cs.mun.ca) wrote:

: > >>Put the program idea on paper before actually starting the code, as well
: > >
: > > Does anyone actualy do this ?

: Before most major programming projects are even close to going into the
: computer they are flow charted.

Ofcouse, with _big_ projects you'd _have_ to to that, or else you'd
wind up with something that looks a bit like Windows 3.1. :-)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

347. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnMnGK.Bs8@iglou.com>
Source record: 5608

In article <EnLByr.Mxz@suse.modem.stud.uni-hannover.de>, Peter
Rottengatter wrote:

>Actually the line limit was 255 tokens, which means each BASIC command took
>only one single byte (!). So in fact a line could hold up to twice as many
>commands as was possible even with the shortened commands. However, the only
>way to enter such a line was manually converting the commands to tokens and
>enter them byte by byte using the system monitor.

But I seem to remember a limit of 3 lines, even if the left margin was set
to 0 via a POKE command. However, I've not used the system monitor, as I
never went that far.

>It contained various flags. For instance bit 7 (128) set meant that the last
>read operation on an opened file ran across an EOF. This made the mentioned
>problem even worse as testing for a single bit, it's obvious to do such a
>"ST AND 128" operation which would trigger the problem again if the space was
>omitted.

I seem to remember the 8bits having something like this, somewhere in a
POKE command or somewhere.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

348. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EnMoHF.Dt8@iglou.com>
Source record: 5609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <34d797ef.3542048@news.zetnet.co.uk>, Tony Greenwood wrote:

>I know most people have a downer on STOS, But the fact is I can make a
>fast 8 way scrolling platform game that would rival Sonic, and it will
>work on anything from a one meg FM through STe. megas, TT's and
>Falcons with afterburner and nemesis, this isnt showing off, its been
>done, No one needs fix or do anything special, just run your TT
>,Falcon or bog standard ST and the game plays..and its smooth and fast
>as others should testify.......

That's due to it being Basic, and a lot of people don't think Basic has the ability to do certain things. They just have to try it, which is usually all it takes.

What we can use are some documentation and source code samples, like what they have with other platforms, like Unix and Gnus. What is out there right now is just about broke up all over the place, and that makes it harder to find it. Maybe UMich could do something like this, as well as mirrors in other countries. Once that's done, a CD ROM could be burnt, thus helping even more.

>I could take a complete beginer, someone who has never programmed
>before, cut out all the trial and error and pass on the end results in
>a rediculously short period, a complete novice could make the above
>mentioned game in 3 months, anyone who knwos how to use Variables and
>has an understanding of an ATARI screen layout ..half that,

That's just it. Those who haven't really done much programming on the STs, are sometimes having problems due to insufficient documentation on certain areas that they want to program on. There's plenty of books out there on C programming, but just about all of them are for IBM-based stuff. Now, like I said, putting together documentation and source code in some sort of archive can work to an extent.

>Unfortunalty theres a LOT of biased people out there who wont even
>download and try a game simply because of the word STOS, they all
>believe its still in the past :(No matter how I try I cannot get them
>to realise what it can do.....

After seeing Heartland, I must say I'm impressed, after playing with that game for awhile. What can it not do? Seems it's unlimited only by your imagination. How about modem/serial port access?

>So anyway :) I honestly wouldnt have the incentive to do the above for
>one or two people, but if I could get ten people who are determined to
>make a quality game and dont have a pre defined bias towards STOS and

>do have a couple of months then I would do it en bloc

What incentive do you need for just placing it on the internet on a webpage, and allowing everyone to access it? That's more than enough, as you got a whole lotta lurkers who will just rather surf than post. How about other things than games? I'm sure it'll do nicely.

We're talking educational stuff, something that'll challenge your brain cells, as well as allow you to learn.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

349. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34dc9889.3493733@news.demon.co.uk>
Source record: 5610
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

On 28 Jan 1998 00:00:00 GMT, fischerj@informatik.tu-muenchen.de
(fischerj@informatik.tu-muenchen.de) wrote:

>Kirk Strauser <kstrauser@pcis.net> wrote:
>
>> Actually, I've taken C++ in college, and don't know a thing about C. To be
>> honest, after looking at some old C source, I'm rather happy about that. :)
>
>how can someone know C++ and know nothing about C ?

Try C++ Builder!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

350. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34da8f36.1106881@news.demon.co.uk>
Source record: 5611

On Wed, 28 Jan 1998 07:57:10 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34cf6df3.1552091@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>Quite easy : Call the system task scheduler from time to time :
>>>
>>>_appl_yield:
>>> move.w #$c9, d0
>>> trap #2
>>> rts
>>>
>>>That's all !
>>
>> Does that work without appl_init() etc?
>
>Yes. You'll note from the opcode that this call is GEM but neither VDI nor
>AES, correspondingly no parameter arrays are needed. It is available in all
>TOS versions. It's the function AES calls internally to do the multi-tasking.

I'll be adding it to mwc in due course. I'm just amazed I never knew
of it before!

>You must not confuse this _appl_yield() with appl_yield(). Latter does the
>same, but is a true AES function which also needs the AES parameter arrays.
>AFAIK it's available only in PC-GEM.

This one I knew of but also do not know if MagiC implements it or not.
Previously I have simply used evnt_timer(1,0) but will now use
_appl_yield where appropriate. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

351. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34db9230.1868286@news.demon.co.uk>
Source record: 5612

On Tue, 27 Jan 1998 15:40:30 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <34cac713.8876694@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>>On Sun, 25 Jan 1998 03:38:17 GMT, rsg0910@iglou.com (Robert Goodwin)
>>wrote:
>>
>>>In article <34d42e5d.9720988@news.demon.co.uk>, Guy Harrison wrote:
>>>
>>>>Good way to get on the wrong side of a lecturer ...
>>>
>>>Another way would be to write code the way you like it, not to his specs.
>>
>>Indeed. This was the time Jackson Structure Diagrams were all the
>>rage. I absolutely detested them and made it known. This was fine at
>>college but not at university.
>>
>>>>Student:
>>>>Yeah. You're right, I keep getting interrupted.
>>>
>>>I once did an assembler program all in my head, then transferred it to
>>>paper. You should have seen my roommate at the time when he was trying to
>>>get my attention and I was waving him off. Bugs? Just a couple minor ones.
>>
>>Hey - wierd co-incidence of opposites. I wrote a disassembler on paper
>>and ended up with a major "bug". I spent ages and ages checking it all
>>by hand until I was happy. It was only when I typed it in that the
>>"bug" became apparent - the 6502 source code was heavily reliant on a
>>non existent zero page addressing mode!!! (oops)
>>
>>With not enough time left to make the necessary changes I added some
>>code to emulate it and buried it in the middle of the program. I guess
>>the examiner missed it 'cos I got into university. ;-)
>>
>>Since then I have usually approached programming on a "2 shot" basis.
>>Code gets typed straight in off the top of my head. By the time it all
>>starts grinding to a halt in a horrible mess I know where the problems
>>areas are. Then I think about it and do it properly.
>>
>>Works for me. <G>
>
>In other words you type it in? I do too.

Mostly, but my method can and does vary. My preference is to remove strain from the compiler and place it on the linker - it makes for speedier compile/run/debug cycles with mwc. Thus, I have a vast object library and many tasks simply involve bolting these functions together. This is just as well because I tend to make the same silly mistakes over and over again.

Hehe - I seem incapable of typing "make" with any speed. This is why you will find there is a batchfile called "amke" on my system. This prints "type make you fool" then proceeds to call "make" anyway!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

352. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: Andy Armstrong <andy@wonderworks.co.uk>
Message-ID: <3WwwREAaqv00Ew+Z@wndrwrks.demon.co.uk>
Source record: 5613
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

In article <6aufjl$g1t$1@enet1.enetis.net>, Kevin and Brian Stone
<stone@enetis.net> writes
[snip]
> You're right about ANSI-C, but I don't know about Traditional C. It
> might actualy be valid for some reason. I've only read about, but never
> actualy used, traditional C.

No, that's never been valid.

> The thing that caught my eye is that "u++" thing. I belive the uniary ++
> operator didn't exist until 1989 when ANSI announced standard C.
> Although, I don't know if any C compilers used it before it was a
> standard.

Pre and post increment and decrement have been part of C from the year
dot.

--
http://www.wonderworks.co.uk --> Free RISC OS software
Andy Armstrong, WonderWorks

353. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: Kirk Strauser <kstrauser@pcis.net>
Message-ID: <6avm9vmfh2@208.207.70.140>
Source record: 5614
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.

On 31-Jan-98 00:16:21, Kevin and Brian Stone (stone@enetis.net) wrote:
>
> The thing that caught my eye is that "u++" thing. I belive the uniary ++
> operator didn't exist until 1989 when ANSI announced standard C.
> Although, I don't know if any C compilers used it before it was a
> standard.

I think it's been around longer than that, but remember that I proudly
don't know any C and thus can't be considered an expert. Anyway, C++ was
named after that operator, and it's existed for quite some time now.

Kirk Strauser | Member // | Teknique on Undernet/#AmigaCafe,
kstrauser@pcis.net | Team AMIGA \X/ | http://www.pcis.net/kstrauser/

354. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: graff@cfa0.harvard.edu
Message-ID: <34d3592e.0@cfanews.harvard.edu>
Source record: 5615
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer,EMail.

Nelson Sandalwood (bayliss@ihug.co.nz) wrote:
: Yeah, have you seen this?

: ----8<-----8<-----8<-----8<----

: CREATORS ADMIT UNIX, C "AN ELABORATE PRANK"

<BIG SNIP>

Yes, that is a rather old joke. It's included in 'The Unix-Haters Handbook' by Garfinkel, Weise and Strassmann. This book is a classic and includes such gems as "C++ is to C as lung cancer is to lung". I keep the book by my desk so that I can hit U**x weenies with it when they sneer at us for using OpenVMS systems... The barf bag that comes with the book is attached to the wall above the one U**x machine that we have--it just handles some of our e-mailing.

--

Gareth V. Williams, MS 18, 60 Garden Street, Cambridge, MA 02138, U.S.A.
Associate Director, IAU Minor Planet Center
E-mail address suppressed http://cfa-www.harvard.edu/iau/mpc.html
OpenVMS & RISC OS: refined choices in operating systems

355. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b02dvij1@lwnws01.ne.highway1.com>
Source record: 5616
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

356. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b02gm$k9$1@lwnws01.ne.highway1.com>
Source record: 5617
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

357. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b02tnut1@lwnws01.ne.highway1.com>
Source record: 5618
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

358. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b030avq1@lwnws01.ne.highway1.com>
Source record: 5619
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

359. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b03f6$1ao$1@lwnws01.ne.highway1.com>
Source record: 5620
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

360. GFA on the TT

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <6b06ah$g0b$1@jair.pressenter.com>
Source record: 5621

I recently moved from a MegaSte to a TT with large screen monitor. I got around to trying to adjust one of my old GFA basic programs to work on the large screen. I found that my version of GFA basic (3.5E) is finicky on the TT. It won't run under MagiC, and while the interpreter will run under TOS, I can't get the compiler/linker to work properly. I see references to a version 3.6. Is this version stable on the TT and can you still get a copy/upgrade somewhere?

--Terry Kelly

361. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-01-31 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34d4b4cf.13986513@news.zetnet.co.uk>
Source record: 5622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey! rsg0910@iglou.com (Robert Goodwin) wasn't it Sat, 31 Jan 1998
03:03:15 GMT that you wrote:

>>,Falcon or bog standard ST and the game plays..and its smooth and fast
>>as others should testify.......
>
>That's due to it being Basic, and a lot of people don't think Basic has
>the ability to do certain things. They just have to try it, which is
>usually all it takes.

Absoloutly.. hey look at Visual Basic, fourth most sought after
programmer on the pc according to surveys
>
>What we can use are some documentation and source code samples, like what

Earlier in this thread, while in c.s.a.st i listed these, theres tons
and tons of the stuff and all in one place :)

>right now is just about broke up all over the place, and that makes it
>harder to find it. Maybe UMich could do something like this, as well as

nope not for stos..like i say..its all on the stos file site... well
maybe that should read "at" not "on"

>>I could take a complete beginer, someone who has never programmed
>>before, cut out all the trial and error and pass on the end results in

>>Unfortunalty theres a LOT of biased people out there who wont even
>>download and try a game simply because of the word STOS, they all

>After seeing Heartland, I must say I'm impressed, after playing with that

haaa, so thats at least one i converted :))))

>game for awhile. What can it not do? Seems it's unlimited only by your
>imagination. How about modem/serial port access?

no problem, i thought of taking all the baddies out of hero, putting
another main charactor in with different clothes and making it a 2
player modem game... death match hero.. the concept of a modem game is
quite simple, all you send accross modems are a few variables.... no
artwork or sounds.. just variables for each program to know what the
other is doing :) but i dont know anyone local to test it on.. far too
expensive otherwise..

>>one or two people, but if I could get ten people who are determined to
>>make a quality game and dont have a pre defined bias towards STOS and

>What incentive do you need for just placing it on the internet on a

there are tutorials, guides, articles and even idiot guides and
around 15-20 meg of source as well as all the tools needed to do all
this, at the one site...

Just check out the STOS FAQ on my STOSSER Pages for the urls and info
for the stos file site :)

>We're talking educational stuff, something that'll challenge your brain
>cells, as well as allow you to learn.

beats the hell out of playing games, and twice as addictive :)
.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

362. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: Nelson Sandalwood <bayliss@ihug.co.nz>
Message-ID: <688.336T1461T5312165@ihug.co.nz>
Source record: 5623
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.

```
KaB>: > We stopped when we got a clean compile on the following syntax
KaB>: >
KaB>: > for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2
KaB>: > );
```

KaB>: However, correct me if I am wrong, that's not legal C.

I think you have all missed the point, if the letter was/is for real then the above line of /code/ is supposed to be giberish. Thats the whole point, that they had made C so complex and full of BS that it would actually accept that line...

Old jokes are often the best, just because many of us here have seen it before does not make it magicaly un-funny...

---

nelson sandalwood
--===<>===--

member team *AMIGA*
The viable alternative

363. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d42277.3446305@news.demon.co.uk>
Source record: 5624
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.

```
On 30 Jan 1998 23:16:21 -0700, stone@enetis.net (Kevin and Brian
Stone) wrote:

> The thing that caught my eye is that "u++" thing. I belive the uniary ++
> operator didn't exist until 1989 when ANSI announced standard C.
> Although, I don't know if any C compilers used it before it was a
> standard.

It exists in K&R.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

364. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d63446.8005921@news.demon.co.uk>
Source record: 5625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Tue, 27 Jan 1998 11:15:06 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>On Tue, 27 Jan 1998 05:15:31 GMT, in comp.sys.atari.st you wrote:
>
>
>>>>I'm a bit disappointed with the lack of responses so far though Hans!
>>>
>>> Did you post to comp.sys.atari.programmer
>>
>>It should have been crossposted but looks like it wasn't.
>
> Most people interested in that group take this one as well, but best
>make sure?,

Oki.

>>> I see you are interested in getting people to join the small band of
>>>atari programmers and start learning.. well thats a big job mate, its
>>>hardly the platform to attract wannabe programmers is it,
>>
>>But you've gotta try!
>
> ha bless him :)

[tries to look cute but fails dismally] ;-))

>>On the other hand, in a few years time there's going to be a lot of
>>people out there who'll be calling themselves programmers who'll be
>>nothing more than "bolt it together" merchants, not unlike PC
>>companies are today.
>
> a few years time ?... closer than that methinks :(

Yep. I keeps reminding me of Asimov's "Foundation" books, where the
galactic empire stagnates and slowly collapses. When they realise
technology has ground to a halt there's nobody about who knows how it
works or how to fix it.

>>>c.s.a.programmer and in here who say they program and seem to know
>>>enough to prove they can.... but what are they making ? Nothing, well
>>>not for ATARI anyway......
>>
>>In my case I've run out of ideas. Well, not ideas as such. Rather
>>something that appeals. My mind has been blank of late. :-(

>
> ho dear......I wondered why had that mistified look about
>you...hehehe

Darn. Can't even think of a witty rejoinder atm! <G>

> OK from other posts I have (after being slow on the uptake) sussed
>out what your up to, have a look at the following site, new for the
>PC, is this the sort of thing you have in mind.. but for the PC ?
>
>http://www.games.ndirect.co.uk/

I had a quick shufty. Er, I dunno! I don't know what I've got in mind
really. That depends on what transpires in the thread etc. Maybe,
maybe not. There - I'm definately sitting on the fence. Well, for now,
I think! <G>

>>> Get existing programmers busy on the ATRAI is what I say.... how ?...
>>>dunno, have a compo or summat, some incentive, get them off there bums
>>>:))
>>
>>Hmm, that's not a bad idea! <G>
>
>hehe, different catagories, for different languages, BASIC, C ASM etc
>GAMES,DEMOS and APPS for each language

A central repository would certainly be nice.

>I wonder.......:)

Indeed!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

365. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d4df77.10153750@news.demon.co.uk>
Source record: 5626
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Thu, 29 Jan 1998 15:11:53 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! rsg0910@iglou.com (Robert Goodwin) wasn't it Thu, 29 Jan 1998
>08:27:12 GMT that you wrote:
>
>>>there so few potential new programmers left to make it unworthwhile?
>
>>and a bunch of others. It's still worthwhile. We just pass it on to the
>>new programmers who will then pass it on as well.
>
>OK heres a thought I have been kicking around for ages...but?
>
>I know most people have a downer on STOS, But the fact is I can make a
>fast 8 way scrolling platform game that would rival Sonic, and it will
>work on anything from a one meg FM through STe. megas, TT's and
>Falcons with afterburner and nemesis, this isnt showing off, its been
>done, No one needs fix or do anything special, just run your TT
>,Falcon or bog standard ST and the game plays..and its smooth and fast
>as others should testify.......
>
>Now its taken quite a few years with a hell of a lot of trial and
>error :(and new add ons being made to get to the point where the
>above can be done, Most of the time taken up with experimenting..
>
>I could take a complete beginer, someone who has never programmed
>before, cut out all the trial and error and pass on the end results in
>a rediculously short period, a complete novice could make the above
>mentioned game in 3 months, anyone who knwos how to use Variables and
>has an understanding of an ATARI screen layout ..half that,
>
>Unfortunalty theres a LOT of biased people out there who wont even
>download and try a game simply because of the word STOS, they all
>believe its still in the past :(No matter how I try I cannot get them
>to realise what it can do.....

Don't tell them! I don't think I've ever mentioned in documentation
what language I write my stuff in.

[tangent mode on]
I was reading a totally unrelated thread in a borland newsgroup a
couple of days back. I forget the exact details but it went something
like this ...

C++ programmer sez to company "yes I can develop your Visual Basic
DLL's provided you let me use this new add-on for it that lets you
write VB DLL's in C++". Programmer then proceeds to use a C++
compiler.

... and I'm not so sure it was a joke either!
[tangent mode off]

>So anyway :) I honestly wouldnt have the incentive to do the above for
>one or two people, but if I could get ten people who are determined to
>make a quality game and dont have a pre defined bias towards STOS and
>do have a couple of months then I would do it en bloc

That's the problem - not enough bodies!

>If interested then go get Heartland to see what i mean as thats what I
>would teach everyone to make but with your own artwork:) ho and thats
>a couple of yrs old now, I can make it more compatable than it is :)

You're right. STOS does what it does well - and there are more users
of it than Mwc! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

366. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: singer@ox.compsoc.org.uk
Message-ID: <886303311.singer@ox.compsoc.org.uk>
Source record: 5627
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

```
Nelson Sandalwood (bayliss@ihug.co.nz) wrote:
: KaB>: > We stopped when we got a clean compile on the following syntax
: KaB>: >
: KaB>: > for(;P("\n"),R-;P("|"))for(e=C;e-C);P("_"+(*u++/8)%2))P("|"+(*u/4)%2
: KaB>: > );

: KaB>: However, correct me if I am wrong, that's not legal C.

: I think you have all missed the point, if the letter was/is for real then the
: above line of /code/ is supposed to be giberish. Thats the whole point, that
: they had made C so complex and full of BS that it would actually accept that
: line...

Bzzzt, and thank you for playing. The line is from a real C program, it
has just been mistyped somewhere along its travels (perhaps
deliberately, though I would have thought leaving the line as is would
have been better). It should be:

for(;P("\n"),R--;P("|"))for(e=C;e--;P("_ "+(*u++/8)%2))P("| "+(*u/4)%2);
^ ^ ^ ^

(The ^s mark the differences).

The original letter was published in an April 1st issue of Computerworld
(I don't know which year), so it's probably been retyped by hand a few
times.

Interestingly enough, I have a copy of the same letter in computer
readable form, and the line quoted in my copy is also wrong, but it's
wrong in different ways:

for(;P("\n"),R=;P("|"))for(e=C;e=;P("_"+(*u++/8)%2))P("| "+(*u/4)%2);
^ ^ ^

The program this was taken from was the grand prize winner of the 1985
obfuscated C code competition and was written by Carl Shapiro.

See http://reality.sgi.com/csp/ioccc/ for more truly wonderful examples
of C.

- Steven

PS. The Newsgroups line of this thread appears to have been truncated
somewhere along the way, but this is probably a good thing.
```

367. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980201010555580956@zetnet.co.uk>
Source record: 5628

```
> >right now is just about broke up all over the place, and that makes it
> >harder to find it. Maybe UMich could do something like this, as well as
>
> nope not for stos..like i say..its all on the stos file site... well
> maybe that should read "at" not "on"

Except that the links to my stuff still all point to my old manchester
account (which disappeared a while ago). Please update the links. :-))

http://www.cs.man.ac.uk/~jacquesa/ -> http://www.users.zetnet.co.uk/jacquesa/

> player modem game... death match hero.. the concept of a modem game is
> quite simple, all you send accross modems are a few variables.... no
> artwork or sounds.. just variables for each program to know what the
> other is doing :) but i dont know anyone local to test it on.. far too
> expensive otherwise..

The easiest way to test this sort of thing is with two machines locally
and not bother with the modem while testing... How about linking your
ST and PC, and testing with PaCifiST/GEMulator?

> >What incentive do you need for just placing it on the internet on a
>
> there are tutorials, guides, articles and even idiot guides and
> around 15-20 meg of source as well as all the tools needed to do all
> this, at the one site...

The dis-insentive for putting a tutorial such as Tony is suggesting on
a WWW site is that you get (much) less feedback, which would be a key
thing in a project such as this...

Anthony
--
----------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------------------------------------+---------------------------------
```

368. Re: GFA on the TT

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6b1p76vlg1@roch.zetnet.co.uk>
Source record: 5629

On 31 Jan 1998 21:50:09, Terence Kelly wrote:

<about GFA Basic on the TT>

Have you tried the Shareware compiler MNLU Tranquil, Terry? It comes in a package called MNLU_TRQ.ZIP/LZH. It is said to be compatible with 3.5E.

I have the package here but have never used it in anger so can't vouch that it will solve your problem.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

369. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34d67cf6.383739@news.zetnet.co.uk>
Source record: 5630

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Sun, 1 Feb 1998
01:05:55 GMT that you wrote:

>> nope not for stos..like i say..its all on the stos file site... well
>> maybe that should read "at" not "on"
>
>Except that the links to my stuff still all point to my old manchester
>account (which disappeared a while ago). Please update the links. :-))

Who me ?.... I set up the STOS File site but handed it over to people
with the room and time to run it...early last year mate ? suprised you
think its still me.... brain going at last, or too much pop after
bath! ;-)

>> other is doing :) but i dont know anyone local to test it on.. far too
>> expensive otherwise..
>
>The easiest way to test this sort of thing is with two machines locally
>and not bother with the modem while testing... How about linking your

But would you get the same feel for the speed?... hmm

>ST and PC, and testing with PaCifiST/GEMulator?

Hmmm not a bad idea.....but...

>> >What incentive do you need for just placing it on the internet on a

>The dis-insentive for putting a tutorial such as Tony is suggesting on
>a WWW site is that you get (much) less feedback, which would be a key
>thing in a project such as this...

Spot on...Hence the reason I said I would want around 10, that was
just a ball park figure, as the response has been 0 then still doing
it and putting it on a web page has little pull If you see what I mean
:)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

370. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34e2dec0.24725145@news.zetnet.co.uk>
Source record: 5631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 01 Feb
1998 00:03:23 GMT that you wrote:

>>Unfortunalty theres a LOT of biased people out there who wont even
>>download and try a game simply because of the word STOS, they all

>Don't tell them! I don't think I've ever mentioned in documentation
>what language I write my stuff in.

I have a feeling that "Programmed By Tony Greenwood" might also have
the same effect :)))

>>If interested then go get Heartland to see what i mean as thats what I

>You're right. STOS does what it does well - and there are more users

I am not sure what you mean by that comment and am holding judgemt,
STOS does what it does well ?... whats that all about then ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

371. Test mail, don't read

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6b21nb$2ka$1@zingo.tninet.se>
Source record: 5632

```
This is a test mail to see if my mail program works.
```

372. Another test mail

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6b21rp$dl2$1@cubacola.tninet.se>
Source record: 5633

```
This is another test mail.
```

373. Re: Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <34d4c7f0.0@news.one.net>
Source record: 5634
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <6b02gm$k9$1@lwnws01.ne.highway1.com>, "Chip Towle" <ctowle@mediaone.net>
wrote:
>Hello!
>
>I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
>A whole box of cartridges and games. 2 boxes of stuff ready to go.
>
>Everything works.
>
>I prefer not to throw this in a landfill, and I saw these newsgroups.
>
>I live in the greater Boston area, so if you're local come and get it!!
>
>If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
>guessing probably around $30 per box for shipping, etc.
>
>Please let me know soon...
>
>-Chip
>

I'll take it, I wrote you email last night
>
>
>

374. Test mail

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6b2kqp$3rn$1@cubacola.tninet.se>
Source record: 5635

```
This is a test mail.
```

375. Re: Test mail, don't read

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6b2s0u$5dm$1@roch.zetnet.co.uk>
Source record: 5636

```
On 1 Feb 1998 14:43:55 , Thomas Sahlin wrote:
>This is a test mail to see if my mail program works.

It does. let's be hearing more from you, Thomas.

--------------------------------------------------------------
Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
--------------------------------------------------------------
```

376. Re: GFA on the TT

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: vjanzen@aol.com
Message-ID: <19980201231701.SAA12298@ladder02.news.aol.com>
Source record: 5637

Hi!

>It won't run under MagiC, and while the
>interpreter will run under TOS, I can't get the compiler/linker to
>work properly. I see references to a version 3.6. Is this version
>stable on the TT and can you still get a copy/upgrade somewhere?

GFA Basic only works with a patch under MagiC. I doni¿½t know where you can get
these patches in the WWW, I only know that I found them on the Face Value Disk
and in some german BBS. AFAIK works version 3.6 proper on the TT.

Bye,
Volker

Homepage: http://members.aol.com/VJanzen/index.html

377. Pure C and stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6b329r$s95$1@sun27.hrz.tu-darmstadt.de>
Source record: 5638

Hi!

I'm sorry my reply comes so late, but I didn't have much time in the last days.

Unfortunately, my newsserver does no longer carry the arcticle I wanted to reply to, so I have to start a new thread.

The problem was that redirecting stderr of Pure C compiled programs doesn't seem to work.

After re-checking things (I haven't worked with Pure C's original startup code and libs for a long time), I found the reason: Pure C has - as I already mentioned - stderr's output handle set to -1. This is fixed data in pcstdlib.lib. Therefore, it never does any real output redirection (i.e. Fforce()), but simply always uses handle -1 (CON:) for stderr.

A direct result of this is that you will /never/ be able to redirect stderr of programs linked with Pure C's original startup code and standard lib.

One solution would be to patch pcstdlib.lib (change the -1 for stderr's output handle to 2) and add something like

```
if (isatty(2) && (getenv("STDERR") == NULL))
Fforce(2, -1);
```

to pcstart.s (of course, in assembler, not C). The getenv()-thing is used because some shells set this variable to indicate stderr is under their control and programs shouldn't call Fforce(2, -1).

A much better approach to solve this problem, though, is to forget about pcstart.o and pcstdlib.lib and switch to the MiNT-lib, as I've been praying before ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

378. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-01 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Enpv42.nBH@suse.modem.stud.uni-hannover.de>
Source record: 5639

In article <34da8f36.1106881@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>Yes. You'll note from the opcode that this call is GEM but neither VDI nor
>>AES, correspondingly no parameter arrays are needed. It is available in all
>>TOS versions. It's the function AES calls internally to do the multi-tasking.
>
> I'll be adding it to mwc in due course. I'm just amazed I never knew
> of it before!

That's because you unsubscribed from the STiK developers list ages ago. ;-)
This has been discussed there more than a year ago, and is used now in STinG
in several instances.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

379. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-02 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Enq8w5.6Hv@iglou.com>
Source record: 5640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <34d4b4cf.13986513@news.zetnet.co.uk>, Tony Greenwood wrote:

> Absoloutly.. hey look at Visual Basic, fourth most sought after
>programmer on the pc according to surveys

Hmm... The fourth one? Which are the first three? In one of the AOL chatrooms I've been in, it's one of the most-used, or so it seems. I've yet to see anything about C, Pascal, and others.

> Earlier in this thread, while in c.s.a.st i listed these, theres tons
>and tons of the stuff and all in one place :)

I'll look for that message, hoping it's not rolled off my provider's servers. Mind reposting it? If it's not yet in the FAQ or miniFAQ, it should be. I'll check on it when it's reposted.

> nope not for stos..like i say..its all on the stos file site... well
>maybe that should read "at" not "on"

Have you considered a mirror site? There was mention of a place that had 10 megs of webspace...

> haaa, so thats at least one i converted :))))

heh... I still have yet to read through it. I will admit it's something I didn't give a chance when I first heard about it.

> no problem, i thought of taking all the baddies out of hero, putting
>another main charactor in with different clothes and making it a 2
>player modem game... death match hero.. the concept of a modem game is
>quite simple, all you send accross modems are a few variables.... no
>artwork or sounds.. just variables for each program to know what the
>other is doing :) but i dont know anyone local to test it on.. far too
>expensive otherwise..

A Doom clone of sorts, including Rise of the Triad and others, could easily be done. Apogee and id software would be prolly incensed to know we could easily rival their games like that.

Now for a BBS of sorts, or something like CAB and related programs, it could be done.

> there are tutorials, guides, articles and even idiot guides and
>around 15-20 meg of source as well as all the tools needed to do all
>this, at the one site...

How about a mirror site, as I've said before? That way, if one site's unreachable, the other could be.

And yes, I'll be checking the FAQ out. I'm not that big on games, though I play them from time to time.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

380. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-02 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyziuqy2ms8.fsf@issan.informatik.uni-dortmund.de>
Source record: 5641
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games

Andy Armstrong <andy@wonderworks.co.uk> writes:

|> In article <6aufjl$g1t$1@enet1.enetis.net>, Kevin and Brian Stone
|> <stone@enetis.net> writes
|> [snip]
|>> You're right about ANSI-C, but I don't know about Traditional C. It
|>> might actualy be valid for some reason. I've only read about, but never
|>> actualy used, traditional C.

|> No, that's never been valid.

Unless `R' expands to something like `x-', thus `R-' is parsed as `x--' in
traditional C. Of course, this is invalid in ISO C.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

381. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34D600C9.1BD8@mst.tn.utwente.nl>
Source record: 5642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Levien van Zon wrote:
> Well that's certainly true. I've been planning to do a game in C and
> assembly for about a year now. Wouldn't even know where to start. :-)

Well, I have got a complete game in C. If you are interested I
can mail you the source code. It has got all the important
routines for handling the keyboard, joystick, screen, colors
and music.

The best way to start is calling Superexec() to get into
supervisor mode (needed when you want to access the hardware
registers.

Bye, Hans

382. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-02 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34de028e.26730243@news.zetnet.co.uk>
Source record: 5643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Feb 1998
18:22:17 +0100 that you wrote:

>Levien van Zon wrote:
>> Well that's certainly true. I've been planning to do a game in C and
>> assembly for about a year now. Wouldn't even know where to start. :-)
>
>Well, I have got a complete game in C. If you are interested I

Hi Hans..whats the game ? :)

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

383. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34D6134B.677E@mst.tn.utwente.nl>
Source record: 5644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Tony Greenwood wrote:
>
> Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Feb 1998
> 18:22:17 +0100 that you wrote:
>
> >Levien van Zon wrote:
> >> Well that's certainly true. I've been planning to do a game in C and
> >> assembly for about a year now. Wouldn't even know where to start. :-)
> > >
> > >Well, I have got a complete game in C. If you are interested I
> >
> > Hi Hans..whats the game ? :)

Just guess once! :-)

Hans

384. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-02 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34d61b3d.33050567@news.zetnet.co.uk>
Source record: 5645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Feb 1998
19:41:15 +0100 that you wrote:

>> >Well, I have got a complete game in C. If you are interested I
>>
>> Hi Hans..whats the game ? :)
>
>Just guess once! :-)

hehehe, I didn't want to presume, However that answers the
question.... <Big Smile>

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

385. Re: Pure C and stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-03 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <34d6ebf86db1d1@xs4all.nl>
Source record: 5646

on Sun 01-02-98 23:59 Thomas Binder wrote:

>A direct result of this is that you will /never/ be able to redirect
>stderr of programs linked with Pure C's original startup code and
>standard lib.
>
>One solution would be to patch pcstdlib.lib (change the -1 for stderr's
>output handle to 2) and add something like
>
>if (isatty(2) && (getenv("STDERR") == NULL))
> Fforce(2, -1);
>
>to pcstart.s (of course, in assembler, not C). The getenv()-thing is
>used because some shells set this variable to indicate stderr is under
>their control and programs shouldn't call Fforce(2, -1).
>
>A much better approach to solve this problem, though, is to forget about
>pcstart.o and pcstdlib.lib and switch to the MiNT-lib, as I've been
>praying before ;)

Yes, but then it works only for you own programs, not for other, older
programs, compiled with PureC.

But how do programs which run .ttp programs in a window, like your own
tos2gem, work then? Don't they use redirection?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

386. Re: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-03 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6b7ess$4vc@balaena.bio.vu.nl>
Source record: 5697

Mark Ormerod (atari@valeofdreams-dot-demon-dot-co-dot.uk) wrote:

: My mistake, I checked and the ones which cause problems involve annoying
: microsoft bits. Some frontpage extensions can cause this apparently. Not
: that I go anywhere near that sort of thing...

Good choise. :)

: Provided I'm using a UNIX compiler I should be fine is that right?

Probably, yes.

: Never had the patience or dedication for assemly when I was young,
: something I'd like to get onto eventually when I've cracked C I think.

Well, one should use it only when speed or code size is a real issue,
in most cases C is a better choise.

: JAVA itself seems fairly basic, may be possible to bodge a port to the
: ST regarding the bits I want to use, as it is essentially a derivitive
: from C (again correct me if I'm wrong)

Well, it's not really a _derivative_ of C. It is essentially a completely
different language (based on some others, including C), which is a lot
like C (in syntax and general structure).

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

43rd Law of Computing:
Anything that can go wr
fortune: Segmentation violation -- Core dumped

387. MC68000

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-03 00:00:00 UTC
From: Niels Gordon <ngordon@algonet.se>
Message-ID: <6b7v1agdm1@zingo.tninet.se>
Source record: 5698

Hi !
I'm quite new to this list and not sure if this question fits (sorry).
I've just started assembler programing the Motorola 68000 and as far as I know this is what's inside an Atari.
Is it possible to program my Atari with any assembler instead of emulating the processor and memmory on my PC. It sure would be mor fun to do it for real.

Niels

388. Re: Pure C and stderr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-03 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6b81cenvl1@sun27.hrz.tu-darmstadt.de>
Source record: 5699

Hi!

In article <34d6ebf86db1d1@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:
> Yes, but then it works only for you own programs, not for other, older
> programs, compiled with PureC.

True, but you may patch them, too. It's a bit more tricky, but possible.
Of course, there's no clean way without patching or catching vectors.

> But how do programs which run .ttp programs in a window, like your own
> tos2gem, work then? Don't they use redirection?

TOS2GEM (and most other solutions to run TOS/TTP in GEM windows under
SingleTOS) don't use GEMDOS output redirection, but catch either the
BIOS vector for Bconout() or the special vectors xconout & Co. That's
why they get /all/ BIOS-output which would normally go to the screen.
That's the reason why TOS2GEM is an Auto-folder program, and not just a
desk accessory or something like that.

Without catching the vectors, these tools wouldn't be able to display
any output of the TOS programs before they are finished, as SingleTOS is
not multitasking. With MiNT, that's a different story. Here you can use
pseudy-TTYs and output redirection. Maybe that Pure C-problem is one of
the reasons why MiNT also allows redirection of the negative
non-standard handles, i.e. -1 for CON:, as otherwise for example TOSWIN
wouldn't be able to catch stderr of these programs, either.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

389. Re: Long Filename support

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34dca515.4919704@news.demon.co.uk>
Source record: 5700

On Sun, 1 Feb 1998 20:19:14 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <34da8f36.1106881@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>Yes. You'll note from the opcode that this call is GEM but neither VDI nor
>>>AES, correspondingly no parameter arrays are needed. It is available in all
>>>TOS versions. It's the function AES calls internally to do the multi-tasking.
>>
>> I'll be adding it to mwc in due course. I'm just amazed I never knew
>> of it before!
>
>That's because you unsubscribed from the STiK developers list ages ago. ;-)

I didn't! I'm still subscribed but hardly get anything at all, one or
two messages a week maybe.

>This has been discussed there more than a year ago, and is used now in STinG
>in several instances.

Hmm. Looks like I never got it. I'd better take this to email. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

390. Re: Getting started with Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e0aad9.6395416@news.demon.co.uk>
Source record: 5701

On Thu, 29 Jan 98 19:01:04, DCroker@fortress.org.uk (Derryck Croker)
wrote:

>Nostrodamus phrophesised this from guy@swampdog.demon.co.uk to All...
>
>Hi Guy!
>
> g> Organization: SwampDog
>
> >> I strongly urge anyone who's got the time and inclination to write a
> >> programming series in C or M/L to get in touch with the editor of
> >> Atari Computing jconnor@cix.co.uk (Joe Connor) as I think that you may
> >> be
> g> welcomed
> >> with open arms.
> g>
> g> I've sometimes thought about it but there's a couple of problems:
>
>Noted, good idea about a forum of writers.
>
> g> 2)
> g> What do people want to learn? I guess the basic question is this:
> g> what area(s) is/are stopping people from teaching themselves?
>
>Speaking personally I have a few ideas that I'd like to see changed into
>working progs or accs, but I don't have the inclination to learn how to print
>text to the screen (to use the usual beginners' article example).
>
>I know that I want to run before I can walk! :-))

Not at all. It's a common Gem problem and it just so happens that
there is no particularly easy method to do it, especially in a window.
It is possibly the weakest part of Gem that it supplies no function to
do this at a reasonable level.

There is a way to cheat in some circumstances though. Provided speed
is not an issue (a line by line scroll will be dog slow) and only the
system font is required, you can create a fixed sized text window
using a resource editor. Use some G_STRING objects on top of a white
G_BOX and copy the text into them. The redraw code is exactly the same
as for any OBJECT tree in a window - just walk the rectangle list
calling objc_draw().

It's a complete bodge but it does allow you to concentrate on very
much less at once, like adding the code for various messages one at a

time (dealing with a WM_MOVED message is simply a case of setting the ROOT object position to the new window work area for instance).

From there you can gradually remove the "tree", the next step would be to hide the G_STRING objects and use v_gtext() to produce the same output (actually I'd recommend leaving the G_STRING's visible and slapping the v_gtext() output over the top (XOR mode or just a different colour) as this will highlight small differences the eye fails to notice).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

391. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34dfa77f.5537792@news.demon.co.uk>
Source record: 5702
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Sun, 01 Feb 1998 14:19:24 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sun, 01 Feb
>1998 00:03:23 GMT that you wrote:
>
>
>>>Unfortunalty theres a LOT of biased people out there who wont even
>>>download and try a game simply because of the word STOS, they all
>
>>Don't tell them! I don't think I've ever mentioned in documentation
>>what language I write my stuff in.
>
> I have a feeling that "Programmed By Tony Greenwood" might also have
>the same effect :)))

Hmm. You have a point! <G>

>>>If interested then go get Heartland to see what i mean as thats what I
>
>>You're right. STOS does what it does well - and there are more users
>
> I am not sure what you mean by that comment and am holding judgemt,
>STOS does what it does well ?...

Gee Tony, I was just trying to avoid getting into yet another
wrangling match over STOS versus C - and there you go getting all
defensive! :-))

>whats that all about then ?

Simply trying to avoid implying the reverse which I seem to have
managed to do anyway. That certainly would have bought you out with
all guns blazing!!! ;-)))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

392. Re: MC68000

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6b98v7$45h$1@roch.zetnet.co.uk>
Source record: 5703

On 3 Feb 1998 21:22:05 , "Niels Gordon" wrote:
>Hi !
>I'm quite new to this list and not sure if this question fits (sorry).
>I've just started assembler programing the Motorola 68000 and as far as I
>know this is what's inside an Atari.
>Is it possible to program my Atari with any assembler instead of emulating
>the processor and memmory on my PC. It sure would be mor fun to do it for
>real.

Good gracious me, yes, Niels. You don't want to be messing around with
PCs, :-)

The Devpac assembler is good but commercial.

You can now find the Turbo assembler PD.

The advantage of Devpak is that it comes with a decent manual which
documents the Atari system calls (Traps).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

393. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34d94775.1410424@news.zetnet.co.uk>
Source record: 5704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Wed, 04 Feb
1998 03:07:16 GMT that you wrote:

>>>You're right. STOS does what it does well - and there are more users
>>
>> I am not sure what you mean by that comment and am holding judgemt,
>>STOS does what it does well ?...

>Simply trying to avoid implying the reverse which I seem to have

Well it reads that STOS is limited to itself, that it can only manage
certain things..where I concede that all languages have there
limitations I have never seen you use anything simmilar, would you
finish off a paragraph with "well C does what it does well" implying
whatever?...go on admit it you wouldn't.. thus using it to describe
STOS means you think less of it....

<FX:SLAP> Choose your weapon sir....

DICLAIMER My above posting is a JOKE in response to insinuations that
I like STOS.........get happy:)

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

394. Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ba195$214$1@infomania.emw.ericsson.se>
Source record: 5705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Hi there,

Well I just wonder if anyone have tried to type in the url:

http://www.atari.de

Try it. :-)

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

395. help on asm gem

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: d.seely@uleth.ca
Message-ID: <6b950d$e7l1@mars.online.uleth.ca>
Source record: 5706

```
im looking for some example source code for
making windows and for making a toolbar
the visual assembler looks like it help but its all in french
does anyone have any source they could send me

thanks

dave
```

396. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: Nicholas Bales <bales@GET.THIS.OUT.hol.fr>
Message-ID: <6bai0rpto1@news3.isdnet.net>
Source record: 5707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Magnus Kollberg a crit dans le message
<6ba195$214$1@infomania.emw.ericsson.se>...
>Hi there,
>
>Well I just wonder if anyone have tried to type in the url:
>
>http://www.atari.de
>

Well, I dont't understand a word of German, but it looks like the Milan
might be marketed under the Atari name. Is this what is said ?

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

397. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <e+w48DANCP20Ewpm@thedruid.demon.co.uk>
Source record: 5708

```
Hi Clair,

> In the language department, it says BASIC programmming in the subjet!

Actually it says 'Basic'. He may have actually meant the word in the context
of simplicity.

:)

John.

--

--
+-------------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +-------------------------------------------------+ | |
| gatekeeper@thedruid.demon.co.uk | |
+-------------------------------------------------------------------+ |
+---------------------------------------------------------------------+
```

398. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <euy4YHAEDP20EwIf@thedruid.demon.co.uk>
Source record: 5709

Hi Tony,

>> Put the program idea on paper before actually starting the code, as
>> well
>
> Does anyone actualy do this ?

I doubt it, which is why programs are often full of things that don't
work.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

399. Re: GFA on the TT

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-04 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <+MKTFLAxfK20Qw3N@shaw1.demon.co.uk>
Source record: 5710

In article <6b1p76vlg1@roch.zetnet.co.uk>, Roger Cain
<rcain@zetnet.co.uk> writes
>On 31 Jan 1998 21:50:09, Terence Kelly wrote:
>
><about GFA Basic on the TT>
>
>Have you tried the Shareware compiler MNLU Tranquil, Terry? It comes
>in a package called MNLU_TRQ.ZIP/LZH. It is said to be compatible with
>3.5E.

Ah yes. I use it and my brother (also a programmer) subscribed to it.

I really recommend it.

--
Clair Shaw (aka. CDS) |
Clair@Shaw1.demon.co.uk | Happy valentines
ICQ: 1043359 | day!
WWW: www.shaw1.demon.co.uk|

400. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-05 00:00:00 UTC
From: Andreas Kromke <and@imr.uni-hannover.de>
Message-ID: <34D984DF.16DA@imr.uni-hannover.de>
Source record: 5711
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Nicholas Bales wrote:

>
> Well, I dont't understand a word of German, but it looks like the

Believe me, this page is not German. The phrase "unter Konstruktion"
does not exist in German. Perhaps this is pidgin or cauderwelsh.

B-)

401. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <34D99DAE.19A0@ooc.de>
Source record: 5712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Magnus Kollberg wrote:

> Well I just wonder if anyone have tried to type in the url:
>
> http://www.atari.de

These pages were created by the editors of the German Atari magazine ST Computer/Atari Inside.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

402. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-05 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6bc7kv$s69$1@infomania.emw.ericsson.se>
Source record: 5713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Uwe Seimet wrote:
>
> Magnus Kollberg wrote:
>
> > Well I just wonder if anyone have tried to type in the url:
> >
> > http://www.atari.de
>
> These pages were created by the editors of the German Atari magazine ST
> Computer/Atari Inside.

I know, I was just trying to be a bit funny. :-)
I would guess they will promot the Milan computer as well.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

403. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-05 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6bc7s5$s69$2@infomania.emw.ericsson.se>
Source record: 5714
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Andreas Kromke wrote:
>
> Nicholas Bales wrote:
>
> >
> > Well, I dont't understand a word of German, but it looks like the
>
> Believe me, this page is not German. The phrase "unter Konstruktion"
> does not exist in German. Perhaps this is pidgin or cauderwelsh.
>
> B-)

:-))) Well maybe it's a mixture of swedish and german, some kind of
methamorphosis. In swedish it should read "under konstruktion". They
just replaced the "d" with a "t"....

Never mind. :-)

BTW. I'm still waiting for a url with: www.magic.com

Doesn't work yet. :-)

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

404. Re: Getting started with Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EnwCDM.nx4@suse.modem.stud.uni-hannover.de>
Source record: 5715

In article <34e0aad9.6395416@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> Not at all. It's a common Gem problem

It's a problem shared by all windowing GUIs.

> There is a way to cheat in some circumstances though. Provided speed
> is not an issue (a line by line scroll will be dog slow) and only the
> system font is required, you can create a fixed sized text window
> using a resource editor. Use some G_STRING objects on top of a white
> G_BOX and copy the text into them. The redraw code is exactly the same
> as for any OBJECT tree in a window - just walk the rectangle list
> calling objc_draw().

This is not as bad as you say here. Even with this you can make work at
a fairly decent speed, although I agree v_gtext() is faster. Actually
quite a few programs use this scheme, for instance STinG's Dialer : the
TraceRoute tool.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

405. Word Processing

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980206013251.14527A-100000@ganymede.cs.mun.ca>
Source record: 5716

Hi everyone,

I'm looking for a work processor shareware/freeware which allows the usage of GDOS fonts. I got wordplus, but that only allows fonts designed specifically for that program. I got Marcel but can't seem to find how the fonts are selected for using on the editing page. And I've got EDITH. Edith seems to be the best, however I can't seem to use different fonts within the one document. Such as the title being SWISS in 24 point size, and the topic headings being another while still being able to use the normal size fonts for normal text. It seems whenever you select a font, the whole document reformats itself to that font. Are there any word processors out there that allow the usage of different fonts within one document, and if so where?

Scott.

406. Re: Word Processing

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6bequ4$kp8$2@news.stortek.com>
Source record: 5717

In article <Pine.BSF.3.96.980206013251.14527A-100000@ganymede.cs.mun.ca>, Scott Harris
<harris@cs.mun.ca> wrote:
>
>Hi everyone,
>
> I'm looking for a work processor shareware/freeware which allows
>the usage of GDOS fonts. I got wordplus, but that only allows fonts
>designed specifically for that program. I got Marcel but can't seem to
>find how the fonts are selected for using on the editing page. And I've
>got EDITH. Edith seems to be the best, however I can't seem to use
>different fonts within the one document. Such as the title being SWISS in

that's because it's a text editor, not a word processor.

>24 point size, and the topic headings being another while still being
>able to use the normal size fonts for normal text. It seems whenever you
>select a font, the whole document reformats itself to that font. Are
>there any word processors out there that allow the usage of different
>fonts within one document, and if so where?

I don't know of any freeware or shareware WPs that allow that. Most commercial
ones will work fine though.

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

407. Re: GFA on the TT

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <34DB06C1.9B6@neo-interaktiv.no>
Source record: 5718

VJanzen wrote:
>
> Hi!
>
> >It won't run under MagiC, and while the
> >interpreter will run under TOS, I can't get the compiler/linker to
> >work properly. I see references to a version 3.6. Is this version
> >stable on the TT and can you still get a copy/upgrade somewhere?
>
> GFA Basic only works with a patch under MagiC. I doni¿½t know where you can get
> these patches in the WWW, I only know that I found them on the Face Value Disk
> and in some german BBS. AFAIK works version 3.6 proper on the TT.

You can find the patches you need at my page:

http://home.sol.no/~veg/gfa.html

(a lot of other useful GFA-stuff can be found there as well)

bye,
Vegard Hofsoy

408. Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34DB3A3C.3D25@mst.tn.utwente.nl>
Source record: 5719

Hello,

After I offered the C sources of a game to Levien van Zon, I got multiple requests for a copy of the source. Maybe I should give a short course in how to program a game in C? I was thinking about writing a Pacman game as an example of C (and combined C and assembley) game coding.

I will use the Pure C compiler. Most of the code will be ANSI C but because I will do some low level programming there will be some implementation specific issues too. So I can not guarantee it will directly work on other C compilers (esp. the assembley parts).

Let me hear form you (in this newsgroup or by e-mail) if you are interested.

Bye, Hans

409. Re: help on asm gem

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980206191959809 56@zetnet.co.uk>
Source record: 5720

d.seely@uleth.ca (Doug Seely) wrote:
> im looking for some example source code for
> making windows and for making a toolbar
> the visual assembler looks like it help but its all in french
> does anyone have any source they could send me

Check out Falclib - this has window (including windowed dialogue) routines
in assembler.

If you want information about AES 4.1 toolbars, AFAIK there isn't any
assembler source code for this about - however you can find details
about how to do it on my WWW pages (check the .sig for address).

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

410. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34e27429.24848333@news.zetnet.co.uk>
Source record: 5721

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Fri, 06 Feb 1998 17:28:44 +0100 that you wrote:

>Hello,
>
>After I offered the C sources of a game to Levien van Zon, I
>got multiple requests for a copy of the source. Maybe I should
>give a short course in how to program a game in C? I was

I presume this would be for existing C users only, No point none C users jumping in ?......

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

411. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <6bg2u7$5jh$1@due.unit.no>
Source record: 5722

Tony Greenwood <paxton@zetnet.co.uk> wrote:

> >After I offered the C sources of a game to Levien van Zon, I
> >got multiple requests for a copy of the source. Maybe I should
> >give a short course in how to program a game in C? I was

> I presume this would be for existing C users only, No point none C
> users jumping in ?......

C is extremely easy to learn Tony, so I wouldn't worry about that.

Jo Even Skarstein
<joska@nuts.edu>

412. Re: MC68000

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34d9d423.12047383@news.demon.co.uk>
Source record: 5723

On Tue, 3 Feb 1998 21:22:05 +0100, "Niels Gordon" <ngordon@algonet.se>
wrote:

>Hi !
>I'm quite new to this list and not sure if this question fits (sorry).

It does. ;-)

>I've just started assembler programing the Motorola 68000 and as far as I
>know this is what's inside an Atari.

The ST models yes. The Falcon, TT etc have more advanced 680x0
processors but they all run 68000 code in any case.

>Is it possible to program my Atari with any assembler instead of emulating
>the processor and memmory on my PC. It sure would be mor fun to do it for
>real.

Yes. I'll leave the recommendations as to which assemblers to use (and
where to get them) to someone more qualified in this area though!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

413. Re: Getting started with Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34de80d6.31494366@news.demon.co.uk>
Source record: 5724

On Thu, 5 Feb 1998 08:17:45 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <34e0aad9.6395416@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> Not at all. It's a common Gem problem
>
>It's a problem shared by all windowing GUIs.

Agreed. However, I would be surprised indeed if text rendering are as
basic as it is for Gem.

>> There is a way to cheat in some circumstances though. Provided speed
>> is not an issue (a line by line scroll will be dog slow) and only the
>> system font is required, you can create a fixed sized text window
>> using a resource editor. Use some G_STRING objects on top of a white
>> G_BOX and copy the text into them. The redraw code is exactly the same
>> as for any OBJECT tree in a window - just walk the rectangle list
>> calling objc_draw().
>
>This is not as bad as you say here.

It can be when you have a large "window" and scroll by single lines.
Then again, this method shouldn't be used in that case. ;-)

>Even with this you can make work at
>a fairly decent speed, although I agree v_gtext() is faster. Actually
>quite a few programs use this scheme, for instance STinG's Dialer : the
>TraceRoute tool.

As do a few of own programs. <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

414. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34df8727.33111712@news.demon.co.uk>
Source record: 5725

On Wed, 4 Feb 1998 22:50:44 +0000,
johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson) wrote:

>
>
>Hi Tony,
>
> >> Put the program idea on paper before actually starting the code, as
> >> well
> >
> > Does anyone actualy do this ?
>
>I doubt it, which is why programs are often full of things that don't
>work.

Which could be down to a non existent testing scheme, which if you're
going to put anything down on paper, that ought to be it!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

415. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e08847.33399616@news.demon.co.uk>
Source record: 5726

On Fri, 06 Feb 1998 17:28:44 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Hello,
>
>After I offered the C sources of a game to Levien van Zon, I
>got multiple requests for a copy of the source. Maybe I should
>give a short course in how to program a game in C? I was
>thinking about writing a Pacman game as an example of C (and
>combined C and assembley) game coding.
>
>I will use the Pure C compiler. Most of the code will be
>ANSI C but because I will do some low level programming there
>will be some implementation specific issues too. So I can not
>guarantee it will directly work on other C compilers (esp. the
>assembley parts).
>
>Let me hear form you (in this newsgroup or by e-mail) if you
>are interested.

I think it is a good idea! <G>

A Pacman game would not use too many resources so you might consider
"killing two birds with one stone", and implementing it using VDI
calls. I should be able to dig out some useful sources for that if you
want.

Feel free to ignore my suggestion. It is more important you are
prepared to do it, than how you do it. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

416. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34dd7d8b.30651013@news.demon.co.uk>
Source record: 5727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Wed, 04 Feb 1998 11:39:30 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Wed, 04 Feb
>1998 03:07:16 GMT that you wrote:
>
>
>
>>>>You're right. STOS does what it does well - and there are more users
>>>
>>> I am not sure what you mean by that comment and am holding judgemt,
>>>STOS does what it does well ?...
>
>>Simply trying to avoid implying the reverse which I seem to have
>
> Well it reads that STOS is limited to itself, that it can only manage
>certain things..where I concede that all languages have there
>limitations I have never seen you use anything simmilar, would you
>finish off a paragraph with "well C does what it does well" implying
>whatever?...go on admit it you wouldn't..

Nope, I wouldn't. I'd have to say the opposite! It can easily be
argued C does what it does too well! There's always one more way to
accomplish exactly the same thing. Worse than that, it would be more
correct to say there's (in practice) always one more way to accomplish
nearly the same thing. This can make it extremely difficult to be able
to follow third party sources.

>thus using it to describe
>STOS means you think less of it....

If we were sat in a pub this exchange would take a couple of minutes
'cos we could use all those "ah yes", "hmm", and body language
doofreys that would tell us both we weren't really on opposite sides
of the fence in this particular context!! ;-))

> <FX:SLAP> Choose your weapon sir....

I only think less of it because it it difficult to do anything with it
that it has not been designed to do. In the same manner, I think less
of any language that is subject to the same restrictions. What STOS
has got in its favour, is unlike "those languages", it can do some
things very well, which promptly raises it back out of that catagory!

That's what I meant when I said it does what it does well! :-)))

> DICLAIMER My above posting is a JOKE in response to insinuations that
>I like STOS.........get happy:)

I am. Got 2 cases of Kronenbourg in the fridge! ... <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

417. Dialogue Boxes in GFA BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <zwSQKNART220Qw10@shaw1.demon.co.uk>
Source record: 5728

Anyone got any coding?

--
Clair Shaw (aka. CDS) |
Clair@Shaw1.demon.co.uk | Happy valentines
ICQ: 1043359 | day!
WWW: www.shaw1.demon.co.uk|

418. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-06 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eny8Hq.o0s@suse.modem.stud.uni-hannover.de>
Source record: 5729
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <34D99DAE.19A0@ooc.de>,
Uwe Seimet <us@ooc.de> writes:

>> http://www.atari.de
>
> These pages were created by the editors of the German Atari magazine ST
> Computer/Atari Inside.

You forgot the word 'poorly' before the word 'created' ;-)

It's been the first time that I've seen somebody using white text on a
white background (!) It's ridiculous.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

419. Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-07 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6bhaql$39e$1@zingo.tninet.se>
Source record: 5730

Hi there! Could anyone please send this mail back to me so I know that I can send news properly with NEWSie. It sometimes doesn't seem to be sent at all. Anyway the address is: thomas.sahlin@home.se

Thomas Sahlin

420. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-07 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34dc3f2c.891850@news.zetnet.co.uk>
Source record: 5731

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Fri, 06 Feb
1998 23:35:34 GMT that you wrote:

>>thinking about writing a Pacman game as an example of C (and
>>combined C and assembley) game coding.

>A Pacman game would not use too many resources so you might consider
>"killing two birds with one stone", and implementing it using VDI

This is exactly what happened to the last person that tried a C
tutorial, *I know* your intentions are only helpfull and for the best,

.. but this time your doing it before he even starts ? <smile>

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

421. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-07 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34de4014.1123794@news.zetnet.co.uk>
Source record: 5732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Fri, 06 Feb 1998 23:35:29 GMT that you wrote:

>I only think less of it because it it difficult to do anything with it
>that it has not been designed to do. In the same manner, I think less

It was designed for game making, but look at all the diskzine shells?, more diskzines use STOS shells than any other, Even ST Format said STOS would be the best language to use to make a Multimedia authoring package...so I did :) I have STOS written sector editors, virus checkers/destroyers and all manner of serious routines, The only limit to STOS is peoples imagination...hmm where did I hear that before? :))

>of any language that is subject to the same restrictions. What STOS

No restrictions here mate? :)

>> DICLAIMER My above posting is a JOKE in response to insinuations that
>>I like STOS.........get happy:)
>
>I am. Got 2 cases of Kronenbourg in the fridge! ... <G>

I still reeled you in though :))))

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

422. Re: Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6bho4h$9de$2@news.campus.mci.net>
Source record: 5733

On 7 Feb 1998 09:51:17 , Thomas Sahlin wrote:
->Hi there! Could anyone please send this mail back to me so I know that I
->can send news properly with NEWSie. It sometimes doesn't seem to be sent
->at all. Anyway the address is: thomas.sahlin@home.se
->
->Thomas Sahlin
->.

Hi Thomas! Got your message just fine...I'm using Newsie version .84 too,
are their any specific problems you are having? Maybe someone here can
help you... ;-)

```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

423. MC68000

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-07 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <knVmqKAc6G30Ew29@thedruid.demon.co.uk>
Source record: 5734

Hi Niels,

> Is it possible to program my Atari with any assembler instead of
> emulating the processor and memmory on my PC. It sure would be mor fun
> to do it for real.

There are quite a few freeware/shareware assemblers about for the ST. Devpac 1 from Hisoft is the only when with a GEM front end I believe, but the best in terms of functionality is probably the GNU version.

By far the best commercial assembler is Devpac 3 this will allow you to assemble code for processors inside all Atari computers. Get this second hand if you can.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

424. help on asm gem

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-07 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <kHRmiPAO7G30EwU7@thedruid.demon.co.uk>
Source record: 5735

```
Hi Dave,

> im looking for some example source code for
> making windows and for making a toolbar
> the visual assembler looks like it help but its all in french
> does anyone have any source they could send me

GEM and Assembly Language are two things that don't go together easily.

To be absolutely honest, I doubt you would understand the source code without
understanding the mechanisms first. Windows are the worst of all and can be
problematic at best even in C. I suggest you read; 'The ST Assembly Language
Workshop Vol II' by Clayton Walnum and the ProGEM series by Tim Oren. Both
are published in electronic form and are shareware and freeware respectively.
You can find them in most Atari archives.

Good luck.

John.

--

--
+-----------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +-------------------------------------------------+ | |
| gatekeeper@thedruid.demon.co.uk | |
+-----------------------------------------------------------------+ |
+-------------------------------------------------------------------+
```

425. Re: Dialogue Boxes in GFA BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-07 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95q.980207192940.15537C-100000@exeter>
Source record: 5736

Clair wrote:

> Anyone got any coding?

Check out GFA Flydials, which have most of the routines you'll need,
together with example programs.

```
|> | |
|> E |\| |-| /\ |_ |_
```

426. Re: Dialogue Boxes in GFA BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-07 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <6bigoq$4f5$1@jair.pressenter.com>
Source record: 5737

```
On 6 Feb 1998 19:30:25 , Clair Shaw wrote:
>
>Anyone got any coding?
>
>--
>Clair Shaw (aka. CDS) |
>Clair@Shaw1.demon.co.uk | Happy valentines
>ICQ: 1043359 | day!
>WWW: www.shaw1.demon.co.uk|
>.
```

427. cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-08 00:00:00 UTC
From: De Meester <mdemeester@village.uunet.be>
Message-ID: <6bl697$lk2$1@xenon.inbe.net>
Source record: 5738

Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
I can't work with the command. I use Pure C 1.0.

Does anyone know where I can get the latest version of Pure C (V1.1??)???

Wim De Meester

email : mdemeester@village.uunet.be

428. Wanted: Atari TTM195 Monitor

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34DF80E6.1823ADE1@atari.nu>
Source record: 5547
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Wanted:

Atari TTM195 monitor is good working shape, no cracks or damage to
case or tube. Prefer to purchase from someone in the NY/NJ area to
cut-out shipping costs, however I will buy one from someone if the price
is right.

Curt

429. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <6bnvdjjf1@due.unit.no>
Source record: 5548

Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote:

> VDI? That's defenitly not my way. I will go directly to
> the hardware, bypassing the OS as much as possible. The
> price you have to pay is compatibility (the game won't
> work on the Hades, Medusa, Milan and all other clones
> using a PC graphics card), the thing you win is speed.

> But someone else may throw a second stone and to some
> awfull VDI stuff.

VDI on a decent graphics-card will be a lot faster than anything you
can do in assembler on the Videl... But to make games on older
computers (i.e. ST->TT) VDI is a no-no for anything else than Pacman
and Tetris.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

430. 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34df90b7.0@comnet.co.nz>
Source record: 5549
Cross-posted to: comp.sys.m68k,comp.sys.atari.programmer

As part of a system-level utility I am writing for the 68000-based Atari ST, I need to validate the amount of RAM in the computer.

To do this, I wrote a small loop testing bytes at pre-defined intervals, until I receive a buserror or I have reached the end of the documented RAM space.

The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed from $01000000 up to address $FF000000)

However, will there be any problems if I just ignore the buserr, and just JMP to the next instruction after the test loop? I am using a 68030 system, and no harm seems to befall it when I do, but will a 68000 be able to survive?

I seem to recall something about the 68000 not being able to recover properly from buserrors (or was it just restart/continue)

My loop looks something like this:

```
; 14 meg address space, in multiples of half-a-meg
; we need to loop (14*2) times, but use a DBF value of 27
move.w #(14*2)-1,d0 ; d0 = dbf count
move.l #524288,d1 ; increment = 512k
lea 0,a0 ; base address = 0
move.l buserr(a1),a2 ; save old buserr handler
move.l #mybus,buserr(a1) ; set new handler
move.l sp,a3 ; save stack pointer
tol tst.b (a0) ; does byte exist? (buserr possible)
add.l d1,a0 ; increment pointer
dbf d0,tol ; loop
ool move.l a2,buserr(a1) ; restore old buserr handler
move.l a0,ram ; save top of standard RAM
...

mybus move.l a3,sp ; reset SP to old value
bra ool ; go to next instruction beyond memtest loop
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

431. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eo3svI.ny6@suse.modem.stud.uni-hannover.de>
Source record: 5550

In article <6bl697$lk2$1@xenon.inbe.net>,
"De Meester" <mdemeester@village.uunet.be> writes:

> Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
> I can't work with the command. I use Pure C 1.0.

cdecl declares a function to use standard C parameter passing. Normally, if
you define a function

```
void test (int foo, long *bar)
{
}
```

then Pure C will expect "foo" in CPU register D0, and "bar" in A0 ('cos it's
a pointer), this is for efficiency.

For interfacing to external functions, sometimes standard passing is required.
So

```
void cdecl test (int foo, long *bar)
{
}
```

causes Pure C to assume both parameters on the stack, as every C compiler must
be able to do, and which also is the standard passing scheme for GEMDOS and
(X)BIOS functions.

cdecl therefore is a modifier, and not a command. Be aware that if you write
prototypes separately, the cdecl must be in both prototype and definition of
the function.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

432. Re: Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Eugene Wong <eugenewong@spiderweb.ca>
Message-ID: <6bp03c$c85$1@globe.lynx.bc.ca>
Source record: 5551

```
Ronald J. Hall wrote in message <6bho4h$9de$2@news.campus.mci.net>...
>On 7 Feb 1998 09:51:17 , Thomas Sahlin wrote:
>->Hi there! Could anyone please send this mail back to me so I know that I
>->can send news properly with NEWSie. It sometimes doesn't seem to be sent
>->at all. Anyway the address is: thomas.sahlin@home.se
>->
>->Thomas Sahlin

Isn't NEWSie just a spam program that puts you on its mailing list when
people reply?
```

433. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6bmht6dmk2@infomania.emw.ericsson.se>
Source record: 5739

Guy Harrison wrote:
>
> On Fri, 06 Feb 1998 17:28:44 +0100, Hans Wessels
> <mr_ni@mst.tn.utwente.nl> wrote:
>
> >Hello,
> >
> >After I offered the C sources of a game to Levien van Zon, I
> >got multiple requests for a copy of the source. Maybe I should
> >give a short course in how to program a game in C? I was
> >thinking about writing a Pacman game as an example of C (and
> >combined C and assembley) game coding.
> >
> >I will use the Pure C compiler. Most of the code will be
> >ANSI C but because I will do some low level programming there
> >will be some implementation specific issues too. So I can not
> >guarantee it will directly work on other C compilers (esp. the
> >assembley parts).
> >
> >Let me hear form you (in this newsgroup or by e-mail) if you
> >are interested.
>
> I think it is a good idea! <G>
>
> A Pacman game would not use too many resources so you might consider
> "killing two birds with one stone", and implementing it using VDI
> calls. I should be able to dig out some useful sources for that if you
> want.

Yeah, lets go for it. If you want a Pac-Man game in GEM written
completely in C, take a look at my webpage. ;-)

It's not very good, but it sort of works. Maybe I should try to
finish it someday. It has got a few nasty bugs.... also I havn't
got a clue on how fast it is on regular Falcons or STs (if it works
at all on them).

Anyway, I think it would be a great idea.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

434. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6bmhlhdmk1@infomania.emw.ericsson.se>
Source record: 5740
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Peter Rottengatter wrote:

> >> http://www.atari.de
> >
> > These pages were created by the editors of the German Atari magazine ST
> > Computer/Atari Inside.
>
> You forgot the word 'poorly' before the word 'created' ;-)

They are? I looked at them today and I think they look quite nice. There
are a few glitches but they look much better than most pages I have seen
before. They are also under construction. so don't judge them to early.

> It's been the first time that I've seen somebody using white text on a
> white background (!) It's ridiculous.

Where did you find this? On your own pages? ;-)
Seriously I couldn't find this anywhere at all. Tell me where?
BTW. Background colours looks to be something that they havn't masterd
at all. Maybe it's a limitation in the webdesign program they use.

I realy think we should see this as a postive thing as it's not realy
often you see someone making a serious try on making something useable
for Atari users. Look at Wizztronics web pages. They are pathetic and
looks like a bunch of kids have knocked them togheter in 5 minutes.
And these guys are our future? Bha!

If I would bet a penny on any company it would be FALKE Verlag and Milan
GBH. Atleast they try to be professional and for that they should get
or respect.

Well, here I was rambling again... :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

435. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34DF3528.3597@mst.tn.utwente.nl>
Source record: 5741

De Meester wrote:

> Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
> I can't work with the command. I use Pure C 1.0.

It is used in function definitions to force the compiler
to put (and get) parameters to that function over the stack.

Example:

```
int add(int a1, int a2)
{
return a1+a2;
}
```

The compiler will put the arguments a1 and a2 in the registers D0
and D1. The answer will be in D0.

but with

```
int cdecl add(int a1, int a2)
{
return a1+a2;
}
```

the compiler will put the parameters a1 and a2 on the stack and
de function will put the anser on the stack.

Normally Pure C uses D0-D2 for the first 3 integer type parameters
and A0-A1 for the first 2 pointer type parameters.

Bye, Hans

436. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34DF385C.4BED@mst.tn.utwente.nl>
Source record: 5742

Guy Harrison wrote:
> A Pacman game would not use too many resources so you might consider
> "killing two birds with one stone", and implementing it using VDI
> calls. I should be able to dig out some useful sources for that if you
> want.

VDI? That's defenitly not my way. I will go directly to
the hardware, bypassing the OS as much as possible. The
price you have to pay is compatibility (the game won't
work on the Hades, Medusa, Milan and all other clones
using a PC graphics card), the thing you win is speed.

But someone else may throw a second stone and to some
awfull VDI stuff.

Bye, Hans

437. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34DF3749.AAA@mst.tn.utwente.nl>
Source record: 5743

Tony Greenwood wrote:
> I presume this would be for existing C users only, No point none C
> users jumping in ?......

You have to know at least how to compile "hello world!". I think
there will be a lot of 'black magic' for beginning C coders and
people who never got to the hardware level. They will have to use
those functions like black boxes, just knowing what they do.
Other people will understand those functions and be able to
modify them to their purposes.

But it won't be a beginners course C. You'll have to dive
into the deep to learn swimming this way?

Bye, Hans

438. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34DF3913.341F@mst.tn.utwente.nl>
Source record: 5744

Tony Greenwood wrote:
> Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Fri, 06 Feb
> 1998 23:35:34 GMT that you wrote:
> >A Pacman game would not use too many resources so you might consider
> >"killing two birds with one stone", and implementing it using VDI
>
> This is exactly what happened to the last person that tried a C
> tutorial, *I know* your intentions are only helpfull and for the best,
>
> .. but this time your doing it before he even starts ? <smile>

Tony, now you dissapoint me. You think someone who is able
to have a discussion of serveral hundred messages about the
differances between two programming languages will be
deterred be remarks like this??? :-)

Bye, Hans

439. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34DF3987.6F49@mst.tn.utwente.nl>
Source record: 5745

Magnus Kollberg wrote:
> > A Pacman game would not use too many resources so you might consider
> > "killing two birds with one stone", and implementing it using VDI
> > calls. I should be able to dig out some useful sources for that if you
> > want.
>
> Yeah, lets go for it. If you want a Pac-Man game in GEM written
> completely in C, take a look at my webpage. ;-)
>
> It's not very good, but it sort of works. Maybe I should try to
> finish it someday. It has got a few nasty bugs.... also I havn't
> got a clue on how fast it is on regular Falcons or STs (if it works
> at all on them).
>
> Anyway, I think it would be a great idea.

Just found a volunteer to do the official OS version of
the game??

Hans

440. Re: MC68000

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34DF3AAF.3B78@mst.tn.utwente.nl>
Source record: 5746

John Richardson wrote:
>
> Hi Niels,
>
> > Is it possible to program my Atari with any assembler instead of
> > emulating the processor and memmory on my PC. It sure would be mor fun
> > to do it for real.
>
> By far the best commercial assembler is Devpac 3 this will allow you to
> assemble code for processors inside all Atari computers. Get this second hand
> if you can.

I would go for Turbo Assembler. It's fast, has an syntax checking
editor and a very good debugger (bugaboo). It's a freeware program.
The current version is 1.77, I think.

Bye, Hans

441. Re: Wanted: Atari TTM195 Monitor

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-10 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <6bon2t$3hp$2@News.Dal.Ca>
Source record: 5552
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I want one too! preferably with a TT though.

(still using an old 1040 to lay out XEST newsletter,)

442. Re: Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-10 00:00:00 UTC
From: bales@hol.DELETE.THIS.fr
Message-ID: <6bp3b3$ng8$1@news.stortek.com>
Source record: 5553

```
In article <6bp03c$c85$1@globe.lynx.bc.ca>, "Eugene Wong" <eugenewong@spiderweb.ca> wrote:
>
>Ronald J. Hall wrote in message <6bho4h$9de$2@news.campus.mci.net>...
>>On 7 Feb 1998 09:51:17 , Thomas Sahlin wrote:
>>->Hi there! Could anyone please send this mail back to me so I know that I
>>->can send news properly with NEWSie. It sometimes doesn't seem to be sent
>>->at all. Anyway the address is: thomas.sahlin@home.se
>>->
>>->Thomas Sahlin
>
>
>Isn't NEWSie just a spam program that puts you on its mailing list when
>people reply?
>
>

What are you talking about ?

Cheers,

Nick.
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

443. re: cdecl wit pure-c

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-10 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <34E05A2C.53D798A1@france2.fr>
Source record: 5554

cdecl is a directive that tell to the compiler how to put and get
parameters for a C function. you must know that the directive is very
usefull with pure-c, because it use another technics to pass parameters.

pure-c work with registers. instead of to put and get paramters from the
stack, as a lot of compiler C does, it'll try to pass parameters with
d0,d1,a0...

for example, int toto(int a) . 'a' parameter will be put in the d0
register

but: int cdecl toto(int a). 'a' will be put in the stack.

so, in this function, if you write it in 680x0, you need to know if you
want to use the register or the stack.
cdecl is standard C call parameters, and for example, i write always my
680x0 routines with this declaration, because i can use any C compiler
with them, whereas if used the pure-c technics, it be possible only with
the pure-c compiler... as you want....!!

conclusion:

cdecl = parameters in and from the stack
no directive = parameters in registers as possible.

(TOS use cdecl directive...because it is the C standard call.)

444. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-10 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <34e07e35.2603689@news.tmisnet.com>
Source record: 5555
Cross-posted to: comp.sys.m68k,comp.sys.atari.programmer

Hmmm ... can't help you much, but here's what I've got:

1. TOS keeps track of the physical top of
ST-compatible RAM at the appropriately-
named phystop, hex location 0x0000042E.
0x00000432 _membot points to the
bottom of the system heap.
0x00000436 _memtop points to the
top of the system heap.

2. ST compatible RAM space:
0x000005B4 Beginning of ST RAM
0x009FFFFF End of ST RAM

3. Reserved Space for Hardware Developers
from the end of ST RAM to:
0x00A00000 Mega STe
0x00E00000 All other Atari computers

4. VME A24:D16 Address Space (Mega STe only)
(Used by Falcon030 for RAM)
0x00A00000 Beginning of VME space
0x00DEFFFF End of VME space

5. VME A16:D16 Address Space (Mega STe only)
(Used by Falcon030 for RAM)(Available for
ST-compatible RAM or I/O space)
0x00DF0000 Beginning of VME space
0x00DFFFFF End of VME space

6. System ROMs as of TOS 1.06
0x00E00000 Beginning of System ROM
0x00EFFFFF End of System ROM

7. Cartridge ROM
0x00FA0000 Beginning of Cartridge ROM
0x00FBFFFF End of Cartridge ROM

8. System ROMs before TOS 2.00
0x00FC0000 Beginning of System ROM
0x00FEFFFF End of System ROM

9. TT Fast RAM
0x01000000 Beginning of Fast RAM
0x01FFFFFF End of Fast RAM

10. TT Reserved Space
0x20000000 Beginning of Reserved Space
0xFDFFFFFF End of Reserved Space

11. VME A24:D16 Area
0xFE000000 Beginning of VME Area
0xFEFEFFFF End of VME Area

12. VME A16:D16 Area
0xFEFF0000 Beginning of VME Area
0xFEFFFFFF End of VME Area

13. Shadow Image (i.e., "unused" or "unusable")
0xFF000000 Beginning of ST Compatibility Space
0xFFFFFFFF End of ST Compatibility Space

Source: The Atari Compendium by Scott Sanders.
Toad Computers may still have the Compendium CD
available if you need one.

I've left out a lot of the non-memory stuff
(hardware addresses, etc.) since that's not
of interest to you at this time.

Hope this helps.

-- George Crissman
-- strads@tmisnet.com

http://www.tmisnet.com/~strads/hq/atari.html

On 9 Feb 98 23:26:47 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>As part of a system-level utility I am writing for the 68000-based Atari
>ST, I need to validate the amount of RAM in the computer.
>
>To do this, I wrote a small loop testing bytes at pre-defined intervals,
>until I receive a buserror or I have reached the end of the documented RAM
>space.
>
>The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit
>machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed
>from $01000000 up to address $FF000000)
>
>However, will there be any problems if I just ignore the buserr, and just
>JMP to the next instruction after the test loop? I am using a 68030
>system, and no harm seems to befall it when I do, but will a 68000 be able
>to survive?
>
>I seem to recall something about the 68000 not being able to recover
>properly from buserrors (or was it just restart/continue)
>
>My loop looks something like this:
>

```
> ; 14 meg address space, in multiples of half-a-meg
> ; we need to loop (14*2) times, but use a DBF value of 27
> move.w #(14*2)-1,d0 ; d0 = dbf count
> move.l #524288,d1 ; increment = 512k
> lea 0,a0 ; base address = 0
> move.l buserr(a1),a2 ; save old buserr handler
> move.l #mybus,buserr(a1) ; set new handler
> move.l sp,a3 ; save stack pointer
>tol tst.b (a0) ; does byte exist? (buserr possible)
> add.l d1,a0 ; increment pointer
> dbf d0,tol ; loop
>ool move.l a2,buserr(a1) ; restore old buserr handler
> move.l a0,ram ; save top of standard RAM
> ...
>
>
>mybus move.l a3,sp ; reset SP to old value
> bra ool ; go to next instruction beyond memtest loop
>
>--
>
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at tos pl net. I would like to
>apologise to the genuine respondents that this may inconvenience.
```

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

445. Re: Test mail, don't read

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-10 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6bq480$gg8$1@cubacola.tninet.se>
Source record: 5556

On 1 Feb 1998 22:12:46 , Roger Cain wrote:
>It does. let's be hearing more from you, Thomas.

Yes it does! Great! Can anyone tell me why it takes a few days before the
mails appear so I can see them myself? Is this normal?

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

446. Re: Test mail, don't read

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-10 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6bqimfgjd1@roch.zetnet.co.uk>
Source record: 5557

On 10 Feb 1998 17:54:08, Thomas Sahlin wrote:

>Yes it does! Great! Can anyone tell me why it takes a few days before the
>mails appear so I can see them myself? Is this normal?

Hmm .. it's something to do with your ISP. When I connect to mine
Newsie sends my messages OUT before reading messages IN. I usually get
my OUT message returned to me in the same connection.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

447. Re: Problems with cubase audio 2.03 and atari falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-10 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980210191407.18499A-100000@usr02.primenet.com>
Source record: 5558

h, yes cubase audio is now version 2.06. Just upgrade it from
steinberg ftp site, it;s the full software, the only thing you need is
the dongle you have been using with your version 2.03.
That's all :)

On Wed, 11 Feb 1998, SOLO PEACEMAKER wrote:

>Hi I'm new here.
>
>I'm having problems with Cubase audio 2.03, the fact is that when I load the
>songs from the SCSI HD or from the floopy some tracks are corrupted and
>notes are missing, if i try loading again the song 3 or 4 times the problem
>desapears.
>
>If anyone can help me please leave a message in the newsgroup or contact to
>me at solod@mx3.redestb.es
>
>Thanks .
>
>
>
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

448. Problems with cubase audio 2.03 and atari falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: SOLO PEACEMAKER <solod@mx3.redestb.es>
Message-ID: <6bqmu4ohj1@diana.bcn.ibernet.es>
Source record: 5559

Hi I'm new here.

I'm having problems with Cubase audio 2.03, the fact is that when I load the songs from the SCSI HD or from the floopy some tracks are corrupted and notes are missing, if i try loading again the song 3 or 4 times the problem desapears.

If anyone can help me please leave a message in the newsgroup or contact to me at solod@mx3.redestb.es

Thanks .

449. Re: Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Eo75w4.Fnr@iglou.com>
Source record: 5560

In article <6bp03c$c85$1@globe.lynx.bc.ca>, Eugene Wong wrote:

>Isn't NEWSie just a spam program that puts you on its mailing list when
>people reply?

You're thinking of another program, probably NewsExpress or something like
that, for the IBM systems. NEWSie is for the Atari ST systems, and is a
news reader.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

450. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyz90rixoif.fsf@issan.informatik.uni-dortmund.de>
Source record: 5561

Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

|> De Meester wrote:
|>> Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
|>> I can't work with the command. I use Pure C 1.0.

|> It is used in function definitions to force the compiler
|> to put (and get) parameters to that function over the stack.

|> Example:

|> int add(int a1, int a2)
|> {
|> return a1+a2;
|> }

|> The compiler will put the arguments a1 and a2 in the registers D0
|> and D1. The answer will be in D0.

|> but with

|> int cdecl add(int a1, int a2)
|> {
|> return a1+a2;
|> }

|> the compiler will put the parameters a1 and a2 on the stack and
|> de function will put the anser on the stack.

The function return value will still be put in D0, which is the standard
m68k calling convention.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

451. FS: Atari Network Adapter cards

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34E1F554.A38EA57@atari.nu>
Source record: 5562
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,ny.forsale,nyc.forsale

For Sale:

Very limited quantity network Adapter cards for the following Atari
Computer Systems:

Atari Mega ST's (MegaBus version)
Atari Mega STE and Atari TT030 (VME Version)

Note: The Atari Mega STE and TT030 slot can only accomodate (1) one
device, so if you are using a graphics card and want to also use the
network card this is NOT possible in a stock system

WARNING: Many Atari Mega STe's were sold with their VME PAL chips
removed, you will need to buy a set of PAL's and install then for these
adapters to work. To check and see if you have the PAL, open your Mega
STE and look at the 2 sockets close to the VME bus slot, if they are
present you are set, if they are missing you will need to contact B&C
Computervisions (Atari Sales & Service Center) 916-295-9270 or BEST
Electronics 408-243-6950 and order a set.

These cards are compatible with Linux, BSDnet/Atari, and Atari System V
Unix which all have the drivers to use these Ethernet adapter cards for
TCP/IP communication.

I have just recently acquired TOS drivers written by Atari Germany for
these cards, most of it is in Germany, but easy enough to understand,
the drivers are called TOS ANS (Atari Network Services), if someone can
upload these drivers to UMICH or someplace public I would like to place
these drivers up onto the Internet for everyones benefit.

Both versions (MegaBus and VME) are the same price:

Riebl Ethernet Adapters: $150 each (Includes 1 3.5" disk with TOS ANS
drivers and 1
"T" connector for the Ethernet card)

Shipping within the U.S. is $5.00 USPS Priority Mail, Shipping outside
the US via ground is $8.00, via Air is $14.00

NOTE: Quantities are very limited, please contact me by email prior to
sending payment to reserve a card.

Curt
www.atari.nu

452. Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: Jim Kinsey <shu96jek@reading.ac.uk>
Message-ID: <Pine.SOL.3.96.980211135318.4161A-100000@sutf12.reading.ac.uk>
Source record: 5563

Hi!

I've been programming an Art package(yes, another one...) in GFA Basic 3.5, but have run into an unfortunate snag when it comes to the palette.

I can load a Degas image onto the screen using BLOAD, and get it's palette to the screen using the ~XBIOS(6... call; but how can I get the values for the RGB intensities? I'd like to use them in a slider system for changing colours in the palette. The only way I've been able to get round this so far is by creating my own image format, but for compatibility's sake I'd like to be able to load Degas and/or Neochrome images.

Can anyone help?

Thanx in advance

Jim

```
/-------oo--o-o-oo)
| http://www.rdg.ac.uk/~shu96jek/
\-------------oooo-o---oo-oo-o)
```

453. Re: Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34e23842.0@comnet.co.nz>
Source record: 5564

Jim Kinsey (shu96jek@reading.ac.uk) wrote in comp.sys.atari.programmer:
> I've been programming an Art package(yes, another one...) in GFA Basic
> 3.5, but have run into an unfortunate snag when it comes to the palette.

> I can load a Degas image onto the screen using BLOAD, and get it's palette
> to the screen using the ~XBIOS(6... call; but how can I get the values for
> the RGB intensities? I'd like to use them in a slider system for changing
> colours in the palette. The only way I've been able to get round this so
> far is by creating my own image format, but for compatibility's sake I'd
> like to be able to load Degas and/or Neochrome images.

(Never used GFA, but hopefully this info will come in handy)

The Degas header consisits of 34 bytes (as 17 two-byte words) prepended to
the image data.

The first word (bytes zero and one) give the screen rez the image was for,
and a flag saying "I'm Compressed". If bit 15 of this word is set, then
the image file is a compressed Degas file. The low three bits (bits zero,
one and two) give the screen resolution as returned by the Xbios call
Getrez()

Following this word are 16 two byte words giving the palette, such that
one could use a Setpalette() XBIOS call.

After the palette comes the image data - eithe compressed or uncompressed,
depending on whether it is a PI? or PC? file.

(At least that is what i can recall of the Degas file format, when I last
programmed it into an app of mine around 1992/3)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

454. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eo8lwH.nHo@suse.modem.stud.uni-hannover.de>
Source record: 5565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <6bmhlhdmk1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> > These pages were created by the editors of the German Atari magazine ST
>> > Computer/Atari Inside.
>>
>> You forgot the word 'poorly' before the word 'created' ;-)
>
> They are? I looked at them today and I think they look quite nice.

Sure, you have standard video, i.e. resolution etc. These pages have a fixed
width for instance, which is horrible for anything else but standard video.
The whole point of HTML is that the pages look well on all hardware.

> before. They are also under construction. so don't judge them to early.

They have big graphics, wasting bandwidth. IIRC they even put text into
graphics which is most stupid. They won't have done that if the final version
was meant to be different.

>> It's been the first time that I've seen somebody using white text on a
>> white background (!) It's ridiculous.
>
> Where did you find this? On your own pages? ;-)
> Seriously I couldn't find this anywhere at all. Tell me where?

All the following pages, for instance http://www.atari.de/messe.htm.
Someone said there was a background graphic, but even though I haven't
switched background graphics off, I did not get it. Still there is folx
who do switch them off, and they will definitely end up with white text
on white background, being utterly unreadable.

> BTW. Background colours looks to be something that they havn't masterd
> at all. Maybe it's a limitation in the webdesign program they use.

If so, the program should go into the bin. Still if they had to use it,
they would refrain from using color specifications at all, if they had
the faintest idea what they are doing (which they don't).

> for Atari users. Look at Wizztronics web pages. They are pathetic and
> looks like a bunch of kids have knocked them togheter in 5 minutes.

I can hardly believe that those pages should be worse.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

455. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eo8Js2.nLC@suse.modem.stud.uni-hannover.de>
Source record: 5566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <6bmhlhdmk1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

> for Atari users. Look at Wizztronics web pages. They are pathetic and
> looks like a bunch of kids have knocked them togheter in 5 minutes.

Just had a chance to look them up. True, they are not glorious, but a fair
lot better than www.atari.de.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

456. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-11 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eo8I3x.nF8@suse.modem.stud.uni-hannover.de>
Source record: 5567
Cross-posted to: comp.sys.m68k,comp.sys.atari.programmer

In article <34df90b7.0@comnet.co.nz>,
gmiller@inca.co.nz (Gaven Miller) writes:

> The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit
> machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed
> from $01000000 up to address $FF000000)

Do not make any such assumptions ! You have to test for 16 MB on a 68000
system and for 4GB on a 680x0 system (x being 2 and larger). With your
way, you'd miss memory that I'd put, say, at $80000000 !

> However, will there be any problems if I just ignore the buserr, and just
> JMP to the next instruction after the test loop? I am using a 68030
> system, and no harm seems to befall it when I do, but will a 68000 be able
> to survive?

Of course the 68000 is perfectly capable of surviving bus errors properly.
TOS uses them during initialization stage !

I'd strongly suggest to disable all interrupts during your memory testing :
or #$0700, sr

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

457. Re: Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6bv6h1$q44$1@news.campus.mci.net>
Source record: 5568

```
On 9 Feb 1998 23:39:27 , "Eugene Wong" wrote:
->
->Ronald J. Hall wrote in message <6bho4h$9de$2@news.campus.mci.net>...
->>On 7 Feb 1998 09:51:17 , Thomas Sahlin wrote:
->>->Hi there! Could anyone please send this mail back to me so I know that I
->>->can send news properly with NEWSie. It sometimes doesn't seem to be sent
->>->at all. Anyway the address is: thomas.sahlin@home.se
->>->
->>->Thomas Sahlin
->
->
->Isn't NEWSie just a spam program that puts you on its mailing list when
->people reply?

Hell no, where did you get a crazy idea like that? NEWSie is a very solid
E-mail, FTP, and Newsgroup app for Atari computers...!!! ;-)

_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

458. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-12 00:00:00 UTC
From: mdw@catbert.ebi.ac.uk
Message-ID: <slrn6e5smv.qkv.mdw@catbert.ebi.ac.uk>
Source record: 5569
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote:
> > can proudly say that I have absolutely no idea how printf works.
>
> But printf is not C. It's no C "command", but a simple library function.
> Throw away the library, and printf is gone, but you can still program
> in C (however it's more or less a pain).

First, a factual point. The standard C library \emph{is} a part of the
language. Every hosted implementation of C must have it. C without
`printf' is an oxymoron.

Secondly, on the subject of C++ and printf; I've written a few bits of
C++, and much prefer the C stdio interface to the filesystem. It's
terse, easily read and easy to customise; C++'s iostreams are
cumbersome, messy, awkward to configure and hideously complex. And the
use of shift operators to do I/O is a ghastly abuse of operator
overloading.

I suggest that every C++ at least learn how to use printf, and decide on
its merits h(im|er)self.
--
[mdw]

`A shiny love song, a quick incision...'
-- `Valentine', by Andrew Eldritch

459. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-12 00:00:00 UTC
From: !smentzer@ecom.net
Message-ID: <6bvd63jah1@client2.news.psi.net>
Source record: 5570
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help,comp.sys.mac.programmer.

>
>First, a factual point. The standard C library \emph{is} a part of the
>language. Every hosted implementation of C must have it. C without
>`printf' is an oxymoron.

Not totally true. C is the standard definition of a core set of keywords that perform particular functions. The standard C libraries are just routines that compile under the syntax guidelines for standard C. Without the libraries, you still have C. You can do everything you would be able to do without the standard libraries, it is just a lot more work, and a hell of a lot more complex to code the functions yourself.

>
>Secondly, on the subject of C++ and printf; I've written a few bits of
>C++, and much prefer the C stdio interface to the filesystem. It's
>terse, easily read and easy to customise; C++'s iostreams are
>cumbersome, messy, awkward to configure and hideously complex. And the
>use of shift operators to do I/O is a ghastly abuse of operator
>overloading.

I totally agree. I cannot stand using C++'s cout, cin and anything else derived from *stream. I think printf and fprintf (and the slew of other functions) are a hell of alot easier to use, and easier to read in code. I personally think that people who rely on *stream classes don't understand pointers :)

However, recently, I needed an "elegant" method to redirect output to a stream generated by a script engine. The ability to use the << operator to redirect output to a child class was a great boon, and simplified the code a great deal.

>
>I suggest that every C++ at least learn how to use printf, and decide on
>its merits h(im|er)self.

Ditto...

My philosophy : Use the right tool for the job.

smentzer@ecom.net

460. Re: Basic programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-12 00:00:00 UTC
From: Kirk Strauser <kstrauser@pcis.net>
Message-ID: <6bvfbb$l63$0@208.207.70.147>
Source record: 5571
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

On 12-Feb-98 07:02:23, Mark Wooding (mdw@catbert.ebi.ac.uk) wrote:
>Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote:
>> > can proudly say that I have absolutely no idea how printf works.
>>
>> But printf is not C. It's no C "command", but a simple library function.
>> Throw away the library, and printf is gone, but you can still program
>> in C (however it's more or less a pain).

>Secondly, on the subject of C++ and printf; I've written a few bits of
>C++, and much prefer the C stdio interface to the filesystem. It's
>terse, easily read and easy to customise; C++'s iostreams are
>cumbersome, messy, awkward to configure and hideously complex.

From a C++ programmer's POV, I find the exact same arguments to hold true for printf. Hey, I do have one question about this: In C++, you can make an object that refers to a generic I/O type (screen, file, printer, whatever). In all of those cases,

ReceiveObject << data;

generates identical output. Is there a way to printf() to a file or other output device without reworking the code? This isn't a smart-alecked question, either - I'm honestly curious.

>And the use of shift operators to do I/O is a ghastly abuse of operator
>overloading.

You've got a point, but then again it could've just as easily been any other operator. And doesn't

stream << outputData;
and
stream >> inputData;

look like data is moving from into and out from the stream? I always thought that was pretty spiffy. :)

>I suggest that every C++ at least learn how to use printf, and decide on
>its merits h(im|er)self.

You're probably right, but I really like the method I've been given, and it seems totally intuitive and comfortable to me. Admittedly, that adds up to little incentive to experiment.

Kirk Strauser | Member // | Teknique on Undernet/#AmigaCafe,
kstrauser@pcis.net | Team AMIGA \X/ | http://www.pcis.net/kstrauser/

461. Where to find Mint programming docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <887332305.23400.0.nnrp-01.9e98f145@news.demon.co.uk>
Source record: 5572

Does anyone know where I can find any docs on the extra functions that
Mint supplies? So far, the only ones I've found give little in detail
and what is is mostly in the form of a C function prototype. What I
need is a fairly detailed description of each function, including it's
function number.

Thanks in advance.

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**/

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**/

462. Where to find MPACK/MUNPACK source

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <887332307.23400.1.nnrp-01.9e98f145@news.demon.co.uk>
Source record: 5573

Anyone know where to find the source for M(UN)PACK? I'd like it to add long filename support but can't find it. Alternatively, if anyones got a version that doesn't truncate long names, especially if it works with VFAT...

Thanks in advance.

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**/

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**/

463. Molesting the Cookie Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <PRL1fTxnJ55+@cantva.canterbury.ac.nz>
Source record: 5574

Greetings all,

In Lattice C 5.6 there are two functions defined in the cookie.h file,
these being - getcookie(), and putcookie().
Both are straight forward to understand and use, but how does one go
about deleting or overwriting an existing cookie? There are no functions
defined for doing this.

I can't see that writing a function to delete a cookie would prove to be
much of a problem, I just don't know how to do it that's all. ;-)

Overwriting an existing cookie with a new value; perhaps putcookie() will
do this anyway? ...hmm, I forgot to check.

Thanks, Karl.

--

```
/*
* -0x29a PRODUCTIONS-
*
* Karl Ashton <kma54@student.canterbury.ac.nz>
*
* . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
*
*/
```

464. Changing resolution problem.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <B8W+NBLXHI4g@cantva.canterbury.ac.nz>
Source record: 5575

Greetings all,

Under MagiC (4.02 at least), when you change resolution all programmes
that use the #_AUT feature in the magx.inf file get loaded again. Now,
while this may be of use in some situations, for the password programme
I've written this is dammed annoying! Who wants to retype their password
each time they change resolution?! Arrggghh irritating!!!
so.....
An idea I've come up with involves putting a cookie into the jar with
some magic value to indicate the current rez (i.e: top 16 bits = X; lower
16 bits = Y), if the programme is loaded again it can compare the value in
the cookie against the resolution it's being launch in, and if they differ
- abort loading.
Does this sound like a suitable way of using the cookie jar? I don't have
much in the way of documentation for the rules governing the use of this
system feature.

Perhaps there's already a way round my little problem or, there's a serious
flaw in my design, but I guess that's why I've posted my message here. ;-)

Thanks, Karl.

--

```
/*
* -0x29a PRODUCTIONS-
*
* Karl Ashton <kma54@student.canterbury.ac.nz>
*
* . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
*
*/
```

465. Re: Where to find Mint programming docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <6c1oo8$538$1@due.unit.no>
Source record: 5576

```
David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> Does anyone know where I can find any docs on the extra functions that
> Mint supplies? So far, the only ones I've found give little in detail
> and what is is mostly in the form of a C function prototype. What I
> need is a fairly detailed description of each function, including it's
> function number.

The Atari Compendium covers most of the MiNT-spesific functions. You
can also download TOS.HYP if you read German.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

466. Changing resolution prob

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <341_9802131102@conchbbs.com>
Source record: 5577

k > Does this sound like a suitable way of using the cookie jar? I
k > don't have much in the way of documentation for the rules
k > governing the use of this system feature.

You can put anything into the cookie jar you want (after the name that is), but don't expect MagiC to pay any attention to it. If you mean to check the cookie using your own program (after it is loaded, of course) and abort, go ahead. Or you could add an abort button to the password dialog.

A better approach would be write a disk file saving the password and program status when the AP_TERM message is received, then use that file to restore the program when reloaded.

Unfortunately, this introduces a way to bypass the password protection, but shouldn't be a problem if you overwrite then delete the file after you read it. One could also use encryption and/or a time/date stamp to reduce the chance of this file being abused.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

467. What format does GAS Save?

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: Nima Montaser <nima@nortel.ca.DEATHTOSPAM>
Message-ID: <34E4C81D.4EA@nortel.ca.DEATHTOSPAM>
Source record: 5578

```
Hi,
Does any body know what formats the GNU assembler saves the object
file as?
Is it possible to convert them to PureC or DRI compatible somehow,
or any other usable format other than GNU's?

Thanks,
Nima

--
NOTE:
Remove DEATHTOSPAM at the end of the email address in order
to reply. Thank you.

**********************************************************************

My opinions are strictly my own, and not that of my employer!

**********************************************************************
```

468. ISO R56 R90 C21 ATARI FALCON VALUES

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: sgrolosobao griolona <lif0295@iperbole.bologna.it>
Message-ID: <6c2kn0$26g$2@news.nettuno.it>
Source record: 5579

in order of cubase audio 2.0 manual I had do in my atari falcon 030 the
following
suggested modifies for decrease the input audio internal port gain:
I had removed R56; R57; R90; R92; C21; C81;
I had changed R66 and R87 from 100K to 47K
I had put 470 pF in parallel to R67 and R88
I had put 100 pF in parallel to R66 and R87

The audio sensibility of my falcon is now orrible not better of the
original state.

So, I'm looking for the original values, for re-replace it, of the
follow components:

R56 =?
R57 =?
R90 =?
R92 =?
C21 =?
C81 =?

THANK YOU!!!

ISO R56 R90 C21 ATARI FALCON VALUES

469. Re: Where to find Mint programming docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoBB4I.MAM@suse.modem.stud.uni-hannover.de>
Source record: 5580

In article <887332305.23400.0.nnrp-01.9e98f145@news.demon.co.uk>,
dbolt@my-ste.demon.co.uk (David Bolt) writes:

> Does anyone know where I can find any docs on the extra functions that
> Mint supplies? So far, the only ones I've found give little in detail
> and what is is mostly in the form of a C function prototype. What I
> need is a fairly detailed description of each function, including it's
> function number.

Look out for TOS.HYP, which is an elaborate ST-Guide hypertext, describing
all of the functions in detail.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

470. Re: FS: Atari Network Adapter cards

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-13 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoBB1I.MA0@suse.modem.stud.uni-hannover.de>
Source record: 5581
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,ny.forsale,nyc.forsale

In article <34E1F554.A38EA57@atari.nu>,
Curt Vendel <webmaster@atari.nu> writes:

> Both versions (MegaBus and VME) are the same price:
>
> Riebl Ethernet Adapters: $150 each (Includes 1 3.5" disk with TOS ANS
> drivers and 1
> "T" connector for the Ethernet card)

It's not my task to judge the price, but I think it should be mentioned that
Best Electronics sold those for $60 each at the last Atari fair in Neuss.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

471. Re: Test mail, don't read

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e3c643.3245356@news.demon.co.uk>
Source record: 5582

On 10 Feb 1998 17:54:08 GMT, thomas.sahlin@home.se (Thomas Sahlin)
wrote:

>On 1 Feb 1998 22:12:46 , Roger Cain wrote:
>>It does. let's be hearing more from you, Thomas.
>
>Yes it does! Great! Can anyone tell me why it takes a few days before the
>mails appear so I can see them myself? Is this normal?

Yes and No. ;-)

Like Roger said, ideally you should get the stuff you just posted the
next time you connect to the news server.

In practice though, there is usually a delay of a few minutes while
your ISP processes them. This can sometimes rise to a few hours when
they get overloaded or have problems.

If it is consistently taking days for your postings to appear then
that is unacceptable!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

472. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e4c97c.4070402@news.demon.co.uk>
Source record: 5583

On Sat, 07 Feb 1998 11:21:26 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Fri, 06 Feb
>1998 23:35:34 GMT that you wrote:
>
>
>>>thinking about writing a Pacman game as an example of C (and
>>>combined C and assembley) game coding.
>
>>A Pacman game would not use too many resources so you might consider
>>"killing two birds with one stone", and implementing it using VDI
>
>This is exactly what happened to the last person that tried a C
>tutorial, *I know* your intentions are only helpfull and for the best,
>
>
>.. but this time your doing it before he even starts ? <smile>

Ah, but I did say "ignore me". I wouldn't have posted at all except
that I do have some useful VDI functions going to waste.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

473. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e5ca61.4299552@news.demon.co.uk>
Source record: 5584

On Mon, 09 Feb 1998 18:09:48 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>> A Pacman game would not use too many resources so you might consider
>> "killing two birds with one stone", and implementing it using VDI
>> calls. I should be able to dig out some useful sources for that if you
>> want.
>
>VDI? That's defenitly not my way.

I suspected you would say that. ;-)

>I will go directly to
>the hardware, bypassing the OS as much as possible. The
>price you have to pay is compatibility (the game won't
>work on the Hades, Medusa, Milan and all other clones
>using a PC graphics card), the thing you win is speed.

Yep, the less the cpu is wasted the more potential there is for a good
game.

>But someone else may throw a second stone and to some
>awfull VDI stuff.

Which is why I referred to Pacman. The vdi could just about manage to
move those sprites around. Anything more complex, and your way is the
best!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

474. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e6cc64.4814963@news.demon.co.uk>
Source record: 5585

On Mon, 09 Feb 1998 10:24:13 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>>
>> On Fri, 06 Feb 1998 17:28:44 +0100, Hans Wessels
>> <mr_ni@mst.tn.utwente.nl> wrote:
>>
>> >Hello,
>> >
>> >After I offered the C sources of a game to Levien van Zon, I
>> >got multiple requests for a copy of the source. Maybe I should
>> >give a short course in how to program a game in C? I was
>> >thinking about writing a Pacman game as an example of C (and
>> >combined C and assembley) game coding.
>> >
>> >I will use the Pure C compiler. Most of the code will be
>> >ANSI C but because I will do some low level programming there
>> >will be some implementation specific issues too. So I can not
>> >guarantee it will directly work on other C compilers (esp. the
>> >assembley parts).
>> >
>> >Let me hear form you (in this newsgroup or by e-mail) if you
>> >are interested.
>>
>> I think it is a good idea! <G>
>>
>> A Pacman game would not use too many resources so you might consider
>> "killing two birds with one stone", and implementing it using VDI
>> calls. I should be able to dig out some useful sources for that if you
>> want.
>
>Yeah, lets go for it. If you want a Pac-Man game in GEM written
>completely in C, take a look at my webpage. ;-)

I'll take a look tonight!

>It's not very good, but it sort of works. Maybe I should try to
>finish it someday. It has got a few nasty bugs.... also I havn't
>got a clue on how fast it is on regular Falcons or STs (if it works
>at all on them).

You'll know soon - I've got an STe.

>Anyway, I think it would be a great idea.

Maybe you want the sources then? ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

475. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e9e245.10415246@news.demon.co.uk>
Source record: 5586

On Sun, 8 Feb 1998 21:57:38 +0100, "De Meester"
<mdemeester@village.uunet.be> wrote:

>Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
>I can't work with the command. I use Pure C 1.0.

Firstly, note that Lattice has a command '_stdargs_' which means
exactly the same thing as cdecl.

Part of the default way for C to call a function is to push the
function arguments right to left onto the stack, but a lot of the time
the arguments are passed in unused machine registers because it is
faster and more efficient. cdecl forces the compiler to use the stack
which makes it possible (but not certain) for one compiler to call
functions compiled by another compiler.

A standard stack frame on the atari looks like this ...

```
int16
foo(int16 a, int32 b, char *c)
{
a = a; /* pointless but clear */
b = b;
c = c;
return 0;
}

main()
{int16 r;
int16 a;
int32 b;
char *c;

r = foo(a,b,c);
}

main_:
/push args starting with rightmost one
move.l c,-(sp)
move.l b,-(sp)
move.w a,-(sp)
jsr foo_
adda 10,sp /pop args
move.w d0,r /r=

foo_:
link a6,0 /typical local stack (empty)
```

```
move.w 8(a6),8(a6) /a=a
move.l 10(a6),10(a6) /b=b
move.l 14(a6),14(a6) /c=c
clr.w d0 /return 0
unlk a6
rts
```

Assume you are compiling main() but that foo() has been produced by another compiler. If you took 'cdecl' out of the foo() prototype then your compiler is free do optimise the calling code in any way it sees fit. Perhaps like this ...

```
main_:
move.l a,d1
move.l b,d2
move.l c,a0
jsr foo_
/... etc
```

... which obviously totally screws things up for foo()!!

The same thing applies in reverse. If you were writing foo() with the intention of making the compiled function available to other people then you would need to use cdecl in its definition and also in its declaration - ie in the header file you supply to third parties.

Btw, this is much easier to understand than explain. Best thing to do is try a simple 2 function example like the above with and without all the combinations of cdecl then trace it with the machine level debugger.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

476. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e8e177.10209190@news.demon.co.uk>
Source record: 5587

On 11 Feb 1998 14:24:56 +0100, Andreas Schwab
<schwab@issan.informatik.uni-dortmund.de> wrote:

>Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:
>
>|> De Meester wrote:
>|>> Hello, can anyone give me an explanation of the command 'cdecl' in pure C???
>|>> I can't work with the command. I use Pure C 1.0.
>
>|> It is used in function definitions to force the compiler
>|> to put (and get) parameters to that function over the stack.
>
>|> Example:
>
>|> int add(int a1, int a2)
>|> {
>|> return a1+a2;
>|> }
>
>|> The compiler will put the arguments a1 and a2 in the registers D0
>|> and D1. The answer will be in D0.
>
>|> but with
>
>|> int cdecl add(int a1, int a2)
>|> {
>|> return a1+a2;
>|> }
>
>|> the compiler will put the parameters a1 and a2 on the stack and
>|> de function will put the anser on the stack.
>
>The function return value will still be put in D0, which is the standard
>m68k calling convention.

Yes, for "simple" types such as integers and pointers. Structures and
floating point are implementation specific I believe.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

477. Re: Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e492f8.41219620@news.demon.co.uk>
Source record: 5588

On Wed, 11 Feb 1998 14:00:47 +0000, Jim Kinsey
<shu96jek@reading.ac.uk> wrote:

>Hi!
>
>I've been programming an Art package(yes, another one...) in GFA Basic
>3.5, but have run into an unfortunate snag when it comes to the palette.
>
>I can load a Degas image onto the screen using BLOAD, and get it's palette
>to the screen using the ~XBIOS(6... call; but how can I get the values for
>the RGB intensities?

int16 Setcolor(int16 index, int16 new)

index palette entry being referenced.
new value to put in entry.

Setcolor() returns the value that was in the entry. If you pass 'new'
as -1 then nothing gets changed but a value is still returned. Thus
setcolor(x,-1) returns the current colour of entry 'x'. Setcolor() is
XBIOS(7) btw.

Btw, you might want to investigate using the VDI. It is more
compatible - iirc Setcolor() has wierd bit ordering due to differences
in the ST/STE palettes etc.

>I'd like to use them in a slider system for changing
>colours in the palette.
>The only way I've been able to get round this so
>far is by creating my own image format, but for compatibility's sake I'd
>like to be able to load Degas and/or Neochrome images.

Not too sure on this but I have a vague recollection Degas images have
16 bytes added to the saved file. This is the palette. It's either the
first 16 bytes of the file or the last 16.

>Can anyone help?

Or that might be the Neochrome file format! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

478. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34e38319.37156087@news.demon.co.uk>
Source record: 5589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 11 Feb 1998 22:09:53 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>If so, the program should go into the bin. Still if they had to use it,
>they would refrain from using color specifications at all, if they had
>the faintest idea what they are doing (which they don't).

I just had a look myself at the homepage and messe.htm. Out of
curiosity I wondered if the package they'd used had done the same
thing microsoft publisher did to most of my site - it has a habit of
merging text and graphics into one huge image for no apparent reason.
Actually, there is a reason: if two things overlap they get converted
into an image. This new image in turn may then overlap something else
and so on. Trouble is, it's idea of what overlaps and our idea of what
overlaps just ain't the same. It has a good paper-plane making wizard
though ;-) I digress!

It turns out they were done with Netscape Communicator 4.01. This is
one of the "better" editors. After a quick check I discover it is nigh
on impossible *not* to notice this problem, and it is easily fixed.

If someone wants to email them, tell them this ...

Right click on the background image - then "Page Properties-> Page
Colors-> Use custom colors-> Background" and change the bugger from
white to black.

This will ensure if the background image is not loaded the white text
will still be visible. Some redesign is still needed however because
16 colour browsing with that background image enabled is a 'no-no'.

If you want to embarrass them then tell them it's next to the option
for specifying the background image (where it sez words to the effect
of "if background image isn't displayed this will be the background
colour")!! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

479. Re: Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34e6704c.2520773@news.zetnet.co.uk>
Source record: 5590

Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sat, 14 Feb
1998 04:28:02 GMT that you wrote:

>Not too sure on this but I have a vague recollection Degas images have
>16 bytes added to the saved file. This is the palette. It's either the
>first 16 bytes of the file or the last 16.

PI1 the pallette is at 32000, the pi1 file is actualy 32034, after
the palette is not used, you can poke some ascii charactors in and
sign the pictures or whatever

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

480. Re: Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980214121446809 56@zetnet.co.uk>
Source record: 5591

```
> >Not too sure on this but I have a vague recollection Degas images have
> >16 bytes added to the saved file. This is the palette. It's either the
> >first 16 bytes of the file or the last 16.
>
> PI1 the pallette is at 32000, the pi1 file is actualy 32034, after
> the palette is not used, you can poke some ascii charactors in and
> sign the pictures or whatever

from my Degas Elite manual:

PI? files
---------
1 WORD: resolution Flag
16 WORDS: colour palette
32000 bytes: Picture image data
4 WORDS: left animation limit table (for colour cycling - 4 channels)
4 WORDS: right animation limit table (ditto)
4 WORDS: animation channel direction flags
4 WORDS: animation channel delay

Of course, filling the animation stuff with ASCII wont hurt the picture,
but a display routine that uses it might be interesting. :)

and yes, it does say WORDS - although maybe its wrong... there is a doc
thats been around for years which details all the common ST file formats
(although not many PC) including Degas and Neo.

BTW. I believe Original Degas files (as opposed to Degas Elite) didn't
have the cycling information, and your loader has to cope with this.

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------
```

481. Re: Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34e58a79.9222727@news.zetnet.co.uk>
Source record: 5592

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Sat, 14 Feb
1998 12:14:46 GMT that you wrote:

>> PI1 the pallette is at 32000, the pi1 file is actualy 32034, after

>from my Degas Elite manual:
>
>PI? files
>---------
>1 WORD: resolution Flag
>16 WORDS: colour palette
>32000 bytes: Picture image data

Anthony are you saying the pallete for a PI1 is at the front..and not
at 32000? because I always get and put the palette at 32000 and it
always works ?:)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

482. Re: Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-14 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980214135648809 56@zetnet.co.uk>
Source record: 5593

> >> PI1 the pallette is at 32000, the pi1 file is actualy 32034, after
>
> >from my Degas Elite manual:
> >
> >PI? files
> >---------
> >1 WORD: resolution Flag
> >16 WORDS: colour palette
> >32000 bytes: Picture image data
>
> Anthony are you saying the pallete for a PI1 is at the front..and not
> at 32000? because I always get and put the palette at 32000 and it
> always works ?:)

Hehehe... well thats what Tom Hudson, author of Degas said in the manual - he may well have been lying though. :-)

Tell you what though... STOS "screen" banks are made of 32000bytes of screen data followed by the palette. Maybe when you use the "load" command to load a PI1 it fiddles around with it (unless you are bload'ing them)?

My main point was that its not "unused" data at the end though :)

Anthony

483. Re: DLLs on the Atari, Part 2

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: grovem@spamblockridgecrest.ca.us
Message-ID: <6c6hv9fmv2@ash.ridgecrest.ca.us>
Source record: 5497

On 15 Feb 98 07:14:39 G, Gaven Miller wrote:
>Among my current projects is a DLL-like manager for the Atari ST family of
>computers, from a lowly half megabyte 520ST up to TT030's with dozens of
>megabytes of RAM, and Falcons.
>
>I started writing it in 1991/1992, calling it "The Toolbox", and it is now
>up to v1.22.
>
>It was written in 68k assembly language, runs in around 32k of RAM, and
>requires a 520ST or better computer, running TOS 1.0 or better.
>
>It's almost finished, and ready to go off to beta testers, before being
>adopted as an Atari Standard.
>
>--
>
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at tos pl net. I would like to
>apologise to the genuine respondents that this may inconvenience.
>
>.

Sounds pretty interesting. You say a DLL like manager. So the "DLL"
would be Atari specific? Example; I have an ISA adapter (for an ATI
Mach 64 video card) installed on my Falcon. I would love to be able to
utilize the ISA adapter for other cards (aka video capture) but alas
no driver or software is available.

Mike

484. Re: Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8vhuh85c3.fsf@sara.lysator.liu.se>
Source record: 5498

paxton@zetnet.co.uk (Tony Greenwood) writes:

> Hey! guy@swampdog.demon.co.uk (Guy Harrison) wasn't it Sat, 14 Feb
> 1998 04:28:02 GMT that you wrote:
>
> >Not too sure on this but I have a vague recollection Degas images have
> >16 bytes added to the saved file. This is the palette. It's either the
> >first 16 bytes of the file or the last 16.
>
> PI1 the pallette is at 32000, the pi1 file is actualy 32034, after
> the palette is not used, you can poke some ascii charactors in and
> sign the pictures or whatever

No, first word is the type of the picture, i.e. if it's PI1, PI2,
etc. After that, 16 words (32 bytes) palette. At offset 34 is the
picture data. At the end of the file, SOME programs save an extra
32 byte, used for colour animation, I believe, but I'm not sure about
that. Those 32 bytes are usually not used on normal viewers, but they
may very well be.

Tomas - nobrain[@\.]nocrew.org

485. Text Cursor

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: David Knight <David@ritter.demon.co.uk>
Message-ID: <887563959.6923.0.nnrp-05.9e9805e3@news.demon.co.uk>
Source record: 5499

Is there a VDI call that enables a text cursor in GEM windows?

I'm trying to write a simple text editor and just can't find a way of showing a cursor other than keeping track of the position and using v_box() to draw the cursor.

David

486. BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: marillat@alpes-net.fr
Message-ID: <a24a691290B802A1.55@nest.ftn>
Source record: 5500

Hi,

How to programm bubblegem with GFA basic 3.xx ?

Bye,
Christian

Via *FIST* v2.54C beta Gate on alpes-net.fr (90:802/1.55)

487. Re: DLLs on the Atari, Part 2

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: SEVIN Roland <upsis@club-internet.fr>
Message-ID: <34E75EBB.86FC651@club-internet.fr>
Source record: 5501

Hello,

y am a french programmer (and a very bad english speaker),
Y am very interesting by your DLL like project on Atari

On my WEB site you can find my work.

bye.

--

| SEVIN Roland upsis@club-internet.fr |
| 166 Route Nationale de la Gavotte |
| 13170 LES PENNES MIRABEAU - FRANCE |
| http://www.mygale.org/02/eazygem/index.shtm |
----

488. Re: DLLs on the Atari, Part 2

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34e77a5b.0@comnet.co.nz>
Source record: 5502

Michael Grove wrote in comp.sys.atari.programmer:
> On 15 Feb 98 07:14:39 G, I wrote:
> >Among my current projects is a DLL-like manager for the Atari ST family of
> >computers, from a lowly half megabyte 520ST up to TT030's with dozens of
> >megabytes of RAM, and Falcons.
> >
> >I started writing it in 1991/1992, calling it "The Toolbox", and it is now
> >up to v1.22.
> >
> >It was written in 68k assembly language, runs in around 32k of RAM, and
> >requires a 520ST or better computer, running TOS 1.0 or better.
> >
> >It's almost finished, and ready to go off to beta testers, before being
> >adopted as an Atari Standard.

> Sounds pretty interesting. You say a DLL like manager. So the "DLL"
> would be Atari specific? Example; I have an ISA adapter (for an ATI
> Mach 64 video card) installed on my Falcon. I would love to be able to
> utilize the ISA adapter for other cards (aka video capture) but alas
> no driver or software is available.

Yes. It would be Atari specific. It doesn't handle Wintel DLLs.

All one would need to do is add a few lines to the applications to check
for the presence of the Toolbox.

Once the Toolbox has been found by an application, the app can make calls
to it, and load/unload libraries (which could be software modules for
application programs, drivers for hardware, system patches/extensions).

Libraries can be loaded at boot time, and made available for all apps. Or
an application can load one of its own libraries at run time.

(It is _NOT_ an "overlay manager". Libraries run in one part of RAM,
separate from the application)

It does not need MiNT, but will happily coexist.

I'll be making the API available shortly.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

489. Re: Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <6c7u9q$f4m$1@irk.zetnet.co.uk>
Source record: 5503

On 15 Feb 1998 11:40:47, "Thomas Sahlin" wrote:

|> Hell no, where did you get a crazy idea like that? NEWSie is a very solid
|> E-mail, FTP, and Newsgroup app for Atari computers...!!! ;-)
|
|The problem is that I can't see my own e-mails, which I think is pretty
|weird! Can there be any settings in NEWSie that I haven't made correctly?
|Please reply to my e-mail address since I'm having a hard time reading this

Thomas

If what you say about not being able to read e-mail is literally true then perhaps that is the problem. Is there not a difference between e-mail and newsgroups? I have upgraded to Newsie 0.84, have de-selected the Thread options and have no difficulty in reading postings I have made to newsgroups. I cannot, however, read my e-mails unless I send a copy to myself.

John Logan (jlog@zetnet.co.uk)

490. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: rincewind@tubul.dascon.de
Message-ID: <6c7l6d$a6a$1@tubul.dascon.de>
Source record: 5504

```
In article <Eo3svI.ny6@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>
>causes Pure C to assume both parameters on the stack, as every C compiler must
>be able to do, and which also is the standard passing scheme for GEMDOS and
>(X)BIOS functions.

Um - why should a compiler need to have this feature?
```

It is nice for compatibility, but definitely not a must. As far as GEMDOS
and (X)BIOS is concerned, it is useless since you can't tell the compiler to
put a trap instead of the jsr/bsr instruction, so you need a callable
library for these functions anyway.

```
cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen
```

491. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: rincewind@tubul.dascon.de
Message-ID: <6c7lm2$a6p$1@tubul.dascon.de>
Source record: 5505
Cross-posted to: comp.sys.m68k,comp.sys.atari.programmer

In article <34df90b7.0@comnet.co.nz>, Gaven Miller <gmiller@inca.co.nz> wrote:
>
>The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit

Um - No. There are 1040/MegaST machines with up to 15.5MB of ST-RAM. Do not assume a 'standard' upper limit of 4MB.

>machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed
>from $01000000 up to address $FF000000)

>However, will there be any problems if I just ignore the buserr, and just
>JMP to the next instruction after the test loop? I am using a 68030
>system, and no harm seems to befall it when I do, but will a 68000 be able
>to survive?

Yes. This method is used all over the TOS and is save.

>I seem to recall something about the 68000 not being able to recover
>properly from buserrors (or was it just restart/continue)

It can't do a restart/rerun of the command that caused the error, which
makes it (neraly) impossible to implement virtual memory schemes.

Note: The 68030 does a restart by default, which means that setting the buserror vector to RTE will work on the 68000, but will yield an endless loop on the '030.

>My loop looks something like this:
>
> ; 14 meg address space, in multiples of half-a-meg
> ; we need to loop (14*2) times, but use a DBF value of 27
> move.w #(14*2)-1,d0 ; d0 = dbf count
> move.l #524288,d1 ; increment = 512k
> lea 0,a0 ; base address = 0
> move.l buserr(a1),a2 ; save old buserr handler
> move.l #mybus,buserr(a1) ; set new handler
> move.l sp,a3 ; save stack pointer
>tol tst.b (a0) ; does byte exist? (buserr possible)
> add.l d1,a0 ; increment pointer
> dbf d0,tol ; loop
>ool move.l a2,buserr(a1) ; restore old buserr handler
> move.l a0,ram ; save top of standard RAM
> ...
>
>
>mybus move.l a3,sp ; reset SP to old value

```
> bra ool ; go to next instruction beyond memtest loop
```

This looks just fine - except for the fact that you won't find the correct amount of memory in STs equipped with a MagnumST ramcard. These have the normal ST RAM (up to 4MB), plus up to three blocks of alternate RAM (one up to $DFFFFF, and two 512K blocks not starting on 512K boundaries somewhere above).

```
Furthermore, your scan may confuse other expansions, and it mmight mix up
memory on a non-ram expansion board (eg. video card, ethernet etc.) with
main memory.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen
```

492. Re: Where to find Mint programming docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <887508257.3748.0.nnrp-06.9e98f145@news.demon.co.uk>
Source record: 5594

```
On 13 Feb 1998 15:27:04, Jo Even Skarstein wrote:
> David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> > Does anyone know where I can find any docs on the extra functions that
> > Mint supplies? So far, the only ones I've found give little in detail
> > and what is is mostly in the form of a C function prototype. What I
> > need is a fairly detailed description of each function, including it's
> > function number.
>
> The Atari Compendium covers most of the MiNT-spesific functions. You
> can also download TOS.HYP if you read German.

Is the Compendium still available in print? I don't have a CD-Rom, and my
knowledge of German is almost non-existant.

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/*********************************************************\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
\*********************************************************/
```

493. DLLs on the Atari, Part 2

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34e695df.0@comnet.co.nz>
Source record: 5595

Among my current projects is a DLL-like manager for the Atari ST family of computers, from a lowly half megabyte 520ST up to TT030's with dozens of megabytes of RAM, and Falcons.

I started writing it in 1991/1992, calling it "The Toolbox", and it is now up to v1.22.

It was written in 68k assembly language, runs in around 32k of RAM, and requires a 520ST or better computer, running TOS 1.0 or better.

It's almost finished, and ready to go off to beta testers, before being adopted as an Atari Standard.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

494. Re: Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-15 00:00:00 UTC
From: Thomas Sahlin <thomas.sahlin@home.se>
Message-ID: <6c6glh$ni0$1@zingo.tninet.se>
Source record: 5596

```
> Hell no, where did you get a crazy idea like that? NEWSie is a very solid
> E-mail, FTP, and Newsgroup app for Atari computers...!!! ;-)
```

The problem is that I can't see my own e-mails, which I think is pretty
weird! Can there be any settings in NEWSie that I haven't made correctly?
Please reply to my e-mail address since I'm having a hard time reading this
:-)

```
Thomas Sahlin
```

495. 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34e78505.0@comnet.co.nz>
Source record: 5506

Peter Rottengatter wrote in comp.sys.m68k:
> gmiller@inca.co.nz (Gaven Miller) writes:

> > The 16 bit Ataris have a 4 meg physical Standard-RAM limit, but the 32 bit
> > machines lifted this to 10, and then 14 megs. ("Fast RAM" is addressed
> > from $01000000 up to address $FF000000)

oops - my error : $FE000000 to $FEFFFFFF is reserved for 24-bit VME,
according to the Compendium.

I also test from $01000000 up to $FE000000, but didn't include it in the
source I posted with my first message to this thread. (I abort the
memtest at the first buserr, or when hitting addr 4064 MB [=$FE000000])

> Do not make any such assumptions ! You have to test for 16 MB on a 68000
> system and for 4GB on a 680x0 system (x being 2 and larger).

Does such hardware exist? (I'd have thought it'd be better to put memory
as one contiguous block from $01000000 [$01000000-$88FFFFFF], instead of
$01000000-$01FFFFFF, $80000000-$87FFFFFF, for example)

> With your way, you'd miss memory that I'd put, say, at $80000000 !

What about the system ROMs at $00E00000 (or $00FC0000 for the older ones)

I would think it's better to stop at 14M when testing standard RAM.

> > However, will there be any problems if I just ignore the buserr, and just
> > JMP to the next instruction after the test loop? I am using a 68030
> > system, and no harm seems to befall it when I do, but will a 68000 be able
> > to survive?

> Of course the 68000 is perfectly capable of surviving bus errors properly.
> TOS uses them during initialization stage !

I've been informed that the 68000 doesn't put enough info into its BUSERR
stack frame to allow it to continue/restart the failing instruction

> I'd strongly suggest to disable all interrupts during your memory testing :
> or #$0700, sr

Done.

Thanks for the response.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to

apologise to the genuine respondents that this may inconvenience.

496. XFS Driver with Magic5

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <34E8144A.A81DFD31@france2.fr>
Source record: 5507

i'm looking for explanations how to write our own XFS driver, cause i would like to write a driver for Magic 5. does exist a documentation, or does someone have got a simple example of a XFS driver. Please, if anyone have, help me, with an example...

497. Re: XFS Driver with Magic5

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: David Knight <D.A.Knight@ncl.ac.uk>
Message-ID: <D.A.Knight-1602981045510001@eighton.ncl.ac.uk>
Source record: 5508

In article <34E8144A.A81DFD31@france2.fr>, Laurent FAVARD
<l.favard@france2.fr> wrote:

> i'm looking for explanations how to write our own XFS driver, cause i
> would like to write a driver for Magic 5. does exist a documentation, or
> does someone have got a simple example of a XFS driver. Please, if
> anyone have, help me, with an example...

Its explained in the MagiC programming docs, which unfortunetly for many
of us are only available in German.

David

498. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyz4t1zbta4.fsf@issan.informatik.uni-dortmund.de>
Source record: 5509

Gaven Miller <gmiller@inca.co.nz> writes:

|> Peter Rottengatter wrote in comp.sys.m68k:
|>> gmiller@inca.co.nz (Gaven Miller) writes:

|>> Of course the 68000 is perfectly capable of surviving bus errors properly.
|>> TOS uses them during initialization stage !

|> I've been informed that the 68000 doesn't put enough info into its BUSERR
|> stack frame to allow it to continue/restart the failing instruction

You don't want to continue or restart it, but simply abort it, which is
possible on any m68k model, eg. like this:

```
move.l %sp,%a0 | save stack pointer
move.l 8,%a1 | save old buserror handler
move.l #buserr,8 | set new buserror handler
clr.l %d0 | initialize flag
tst.b (%a2) | %a2 is address to test
nop | synchronize with bus
moveq #1,%d0 | set flag if it worked
buserr:
move.l %a0,%sp | discard exception frame, if any
move.l %a1,8 | restore buserror handler
```

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

499. Re: Please read this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6c9jlbjnc1@roch.zetnet.co.uk>
Source record: 5510

On 15 Feb 1998 23:38:34, JI Logan wrote:

|If what you say about not being able to read e-mail is literally true
|then perhaps that is the problem. Is there not a difference between
|e-mail and newsgroups? I have upgraded to Newsie 0.84, have de-selected
|the Thread options and have no difficulty in reading postings I have
|made to newsgroups. I cannot, however, read my e-mails unless I send a
|copy to myself.

But they will be in your OUTBOX ... Mail/Open Mailbox../OUTBOX. No
real need to send a copy.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

500. 8-Bit game programmers - Check this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: Larry Serflaten <serflaten@mail.usinternet.com>
Message-ID: <34E85340.795C@mail.usinternet.com>
Source record: 5511
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

Are you still programming your old 8-bit? Do you specialize in
writing games?

Lots of people (well, say several at least) still want new software
for their old Atari 8-bit (400-800 XL/XE) computer systems. A certain
national distributor I know (Video 61 / Atari Sales) wants to fashon
cartridge games from new software. His deal with me is (X amount) per
cartridge which he pays when he makes them up. No, Im not getting
rich, but I do have a place to go to get some cash, while helping
the Atari community (who else will?)

I have to supply the software formatted for his E-Prom burner (not
difficult) along with the instructions on how to play. He gets to
decide how many to make (usually 6 at a time) and sells them to his
customers.

If you can write games that are 16K or less, and want to get in on this
action, click on the link below (or reply E-mail) for more information.

By the way, games may sell better, but anything that would be useful
on a cartridge might be acceptable!!!

Again, THIS IS NOT A GET RICH QUICK SCHEME (scam) :)

What I plan to do is to compile a list of interested parties, (by
about March 13th) then send him the list. He indicated he wanted more
programmers, so he may contact you. Note, he is already very
busy answering the phone for orders and such so that I wont post his
voice number here, his BBS # is (612) 462-3680 (BBS Express Pro).

"Games keep people happy"

Larry Serflaten, President (Oh boy!)
ChildsPlay Software

mailto:serflaten@usinternet.com

501. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6c9ktc$lf6@balaena.bio.vu.nl>
Source record: 5512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:

Wow, is that _the_ Mr. Ni? :-)

: Levien van Zon wrote:
: > Well that's certainly true. I've been planning to do a game in C and
: > assembly for about a year now. Wouldn't even know where to start. :-)

: Well, I have got a complete game in C. If you are interested I
: can mail you the source code. It has got all the important
: routines for handling the keyboard, joystick, screen, colors
: and music.

Well, that's not the main problem in my case... As I want to do some
complicated 3D stuff I know nothing about. That's the problem. :)
And getting the routines to run decently fast on a Falcon (compared to a
Pentium 75 running Linux). Would have to use the DSP...

: The best way to start is calling Superexec() to get into
: supervisor mode (needed when you want to access the hardware
: registers.

Well that's certainly true.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You know the great thing about TV? If something important happens
anywhere at all in the world, no matter what time of the day or night,
you can always change the channel.
-- Jim Ignatowski

502. Re: 8-Bit game programmers - Check this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34e861b0.835939@news.pipeline.com>
Source record: 5513
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

ANYTHING involving Video 61 is probably a scam.

Larry Serflaten <serflaten@mail.usinternet.com> wrote:

>Are you still programming your old 8-bit? Do you specialize in
>writing games?
>
>Lots of people (well, say several at least) still want new software
>for their old Atari 8-bit (400-800 XL/XE) computer systems. A certain
>national distributor I know (Video 61 / Atari Sales) wants to fashon
>cartridge games from new software. His deal with me is (X amount) per
>cartridge which he pays when he makes them up. No, Im not getting
>rich, but I do have a place to go to get some cash, while helping
>the Atari community (who else will?)

>snip ---

503. Re: What format does GAS Save?

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6c9mvf$lf6@balaena.bio.vu.nl>
Source record: 5514

Nima Montaser (nima@nortel.ca.DEATHTOSPAM) wrote:

: Does any body know what formats the GNU assembler saves the object
: file as?

I've also had problems with this (and gave up), my guess is that GAS uses
something a.out-ish. You'd have to take a look at the binutil sources
(and headerfiles!) to get more info. These should be available from most
Atari FTP sites.

: Is it possible to convert them to PureC or DRI compatible somehow,
: or any other usable format other than GNU's?

Er, yeah, that would be nice... I dunno. You could try compiling with -S and
then use another assembler on the output files, although I doubt that would
work as GNU assembly syntax is a bit weird.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You know the great thing about TV? If something important happens
anywhere at all in the world, no matter what time of the day or night,
you can always change the channel.
-- Jim Ignatowski

504. Re: DLLs on the Atari, Part 2

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6c9n75$lf6@balaena.bio.vu.nl>
Source record: 5515

Gaven Miller (gmiller@inca.co.nz) wrote:

: I started writing it in 1991/1992, calling it "The Toolbox", and it is now
: up to v1.22.
: It was written in 68k assembly language, runs in around 32k of RAM, and
: requires a 520ST or better computer, running TOS 1.0 or better.
: It's almost finished, and ready to go off to beta testers, before being
: adopted as an Atari Standard.

I'd be interested to see how it compares to the MiNT Component Manager (ie.
what the main differences are). Have you done any docs yet?

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You know the great thing about TV? If something important happens
anywhere at all in the world, no matter what time of the day or night,
you can always change the channel.
-- Jim Ignatowski

505. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <6c9oss$7ib$2@due.unit.no>
Source record: 5516
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st Tony Greenwood <paxton@zetnet.co.uk> wrote:

>>I only think less of it because it it difficult to do anything with it
>>that it has not been designed to do. In the same manner, I think less

> It was designed for game making, but look at all the diskzine
> shells?, more diskzines use STOS shells than any other, Even ST Format

And what does those diskzine-shells consist of? Animations, scrollers,
music, sprites... Much like a game really, and exactly the thing STOS
is good at. But try booting one of those shells on my
Falcon/Afterburner...

>>of any language that is subject to the same restrictions. What STOS

> No restrictions here mate? :)

Well, try writing a threaded GEM-application in STOS... I'm sure it
can be done with a lot of pokes and peeks, but I prefer using a
language designed for "serious" (flamebait!) programming and save
myself a lot of time and problems.

And the other way around: If I want to write a
hardware-dependent platform-game I'd probably do it in STOS with one
of those (pretty cool I have to admit) extensions. It can be done in C
as well, but then I'd have to spend a lot of time writing a
graphics-library and reinventing the wheel. But if somebody wrote such
a library for me I'd use C...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

506. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f07d3c.15076029@news.zetnet.co.uk>
Source record: 5517

Hey! Jo Even Skarstein <joska@nuts.edu> wasn't it 16 Feb 1998 16:18:36 GMT that you wrote:

>> shells?, more diskzines use STOS shells than any other, Even ST Format

>is good at. But try booting one of those shells on my
>Falcon/Afterburner...

And what!?....they DO WORK?...what are you saying? that they don't?. Have you tried the very latest diskmag shells I have made, tested and running on enhanced falcons and TT's, *NO* fixing, *NO* backwards, just plonk on a HD and run in atari low rez, ..

If you have tried them then they should/must work, if you havn't tried them then why do you say such things in a public forum?,

Why not get your facts right BEFORE talking crap :(((

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

507. STinG and Mint => Privilege Violation

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <6cafn0$l9g$1@news2.isdnet.net>
Source record: 5518

Hello,
For testing my WEB server sHTTPd with long filename, I have try to run STinG
with Mint, but all servers, clients and CPX run a privilege violation error!
I have try to set STING.PRG in global memory but nothing is better :(

Anybody may help me ?

Cheers,
Olivier.

508. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <6cafv6$19p$1@due.unit.no>
Source record: 5519

Tony Greenwood <paxton@zetnet.co.uk> wrote:

>>is good at. But try booting one of those shells on my
>>Falcon/Afterburner...

> And what!?....they DO WORK?...what are you saying? that they don't?.
> Have you tried the very latest diskmag shells I have made, tested and
> running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
> just plonk on a HD and run in atari low rez, ..

Are you saying that there actually exist software written in STOS that
works on a Afterburner? I have never managed to get STOS-games to
work on my AB... OK, so I haven't tried it since you released your
latest platformer (Was it Heartland? I can't remember, but I
downloaded it from your website four/five months ago), but that's
pretty recent. But it didn't work. Worked fine on my Mega though :-)

> If you have tried them then they should/must work, if you havn't tried
> them then why do you say such things in a public forum?,

I admit I haven't tried the latest diskmags on my Falcon, but I
assumed ("assumptions is the mother of all fuck-ups") that they didn't
work since I couldn't get the latest STOS-games to work either.

> Why not get your facts right BEFORE talking crap :(((

You're pretty sensitive when it comes to your favourite
programming-language Tony...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

509. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34efcfe6.7308707@news.zetnet.co.uk>
Source record: 5520

Hey! Jo Even Skarstein <joska@nuts.edu> wasn't it 16 Feb 1998 22:52:22 GMT that you wrote:

>>>Falcon/Afterburner...
>
>> And what!?....they DO WORK?...what are you saying? that they don't?.

>Are you saying that there actually exist software written in STOS that
>*works* on a Afterburner? I have never managed to get STOS-games to

First of all I do not own a Falcon, But from feedback I have been told yes! they do :)

>work on my AB... OK, so I haven't tried it since you released your
>latest platformer (Was it Heartland? I can't remember, but I

After Heartland was Diamond Ice, After that was BillyBoy and inbetween was Autoview and a new diskmag shell, Also a made to order Cheat database soemone is filling up for release and then there was the re-release of diamond Ice for TT owners...Thinker was almost completed before the artist went Awol and I started a whole new venture that needed a new web page making, Also I started a VidIgrid v3 especialy for Falcon and TT owners...

So a few things since Heartland <smile>

>downloaded it from your website four/five months ago), but that's
>pretty recent. But it didn't work. Worked fine on my Mega though :-)

hehe Glad to hear it..But no I had not implemented the new routines at that time and we have had yet another upgraded STOS compiler or two since then :)

>assumed ("assumptions is the mother of all fuck-ups") that they didn't
>work since I couldn't get the latest STOS-games to work either.

You CAN get the latest STOS games to work, maybe not the ones you tried, and Heartland as explained is far from the latest,
>
>> Why not get your facts right BEFORE talking crap :(((
>
>You're pretty sensitive when it comes to your favourite
>programming-language Tony...

Yes....But as you already know that, then you must have expected the response? <Big Smile> no insults where intended ....

BTW you should have seen the first draft of my reply...phew! ;-)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

510. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>
Source record: 5521

In article <34e78505.0@comnet.co.nz>,
gmiller@inca.co.nz (Gaven Miller) writes:

>> Do not make any such assumptions ! You have to test for 16 MB on a 68000
>> system and for 4GB on a 680x0 system (x being 2 and larger).
>
> Does such hardware exist? (I'd have thought it'd be better to put memory
> as one contiguous block from $01000000 [$01000000-$88FFFFFF], instead of
> $01000000-$01FFFFFF, $80000000-$87FFFFFF, for example)

It's better, but in no way enforced by the system. The hardware hacker might
have good reason to add memory in two chunks.

BTW.: There is no really proper way to achieve your initial goal. Some
hardware add-ons provide RAM on-card. As an example, I have a Riebl ethernet
card here. You'll detect RAM from $e00000 to $e0ffff, which is not distin-
guishable from ordinary system RAM, yet you must not access it because other-
wise you'll badly disturb the hardware driver's operation. Consequently, it's
not added to the system via Maddalt().

If you're after the amount of memory that you're allowed to access freely in
your software, I recommend a completely different approach :

```
go_to_supervisor_mode;
switch_interrupts_off_entirely;

do {
use_Malloc(-1)_to_find_out_size_of_largest_block;
feed_that_number_into_Malloc()_to_allocate_the_block;
put_address_of_block_into_a_list;
sum_up_block_size;
} while (block_size > 2);

walk_the_list,_with_each_entry {
feed_address_into_Mfree()_to_free_the_block_again;
}

switch_interrupts_on_like_has_been_before;
leave_supervisor_mode;
```

You'll end up with the true amount of free memory summed up during the
first loop.

> What about the system ROMs at $00E00000 (or $00FC0000 for the older ones)
>
> I would think it's better to stop at 14M when testing standard RAM.

Why ? Why shouldn't I add RAM at those addresses ? Neither of my machines
has ROM there. The only reserved bit is the area beyond $ff0000 (and $ffff0000
on 680x0 CPUs). Everyone who puts RAM there violates specifications by Atari.

>> > However, will there be any problems if I just ignore the buserr, and just
>> > JMP to the next instruction after the test loop? I am using a 68030
>> > system, and no harm seems to befall it when I do, but will a 68000 be able
>> > to survive?
>
>> Of course the 68000 is perfectly capable of surviving bus errors properly.
>> TOS uses them during initialization stage !
>
> I've been informed that the 68000 doesn't put enough info into its BUSERR
> stack frame to allow it to continue/restart the failing instruction

Then your informer told you a fair bit of rubbish. The info that's there is
perfectly enough to recover from the bus error completely.

BTW.: The only way the CPU is affected by the bus error is that the state is
set to Supervisor mode. That's all. Concerning memory, some info is placed
on the system stack, you gotta remove it for recovering from the bus error.
You also need to restore the status register, which is part of the saved info.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

511. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980216235731809560@zetnet.co.uk>
Source record: 5522

> > And what!?....they DO WORK?...what are you saying? that they don't?.
> > Have you tried the very latest diskmag shells I have made, tested and
> > running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
> > just plonk on a HD and run in atari low rez, ..
>
> Are you saying that there actually exist software written in STOS that
> *works* on a Afterburner?

I cannot confirm that, but I can say that STOS works well on my FX'd
Falcon - both normal ST compatible software, and Falcon enhanced/only.

STOS doesn't make use of the PMMU, and Tony's software doesn't touch the
cache, so I dont see any real reason for it to behave any differently on
an 040 to an 030 - although I dont know details of 040 problems (mail me
if you find some with STOS and I'll try and fix 'em!). STOS will *not*
make use of ALT-ram, though (without directly calling mxalloc, which
is not currently done by any routine/extension).

> I have never managed to get STOS-games to
> work on my AB... OK, so I haven't tried it since you released your

Details of what the problem was might be helpful... Nobody has mailed me
about AB040 compatibility... (I am the one who has released the recent
compatibility patches to STOS). Maybe this is the same problem as Tony
has trying to find TT testers (very few come forward).

This comment is not particularly aimed at you Jo, but why do people sit
on bug reports like this? It is sometimes possible to solve compatibility
problems, but if you dont know that they exist 'cause people just give
up and say "oh well, it didn't work" then it'll never get solved!

> > If you have tried them then they should/must work, if you havn't tried
> > them then why do you say such things in a public forum?,
>
> I admit I haven't tried the latest diskmags on my Falcon, but I
> assumed ("assumptions is the mother of all fuck-ups") that they didn't
> work since I couldn't get the latest STOS-games to work either.

Never assume, 'cause you'll make an ASS out of U and ME. :)

> > Why not get your facts right BEFORE talking crap :(((
>
> You're pretty sensitive when it comes to your favourite
> programming-language Tony...

Yea, but seeing as your post was entirely based on a (possibly incorrect)
assumption that was critical of Tony's software, you can understand why. :)

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

512. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6c90ot$7lg$1@infomania.emw.ericsson.se>
Source record: 5523

Guy Harrison wrote:

> >Yeah, lets go for it. If you want a Pac-Man game in GEM written
> >completely in C, take a look at my webpage. ;-)
>
> I'll take a look tonight!

Scary. :-)

> >It's not very good, but it sort of works. Maybe I should try to
> >finish it someday. It has got a few nasty bugs.... also I havn't
> >got a clue on how fast it is on regular Falcons or STs (if it works
> >at all on them).
>
> You'll know soon - I've got an STe.

I bet it will be to slow. Maybe it will work in mono.... but who knows.

> >Anyway, I think it would be a great idea.
>
> Maybe you want the sources then? ;-))

I didn't say that. :-)

I have got a hard time getting time to do anything I want as it is...

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

513. Re: XFS Driver with Magic5

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-16 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6c9m40$b8u$1@infomania.emw.ericsson.se>
Source record: 5524

David Knight wrote:
>
> In article <34E8144A.A81DFD31@france2.fr>, Laurent FAVARD
> <l.favard@france2.fr> wrote:
>
> > i'm looking for explanations how to write our own XFS driver, cause i
> > would like to write a driver for Magic 5. does exist a documentation, or
> > does someone have got a simple example of a XFS driver. Please, if
> > anyone have, help me, with an example...
>
> Its explained in the MagiC programming docs, which unfortunetly for many
> of us are only available in German.

It should be rather straight forward I think. I also think that there
were a
short example with the docs, or?

Also Thomas Binder has made a XFS drive so maybe he can help.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

514. Re: STinG and Mint => Privilege Violation

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <6cbdij$145$1@nnrp1.dejanews.com>
Source record: 5525

Hi,

>
> Hello,
> For testing my WEB server sHTTPd with long filename, I have try to run STinG
> with Mint, but all servers, clients and CPX run a privilege violation error!
> I have try to set STING.PRG in global memory but nothing is better :(
>
> Anybody may help me ?
>
> Cheers,
> Olivier.
>

I have experienced similar problems with MiNT and STinG. Version 1.04
was OK, but v1.12 crashed all the time. I found the problem was with
the order in which MiNT and STinG were loading from the AUTO folder.
I found that if STinG loaded before MiNT, STinG would crash, and a
privilege violation error would appear on screen. Re-arranging the
AUTO folder so that STinG loaded last and after MiNT solved this
problem, and I havn't had a crash since.

Hope this helps.

Regards,

Ben Hills.
ben@imperial.co.uk

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

515. Re: 8-Bit game programmers - Check this!

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd3baa$821475e0$b0f7c9c7@dangermouse>
Source record: 5526
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

John Hardie <jhardie@pipeline.com> wrote in article
<34e861b0.835939@news.pipeline.com>...
> ANYTHING involving Video 61 is probably a scam.
>
>
Who are Video 61??

Graham.

516. 68k to C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: Mike <NOSPAM_mike@heliovisionsproductions.fr>
Message-ID: <OLEwLz7O9GA.306@upnetnews03>
Source record: 5527

Do you know if it is possible to find converter programs that can translate
680x0 source codes in C.
(Or better, than can translate 68000 source code in 6502)
Of course, I know that such a program will generate crappy code...
My objective is just to have something I can recompile, and that I will
optimise after.
If I cannot find, I will be able to do it myself :(
This converter wouldn't have to handle self-modifying code. The syntax used
in assembler can be adapted by me, it's not really a trouble.
It should be able to locate and handle correctly CODE / DATA / BSS sections.

Thanks.
If you want to reply me, please send a copy directly to my following email:

~~~~~~~~~~~~~~~~~ Dbug's HomePage ~~~~~~~~~~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!
~~~~~~~~~~~~~~~~~

517. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6ccfdd$f6j@balaena.bio.vu.nl>
Source record: 5528

Michael Schwingen (rincewind@tubul.dascon.de) wrote:

: >causes Pure C to assume both parameters on the stack, as every C compiler must
: >be able to do, and which also is the standard passing scheme for GEMDOS and
: >(X)BIOS functions.

: Um - why should a compiler need to have this feature?

It does come in handy when you want to use shared libs or DLL's...

: It is nice for compatibility, but definitely not a must.

Depends. It is a must if you want a _decent_ (ie. not completely
incompatible binary-wise) C compiler.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

518. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34E9CD63.4D75@mst.tn.utwente.nl>
Source record: 5529

Michael Schwingen wrote:
>
> In article <Eo3svI.ny6@suse.modem.stud.uni-hannover.de>,
> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
> >
> >causes Pure C to assume both parameters on the stack, as every C compiler must
> >be able to do, and which also is the standard passing scheme for GEMDOS and
> >(X)BIOS functions.
>
> Um - why should a compiler need to have this feature?
>
> It is nice for compatibility, but definitely not a must. As far as GEMDOS
> and (X)BIOS is concerned, it is useless since you canï¿½t tell the compiler to
> put a trap instead of the jsr/bsr instruction, so you need a callable
> library for these functions anyway.

With this calling convention you can use object files
generated by other compilers (C, Fortran, Pascal,
Mudula, assembler etc.), in your C program and,
ofcourse, the other way around, use C functions in
one of the other languages. There is a standard
calling convention and object file format, so you can
use objectfiles of different compilers to create a
program.

Bye, Hans

519. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34E9D2C1.D35@mst.tn.utwente.nl>
Source record: 5530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Levien van Zon wrote:

> Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:
>
> Wow, is that _the_ Mr. Ni? :-)

Hoe bedoel je dat?

> Well, that's not the main problem in my case... As I want to do some
> complicated 3D stuff I know nothing about. That's the problem. :)
> And getting the routines to run decently fast on a Falcon (compared to a
> Pentium 75 running Linux). Would have to use the DSP...

Well, can't help you on that, haven't got a Falcon and never
did anything with a DSP. Can do some math but, I think, you
too.

Bye, Hans

PS: Aanstaande zaterdag ben ik op de computerclub in Huizen. VU en
Amsterdam lijkt me niet zo heel ver weg. Zin om langs te komen en
hi tegen elkaar te zeggen?

520. Re: help on asm gem

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: Mike <NOSPAM_mike@heliovisionsproductions.fr>
Message-ID: <elkPYZ9O9GA.306@upnetnews03>
Source record: 5531

```
>GEM and Assembly Language are two things that don't go together easily.
Hum.
I will say definitely NO.
I will perhaps say some bullshits in what follows, but since I do not
program on ST since 2 years I think I can be excused....
If you're using Devpack (or GenST if you prefer), with MonST, it's really
easy to code GEM applications in 680x0.
First, theses packages come with a lot of usefull MACROES that helps you
implement any system call (BIOS,XBIOS,GEMDOS,AES,VDI). If some functions are
missing, it's really to add what you want in these macro files.
An example of GEM code (from the real world: The complete source code is on
my home page [with French comments, sorry]), made using this method:

...
type_window=win_name+win_closer+win_mover+win_info
...
; Compute window size, base on formular size
form_center ptr_main_page
move.l ptr_main_page,a0
wind_calc #0,#type_window,ob_x(a0),ob_y(a0),ob_l(a0),ob_h(a0)
; Memorize window size
move.l int_out+2,x_win
move.l int_out+6,w_win

; Read again window size
movem x_win,d0-d3
; Create the window
wind_create #type_win,x_win,y_win,w_win,h_win
; Memorize window handle
move d0,handle_win

; String address
move.l #window_title,int_in+4
; Set the window title
wind_set handle_fen,#2

; String address
move.l #infos_window,int_in+4
; Set the window information line
wind_set handle_fen,#3

; Open the window
wind_open handle_win,x_win,y_win,w_win,h_win
...
...
...
```

And so on. It's easy to Init the application, to read the cookie jar, to convert and reallocate
ressource file, to change object flags...

>To be absolutely honest, I doubt you would understand the source code without
>understanding the mechanisms first. Windows are the worst of all and can be
>problematic at best even in C. I suggest you read; 'The ST Assembly Language
>Workshop Vol II' by Clayton Walnum and the ProGEM series by Tim Oren. Both
>are published in electronic form and are shareware and freeware respectively.
>You can find them in most Atari archives.
Coding GEM in C, ASM, or Basic, (or in Modula 2 ?) is not the question. If you know how GEM is working, and it's philosophy... you can code it efficiently in the language you want.

>Good luck.
Same thing !

For those people that want to download the (complete) source code, just look for the REMBRANDT archive on my Atari download page.
The code is fully functionning, is fully commented (in french of course :), and contain plenty of interesting stuff in GEM, NON GEM, all is in 68030 !!!! (meaning: Falcon or TT only).
But the GEM part is compatible with any ST compatible computer.

See ya,
Mike.

~~~~~~~ Dbug's ATARI/Oric HomePage ~~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!
~~~~~~~

521. Re: Molesting the Cookie Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34eb8fc1.2736064@news.demon.co.uk>
Source record: 5532

On 13 Feb 98 22:11:29 +1300, kma54@csc.canterbury.ac.nz wrote:

>
>Greetings all,
>
>In Lattice C 5.6 there are two functions defined in the cookie.h file,
>these being - getcookie(), and putcookie().
>Both are straight forward to understand and use, but how does one go
>about deleting or overwriting an existing cookie? There are no functions
>defined for doing this.
>
>I can't see that writing a function to delete a cookie would prove to be
>much of a problem, I just don't know how to do it that's all. ;-)

I don't use Lattice so am not familiar with these functions. However, there is nothing stopping you doing whatever you want to any cookie in the jar (the side effects might be undesirable though). The cookie pointer is stored in location $5A0 and this will be NULL if there is no jar at all. Otherwise, it will be the address of the cookie array. This array is of unknown size to you initially - you have to look at each entry in turn until you come across the last one which is denoted by the fact it has no name (NULL). The value for this unnamed cookie specifies how big the jar currently is. So if the last entry is using the last slot you have to be prepared to make the jar bigger - current_size + 8 more slots seems to be the convention. Your program must allocate the memory, copy all the current cookie entries to the new space and set up the unnamed one correctly. This is why your program cannot terminate.

>Overwriting an existing cookie with a new value; perhaps putcookie() will
>do this anyway? ...hmm, I forgot to check.

Btw, in versions of tos < 1.6 you need code to clear the cookie on a system reset.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

522. Re: Changing resolution problem.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ea8b62.1617085@news.demon.co.uk>
Source record: 5533

On 13 Feb 98 22:15:17 +1300, kma54@csc.canterbury.ac.nz wrote:

>
>Greetings all,
>
>Under MagiC (4.02 at least), when you change resolution all programmes
>that use the #_AUT feature in the magx.inf file get loaded again. Now,
>while this may be of use in some situations, for the password programme
>I've written this is dammed annoying! Who wants to retype their password
>each time they change resolution?! Arrggghh irritating!!!
> so.....
>An idea I've come up with involves putting a cookie into the jar with
>some magic value to indicate the current rez (i.e: top 16 bits = X; lower
>16 bits = Y), if the programme is loaded again it can compare the value in
>the cookie against the resolution it's being launch in, and if they differ
>- abort loading.
>Does this sound like a suitable way of using the cookie jar? I don't have
>much in the way of documentation for the rules governing the use of this
>system feature.

The level of security you want to implement is important. At its most
basic you could simply create a cookie with a FALSE value via an auto
folder program provided it does not already exist. Your login program
will check this and terminate quietly if the value is TRUE. When the
value is FALSE then it will require a password and only set the cookie
to TRUE when a valid one has been entered.

>Perhaps there's already a way round my little problem or, there's a serious
>flaw in my design, but I guess that's why I've posted my message here. ;-)

The security may or may not be an issue. It would be relatively easy
to bypass the above simply by writing a small auto folder routine
which creates a cookie of the required name with a value of TRUE. This
could be considered acceptable however, because someone with the
knowledge to do this would find it much easier to boot the machine off
a floppy, load the hard disk driver manually then delete your login
program.

Another problem is that the cookie you use is "documented" in that its
name and contents are available to any utility which cares to examine
it.

Possibly you could write a small gem parallel process to be loaded
from the magic auto/apps folder. This would stay resident until it
received an AP_TERM message whereupon action could be taken to ensure
the next login is bypassed. Unfortunately I'm not sure what the

situation would be if one of the processes currently running ignored
its AP_TERM. You'd need to experiment with this.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

523. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <$PXjVEA0dZ60QwnQ@shaw1.demon.co.uk>
Source record: 5534

In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
<marillat@alpes-net.fr> writes
>Hi,
>
>How to programm bubblegem with GFA basic 3.xx ?

I could do with wanting to know that too...

--
Clair Shaw (aka. CDS) | Listen to advice.
Mailto:Clair@Shaw1.demon.co.uk | Hey, it's free
ICQ: 1043359 | isn't it?
ICQ Pager mailto:1043359@pager.mirabilis.com |
WWW: http://www.shaw1.demon.co.uk |

524. Re: DLLs on the Atari, Part 2

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34ea14aa.0@comnet.co.nz>
Source record: 5535

Levien van Zon (lvzon@bio.vu.nl) wrote in comp.sys.atari.programmer:
> I'd be interested to see how it compares to the MiNT Component Manager (ie.
> what the main differences are). Have you done any docs yet?

It's not quite as "buzzword compliant" as the component manager.

No docs yet. Every time I sit down to write them, I seem to either get called away to do something, or find another place where the Toolbox code can be further improved, which leads me into another five or six hours of coding.

The zip file contains the Toolbox, C header files, an [admittedly simplistic] example library, and an "About Your Atari" info program which uses some of the builtin Toolbox funcs, and a library enumerator program to tell you which libs are loaded and info about them

I can upload the zip file to the University Of Michigan site (was that alt.archives.umich.edu? I haven't used it in yonks, so that might be in error).

(It costs me in data-transfer charges to email/ftp/web etc, so if there is a better site that will be reachable by more users, please tell us)

I've made some major changes to it architecturally since I took part in an email discussion about six months ago with a few other people interested in DLL schemes.

The <quote> "slow and overprotecting" <unquote> OO-like scheme for loading, unloading, and calling libraries is still there, but a faster, unprotected direct-call interface now exists.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

525. Re: Molesting the Cookie Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34ea1f7d.0@comnet.co.nz>
Source record: 5536

kma54@csc.canterbury.ac.nz wrote in comp.sys.atari.programmer:
> I can't see that writing a function to delete a cookie would prove to be
> much of a problem, I just don't know how to do it that's all. ;-)

Here is a simple minded routine to delete a cookie

```
typedef struct {
uint32 item;
uint32 value;
} Cookie;

void deletecookie( uint32 cookie )
{
register Cookie *cp; // pointer to cookies
void *sp = NULL; // saved stack pointer

if( !Super( 1L ) ) // are we in supervisor mode?
sp = Super( NULL ); // no, so change to it

cp = (Cookie *) 0x5a0; // get pointer to cookie jar
if( cp ) { // if jar exists
while( cp -> item ) { // are we at end of list?
if( cp -> item == cookie ) // is this the cookie we want to delete?
break; // yep, so break out of loop
cp++; // increment pointer
}
if( cp -> item ) { // is this a null cookie?
do { // overwrite this cookie with next in list
// (cp + 1) points to next cookie ie addr + 8
memmove( cp, cp + 1, sizeof( Cookie ) );
cp++; // increment pointer
} while( cp[-1] -> item ); // loop until null cookie copied
}
}

if( sp ) // if we switched stacks
Super( sp ); // restore old stack
```

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

526. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoIpIB.DE@suse.modem.stud.uni-hannover.de>
Source record: 5537

In article <34f07d3c.15076029@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

>>is good at. But try booting one of those shells on my
>>Falcon/Afterburner...
>
> And what!?....they DO WORK?...what are you saying? that they don't?.
> Have you tried the very latest diskmag shells I have made, tested and
> running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
> just plonk on a HD and run in atari low rez, ..

Now it's you who's talking crap. It's a dead wrong assumption that Atari Low
resolution is available on all machines. Meanwhile there is in fact a huge
number of machines not providing Low resolution at all. Neither my enhanced
520ST+, nor my Mega ST has Atari Low, and people using Medusas and Hades,
let alone Macs with MagiCMac, and MagiC-PC probably have never seen ST-Low.
I doubt very much that the upcoming Milan will have ST-Low.

> If you have tried them then they should/must work,

Only really proper programming "should/must work", and proper programming
is resolution independent.

BTW Have you ever considered that for many many people, whose machines really
do have ST-Low, it's a real hassle to switch to ST-Low ? I still have a 1040
machine with ST-Low, but I'd need to carry it around and probably find a TV
set to connect it to, because I (and never of my local friends) do not have
any colour monitor. A diskzine that uses STOS is crap for me, I cannot read
it.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

527. Re: STinG and Mint => Privilege Violation

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoIsxI.K3@suse.modem.stud.uni-hannover.de>
Source record: 5538

In article <6cafn0$l9g$1@news2.isdnet.net>,
res1@vcf-com.fr (Olivier Booklage) writes:

> For testing my WEB server sHTTPd with long filename, I have try to run STinG
> with Mint, but all servers, clients and CPX run a privilege violation error!
> I have try to set STING.PRG in global memory but nothing is better :(

Why don't you read the FAQ ? It's all explained there. Due to insufficiencies
in MiNT, every AUTO program that bends system vectors needs to run *after*
MiNT in the AUTO folder ! This holds for STinG too.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

528. Re: cdecl in Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eolsr7.Hp@suse.modem.stud.uni-hannover.de>
Source record: 5539

In article <6c7l6d$a6a$1@tubul.dascon.de>,
rincewind@tubul.dascon.de (Michael Schwingen) writes:
> In article <Eo3svI.ny6@suse.modem.stud.uni-hannover.de>,
> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>>
>>causes Pure C to assume both parameters on the stack, as every C compiler must
>>be able to do, and which also is the standard passing scheme for GEMDOS and
>>(X)BIOS functions.
>
> Um - why should a compiler need to have this feature?
>
> It is nice for compatibility, but definitely not a must.

Ok, it's not a must by definition, but it certainly is for any sensible
programmer. There is only one common, definitely compatible way of passing
parameters, and that's this one. If you think compatibility is not important
here, then you've never worked with third party libraries for which usually
the source code is not available. Take any of the number of GEM libraries
available as an example. They cannot be used unless the compiler is capable
of standard argument passing.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

529. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-17 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cbflf$4q2$1@infomania.emw.ericsson.se>
Source record: 5540

Tony Greenwood wrote:

> >is good at. But try booting one of those shells on my
> >Falcon/Afterburner...
>
> And what!?....they DO WORK?...what are you saying? that they don't?.
> Have you tried the very latest diskmag shells I have made, tested and
> running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
> just plonk on a HD and run in atari low rez, ..

Oh, so you are saying that they work on my Falcon/AB040/Nova box in
16-bit high
res? Cool.

I still have to find a GEM shell which doesn't and have to launch a
program in
a certain resolution sounds like stone age to me. It will go into the
trash even
before it comes near my computer. We are not still living in the middle
ages
you know.

;-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

530. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: Mike <NOSPAM_mike@heliovisionsproductions.fr>
Message-ID: <ekni00FP9GA.149@upnetnews03>
Source record: 5447

>> I admit I haven't tried the latest diskmags on my Falcon, but I
>> assumed ("assumptions is the mother of all fuck-ups") that they didn't
>> work since I couldn't get the latest STOS-games to work either.
These kind of trouble is not always due to the STOS, the GFA, or the
programer itself !
I know many people that have been disapointed to see that 80% of
games/demoes crash on the falcon (including 100% ,68000 or C, written code)
because they were using MadMax musics.
and half of the menu-disk I try were playing musics,
and 90% of theses musics was made by Mad Max.
and so 100% of theses crashed.

Not because of using STOS language.

Everybody happy ?

Mike. (Dbug / NeXT)

~~~~~~~~ Dbug's Atari/Oric HomePage ~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!
~~~~~~~~

531. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34efbdaa.3243675@news.zetnet.co.uk>
Source record: 5448

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 17 Feb 1998 10:08:35 GMT that you wrote:

>> running on enhanced falcons and TT's, *NO* fixing, *NO* backwards,
>> just plonk on a HD and run in atari low rez, ..
>
>Now it's you who's talking crap. It's a dead wrong assumption that Atari Low
>resolution is available on all machines. Meanwhile there is in fact a huge

Big snip

>set to connect it to, because I (and never of my local friends) do not have
>any colour monitor. A diskzine that uses STOS is crap for me, I cannot read
>it.

I snipped your comments and refuse to discuss them because you admit
at the end that you never tried my software (so how can you comment)
and you don't have a standard atari setup capable of atari low rez

I don't understand how you even attempt to join in this thread when
you haven't even got a normal ATARI...how can I talk to you about low
rez software when you don't own a low rez setup..

I look forward to a conversation with you when we talk about other
resolutions you are capable of achieving ok :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

532. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fad132.8243871@news.zetnet.co.uk>
Source record: 5449

Hey! "Mike" <NOSPAM_mike@heliovisionsproductions.fr> wasn't it Wed, 18 Feb 1998 12:09:13 +0100 that you wrote:

>I know many people that have been disapointed to see that 80% of
>games/demoes crash on the falcon (including 100% ,68000 or C, written code)
>because they were using MadMax musics.

Yes I know about this... and all my software detects Falcon.. and plays samples instead....even diskmags detect falcon and refuse to play music or give music options,

Also a lot of software was packed with the very nice Atomic.. I used it a lot in then past, then we discovered this fell down on the Falcon so stopped using it,

Special compilers are made to help us with better Falcon and TT and future os compatibility

new Ways of programming are effected and sometimes stfm has to suffer to accommodate these, all to help falcon and TT owners

A lot of effort goes into making software Falcon compatible and TT compatible, this is not easy when all some of us own is an STe,

This is why it is then insulting for people to come along and complain that they can't run it because they disabled functions on there machines...

Instead of complaining and crying like a baby that they haven't got low rez...why not offer feedback advice and encouragement to those of us who are trying to support YOUR machines with our lesser ones.. stop moaning and start helping is what I say :)

And yes..I am very happy :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

533. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fcd67e.9600598@news.zetnet.co.uk>
Source record: 5450

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 17 Feb 1998 08:54:39 +0100 that you wrote:

>> just plonk on a HD and run in atari low rez, ..
>
>Oh, so you are saying that they work on my Falcon/AB040/Nova box in
>16-bit high res? Cool.

No I am saying it will run on any ATARI up to and including TT and
Falcons in ATARI low resolution, even enhanced ones,. why do you
people keep adding stupid things to what i say.. I always stated ATARI
low rez..why are you posting lies ?
>
>I still have to find a GEM shell which doesn't and have to launch a
>program in a certain resolution sounds like stone age to me. It will go into the
>trash evenbefore it comes near my computer. We are not still living in the middle
>ages you know.

I do not own a Falcon , My computer is an STe with standard STe
resolutions, but I do spend many many hours and a lot of effort trying
to support your machines.. yet you and Peter come along and instead of
helping people support you, you insult us instead,

I have asked in these forums many times for people with Falcons and
TT's who have enhanced them to come forward and test the software, you
all sit there and do NOT offer this help, then when I make software
you tell me you will trash it, or you make stupid childish and
insulting comments, ** Please think about this paragraph :(**

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

534. Re: STinG and Mint => Privilege Violati

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6cete5nqq2@news.campus.mci.net>
Source record: 5451

On 17 Feb 1998 11:22:30, Peter Rottengatter wrote:

]-Why don't you read the FAQ ? It's all explained there. Due to insufficiencies
]-in MiNT, every AUTO program that bends system vectors needs to run *after*
]-MiNT in the AUTO folder ! This holds for STinG too.
]-
]-
]-Cheers Peter

Hi Peter! Just a couple of things I wanted to ask...I'm using the latest versions of STing -except- for the modules. When I add the new modules I get a 2-bomb bus error. Replace the older modules and everything works fine...any ideas?

Also, I got STing to work with MultiTos using AES v4.0 (with STing loaded after MINTNP.PRG, like you said), however I've been unable to get STing to work with MultiTos using AES 4.1...it looks like its working, even to the point of reporting "success" in the dialer window, but none of my Internet apps will work...Any ideas there? (other than scrapping M-TOS!) <grin>

Thanks in advance...! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

535. GFA Compiler (vague question...)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: Jim Kinsey <shu96jek@reading.ac.uk>
Message-ID: <Pine.SOL.3.96.980218163749.5292C-100000@sutf16.reading.ac.uk>
Source record: 5452

Hi

A couple of weeks ago I posted asking on the availability of the GFABAsic 3.5e compiler, and someone replied in a post giving a contact for uh, someone or other to do with a SHAG(?!?!) meeting. Can anyone repost this information, or mail it to me?

Thanks

Jim

```
/-------oo--o-o-oo)
| http://www.rdg.ac.uk/~shu96jek/
\-------------oooo-o---oo-oo-o)
```

536. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980218193208809 56@zetnet.co.uk>
Source record: 5453

> Now it's you who's talking crap. It's a dead wrong assumption that Atari Low
> resolution is available on all machines. Meanwhile there is in fact a huge
> number of machines not providing Low resolution at all. Neither my enhanced

STOS can cope with ST-Hi as well, although I dont think Tony's diskzines can.
His games dont, obviously. Admittedly people with Hades/Medusa are
still stuffed,
but IMO they aren't a big issue.

> BTW Have you ever considered that for many many people, whose machines really
> do have ST-Low, it's a real hassle to switch to ST-Low ? I still have a 1040

Assuming you have a monitor capable of it, STOS will change into it (including
from Falcon resolutions) and restore the screen nicely on exit. Not sure about
TT, as I have no info on this.

> machine with ST-Low, but I'd need to carry it around and probably find a TV
> set to connect it to, because I (and never of my local friends) do not have
> any colour monitor. A diskzine that uses STOS is crap for me, I cannot read
> it.

STOS != ST-Low only. STOS itself gets on fine with ST-Hi, and with the aid
of my extension handles many other resolutions.

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

537. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980218194457809 56@zetnet.co.uk>
Source record: 5454

> Tony Greenwood wrote:

> > >is good at. But try booting one of those shells on my
> > >Falcon/Afterburner...
> >
> > And what!?....they DO WORK?...what are you saying? that they don't?.
>
> Oh, so you are saying that they work on my Falcon/AB040/Nova box in
> 16-bit high
> res? Cool.

No, but unless the nova disables the rest of the Falcons video system
(possible) then it'll just switch to ST low, and on exit it will restore
the system to the mode it was in before starting (although there is
a bug in the current release that has problems with extended resolutions
as provided by BlowUP etc. and NVDI).

If someone wrote a diskzine shell for 16-bit mode it would work though
- I have written a prog (in STOS of course) which works nicely in
640x480x16bit on my machine. I haven't put in the intel byte ordering
stuff for NOVA though...

> I still have to find a GEM shell which doesn't and have to launch a
> program in a certain resolution sounds like stone age to me.

Yea, but this isn't the case. On the Falcon, STOS 2.07 beta1 and above
(- the next release will be beta 4, if I ever fix this damn bug) handles
Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
I'll get you to run a few tests...

TT, well, it just uses the standard ST setscreen(...,0) call to change mode
and restores the mode it was in before via setscreen. I dont know of a
TT setvideo() equivalent, so no code for it.

> ;-)

Wind up merchants, the lot of ya. :-)

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------

538. Serial driver

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <fd3_9802181526@conchbbs.com>
Source record: 5455

After a 2 month hiatus, I'm working on my serial driver again.

It seems to have a problem with things like Zmodem. I was wondering
it these sorts of programs mess around with the IOREC directly
instead of going through the BIOS vectors, and if so what sort of
behaviors do I need to emulate in order to be compatible?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

539. Re: Molesting the Cookie Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34eb58dc.0@comnet.co.nz>
Source record: 5456

The code I posted to the newsgroup was written while online, and had a couple of errors, one of which was the line you pointed out. The other was where the cookie pointer gets assigned a value.

Cookie *cp = 0x5a0

should have been

Cookie *cp = *(Cookie *)0x5a0;

The former assigns the value 5a0 to cp, the latter assigns the value in 5a0 to cp. (which is what it should have done)

The other error seems to be a Lattice peculiarity. "cp[-1]" should point to one element prior to cp, but lattice parses this as incorrect.

To fix this, I've just changed it to "(&cp[-1])"

Here is a complete, tested (on my TT) sample app to show the correct code and use of the routine.

Written in Lattice C 5.60

(If you have 5.06, you'll need to write your own cookie.h funcs like getcookie, putcookie etc, as they didn't arrive until 5.50 or so)

(I used "int = 32 bit, near code, near data, 030 code, allow multi-char constants, disable stack checks", but this should compile OK for a 68000 STE)

```
#include <cookie.h> // for putcookie() def
#include <string.h> // for memmove() def
#include <osbind.h> // for Super() def

#include "0/types.h" // for definition of uint32

#define TEST_COOKIE 'X24A'

typedef struct {
uint32 item;
uint32 value;
} Cookie;

void deletecookie( uint32 cookie )
{
register Cookie *cp; // pointer to cookies
void *sp = NULL; // saved stack pointer
```

```
if( !Super( (void *)1L ) ) // are we in supervisor mode?
sp = Super( NULL ); // no, so change to it

cp = *(Cookie **) 0x5a0; // get pointer to cookie jar
if( cp ) { // if jar exists
// while{...} is essentially a getcookie
while( cp -> item ) { // are we at end of list?
if( cp -> item == cookie ) // is this the cookie we want to delete?
break; // yep, so break out of loop
cp++; // increment pointer
}
if( cp -> item ) { // is this a null cookie?
do { // overwrite this cookie with next in list
// (cp + 1) points to next cookie ie addr + 8
memmove( cp, cp + 1, sizeof( Cookie ) );
cp++; // increment pointer
} while( (&cp[-1]) -> item ); // loop until null cookie copied
}
}

if( sp ) // if we switched stacks
Super( sp ); // restore old stack
}

void main( void )
{
putcookie( TEST_COOKIE, 32 ); // put a bogus cookie in jar

deletecookie( TEST_COOKIE ); // now remoce it
}

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.
```

540. Re: STinG and Mint => Privilege Violation

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoLK6M.oq7@suse.modem.stud.uni-hannover.de>
Source record: 5457

In article <6cbdij$145$1@nnrp1.dejanews.com>,
ben@imperial.co.uk writes:

> I have experienced similar problems with MiNT and STinG. Version 1.04
> was OK, but v1.12 crashed all the time. I found the problem was with
> the order in which MiNT and STinG were loading from the AUTO folder.
> I found that if STinG loaded before MiNT, STinG would crash, and a
> privilege violation error would appear on screen.

One could argue here, which program crashes. Would you call the toppling
tower a badly designed one, if the only reason it topples is that stupid
people dig away the soil beneath it ? Here you go. The tower is STinG,
the soil is STinG's priviledge violation handler, and the stupid people
is MiNT, which recklessly unlinks STinG's priviledge violation handler.

This is a MiNT bug.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

541. Re: Molesting the Cookie Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <VeLZFSgRBmh0@cantva.canterbury.ac.nz>
Source record: 5541

```
Greetings Gaven, thanks for the code, but...

typedef struct {
uint32 item;
uint32 value;
} Cookie;

[snip]

cp = (Cookie *) 0x5a0; // get pointer to cookie jar

[snip]

if( cp -> item ) { // is this a null cookie?
do { // overwrite this cookie with next in list
// (cp + 1) points to next cookie ie addr + 8
memmove( cp, cp + 1, sizeof( Cookie ) );
cp++; // increment pointer
} while( cp[-1] -> item ); // loop until null cookie copied
}
/\
/||\
||
Error: invalid structure reference.

This is the error generated by LC 5.6. I can't work out what you may
have meant by this, so I'm stuck. I do appriecate your help, and good
use of comments too (i.e. heaps of 'em, very handy!), but the code is
no good to me at the moment. I tried compiling it without the [-1]
and although it compilied ok, it wouldn't delete the cookie I asked
it to do.

Karl.

--

/*
* -0x29a PRODUCTIONS-
*
* Karl Ashton <kma54@student.canterbury.ac.nz>
*
* . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
*
*/
```

542. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ef09d9.28943118@news.demon.co.uk>
Source record: 5542

On 16 Feb 98 00:15:01 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>I've been informed that the 68000 doesn't put enough info into its BUSERR
>stack frame to allow it to continue/restart the failing instruction

Ah! There is enough information to "regain control" lets say but there
isn't enough information there to be able to guarantee a restart of
the offending instruction - iirc not enough info is stored to tell
whereabouts in the instruction the program counter was when it went
pear-shaped.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

543. Re: Text Cursor

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f00bd7.29453101@news.demon.co.uk>
Source record: 5543

On Sun, 15 Feb 1998 15:11:12 -0000, "David Knight"
<David@ritter.demon.co.uk> wrote:

>Is there a VDI call that enables a text cursor in GEM windows?

Er, no really. :-((

>I'm trying to write a simple text editor and just can't find a way of
>showing a cursor other than keeping track of the position and using v_box()
>to draw the cursor.

The only text cursor the vdi has (other than being in text mode
proper) is the one displayed by an editable text box which I doubt is
going to be particularly suitable for your needs!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

544. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6ce9gq$4cf@balaena.bio.vu.nl>
Source record: 5544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:

: > Wow, is that _the_ Mr. Ni? :-)
: Hoe bedoel je dat?

Oh, never mind. It's just that one of the first music programs I ran on my ST years ago was a certain Noisetracker player... That was also my first encounter with a scroller. :)

: > Pentium 75 running Linux). Would have to use the DSP...
: Well, can't help you on that, haven't got a Falcon and never
: did anything with a DSP.

I just printed out some 160 pages containing the DSP instruction set from the original PDF Motorola manual. Anyone interested in this cut-down Postscript version of the Manual?

: Can do some math but, I think, you too.

Yep. And I borrowed a massive Computer Graphics bible from a friend. Only problem is reading it, as the first page alone is enough to give one a rather large headache... :-)

: PS: Aanstaande zaterdag ben ik op de computerclub in Huizen. VU en
: Amsterdam lijkt me niet zo heel ver weg. Zin om langs te komen en
: hi tegen elkaar te zeggen?

Nice idea, however, I won't be in Amsterdam on saturday.
By the way, I notice from the Email address that you seem to be on TU Twente. My little brother is planning to come and study Elecronics there next year...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Imagine if every Thursday your shoes exploded if you tied them the usual way. This happens to us all the time with computers, and nobody thinks of complaining."
-- Jeff Raskin, interviewed in Doctor Dobb's Journal

545. Re: help on asm gem

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: Mike <NOSPAM_mike@heliovisionsproductions.fr>
Message-ID: <uHAMVEFP9GA.278@upnetnews02.moswest.msn.net>
Source record: 5545

[Since I've got trouble with news server when I send this post, I post it
again. Sorry if it is duplicated !]

>GEM and Assembly Language are two things that don't go together easily.
Hum.
I will say definitely NO.
I will perhaps say some bullshits in what follows, but since I do not
program on ST since 2 years I think I can be excused....
If you're using Devpack (or GenST if you prefer), with MonST, it's really
easy to code GEM applications in 680x0.
First, theses packages come with a lot of usefull MACROES that helps you
implement any system call (BIOS,XBIOS,GEMDOS,AES,VDI). If some functions are
missing, it's really to add what you want in these macro files.
An example of GEM code (from the real world: The complete source code is on
my home page [with French comments, sorry]), made using this method:

```
...
type_window=win_name+win_closer+win_mover+win_info
...
; Compute window size, base on formular size
form_center ptr_main_page
move.l ptr_main_page,a0
wind_calc #0,#type_window,ob_x(a0),ob_y(a0),ob_l(a0),ob_h(a0)
; Memorize window size
move.l int_out+2,x_win
move.l int_out+6,w_win

; Read again window size
movem x_win,d0-d3
; Create the window
wind_create #type_win,x_win,y_win,w_win,h_win
; Memorize window handle
move d0,handle_win

; String address
move.l #window_title,int_in+4
; Set the window title
wind_set handle_fen,#2

; String address
move.l #infos_window,int_in+4
; Set the window information line
wind_set handle_fen,#3

; Open the window
wind_open handle_win,x_win,y_win,w_win,h_win
```

...
...
...

And so on. It's easy to Init the application, to read the cookie jar, to convert and reallocate
ressource file, to change object flags...

>To be absolutely honest, I doubt you would understand the source code without
>understanding the mechanisms first. Windows are the worst of all and can be
>problematic at best even in C. I suggest you read; 'The ST Assembly Language
>Workshop Vol II' by Clayton Walnum and the ProGEM series by Tim Oren. Both
>are published in electronic form and are shareware and freeware respectively.
>You can find them in most Atari archives.
Coding GEM in C, ASM, or Basic, (or in Modula 2 ?) is not the question. If you know how GEM is working, and it's philosophy... you can code it efficiently in the language you want.

>Good luck.
Same thing !

For those people that want to download the (complete) source code, just look for the REMBRANDT archive on my Atari download page.
The code is fully functionning, is fully commented (in french of course :), and contain plenty of interesting stuff in GEM, NON GEM, all is in 68030 !!!! (meaning: Falcon or TT only).
But the GEM part is compatible with any ST compatible computer.

See ya,
Mike.

~~~~~~~ Dbug's ATARI/Oric HomePage ~~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!
~~~~~~~

546. Re: 68k to C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6ceacd$4cf@balaena.bio.vu.nl>
Source record: 5546

Mike (NOSPAM_mike@heliovisionsproductions.fr) wrote:

: Do you know if it is possible to find converter programs that can translate
: 680x0 source codes in C.

I don't know of any...

: (Or better, than can translate 68000 source code in 6502)

That wouldn't be easy, as the 6502 has a lot less registers...
Why would you want to do that anyway?

: Of course, I know that such a program will generate crappy code...

If such a program does exsist, I think the generated C code would
be hard to read at the very least. :-)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Imagine if every Thursday your shoes exploded if you tied them the
usual way. This happens to us all the time with computers, and nobody
thinks of complaining."
-- Jeff Raskin, interviewed in Doctor Dobb's Journal

547. Re: Molesting the COOKIE Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <0$1Oe2po$Wm7@cantva.canterbury.ac.nz>
Source record: 5458

```
Greetings Gaven,

yep, it works great! :-)

> The code I posted to the newsgroup was written while online, and had a
> couple of errors,
I'll forgive you this time. ;-) That's not bad going considering it
was off the top of your head.

> The other error seems to be a Lattice peculiarity. "cp[-1]" should point
> to one element prior to cp, but lattice parses this as incorrect.
> To fix this, I've just changed it to "(&cp[-1])"
I'd never have worked that one out!

Anyway, thanks again.
Cheers, Karl.

--

/*
* -0x29a PRODUCTIONS-
*
* Karl Ashton <kma54@student.canterbury.ac.nz>
*
* . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
*
*/
```

548. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cgobmpfd1@news.emw.ericsson.se>
Source record: 5459

Tony Greenwood wrote:

> >I still have to find a GEM shell which doesn't and have to launch a
> >program in a certain resolution sounds like stone age to me. It will go into the
> >trash evenbefore it comes near my computer. We are not still living in the middle
> >ages you know.
>
> I do not own a Falcon , My computer is an STe with standard STe
> resolutions, but I do spend many many hours and a lot of effort trying
> to support your machines.. yet you and Peter come along and instead of
> helping people support you, you insult us instead,

Sorry, but I don't even have access to ST-Low these days. I'm to lazy to
crawl down on the floor and change monitor output and fiddle in complete
darkness before I can get a picture at all. As long as games doesn't
work
with gfx cards it must be a hell of a good game before I even consider
to change.

Also, having a Falcon it's realy sad to try st games as you want more
than 16
colours, so I usually doesn't bother. If they had had TC or atleast 256
colours
I would test them, but now I just hate it. This is me but I guess many
others
can stand with 16 colour STOS games so I let them test them, if those
people
excist. Actually I think most Falcon owners thinks like me. Atleast 256
colours
or it's not worth it. Maybe we are narrow minded, but who cares? We want
good
looking colour full games for our Falcons.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

549. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cgom2pfd2@news.emw.ericsson.se>
Source record: 5460

Anthony Jacques wrote:

> > Oh, so you are saying that they work on my Falcon/AB040/Nova box in
> > 16-bit high
> > res? Cool.
>
> No, but unless the nova disables the rest of the Falcons video system
> (possible) then it'll just switch to ST low, and on exit it will restore
> the system to the mode it was in before starting (although there is
> a bug in the current release that has problems with extended resolutions
> as provided by BlowUP etc. and NVDI).

I know. I wasn't reaky serious when I wrote the above. I knew how Tony
would
react. :-)

> If someone wrote a diskzine shell for 16-bit mode it would work though
> - I have written a prog (in STOS of course) which works nicely in
> 640x480x16bit on my machine. I haven't put in the intel byte ordering
> stuff for NOVA though...

Yes that is a pain in the arse, the intel byte order. :-((((
Also, you can make STOS games with more colours on a Falcon but as far
as
I know there are none. If Tony could make "real" Falcon versions of his
games
with enhanced graphics it would be very nice indeed. Just making Falcon
compatible
games isn't enough.

> > I still have to find a GEM shell which doesn't and have to launch a
> > program in a certain resolution sounds like stone age to me.
>
> Yea, but this isn't the case. On the Falcon, STOS 2.07 beta1 and above
> (- the next release will be beta 4, if I ever fix this damn bug) handles
> Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> I'll get you to run a few tests...

Would it be possible to make STOS games work on the Nova? I think NOVA
VDI
supports resolution changes on the fly, but I have no looked into it
yet.

If you used VDI it would be no problem. You could even make them run in
a GEM
window. ;-)

```
//Magnus Kollberg
--
+-------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-------------------------------------------------+
```

550. Re: STinG and Mint => Privilege Violation

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980219034702.21310B-100000@usr07.primenet.com>
Source record: 5461

Totally agree, Beside they really are stupid tryng to run sting under
mint when they can run mintnet!!.
If I was running sting, might as well get magic too.
Same concept as: buying a mac to run winsoft 95. If you run only run
win95 emulated, might as well get a pc!.
Same idea, same stupid things.

On Wed, 18 Feb 1998, Peter Rottengatter wrote:

>In article <6cbdij$145$1@nnrp1.dejanews.com>,
> ben@imperial.co.uk writes:
>
>> I have experienced similar problems with MiNT and STinG. Version 1.04
>> was OK, but v1.12 crashed all the time. I found the problem was with
>> the order in which MiNT and STinG were loading from the AUTO folder.
>> I found that if STinG loaded before MiNT, STinG would crash, and a
>> privilege violation error would appear on screen.
>
>One could argue here, which program crashes. Would you call the toppling
>tower a badly designed one, if the only reason it topples is that stupid
>people dig away the soil beneath it ? Here you go. The tower is STinG,
>the soil is STinG's priviledge violation handler, and the stupid people
>is MiNT, which recklessly unlinks STinG's priviledge violation handler.
>
>This is a MiNT bug.
>
>
>Cheers Peter
>--
>---
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/~perot
>---
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
----

551. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f41f91.2584626@news.zetnet.co.uk>
Source record: 5462

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Thu, 19 Feb 1998 08:53:41 +0100 that you wrote:

>> I do not own a Falcon , My computer is an STe with standard STe

>with gfx cards it must be a hell of a good game before I even consider
>to change.

But this is my whole point !, how do you know if it is a hell of a
good game or not if you are not going to try it ?
Games that recieve 90 and 95% in recent ATARI Computing magazine, are
they not good enough... what do they have to recieve before you think
its good enough to try ? please do tell ?

>Also, having a Falcon it's realy sad to try st games as you want more
>than 16 colours, so I usually doesn't bother.

I agree, If I had a Falcon I would want 256 color games, I understand
this.. but the concencus of opinion seemed to be that good quality 16
colour games are better than no games at all...

>can stand with 16 colour STOS games so I let them test them, if those
>people excist. Actually I think most Falcon owners thinks like me. Atleast 256
>colours

H.E.R.O.2 and the recently Falcon and TT patched Diamond Ice, feel
free to ask your fellow falcon owners to tell you how crap this game
is on there Falcon..

>or it's not worth it. Maybe we are narrow minded, but who cares? We want

"we" just exactly who are you spoksman for now ?."we" ?

So you are the spoksman for the Falcon owning community are you.. My
apologies I had not realised I was speaking with someone so
important:)

So it is the WHOLE falcon community as in "we" that say my software
should be trashed before using... tsk sorry... I thought that was your
opinion... now I see you say its everyone with a Falcon.. you all
think my software should be trashed....well thats told me hasn't
it....

>good looking colour full games for our Falcons.

I agree with this.. I do not blame you one bit... I would feel
exactly the same.. But that is no reason not to have quality 16 colour
games as well,

Perhaps i should withdraw falcon software and stop supporting the falcon.. and when people ask me why..i will tell them to speak to there spokesman.......

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

552. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ed1bab.1586844@news.zetnet.co.uk>
Source record: 5463

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Thu, 19 Feb 1998 08:59:13 +0100 that you wrote:

>I know. I wasn't reaky serious when I wrote the above. I knew how Tony
>would
>react. :-)

The same way you would react if I insulted the software you make.. in
an ATARI programmers group...

Ho but it is alright.. you have since told us all (in another post)
that you speak for the whole Falcon owning community havn't you... its
not your personal opinion.. its the opinion of everyone that owns a
Falcon that my software should be trashed before trying... your just
the spokesman.....

>If you used VDI it would be no problem. You could even make them run in
>a GEM window. ;-)

tsk...GEM....you love GEM so much....how sad :(

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

553. Re: DLLs on the Atari, Part 2

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6chetp$a0@balaena.bio.vu.nl>
Source record: 5464

Gaven Miller (gmiller@inca.co.nz) wrote:

: I can upload the zip file to the University Of Michigan site (was that
: alt.archives.umich.edu? I haven't used it in yonks, so that might be in
: error).

Dunno, I've stopped using the USA sites 'coz of slow transfer rates
to and from Europe.

: (It costs me in data-transfer charges to email/ftp/web etc, so if there is
: a better site that will be reachable by more users, please tell us)

You could upload the thing to an FTP site or mail it to me, then I would be
able to upload it to a few other sites as well...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

They spell it "da Vinci" and pronounce it "da Vinchy". Foreigners
always spell better than they pronounce.
-- Mark Twain

554. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6chhkv$6mv$1@news.emw.ericsson.se>
Source record: 5465

Tony Greenwood wrote:

> >> I do not own a Falcon , My computer is an STe with standard STe
> >
> > >with gfx cards it must be a hell of a good game before I even consider
> > >to change.
> >
> > But this is my whole point !, how do you know if it is a hell of a
> > good game or not if you are not going to try it ?

No, but does they work on a Nova card? No.

> > Games that recieve 90 and 95% in recent ATARI Computing magazine, are
> > they not good enough... what do they have to recieve before you think
> > its good enough to try ? please do tell ?

Well, I have not tried them as they just don't work (Nova you know).

> > >Also, having a Falcon it's realy sad to try st games as you want more
> > >than 16 colours, so I usually doesn't bother.
> >
> > I agree, If I had a Falcon I would want 256 color games, I understand
> > this.. but the concencus of opinion seemed to be that good quality 16
> > colour games are better than no games at all...

Ofcourse, but are they that good? Maybe they are. And get 90% rating in
Atari Computing can't be very hard when you see what you have to compare
with. I'm not saying that your games are crap, just that the Atari
gaming industry, which doesn't even excist, is crap.

I would like to try CoC, but there is no demo of it to try first.

If someone could make all old ST-games work on my Falcon running from HD
and in any res I would by more than thankfull.

> > >can stand with 16 colour STOS games so I let them test them, if those
> > >people excist. Actually I think most Falcon owners thinks like me. Atleast 256
> > >colours
> >
> > H.E.R.O.2 and the recently Falcon and TT patched Diamond Ice, feel
> > free to ask your fellow falcon owners to tell you how crap this game
> > is on there Falcon..

Did I say that they were crap? Shit, I don't hear what I'm saying
anymore. ;-)

> > >or it's not worth it. Maybe we are narrow minded, but who cares? We want
> >

> "we" just exactly who are you spoksman for now ?."we" ?

Sorry I ment to say "I am". I don't know why I wrote "we"... but maybe I
was right? Scray thought. :-)

> So you are the spoksman for the Falcon owning community are you.. My
> apologies I had not realised I was speaking with someone so
> important:)

Hehehee... sure if you say so. Ask me first! :-)

> So it is the WHOLE falcon community as in "we" that say my software
> should be trashed before using... tsk sorry... I thought that was your
> opinion... now I see you say its everyone with a Falcon.. you all
> think my software should be trashed....well thats told me hasn't
> it....

I still don't understand where I wrote that your games were trash?
Where?

> >good looking colour full games for our Falcons.
>
> I agree with this.. I do not blame you one bit... I would feel
> exactly the same.. But that is no reason not to have quality 16 colour
> games as well,

Well, how hard would it be to add better graphics to the Falcon
versions?
You do have a PC don't you? Or can it only display 16 colours as well?

> Perhaps i should withdraw falcon software and stop supporting the
> falcon.. and when people ask me why..i will tell them to speak to
> there spokesman.......

Funny guy. Now you finaly got someone to blame when you stop making
games
or atleast Falcon compatible games.

Can't Anthony make some cool extension to let you use the same code
for both version without any patching and at the same time support
more colourfull graphics?

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

555. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6chhou$6mv$2@news.emw.ericsson.se>
Source record: 5466

```
Tony Greenwood wrote:
>
> Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
> Thu, 19 Feb 1998 08:59:13 +0100 that you wrote:
>
> >I know. I wasn't reaky serious when I wrote the above. I knew how Tony
> >would
> >react. :-)
>
> The same way you would react if I insulted the software you make.. in
> an ATARI programmers group...

I was NOT insulting your software! If you thought I did, I'm truely
sorry.

> Ho but it is alright.. you have since told us all (in another post)
> that you speak for the whole Falcon owning community havn't you... its
> not your personal opinion.. its the opinion of everyone that owns a
> Falcon that my software should be trashed before trying... your just
> the spokesman.....

Yeah I know. It's sad is it not? :-)

> >If you used VDI it would be no problem. You could even make them run in
> >a GEM window. ;-)
>
> tsk...GEM....you love GEM so much....how sad :(

The reason is simple. It works.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

556. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ec4e6d.3196569@news.zetnet.co.uk>
Source record: 5467

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Thu, 19 Feb 1998 16:05:16 +0100 that you wrote:

>> But this is my whole point !, how do you know if it is a hell of a
>> good game or not if you are not going to try it ?
>
>No, but does they work on a Nova card? No.

Wouldn't it be nice if people like you came forward and helped us
find out if it was possible.. rather than just moan ? If you people
with these things are not prepared to test software then how do we
achieve this ?

>Ofcourse, but are they that good? Maybe they are. And get 90% rating in
>Atari Computing can't be very hard when you see what you have to compare

hmm, Well 5 years ago when lots of people where making games, I was
getting 80-90 scores.....

But I do see what you mean.. I am obviously biased for my games :),

>> H.E.R.O.2 and the recently Falcon and TT patched Diamond Ice, feel
>> free to ask your fellow falcon owners to tell you how crap this game
>> is on there Falcon..
>
>Did I say that they were crap? Shit, I don't hear what I'm saying
>anymore. ;-)

Sorry.....But in my house you put all the rubish in the trash can...
this is where you told everyone in a public newsgroup where you would
put my software "in the trash", this is what got me to respond in this
way, it was not exactly supportive was it :(
>
>> >or it's not worth it. Maybe we are narrow minded, but who cares? We want
>>
>> "we" just exactly who are you spoksman for now ?."we" ?
>
>Sorry I ment to say "I am". I don't know why I wrote "we"... but maybe I
>was right? Scray thought. :-)

hehe, I just picked up on the we...glad I didn't say it :)

>I still don't understand where I wrote that your games were trash?
>Where?

You said you would throw them in the trash... Normal people don't
throw good stuff in the trash do they ?

>Well, how hard would it be to add better graphics to the Falcon
>versions?

For me very hard.....but for a Falcon owner it would be easy..

You could let me borrow your Falcon for 6 months and I will return it
with a kick arse game <smile>

>You do have a PC don't you? Or can it only display 16 colours as well?

Eeerm what would that have to do with it?, I have had a PC in one
form or another for around 4 or maybe 5 yrs... it has nothing to do
with making games falcon enhanced?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

557. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ed5141.3920638@news.zetnet.co.uk>
Source record: 5468

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Thu, 19 Feb 1998 16:07:24 +0100 that you wrote:

>> The same way you would react if I insulted the software you make.. in
>> an ATARI programmers group...
>
>I was NOT insulting your software! If you thought I did, I'm truely
>sorry.

OK fair enough...<fx:shakes hands> But if you re-read your original
posting then you will see where I did get that impresion :), especialy
in the same thread as the other STOS hater Peter....Who starts the
fight then runs off ?

>> >If you used VDI it would be no problem. You could even make them run in
>> >a GEM window. ;-)
>>
>> tsk...GEM....you love GEM so much....how sad :(
>
>The reason is simple. It works.

Yep great for a nice WP... not so great for an 8 way scrolling
platformer.....

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

558. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34EC6BCE.5B18@mst.tn.utwente.nl>
Source record: 5469

Anthony Jacques wrote:

> If someone wrote a diskzine shell for 16-bit mode it would work though
> - I have written a prog (in STOS of course) which works nicely in
> 640x480x16bit on my machine. I haven't put in the intel byte ordering
> stuff for NOVA though...

If I am not mistaking all those problems with disk magazines were solved ages ago by Richard Karsmakers and his ST NEWS team. They were using a Gem Shell for their great magazine. I don't know about the Gfa compiler they used but if the compiler produced TT and Falcon compatible code, the old issues will still work on high color and high res machines.

I am sometimes wondering why I have to swich to ST low (or medium) just to read some more or less interesting articles. They are equally well (even better) read on overscanned ST high. A good axample is the ATOS magazine, they are publishing their magazine in ST Guide format. So graphics and links are possible. And as ST guide is a well designed GEM program there are no problems with resolutions and graphics cards.

Only problem with ATOS is that it is German, so the whole englisch community doesn't know about it.

Bye, Hans

559. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34EC6E8F.759F@mst.tn.utwente.nl>
Source record: 5470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Levien van Zon wrote:
>
> Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:
>
> : Hoe bedoel je dat?
>
> Oh, never mind. It's just that one of the first music programs I ran on my ST
> years ago was a certain Noisetracker player... That was also my first
> encounter with a scroller. :)

Wow, that was some time ago... Phew, what was it called? Mod player
the luxe or something like that? Did you ever see it's successor,
with nice Gem shell and functions to play Mad Max and Count Zero
.mus files?

> By the way, I notice from the Email address that you seem to be on
> TU Twente. My little brother is planning to come and study Elecronics
> there next year...

Well, that's in the same building as the physics department. That's
where I am right now (TN = Technische Natuurkunde, MST = Meet en
Systeem Techniek).

Bye, Hans

560. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Konstantinos Xonis <gc85@mailserv.uni-giessen.de>
Message-ID: <Pine.GSO.3.95.980219193335.16012A-100000@sun4.hrz.uni-giessen.de>
Source record: 5471
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On 18 Feb 1998, Levien van Zon wrote:

[...]
>
> I just printed out some 160 pages containing the DSP instruction set from
> the original PDF Motorola manual. Anyone interested in this cut-down
> Postscript version of the Manual?
>
[...]

You just can get the complete Users Manual from Motorola just
by asking them for document number MC56002UM/AD

I just did so, and got it the next week free of charge...

--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 390 943
D35576 Wetzlar TEL: +49 6441 390 944 or (mobile) +49 177 7025 529
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

OMA !!! Stoer mich jetzt nicht, ich fliege !!

561. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980219184618809 56@zetnet.co.uk>
Source record: 5472

Magnus wrote:
> > > Oh, so you are saying that they work on my Falcon/AB040/Nova box in
> > > 16-bit high
> > > res? Cool.
> >
> > No, but unless the nova disables the rest of the Falcons video system
> > (possible) then it'll just switch to ST low, and on exit it will restore
>
> I know. I wasn't reaky serious when I wrote the above. I knew how Tony
> would react. :-)

Yea, I thought it might be... You are as bad as each other. :-)

> > 640x480x16bit on my machine. I haven't put in the intel byte ordering
> > stuff for NOVA though...
>
> Yes that is a pain in the arse, the intel byte order. :-((((

Yup...

> Also, you can make STOS games with more colours on a Falcon but as far
> as I know there are none.

I know of 2, but I dont know if they have been released. I also know of
another two aborted games (left the Atari scene).

> If Tony could make "real" Falcon versions of his
> games with enhanced graphics it would be very nice indeed.

It would, but it'll only happen if someone GIVES tony a Falcon. :-)

> Just making Falcon
> compatible games isn't enough.

Its better than nothing, but I agree - I really dont play many ST games...

> > Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> > I'll get you to run a few tests...
>
> Would it be possible to make STOS games work on the Nova? I think NOVA

Maybe, maybe not. IIRC, BM has code to write directly to the screen, so it
is definately possible. Adding it to my existing 16-bit mode routines wouldn't
be too hard. Actually, I have been thinking about releasing the source code
to my extension, so if anyone wants to try this, mail me...

> VDI supports resolution changes on the fly, but I have no looked into it
> yet.

Well STOS doesn't get on too well with the VDI...

> If you used VDI it would be no problem. You could even make them run in
> a GEM window. ;-)

Yea, well GEMMA source is available as well - anyone wanting to patch the
compiler so that we can compile AES/VDI stuff is welcome to try. :)

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

562. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980219185133809 56@zetnet.co.uk>
Source record: 5473

```
> Funny guy. Now you finaly got someone to blame when you stop making
> games
> or atleast Falcon compatible games.
>
> Can't Anthony make some cool extension to let you use the same code
> for both version without any patching and at the same time support
> more colourfull graphics?

That was actually planned - I even started (called "Falcon Missing Link"
- on my WWW pages) but I dont have the time, or the enthusiasm (only about
3 people wanted it) to do it.

Hehehe... actually, I seem to remember telling you about this one... :-)

Anthony
--
----------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------------------------------------+----------------------------------
```

563. BubbleGEM & GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <34EC9B36.2CC9@neo-interaktiv.no>
Source record: 5474

Clair Shaw wrote:
>
> In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
> <marillat@alpes-net.fr> writes
> >Hi,
> >
> >How to programm bubblegem with GFA basic 3.xx ?
>
> I could do with wanting to know that too...

You can find a implementation of BubbleGEM for GFA in the FAQ-site for
Face Value. Have a look at the UTIL-section at:

http://www.geocities.com/ResearchTriangle/4558/starteng.htm

It is spesific to the Face Value engine (http://home.sn.no/~veg/), but
you should have no problem adapting it to your own program if you do not
use FV. And remember to send Manfred Ssykor a note of thanks (he wrote
the BubbleGEM routines)...

Bye,
Vegard Hofsoy
<vegard@neo-interaktiv.no>

564. Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <1e6_9802191531@conchbbs.com>
Source record: 5475

I've always prefered *(cp-1) to cp[-1] or -1[cp] when cp is a
pointer.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

565. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ec7d09.15130180@news.zetnet.co.uk>
Source record: 5476

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Thu, 19 Feb 1998
18:28:46 +0100 that you wrote:

>> If someone wrote a diskzine shell for 16-bit mode it would work though
>> - I have written a prog (in STOS of course) which works nicely in

>If I am not mistaking all those problems with disk magazines
>were solved ages ago by Richard Karsmakers and his ST NEWS

haha,, hardly.. as the last issue of ST NEWS I saw.. you could not
run it on a ST unless it had a Hard Drive, Thus someone like me who
loves diskzines never got to read it :(, whats the point of making a
diskmagazine work in all resolutions.. then not letting people read it
unless they have a hard drive... utterly stupid.... you will now tell
me the same old story how everyone has a HD and I will say not the uk
OFF line community and blah blah blah.......

but whats the difference between me forcing a resolution.. and st news
forcing a HD ?

>high. A good axample is the ATOS magazine, they are
>publishing their magazine in ST Guide format. So graphics

I would have thought a better example would be in HTML, I have always
advocated that this is the best thing for a diskmag... I made shells
for people who asked for them for there own diskmags... but personaly
I would prefer html any day... even off line readers would benefit and
who cares what machine and what resolution..

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

566. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34ECAD1E.403E@mst.tn.utwente.nl>
Source record: 5477

Tony Greenwood wrote:
>
> Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Thu, 19 Feb 1998
> 18:28:46 +0100 that you wrote:

> >If I am not mistaking all those problems with disk magazines
> >were solved ages ago by Richard Karsmakers and his ST NEWS
>
> haha,, hardly.. as the last issue of ST NEWS I saw.. you could not
> run it on a ST unless it had a Hard Drive, Thus someone like me who
> loves diskzines never got to read it :(, whats the point of making a
> diskmagazine work in all resolutions.. then not letting people read it
> unless they have a hard drive... utterly stupid.... you will now tell
> me the same old story how everyone has a HD and I will say not the uk
> OFF line community and blah blah blah.......

Right, so you know how to do it right. Make it work in
all resolutions and from all posible drives.

> but whats the difference between me forcing a resolution.. and st news
> forcing a HD ?

You know evrybody has.... :-)

> >high. A good axample is the ATOS magazine, they are
> >publishing their magazine in ST Guide format. So graphics
>
> I would have thought a better example would be in HTML, I have always
> advocated that this is the best thing for a diskmag... I made shells

Better not. The last time I tries CAB (before it went comercial),
it wouldn't work on my machine (unless I switched to an other TOS
version, but don't like that). I think that ST Guide is more
common then HTML browsers are. But there is no reason to publish
it both in HTML and ST Guide format (I think there is a utility
to convert them into each other).

Bye, Hans

567. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f5b676.29833415@news.zetnet.co.uk>
Source record: 5478

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Thu, 19 Feb 1998
23:07:26 +0100 that you wrote:

>> loves diskzines never got to read it :(, whats the point of making a
>> diskmagazine work in all resolutions.. then not letting people read it
>> unless they have a hard drive... utterly stupid.... you will now tell
>> me the same old story how everyone has a HD and I will say not the uk
>> OFF line community and blah blah blah.......
>
>Right, so you know how to do it right. Make it work in
>all resolutions and from all posible drives.

I don't understand your question or reasoning here ?... I stated it
was stupid to make it work in all resolutions but force it to need a
hard drive... my point is obvious... yours is somewhat confusing and I
don't understand the question or why you are asking it.. I made no
claims as to what i can do.. or are you just trying to be sarcastic ??

>> but whats the difference between me forcing a resolution.. and st news
>> forcing a HD ?
>
>You know evrybody has.... :-)

hehe...nope I am NOT falling for it....again :)

>> I would have thought a better example would be in HTML, I have always
>> advocated that this is the best thing for a diskmag... I made shells
>
>Better not. The last time I tries CAB (before it went comercial),
>it wouldn't work on my machine (unless I switched to an other TOS

So HTML is also not good for your ATARI,, lets see... atari low res
is no good, and you machine doesnt like html... you sure its a bloody
atari ?

>version, but don't like that). I think that ST Guide is more
>common then HTML browsers are. But there is no reason to publish
>it both in HTML and ST Guide format (I think there is a utility
>to convert them into each other).

html can also be read on other machines that might be interested in
the content... surely you knew I would say that ? :)

eeerm thats all other machines accept yours it would seem ? BTW CAB
is not the only HTML reader......

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

568. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoMCB0.n4r@suse.modem.stud.uni-hannover.de>
Source record: 5479

In article <34efbdaa.3243675@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

> I snipped your comments and refuse to discuss them because you admit
> at the end that you never tried my software (so how can you comment)
> and you don't have a standard atari setup capable of atari low rez

You said yourself that you need standard resolutions for your software to work with. My main machine (a hacked 520 ST+) does not support any standard resolutions. You said yourself that one would need ST-Low in order to run all STOS derived software.

If the programmer himself says his product won't run on my machine, I won't go through the hassle of trying it. The programmer should know. Or are you saying you don't ?

> I don't understand how you even attempt to join in this thread when
> you haven't even got a normal ATARI...

Aha. One definitely needs a normal (whatever that is) Atari in order to join a thread, the subject line of which reads "C Compiler". What a piece of bullshit.

So finding out that some machines won't run your software under no circumstances, you simply divide the Atari world into two classes of machines : One will run your software when set up properly, the other doesn't. Fair enough, so far. Then you label the former "normal Ataris", and the latter "non-normal". That's a bit lame isn't it ? Furthermore you deny people with "non-normal" machines the right to discuss these matters ? That's more than lame, that's rather a silly excuse (saying "Sorry, I can't do any better") than any sensible statement.

I'm ready to discuss any drawback of C people will come up with for discussion in a sensible way; you however jump into people's face if they dare to mention anything even faintly negative about STOS.

> how can I talk to you about low
> rez software when you don't own a low rez setup..

I've seen it, I played games using it (MidiMaze rules !), I know how it works in terms of both hardware and software. I see no reason why you should have problems talking to me about low rez software. This is of course meant in a sensible way, I do not accept dogmatic state-ments.

I just do not have any permanent ST-Low setup, because I find one cannot really work with it. Still I make sure that my software will

run perfectly in ST-Low.

> I look forward to a conversation with you when we talk about other
> resolutions you are capable of achieving ok :)

I doubt that that will ever happen, because resolution dependent software is not state of the art anymore. Too many people have machines with too many different screen resolutions. I take care to make my software work with your screen setup, while you refuse to even think about making your software deal with 960x544 and 1024x864. I still have a machine with ST-High, but as far as I've been told, STOS software won't even run on that one (and that's a standard resolution, that's for sure).

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

569. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoMCI1.n5D@suse.modem.stud.uni-hannover.de>
Source record: 5480

In article <19980218193208809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> machine with ST-Low, but I'd need to carry it around and probably find a TV
>> set to connect it to, because I (and never of my local friends) do not have
>> any colour monitor. A diskzine that uses STOS is crap for me, I cannot read
>> it.
>
> STOS != ST-Low only. STOS itself gets on fine with ST-Hi, and with the aid
> of my extension handles many other resolutions.

Aha. I didn't know that, some other people's statements sounded just
completely different.

So are there any interesting pieces of software in STOS that were written
with ST-High in mind (or even better resolutions still) ? I'd like to give
it a try.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

570. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoMD4w.n7y@suse.modem.stud.uni-hannover.de>
Source record: 5481

In article <19980218194457809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> Oh, so you are saying that they work on my Falcon/AB040/Nova box in
>> 16-bit high
>> res? Cool.
>
> No, but unless the nova disables the rest of the Falcons video system
> (possible) then it'll just switch to ST low, and on exit it will restore
> the system to the mode it was in before starting (although there is
> a bug in the current release that has problems with extended resolutions
> as provided by BlowUP etc. and NVDI).
>
> If someone wrote a diskzine shell for 16-bit mode it would work though
> - I have written a prog (in STOS of course) which works nicely in
> 640x480x16bit on my machine. I haven't put in the intel byte ordering
> stuff for NOVA though...

I'll never understand why diskzines need their own, proprietary, non-GEM
shell, so that you surely can't do anything else in the background. I like
the Atari Times for being HTML, I can read it using CAB and still have an
IRC conversation going on in the background for instance.

>> I still have to find a GEM shell which doesn't and have to launch a
>> program in a certain resolution sounds like stone age to me.
>
> Yea, but this isn't the case. On the Falcon, STOS 2.07 beta1 and above
> (- the next release will be beta 4, if I ever fix this damn bug) handles
> Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> I'll get you to run a few tests...

Good, but there is more to modern computing environments than resolution
independence. I agree with Magnus, and would say that software that seizes
the entire system is, if not stone age, then bronze age.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

571. Re: Molesting the Cookie Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoMDs9.nCt@suse.modem.stud.uni-hannover.de>
Source record: 5482

In article <34eb58dc.0@comnet.co.nz>,
gmiller@inca.co.nz (Gaven Miller) writes:

> The other error seems to be a Lattice peculiarity. "cp[-1]" should point
> to one element prior to cp, but lattice parses this as incorrect.
>
> To fix this, I've just changed it to "(&cp[-1])"

It's not a Lattice peculiarity, it's standard behaviour. After all, cp[0]
gives you the zeroth element, and not a pointer to it. Why do you expect
it to return a pointer to the element before the zeroth, if you write cp[-1] ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

572. Re: STinG and Mint => Privilege Violati

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoME4A.nF8@suse.modem.stud.uni-hannover.de>
Source record: 5483

In article <6cete5nqq2@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> Hi Peter! Just a couple of things I wanted to ask...I'm using the latest
> versions of STing -except- for the modules. When I add the new modules I
> get a 2-bomb bus error. Replace the older modules and everything works
> fine...any ideas?

No, not at all. Where precisely does it happen ? Replace one module after
the other, so that you find out which module gives you the problem.

> Also, I got STing to work with MultiTos using AES v4.0 (with STing loaded
> after MINTNP.PRG, like you said), however I've been unable to get STing to
> work with MultiTos using AES 4.1...it looks like its working, even to the
> point of reporting "success" in the dialer window, but none of my Internet
> apps will work...Any ideas there? (other than scrapping M-TOS!) <grin>

No. I don't know in which ways MTOS modifies the system. Maybe it's
messing with interrupts, unlinking STinG's main handler ? Does a ping
to 127.0.0.1 work, with STinG switched on in the "STinG Internals" ?
Does the Dialer get beyond the success, i.e. to the point where the
dialing window closes again ?

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

573. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoMDLu.nC7@suse.modem.stud.uni-hannover.de>
Source record: 5484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <6buq50$j6t$1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

> Hehehee.. you realy have something against www.atari.de, don't you? ;-)

Not really. They should fix it, and I'll stop my complaints ;-)

> Have you mailed them about your complaints? They will harly fix it if
> someone
> doesn't tell them about it.

Tried. Bounced. Sigh.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

574. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoMDIw.nA3@suse.modem.stud.uni-hannover.de>
Source record: 5485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <6bu95mbuh1@infomania.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> All the following pages, for instance http://www.atari.de/messe.htm.
>> Someone said there was a background graphic, but even though I haven't
>> switched background graphics off, I did not get it. Still there is folx
>> who do switch them off, and they will definitely end up with white text
>> on white background, being utterly unreadable.
>
> I know, but as above, no problems here. ;-)
>
> You just need the right harware to display them on. ;-)

Choose :

* A 12 MHz 520 ST+ with SM 124 (resolution 960x544 monochrome) using
CAB.

* A Pentium 133 (64 MB) with Matrox Millennium (1280 x 1024 TrueColor)
on an Eizo F56, using Netscape on Linux.

Which one is the right hardware ? With both it gave me white pages.

> Maybe not in the respect as you said above, but from a design point of view they
> look dreadfull mainly becuase they have no design. I guess it's not that important
> how the web pages look but what products they deliver, but as a fist impression
> (which normaly is VERY important) it's very bad indeed.

Hmm. Indeed I find it more important that the pages are readable, than that
they show a great design. Certainly I'd call unreadable pages a bad design
anyway. Sorry for my pages then, as most likely you'll say that they have
no design either.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

575. Re: STinG and Mint => Privilege Violati

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6ck5h1$121$2@news.campus.mci.net>
Source record: 5347

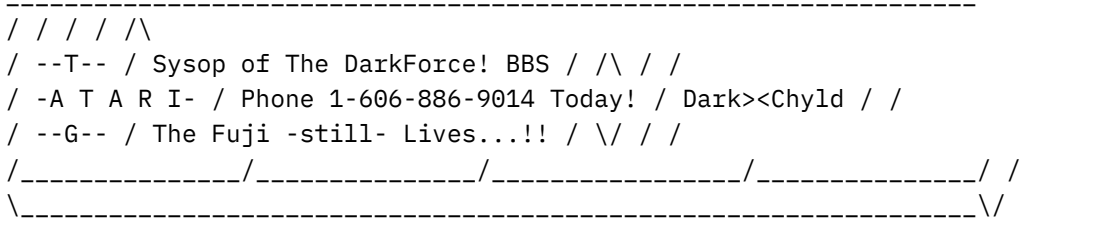
On 19 Feb 1998 09:52:58, Peter Rottengatter wrote:

]-No, not at all. Where precisely does it happen ? Replace one module after
]-the other, so that you find out which module gives you the problem.

Just as soon as the new modules start loading up from the AUTO folder, it
2 bomb crashes. Okay, I'll do that and get back to you...

]-No. I don't know in which ways MTOS modifies the system. Maybe it's
]-messing with interrupts, unlinking STinG's main handler ? Does a ping
]-to 127.0.0.1 work, with STinG switched on in the "STinG Internals" ?
]-Does the Dialer get beyond the success, i.e. to the point where the
]-dialing window closes again ?

Could be, I'm not familiar enough with it to make that call, or what
changes were made from AES 4.0 to AES 4.1. I didn't try any pings but
I will, and yes-the dialer's dialing window does close after it reports
success. (at that point, I really thought I had it working-but if I try
to use CAB or NEWSie, they won't resolve). Thanks for your reply and I
will try your suggestions out and get back to you.



576. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ck6hq$8gg$3@news.emw.ericsson.se>
Source record: 5348

Tony Greenwood wrote:

> >task to write any game for any graphics type/card whatever. But I guess
> >that
> >will not happen as it would probbably mean rewriting STOS. While we are
>
> Why will that never happen... you are very narrow minded for a
> computer enthusiast, I would have thought that you could see furthur
> forward than that... please excplain why you think this may never
> happen ?....is the world going to end... is it flat ? :)))

No but there are very few enough competente programmers to do it and I
don't
think you are up to it.

> >on
> >it, why not rewrite STOS? Anthiny has made so many patches to it so it's
> >basicly already is a new program.
>
> yet a paragrpah ago you said it probably won't happen.. and now you
> say why not do it..... late night was it ?

Well if you know Anthony you would also know that he hasn't got much
time
to look at this Falcon these days. He is programming on his PC now and
he
even doesn't have a monitor to his Falcon anylonger. So how can you do
something when there is noone to do it? Maybe you should start doing
some
assembler programming and patch STOS your self? Maybe you already does,
but
I don't think so. Sorry if I'm wrong.

That should trigger Anthony off! :-)))

> >> hmm, Well 5 years ago when lots of people where making games, I was
> >> getting 80-90 scores.....
> >
> >You did? Cool, but 5 years ago wasn't exactly very busy games wise
>
> eh ?......excuse me for being big headed... but havnt you seen the
> software I made all those years ago ?, please do (if you have time)
> pop along to my web site.. all titles are listed with screen shots and
> independant reviews and a whole load more....

I guess I have to take a look then. :-)

> >> put my software "in the trash", this is what got me to respond in this
> >> way, it was not exactly supportive was it :(
> >
> >No, but it still doesn't work on my Nova no matter how good it is. ;-)
>
> ok... this makes it alright for you to say all these things in a
> public newsgroup... because YOU have a nova?... ooooer

Get one your self.

> >I was thinking of the graphics. I can understand that it's hard to make
>
> haaa. right.. something else you are not aware of... sorry but I am
> not even capable of drawing a box. I am terrible at art, I really am..
> so I have to get a contact.. he has exactly the same setup as me.. ste
> 4meg.. no HD.. but he does have a drive B that must be handy :)
>
> believe me it took a couple of years to find this guy... artists are
> very hard to find.. very hard.. believe me I know :(

Aha, better tell him to move on and buy a Falcon then.

> >If it is as easy to do with STOS as it should be you don't even have to
> >test it as the only thing you did was to change the graphics from the
> >ST version.
>
> ha!....dont be silly... hahahaha... you think it is that simple...
> hahahaha sorry but it is not that simple at all...hahahahaha

That is the problem but I guess you doesn't see it as you are laughing
your head off.

//Magnus kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

577. Re: Text Cursor

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6ck6gmkdd1@laas.laas.fr>
Source record: 5349

In article <887563959.6923.0.nnrp-05.9e9805e3@news.demon.co.uk>, "David Knight"
<David@ritter.demon.co.uk> writes:
>Is there a VDI call that enables a text cursor in GEM windows?
No, there is not.

>I'm trying to write a simple text editor and just can't find a way of
>showing a cursor other than keeping track of the position
Yes, I'm afraid you must do this in any case.

> and using v_box() to draw the cursor.
You can also draw a black rectangle (v_recfl() iirc) of size equal to that of
a character, using the XOR drawing mode. This would allow to nicely display
in reverse video the character on top of which is your cursor.
You can also think about making it blinking, by using timer events in
the evnt_multi() call in the main loop of your program. The best way to achieve
this is writing alternately rectangle/character/rectangle/character/etc...

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France

578. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ck6n7$8gg$4@news.emw.ericsson.se>
Source record: 5350

Tony Greenwood wrote:

> Can you see something like HERO2 or Diamond Ice or any other fast
> blah blah game working in a GEM window ?... and if you can.. then why
> ? what good reson for doing this ?

Okey you have convinced me. If HERO2 or Diamind Ice, or maybe both,
works on my AB040 Falcon I will download them and try them and come
back here telling you what I thought. Okey?

I can live with that I have to bypass the Nova this time... ;-)

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

579. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f9a238.19897040@news.zetnet.co.uk>
Source record: 5351

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 20 Feb 1998 16:14:14 +0100 that you wrote:

>> >will not happen as it would probbably mean rewriting STOS. While we are

>> forward than that... please excplain why you think this may never
>> happen ?....is the world going to end... is it flat ? :)))
>
>No but there are very few enough competente programmers to do it and I
>don't think you are up to it.

hahahaha, thats a coincidence.. niether do I :)).. but its not a
matter of not being up to it ?, I program in BASIC and to rewrite STOS
takes something of a lower level language would you not agree ..
hahaha I never for one moment suggested i could attampt to do it.. In
fact if you take the time to read the paragraph , it is quite possible
that me and you may not even be alive when it happens... I did not put
a tiem scale on it :)

>assembler programming and patch STOS your self? Maybe you already does,
>but I don't think so. Sorry if I'm wrong.

Well you are absoloutly right, I hate the look of ASM or C, or any
other language, I like the fun of BASIC,
>
>That should trigger Anthony off! :-)))

It did.... ho you mean the other Anthony ?.....

>> eh ?......excuse me for being big headed... but havnt you seen the
>> software I made all those years ago ?, please do (if you have time)

>I guess I have to take a look then. :-)

That would be nice.. then you may know a little more of what you are
reffering to.. always guessing is not a good idea :)

>> >If it is as easy to do with STOS as it should be you don't even have to
>> >test it as the only thing you did was to change the graphics from the
>> >ST version.
>>
>> ha!....dont be silly... hahahaha... you think it is that simple...
>> hahahaha sorry but it is not that simple at all...hahahahaha
>
>That is the problem but I guess you doesn't see it as you are laughing
>your head off.

eeerm apologies.. But I don't understand the above statement at all ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

580. Re: Molesting the Cookie Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6ckboc$n3m$1@laas.laas.fr>
Source record: 5352

>I can't see that writing a function to delete a cookie would prove to be
>much of a problem, I just don't know how to do it that's all. ;-)

Sure it is possible to write such a function, and Gaven Miller gave you
an example.

My point is that removing a cookie is sort of illegal, or contrary to the
spirit of what is a cookie jar, whatever way you put it.

Most cookies are set up by TSR (resident) programs, and they refer to something
that remains in memory. In other cases the cookie is set up by a program that
itself disappears, e.g. to install some information about the hardware that
TOS is not aware of. In all cases, the concept of being permanent is there.

In the case of one program putting and removing a cookie and another one accessing
that cookie, it cannot work (even in a single tasking environment because one
of them can be an accessory) due to conflicts. Otherwise, if there is only
one program playing with a cookie, this would be useless.

I can't see an example of a situation in which it would be meaningful to
remove a cookie.

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France

581. ST Network Cards & Video Cards 4 Sale

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34EDC555.6C4BCA4F@atari.nu>
Source record: 5353
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

Riebl VME Ethernet Adapters for Atari Mega STE and Atari TT030 computers

Works with Linux, BSD/Net Atari, Atari Unix System. Cards will be
supplied with TOS
drivers. $150.00 each

Riebl MegaBUS Ethernet adapters for the Atari Mega ST computers
I have only 2 of these cards remaining, all others were sold
immeadiately. $150.00 each

1 Matrix TC1208 VME graphics card (spec's unknown) $350

1 Matrix C110ZV VME graphics card (256 colors out of 16 million)
1280X960 color
at 75hz, mono 4096X4096 at 125hz $350

1 Crazy Dots VME graphics card: $350

1 ISAC MegaBUS graphics card (16 colors out of 4096) 1024X768
(duochromatic) 800X600 at 50hz: $375

Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
with DMA ports on them. These card wer built by Atari in 1990 to allow
ST's to work over ethernet. These cards require Atari ST external
power supplies (not included) and I have no drivers for these cards, I
have a very limited quantity of these cards: $50 each

NOTE: Attention Mega STE owners, if you intend to purchase a network or
video card, please be certain that you have PALs/TALs installed near
your VME bus port, if the sockets are empty you will need to purchase
these chips. They can be purchased at B&C Atari Sales & Service:
916-295-9270 or www.myatari.com

Shipping: (within the contential US) is $5.00 for USPS Priority shipping

NOTE: Overseas buyers, if you are not in the contential US, shipping
will be $9.00 ground (5-6 weeks) or $14 for air shipping.

Please email me if you are interested in any of the above.
webmaster@atari.nu

Curt

582. Re: STinG and Mint => Privilege Violati

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6ckl1v$a68$2@news.campus.mci.net>
Source record: 5354

On 20 Feb 1998 14:55:29, Ronald J. Hall wrote:

]-On 19 Feb 1998 09:52:58, Peter Rottengatter wrote:
]-
]-]-No, not at all. Where precisely does it happen ? Replace one module after
]-]-the other, so that you find out which module gives you the problem.

Okay, ignore that first message, I got it wrong, it 2 bomb errors out when you run the dialer, right before you get to the point where it usually says success. I did replace the modules one by one, and the SERIAL.STX is the culprit. I'm using it right now with the other 3 new modules. BTW, with the new modules, do you have to change anything in DEFAULT.CFG or DIAL.SCR? I'm still using the same ones I've always used. Do you want me to send the DEBUG.LOG? (would it help?)

(just wanted to make sure that you knew the above paragraph applies to Single-TOS)

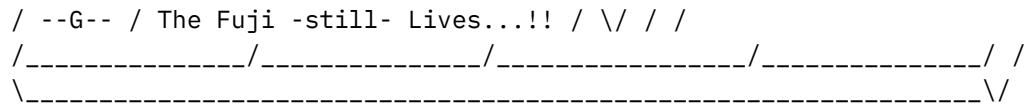
]-]-No. I don't know in which ways MTOS modifies the system. Maybe it's
]-]-messing with interrupts, unlinking STinG's main handler ? Does a ping
]-]-to 127.0.0.1 work, with STinG switched on in the "STinG Internals" ?
]-]-Does the Dialer get beyond the success, i.e. to the point where the
]-]-dialing window closes again ?

Okay, running under MultiTos (Freemint 1.14/AES 4.10) it calls in just fine, connects, reports success, the dialer window closes, and then I can ping 127.0.0.1 just fine. Also, I can ping the dynamic IP address thats assigned to me for this session just fine. What I can NOT do is ping anywhere else, even though my US Robotics modem's send and receive lights are both blinking like mad, the packets are only reported as going out and not coming back in...and of course in this state, if I try to use CAB or NEWSie, they just won't resolve. BTW, if I set memory protection to "on", STing errors out with a supervisor error. (I know this is probably MTOS's fault!)

Peter, this is all just for the fun of it, I know that MultiTos is a very incomplete and buggy OS, I'm just curious if I can get it to work...it is probably not really worth wasting any time over...I've got Geneva/NeoDesk, and STing works fine under it, single TOS, and MultiTos with AES 4.0. I would love to try N.AES, but apparently you can not get it in N. America, at least at this time... ;(

Thanks for all your help! ;-)

/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /


/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____/_____/_____/_____/ /
_____\/

583. Re: ST Network Cards & Video Cards 4 Sale

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: dd@denscicorp.force9.co.uk
Message-ID: <MPG.f57edaedbdaf76e9896e3@news1.force9.net>
Source record: 5355
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Holy Zarquons, Singing Fish! Curt Vendel says that ....
> Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
> with DMA ports on them. These card wer built by Atari in 1990 to allow
> ST's to work over ethernet. These cards require Atari ST external
> power supplies (not included) and I have no drivers for these cards, I
> have a very limited quantity of these cards: $50 each

Hmm, would be interesting to get one of these and see what's in 'em!
Then make a new version!

Still waiting for Atari Falcon ethernet cards!! :-((((((

--
==========
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
==========

584. Re: BubbleGEM & GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: marillat@alpes-net.fr
Message-ID: <a24d16e690B802A1.55@nest.ftn>
Source record: 5356

Hi Vegard,

>> >How to programm bubblegem with GFA basic 3.xx ?
>>
>> I could do with wanting to know that too...
VH>
VH> You can find a implementation of BubbleGEM for GFA in the FAQ-site for
VH> Face Value. Have a look at the UTIL-section at:
VH>
VH> http://www.geocities.com/ResearchTriangle/4558/starteng.htm
VH>
VH> It is spesific to the Face Value engine (http://home.sn.no/~veg/), but
VH> you should have no problem adapting it to your own program if you do not
VH> use FV. And remember to send Manfred Ssykor a note of thanks (he wrote
VH> the BubbleGEM routines)...

Thanks.

I have already writed the same code with a mistake for msg&(5).

Bye, Vegard
Christian

Via *FIST* v2.55A beta Gate on alpes-net.fr (90:802/1.55)

585. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980220190707809 56@zetnet.co.uk>
Source record: 5357

Peter Rottengatter wrote:
> > If someone wrote a diskzine shell for 16-bit mode it would work though
> > - I have written a prog (in STOS of course) which works nicely in
> > 640x480x16bit on my machine. I haven't put in the intel byte ordering
> > stuff for NOVA though...
>
> I'll never understand why diskzines need their own, proprietary, non-GEM
> shell, so that you surely can't do anything else in the background. I like

Yea, nor will I... I agree completely, but while the disk-mag authors want
shells, they are going to use them.

> > Yea, but this isn't the case. On the Falcon, STOS 2.07 beta1 and above
> > (- the next release will be beta 4, if I ever fix this damn bug) handles
> > Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> > I'll get you to run a few tests...
>
> Good, but there is more to modern computing environments than resolution
> independence. I agree with Magnus, and would say that software that seizes
> the entire system is, if not stone age, then bronze age.

Yea, I agree with this to a certain extent. There are times (eg. many games)
when this is a "Must have" feature, where multitasking just complicates the
issue too much.

I have attempted to patch STOS enough so that it will happily co-exist in
a modern multitasking environment, but I dont think this is really practical
without a full re-write (not much chance of that). For now, we'll just have
to satisfy ourselves with the fact that it can be run from MiNT, and although
it will stop all multitasking, it will restore the system on exit.

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------

586. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980220185937809 56@zetnet.co.uk>
Source record: 5358

> many different screen resolutions. I take care to make my software work
> with your screen setup, while you refuse to even think about making your
> software deal with 960x544 and 1024x864. I still have a machine with

The ill-fated GEMMA extension promised to allow standard AES/VDI calls
to be used from STOS - using the interpreter extension, working in such
a resolution is currently possible. The compiler extension is not finished
(and may never be finished - source is available though) allows STOS
compiled programs to be written to work with any resolution - if you are
prepared to sacrifice the speed etc. - which Tony is not.

> ST-High, but as far as I've been told, STOS software won't even run on
> that one (and that's a standard resolution, that's for sure).

Well you've been told wrong then. STOS works fine in ST-High.

Some STOS extensions, and some STOS written software does not work in ST-High
though, but you can say the same about programs written in any language.

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

587. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980220195825809 56@zetnet.co.uk>
Source record: 5359

Hi

> > > Also, you can make STOS games with more colours on a Falcon but as far
> > > as I know there are none.
> >
> > I know of 2, but I dont know if they have been released. I also know of
> > another two aborted games (left the Atari scene).
>
> Are they any good?

Yea, not at all bad. I also have unfinished (what a supprise) source to
two games of my own, both running in TC mode.

Anyone who registered was sent a bunch of source, including a (very basic)
horizontal scroller in TC mode.

> > > If Tony could make "real" Falcon versions of his
> > > games with enhanced graphics it would be very nice indeed.
> >
> > It would, but it'll only happen if someone GIVES tony a Falcon. :-)
>
> Why? Is it impossible to recompile them with enhanced graphics without a
> Falcon?
> Do you need to change stuff in ther as well?

Yea, unfortunately both of the two Falcon extensions do not use code-compatible
routines with TML (the best ST extension - the one Tony uses for his sprites).
TML has some odd ways of doing things, so you'd have to make an effort to be
compatible with it...

The video mode selection stuff is obviously different, and writing it so
that it handles both RGB/VGA, without access to either might be fun.

Timing issues are obviously important, and would need addressing.

> > > Just making Falcon
> > > compatible games isn't enough.
> >
> > Its better than nothing, but I agree - I really dont play many ST games...
>
> Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
> looked cool!

Hmm.. is this a new Falcon game? I haven't heard about it?

> > Maybe, maybe not. IIRC, BM has code to write directly to the screen, so it
>

> I realy wonder about this. I do also recall Doug saying something like
> that, but is it true? I have never dared to try. Maybe I should. You can't find

I'd have thought that would be one of the first things you tried on
your NOVA :)

> anything
> about it in the sources? Has anyone looked?

Yea, I have. It seems to be in there - un-comment the equate "intel" (top of
DOOM.S), and reassemble. This seems to activate a few "ror.w"'s in LIGHTING.S,
just before drawing to the screen (or at least thats what it looked like at a
30second glance). I'd say that'd be pretty bloody easy to support in my Falcon
extension.

> > is definately possible. Adding it to my existing 16-bit mode routines wouldn't
> > be too hard. Actually, I have been thinking about releasing the source code
> > to my extension, so if anyone wants to try this, mail me...
> >
> Someone... that is the problem. We need more "someones". :-)

yea. :-)

If you like, I'll make a version of my extension with the necessary
ror.w before
rendering to the screen, and you can try a few of my test programs in TC mode
with a NOVA. :-)

> Well, I'm not sure how it works or if it's the "VDI" who takes care of
> it or if it's the "Nova VDI" or whatever it is... Maybe I should try to find
> out.

Well neither would make a difference to STOS, as it usually bypasses the
VDI completely. Calling the VDI from inside STOS is just about
possible though...

Hmm... "N" VDI... I bet thats confusing. :)

> > Yea, well GEMMA source is available as well - anyone wanting to patch the
> > compiler so that we can compile AES/VDI stuff is welcome to try. :)
> >
> Hehehe... sure. :-)

Yea. :-)

I should warn anyone wanting to try that they'll also need to hack about inside
the STOS compiler itself as well. :)

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.

http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

588. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980220194223809 56@zetnet.co.uk>
Source record: 5360

> > >task to write any game for any graphics type/card whatever. But I guess
> > >that will not happen as it would probbably mean rewriting STOS. While we are
> > >
> > Why will that never happen... you are very narrow minded for a
> > computer enthusiast, I would have thought that you could see furthur
> > forward than that... please excplain why you think this may never
> > happen ?....is the world going to end... is it flat ? :)))
>
> No but there are very few enough competente programmers to do it and I
> don't think you are up to it.

Nor me... Doing "Compilers", and "Advanced Compilers" courses at uni completely
put me off the idea of re-written STOS. :-)

> > >it, why not rewrite STOS? Anthiny has made so many patches to it so it's
> > >basicly already is a new program.

Actually, its only about 100 lines of asm added - although if you count my
Falcon extension it is just a tad bigger (its a 245k binary, with very little
static data), but most people aren't using that.

> > yet a paragrpah ago you said it probably won't happen.. and now you
> > say why not do it..... late night was it ?
>
> Well if you know Anthony you would also know that he hasn't got much
> time to look at this Falcon these days. He is programming on his PC now and

Yea, but also on my Falcon - I posted to the Bad Mood list about my latest
plans only last week. :)

> he even doesn't have a monitor to his Falcon anylonger. So how can you do

Now that is a bit low! You know very well that its only for two weeks. Also,
I have it hooked up to a TV (although dont expect any BadC updates, as I
hate working in interlaced mode, and dont particularly enjoy 768x240...)

> That should trigger Anthony off! :-)))

Hehehe... yea, that worked, didn't it? You and Tony are really a-like. :-)

> > >If it is as easy to do with STOS as it should be you don't even have to
> > >test it as the only thing you did was to change the graphics from the
> > >ST version.
> > >
> > ha!....dont be silly... hahahaha... you think it is that simple...
> > hahahaha sorry but it is not that simple at all...hahahahaha
>

> That is the problem but I guess you doesn't see it as you are laughing
> your head off.

Sadly its not as easy as it should be... I did have plans to make it this
way, but its not gunna work out like that...

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

589. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980220201103809 56@zetnet.co.uk>
Source record: 5361

> > STOS != ST-Low only. STOS itself gets on fine with ST-Hi, and with the aid
> > of my extension handles many other resolutions.
>
> Aha. I didn't know that, some other people's statements sounded just
> completely different.

Yea. Its because the most popular extensions were coded by people without access to ST-Hi, so they didn't attempt to add support for it. Shame really. STOS provides XRES, YRES and MODE variables, but few programs check them, because TML (probably the best extension) assumes 320x200xST-Low.

STOS' own routines can be patched to work in extended modes - this is the route that the "other" Falcon extension author took - he has standard STOS sprites working in 640x480x256 etc. I chose not to go this route because nobody uses the standard STOS routines because they are slow anyway...

> So are there any interesting pieces of software in STOS that were written
> with ST-High in mind (or even better resolutions still) ? I'd like to give
> it a try.

Well, GEMMA comes with an example of a GEM program in STOS, which should work in any resolution, and maybe on various bits of kit. Its still rather flaky though, and I wouldn't bet it running cleanly everywhere (although on the GEMMA homepage there is a picture of it working under AES 4.1 in 768x480x16 on a Falcon).

There is very little software using ST-Hi, as people quickly realised that the extensions were better than the standard STOS commands, and sadly these lacked support for different resolutions.

As for extended resolutions, well this is currently Falcon only, appart from via GEMMA. For the Falcon, you can get a FLI+MOD player, and a few other bits. Sadly, most things that I've heard about dont ever get finished...

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

590. Re: Molesting the COOKIE Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <34edf6ee2534800@xs4all.nl>
Source record: 5362

on Thu 19-02-98 20:40 kma54@csc.canterbury.ac.nz wrote:

>> The other error seems to be a Lattice peculiarity. "cp[-1]" should point
>> to one element prior to cp, but lattice parses this as incorrect.
>> To fix this, I've just changed it to "(&cp[-1])"

What a strange way. It's like, if you want to pass a pointer *p, you'd
write &(*p) instead of just p. (cp-1) is fine.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

591. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f3ec48.7830830@news.demon.co.uk>
Source record: 5363

```
On Tue, 17 Feb 1998 13:58:12 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
><marillat@alpes-net.fr> writes
>>Hi,
>>
>>How to programm bubblegem with GFA basic 3.xx ?

Dunno but it ain't that hard!

>I could do with wanting to know that too...

The following is fairly easy to follow ...

#include <gem.h>
#include <evnt.h>

#define BUBBLEGEM_SHOW 0xbabb
#define BUBBLEGEM_ACK 0xbabc

static EVM evm;
static bool done =false;
static int apid;

static void
Hndl_MESAG()
{
switch (evm.evm_msg[0]) {
case WM_CLOSED: done = true; break;

case BUBBLEGEM_ACK:
Form_Printf(NIL,NIL,2," Got BUBBLEGEM_ACK ");
break;

default: break;
}
}

static void
Hndl_BUTTON()
{int msg[8];
char *bubble_text ="F**k me, it works!!";
int bubble_id =appl_find("BUBBLE ");

if (bubble_id < 0) {
Form_Printf(NIL,NIL,5," BUBBLEGEM ain't loaded yer plonker!
\n");
```

```
return;
}

msg[0] = BUBBLEGEM_SHOW;
msg[1] = apid;
msg[2] = 0;
msg[3] = evm.evm_mousex;
msg[4] = evm.evm_mousey;
msg[5] = (WORD)(((LONG) bubble_text >> 16) & 0x0000ffff);
msg[6] = (WORD)((LONG) bubble_text & 0x0000ffff);
msg[7] = 0;
appl_write(bubble_id, 16, msg);
}

main()
{uint ev;
int msg[8],
wh;
Rect wr ={150,150,150,150};

apid = appl_init();

/* replace with suitable event_multi code */
ev = Evnt_Multi(&evm,true,msg);

/* enable detection of right mouse button */
evm.evm_event |= MU_BUTTON;
evm.evm_button = 0x0003;
evm.evm_bstate = 0x0000;
evm.evm_clicks = 0x0102;

/* kludge up a window with no contents */
wh = wind_create(CLOSER,wr);
wind_open(wh,wr);

/* basically, wait for closer or right mouse button */
do {
ev = Evnt_Multi(&evm,false);

if (ev & MU_MESAG) Hndl_MESAG();
if (ev & MU_BUTTON) Hndl_BUTTON();
}while (!done);

wind_close(wh);
wind_delete(wh);

appl_exit();
exit(0);
}
```

ie: Use appl_find() to find if bubblegem is loaded (the trailing spaces *are* important). If it exists send it the following message ...

```
msg[0] = BUBBLEGEM_SHOW;
msg[1] = apid; /* your application id */
msg[2] = 0;

/* current mouse position (hotspot) */
msg[3] = evm.evm_mousex;
msg[4] = evm.evm_mousey;

/* upper word of message text */
msg[5] = (WORD)(((LONG) bubble_text >> 16) & 0x0000ffff);
/* lower word of message text */
msg[6] = (WORD)((LONG) bubble_text & 0x0000ffff);

msg[7] = 0;
appl_write(bubble_id, 16, msg);
```

The message now displays at the current mouse position. It goes away when the mouse is moved a few pixels away from the current position (hot spot). At this point you get the BUBBLEGEM_ACK message back from bubblegem.

In pseudocode nothing more complex than this:

```
apid=APPL_INIT
bubble_id=APPL_FIND("BUBBLE ")
APPL_WRITE(bubble_id,msg[])
WAITFOR BUBBLEGEM_ACK
[continue program]
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

592. Re: STinG and Mint => Privilege Violation

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eop86I.zr@suse.modem.stud.uni-hannover.de>
Source record: 5364

In article <Pine.BSI.3.96.980219034702.21310B-100000@usr07.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:

> Totally agree, Beside they really are stupid tryng to run sting under
> mint when they can run mintnet!!.
> If I was running sting, might as well get magic too.
> Same concept as: buying a mac to run winsoft 95. If you run only run
> win95 emulated, might as well get a pc!.
> Same idea, same stupid things.

While I agree of course on the latter example, I do not completely agree
on the first statement. It's certainly true that STinG is more fun on MagiC
(for MagiC's advantages, STinG is the same on both MagiC and MiNT), and it's
true as well that MiNT and MiNTnet have the benefit of being more servers
(and a bit more clients too) available. But I can well imagine the situation
that someone would want to run STinG on MiNT. MagiC costs money while MiNT
is free. And there is neither a GEM based Telnet nor a GEM based IRC client
for MiNTnet, while there is two of each for STinG.

Sure, if one is free to dismiss GEM entirely, MiNT/MiNTnet would probably
be the choice.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

593. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eop7Ht.wq@suse.modem.stud.uni-hannover.de>
Source record: 5365

In article <34ec7d09.15130180@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

>>If I am not mistaking all those problems with disk magazines
>>were solved ages ago by Richard Karsmakers and his ST NEWS
>
> haha,, hardly.. as the last issue of ST NEWS I saw.. you could not
> run it on a ST unless it had a Hard Drive, Thus someone like me who
> loves diskzines never got to read it :(, whats the point of making a
> diskmagazine work in all resolutions.. then not letting people read it
> unless they have a hard drive... utterly stupid.... you will now tell

Aha. I can agree here. But I'd say something else, being equally valid
(on STOS based zines) :
.. you could not
run it on a ST unless it supported ST-Low, thus someone like me who
likes diskzines never got to read them, what's the point of making a
diskmagazine work without hard drive, then not letting people read it
unless they have ST-Low ... utterly stupid. You will now tell

> me the same old story how everyone has a HD and I will say not the uk
> OFF line community and blah blah blah.......

me the same old story how everyone has ST-Low and I will say that's
just not true and blah blah blah ....

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

594. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eop6z9.uC@suse.modem.stud.uni-hannover.de>
Source record: 5366

In article <34ed5141.3920638@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

> posting then you will see where I did get that impresion :), especialy
> in the same thread as the other STOS hater Peter....Who starts the
> fight then runs off ?

Where did you get the impression that I'd run off ?

And I'm not exactly a STOS hater. I'm merely fighting the assumption that everybody has ST-Low in his machine. This assumption is so dead wrong, I don't know how one could be so narrow-minded and just ignore all the recent (i.e. the last five years) developments on Atari hardware. It just happens that a fair lot of STOS programmers seem to share this assumption; this and your habit of feeling personally insulted if one utters negative criticism regarding STOS made you believe that I'm a STOS hater.

This silly assumption leads for instance to the situation of diskzines that a fair percentage of all Atarians cannot read, simply because they haven't got ST-Low. I'd be interested in reading them, but I can't, and this is truely annoying.

It's just not true that every Atari has ST-Low. But there is a thing that every Atari indeed has, that is GEM. Make your software use GEM, and every-body will be satisfied. I'm not saying AES should be used, with VDI alone the appearance, the look and feel of the software can be preserved, gaining the huge advantage of leaving everybody capable of using the software.

>>> >If you used VDI it would be no problem. You could even make them run in
>>> >a GEM window. ;-)
>>>
>>> tsk...GEM....you love GEM so much....how sad :(
>>
>>The reason is simple. It works.
>
> Yep great for a nice WP... not so great for an 8 way scrolling
> platformer.....

Stupid crap. This is the prejudice of someone who refuses to try decent GEM software (interesting to note here, as you are complaining about us not trying STOS software). I suppose you never even tried to program a decent game using VDI. I've seen a few games that use both VDI *and* AES, and that are still fast enough (using NVDI) to make many games directly accessing the video hardware look old and outdated.

There is a saying in german computer science. A programmer saying that his hardware or the OS he's using is too slow to run his software, he is usually

meaning that he's too stupid to optimize the code.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

595. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eop7K4.xC@suse.modem.stud.uni-hannover.de>
Source record: 5367

In article <34ECAD1E.403E@mst.tn.utwente.nl>,
Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> Better not. The last time I tries CAB (before it went comercial),
> it wouldn't work on my machine (unless I switched to an other TOS
> version, but don't like that). I think that ST Guide is more

Which TOS version is that that CAB did not like ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

596. Text Cursor

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <IgUd7GAqVh70EwD8@thedruid.demon.co.uk>
Source record: 5368

Hi David,

> I'm trying to write a simple text editor and just can't find a way of
> showing a cursor other than keeping track of the position and using
> v_box() to draw the cursor.

You mean v_bar or vr_recfl? Anyway, the method you suggest is the only way,
I'm afraid.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

597. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cje68$s3b$1@news.emw.ericsson.se>
Source record: 5486

Tony Greenwood wrote:

> >No, but does they work on a Nova card? No.
>
> Wouldn't it be nice if people like you came forward and helped us
> find out if it was possible.. rather than just moan ? If you people
> with these things are not prepared to test software then how do we
> achieve this ?

Good question. But in the case with Novas I don't think it's going to be
very easy, unfortunately, as it hsa got a completely different screen
layout. If STOS would use some kind of graphics library which it
used for all screen outputs (like Apex 3 have there you just replace
the screen driver with either a Videl or Nova driver) it would be an
easy
task to write any game for any graphics type/card whatever. But I guess
that
will not happen as it would probbably mean rewriting STOS. While we are
on
it, why not rewrite STOS? Anthiny has made so many patches to it so it's
basicly already is a new program.

> >Ofcourse, but are they that good? Maybe they are. And get 90% rating in
> >Atari Computing can't be very hard when you see what you have to compare
>
> hmm, Well 5 years ago when lots of people where making games, I was
> getting 80-90 scores.....

You did? Cool, but 5 years ago wasn't exactly very busy games wise
either.
Talk about 87-92 when you could read about 20 new game reviews every
month.
That was a time to live in.

> But I do see what you mean.. I am obviously biased for my games :),

:-)

> >> H.E.R.O.2 and the recently Falcon and TT patched Diamond Ice, feel
> >> free to ask your fellow falcon owners to tell you how crap this game
> >> is on there Falcon..
> >
> >Did I say that they were crap? Shit, I don't hear what I'm saying
> >anymore. ;-)
>
> Sorry.....But in my house you put all the rubish in the trash can...

> this is where you told everyone in a public newsgroup where you would
> put my software "in the trash", this is what got me to respond in this
> way, it was not exactly supportive was it :(

No, but it still doesn't work on my Nova no matter how good it is. ;-)

> >I still don't understand where I wrote that your games were trash?
> >Where?
>
> You said you would throw them in the trash... Normal people don't
> throw good stuff in the trash do they ?

Unfortunaly you sometimes have to as they just don't work!

> >Well, how hard would it be to add better graphics to the Falcon
> >versions?
>
> For me very hard.....but for a Falcon owner it would be easy..

Why would it be hard for you?

> You could let me borrow your Falcon for 6 months and I will return it
> with a kick arse game <smile>

Ask Anthony. He has already borrowed his monitor to some bloke.

> >You do have a PC don't you? Or can it only display 16 colours as well?
>
> Eeerm what would that have to do with it?, I have had a PC in one
> form or another for around 4 or maybe 5 yrs... it has nothing to do
> with making games falcon enhanced?

I was thinking of the graphics. I can understand that it's hard to make
256
colour graphics or 16-bit graphics on a ST but as you have got a PC you
can do it on that thingy. Then you just recompile your games with these
new graphics and there you have a nice looking Falcon game! Easy isn't
it?
If it is as easy to do with STOS as it should be you don't even have to
test it as the only thing you did was to change the graphics from the
ST version.

:-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

598. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cjf5asfm1@news.emw.ericsson.se>
Source record: 5487

Tony Greenwood wrote:

> >I was NOT insulting your software! If you thought I did, I'm truely
> >sorry.
>
> OK fair enough...<fx:shakes hands> But if you re-read your original
> posting then you will see where I did get that impresion :), especialy
> in the same thread as the other STOS hater Peter....Who starts the
> fight then runs off ?

;-)

You must not read so much between the lines all the times. Sometimes we
are
more or less ironic and you shouldn't take everything so personal. After
all
we all know how you react and sometimes we just can't help it and we say
a few things which we knows will trigger you off. Atleast that it how I
sees
on it, but as I speak for everyone in here it's the truth. ;-)

:-)

> >> >If you used VDI it would be no problem. You could even make them run in
> >> >a GEM window. ;-)
> >>
> >> tsk...GEM....you love GEM so much....how sad :(
> >
> >The reason is simple. It works.
>
> Yep great for a nice WP... not so great for an 8 way scrolling
> platformer.....

Why not? Because someone hasn't done it it's not said that it can't be
done,
atleast with a decent box with a graphics card. On a ST it wont be
possible
if you don't use mono mode and maybe even then it can't be done.

For strategy games GEM should be used. In games like the old great
Popoulus
or Civialzations if would be preferd if GEM was used and it would also
have
ment that it would work on everything from a ST to the latest clones.

//Magnus Kollberg
--

```
+-------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-------------------------------------------------+
```

599. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cjfbasfm2@news.emw.ericsson.se>
Source record: 5488

Hans Wessels wrote:

> > >high. A good axample is the ATOS magazine, they are
> > >publishing their magazine in ST Guide format. So graphics
> > >
> > I would have thought a better example would be in HTML, I have always
> > advocated that this is the best thing for a diskmag... I made shells
>
> Better not. The last time I tries CAB (before it went comercial),
> it wouldn't work on my machine (unless I switched to an other TOS
> version, but don't like that). I think that ST Guide is more
> common then HTML browsers are. But there is no reason to publish
> it both in HTML and ST Guide format (I think there is a utility
> to convert them into each other).

So what is the problem? ATOS is great (even though it's all in german)
and is available in both ST-Guide format _and_ html. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

600. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cjfr0sfm3@news.emw.ericsson.se>
Source record: 5489

Anthony Jacques wrote:

> > I know. I wasn't reaky serious when I wrote the above. I knew how Tony
> > would react. :-)
>
> Yea, I thought it might be... You are as bad as each other. :-)

:-)

> > Also, you can make STOS games with more colours on a Falcon but as far
> > as I know there are none.
>
> I know of 2, but I dont know if they have been released. I also know of
> another two aborted games (left the Atari scene).

Are they any good?

> > If Tony could make "real" Falcon versions of his
> > games with enhanced graphics it would be very nice indeed.
>
> It would, but it'll only happen if someone GIVES tony a Falcon. :-)

Why? Is it impossible to recompile them with enhanced graphics without a
Falcon?
Do you need to change stuff in ther as well?

> > Just making Falcon
> > compatible games isn't enough.
>
> Its better than nothing, but I agree - I really dont play many ST games...

Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
looked cool!
Have you tried it?

> > > Falcon video modes correctly. NOVA, well who knows? Magnus, if you mail me
> > > I'll get you to run a few tests...
> >
> > Would it be possible to make STOS games work on the Nova? I think NOVA
>
> Maybe, maybe not. IIRC, BM has code to write directly to the screen, so it

I realy wonder about this. I do also recall Doug saying something like
that, but
is it true? I have never dared to try. Maybe I should. You can't find
anything
about it in the sources? Has anyone looked?

> is definately possible. Adding it to my existing 16-bit mode routines wouldn't
> be too hard. Actually, I have been thinking about releasing the source code
> to my extension, so if anyone wants to try this, mail me...

Someone... that is the problem. We need more "someones". :-)

> > VDI supports resolution changes on the fly, but I have no looked into it
> > yet.
>
> Well STOS doesn't get on too well with the VDI...

Well, I'm not sure how it works or if it's the "VDI" who takes care of
it or
if it's the "Nova VDI" or whatever it is... Maybe I should try to find
out.

> > If you used VDI it would be no problem. You could even make them run in
> > a GEM window. ;-)
>
> Yea, well GEMMA source is available as well - anyone wanting to patch the
> compiler so that we can compile AES/VDI stuff is welcome to try. :)

Hehehe... sure. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

601. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f466f8.4725981@news.zetnet.co.uk>
Source record: 5490

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 19 Feb 1998 09:13:48 GMT that you wrote:

>> and you don't have a standard atari setup capable of atari low rez

>standard resolutions. You said yourself that one would need ST-Low in
>order to run all STOS derived software.

No I did not!!... You are telling lies to try and win a debate,

>If the programmer himself says his product won't run on my machine, I

The programmer says the software he makes, will work on all ATARI's
up to and including Falcons and TT machines capable of ATARI low res..

The above is what i said..why change it? why tell lies and why try to
twist my words.. they are there in all the thread plain for everyone
to see... well everyone bar you it would seem ?

>it works in terms of both hardware and software. I see no reason why
>you should have problems talking to me about low rez software. This

Because you do not have an ATARI machine capable of seeing low rez
and thus cannot try the software in question and thus cannot make a
judgment as to wether it is worth the effort of obtaining that
resolution.. please explain what part of this you are having such
difficulty with?

>software deal with 960x544 and 1024x864. I still have a machine with
>ST-High, but as far as I've been told, STOS software won't even run on
>that one (and that's a standard resolution, that's for sure).
>

STOS has been capable of high rez since it was original made..

The trouble with you Peter is that you are listening to people who
dont know.. you are listening to rumours... this is why you cant talk
about it.. because you havent seen it... you are guessing ... i am
talking to someone who doesnt know what he is talking about..how can
you even attempt to debate something that you know nothing about ?....

Ho yeagh... you could always try and lie your way through the
debate...

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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602. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f15fd0.2894367@news.zetnet.co.uk>
Source record: 5491

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 19 Feb 1998 09:31:44 GMT that you wrote:

>I'll never understand why diskzines need their own, proprietary, non-GEM
>shell, so that you surely can't do anything else in the background. I like

Its called Mutimedia presentation and started well before the
popularity of mutitasking enviroments, people with presentation in
mind thought it worth the effort for people to use the resolution to
read the diskzine,

A diskzine is normaly something you run and take your time to read..
like a good magazine only on disk, If it where an APP or a tool that
was only run for a short period then yes you would be right..but some
consider the effort worth it,

However as I already conceded.. HTML or simmilar is far better
equipped for the task.. but then its many years since I ran a
diskmag... I just made the shells for others at there requests... If I
was to run a diskmag now.. it would surely be in HTML and definatly
not with one of the shells I make...

>Good, but there is more to modern computing environments than resolution
>independence. I agree with Magnus, and would say that software that seizes
>the entire system is, if not stone age, then bronze age.

But how can you say that when you can't try the software to make the
decision as to wether its worth the effort ?... ho yeagh. your
guessing again arn't you ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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603. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f66773.4849159@news.zetnet.co.uk>
Source record: 5492

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 20 Feb 1998 09:18:30 +0100 that you wrote:

>> with these things are not prepared to test software then how do we
>> achieve this ?
>
>Good question. But in the case with Novas I don't think it's going to be
>very easy, unfortunately, as it hsa got a completely different screen

I recall around 20 yrs ago seeing a program on UK tv called
"Tommorows World", they suggested that one day all homes would have a
computer more powerfull than any currently in existance, that all
homes would have the ability to show there own films, and a whole lot
more...
I didn't believe a word of it.......then I grew up

The moral being.. I am going nowhere yet...One day it will happen :)

>layout. If STOS would use some kind of graphics library which it
>used for all screen outputs (like Apex 3 have there you just replace
>the screen driver with either a Videl or Nova driver) it would be an
>easy
>task to write any game for any graphics type/card whatever. But I guess
>that
>will not happen as it would probbably mean rewriting STOS. While we are

Why will that never happen... you are very narrow minded for a
computer enthusiast, I would have thought that you could see furthur
forward than that... please excplain why you think this may never
happen ?....is the world going to end... is it flat ? :)))

>on
>it, why not rewrite STOS? Anthiny has made so many patches to it so it's
>basicly already is a new program.

yet a paragrpah ago you said it probably won't happen.. and now you
say why not do it....... late night was it ?

>> hmm, Well 5 years ago when lots of people where making games, I was
>> getting 80-90 scores.....
>
>You did? Cool, but 5 years ago wasn't exactly very busy games wise

eh ?......excuse me for being big headed... but havnt you seen the
software I made all those years ago ?, please do (if you have time)
pop along to my web site.. all titles are listed with screen shots and
independant reviews and a whole load more....

>Talk about 87-92 when you could read about 20 new game reviews every
>month.That was a time to live in.

I am using the same ATARI computer that was available then... that
everyone else had.. I amke the games today on a STe... so maybe I
could have got rich back then :)

>> put my software "in the trash", this is what got me to respond in this
>> way, it was not exactly supportive was it :(
>
>No, but it still doesn't work on my Nova no matter how good it is. ;-)

ok... this makes it alright for you to say all these things in a
public newsgroup... because YOU have a nova?... ooooer

>> >Well, how hard would it be to add better graphics to the Falcon
>> >versions?
>>
>> For me very hard.....but for a Falcon owner it would be easy..
>
>Why would it be hard for you?

Duh! because I don't have a Falcon..... I can support the falcon and
make games that work on them... But I would be working blind if I
tried to use falcon enhancements... ho its ok saying use game
testers.... but I may compile a game 20 times in one day near the
end... this would be unworkable.. plus I would still not be able to
see what they see or judge anything..

I like to ask for game testers who have a TT and ST or falcon and ST
then they can run on both.... if they both run the same then success:)
and I know what the falcon version looks like...

>> >You do have a PC don't you? Or can it only display 16 colours as well?
>>
>> Eeerm what would that have to do with it?, I have had a PC in one

>I was thinking of the graphics. I can understand that it's hard to make

haaa. right.. something else you are not aware of... sorry but I am
not even capable of drawing a box. I am terrible at art, I really am..
so I have to get a contact.. he has exactly the same setup as me.. ste
4meg.. no HD.. but he does have a drive B that must be handy :)

believe me it took a couple of years to find this guy... artists are
very hard to find.. very hard.. believe me I know :(

>If it is as easy to do with STOS as it should be you don't even have to
>test it as the only thing you did was to change the graphics from the
>ST version.

ha!....dont be silly... hahahaha... you think it is that simple...
hahahaha sorry but it is not that simple at all...hahahahaha

I want to support the falcon as well... I dont want to make falcon
games and NOT fm games do I?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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604. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f7680f.5005450@news.zetnet.co.uk>
Source record: 5493

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 20 Feb 1998 09:35:03 +0100 that you wrote:

>> OK fair enough...<fx:shakes hands> But if you re-read your original

>we all know how you react and sometimes we just can't help it and we say
>a few things which we knows will trigger you off. Atleast that it how I

This is fair.. I do exactly the same to other people, (I can take it
as well as give it <grin>) I even know the keywords to get people
going.. but when we do this, then surely we must expect a response, It
is hardly fair for you to wind me up... then complain when I respond?

>sees
>on it, but as I speak for everyone in here it's the truth. ;-)

hehe

>For strategy games GEM should be used. In games like the old great

yes..but you widen the goalposts yet again...

>Popoulus or Civialzations if would be preferd if GEM was used and it would also
>have ment that it would work on everything from a ST to the latest clones.

I agree with the above....

Can you see something like HERO2 or Diamond Ice or any other fast
blah blah game working in a GEM window ?... and if you can.. then why
? what good reson for doing this ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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605. Autoren gesucht f&#65533;r Milan

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: inet2 <vohburg@in-net.de>
Message-ID: <34ED7F6F.EFE3CDB3@in-net.de>
Source record: 5494

Suche Software Autoren und Buchautoren fi¿½r den Milan.
Bitte Interessengebiete angeben.
Mehr Infoï¿½s unter Stichwort Milan Autor:
A+L Verlag, PF 1236, D-93328 Neustadt/Donau

Mit freundlichem Gruï¿½
Ludwig Braun

606. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cjvqr$5ud$1@news.emw.ericsson.se>
Source record: 5495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Peter Rottengatter wrote:

> > I know, but as above, no problems here. ;-)
> >
> > You just need the right harware to display them on. ;-)
>
> Choose :
>
> * A 12 MHz 520 ST+ with SM 124 (resolution 960x544 monochrome) using
> CAB.
>
> * A Pentium 133 (64 MB) with Matrox Millennium (1280 x 1024 TrueColor)
> on an Eizo F56, using Netscape on Linux.
>
> Which one is the right hardware ? With both it gave me white pages.

I guess you didn't see the smileys, did you? I was trying to joke, a bad
one,
bad still a joke. You can choose which damned machine you want.

> > Maybe not in the respect as you said above, but from a design point of view they
> > look dreadfull mainly becuase they have no design. I guess it's not that important
> > how the web pages look but what products they deliver, but as a fist impression
> > (which normaly is VERY important) it's very bad indeed.
>
> Hmm. Indeed I find it more important that the pages are readable, than that
> they show a great design. Certainly I'd call unreadable pages a bad design
> anyway. Sorry for my pages then, as most likely you'll say that they have
> no design either.

Did I say that your pages are bad? They are not, infact they are quite
good if you
ask me and why do you have to pick on the www.atar.de site all the time?
Don't
you have better things to do? They have made a misstake, but most people
wont even
notice it. Tell them insteed of just saying it's a crap page, as it
isn't. For
a change they even tries to do something usefull with the pages and
offer others
to join them with their own pages under the atari.de domain which is a
great idea.

//Magnus Kollberg
--

```
+-------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-------------------------------------------------+
```

607. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cjvu9$5ud$2@news.emw.ericsson.se>
Source record: 5496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Peter Rottengatter wrote:
>
> In article <6buq50$j6t$1@infomania.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>
> > Hehehee.. you realy have something against www.atari.de, don't you? ;-)
>
> Not really. They should fix it, and I'll stop my complaints ;-)

;-)

> > Have you mailed them about your complaints? They will harly fix it if
> > someone
> > doesn't tell them about it.
>
> Tried. Bounced. Sigh.

I did and it didn't bounce (but I don't know if it came through either).
I guess
you are still using the "wrong" hardware. ;-)

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

608. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ef617a.68865740@news.zetnet.co.uk>
Source record: 5369

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Fri, 20 Feb 1998 22:22:41 GMT that you wrote:

>Aha. I can agree here. But I'd say something else, being equally valid
>(on STOS based zines) :
> .. you could not
> run it on a ST unless it supported ST-Low, thus someone like me who

wrong....I have made many diskzine shells that work in Med 640x200x4,
again you are talking without knowing your facts (no suprise there),

I state my games work in low.. why do you think diskzines only work
in st-low ?.... good guess but no cigar..again!

> me the same old story how everyone has ST-Low and I will say that's
> just not true and blah blah blah ....
>

I will agree its not true... but look back over the thread... I never
said it was true.....I never said all machines have low rez so why are
you going on about it all the time ?.... can't you think of any facts
to have a debate on.... do you have to make it all up ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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609. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f06284.69132348@news.zetnet.co.uk>
Source record: 5370

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Fri, 20 Feb 1998 22:11:33 GMT that you wrote:

>In article <34ed5141.3920638@news.zetnet.co.uk>,
> paxton@zetnet.co.uk (Tony Greenwood) writes:
>
>> posting then you will see where I did get that impresion :), especialy
>> in the same thread as the other STOS hater Peter....Who starts the
>> fight then runs off ?
>
>Where did you get the impression that I'd run off ?

Your reading you mail out of order, the above was posted BEFORE
others you have replied to.. is this more of your silly games to try
and make yourself look clever... tsk :(

>
>And I'm not exactly a STOS hater. I'm merely fighting the assumption that
>everybody has ST-Low in his machine. This assumption is so dead wrong, I

Duh!....No one is saying or assuming all machines have ST-Low.. This
is why I tell everyone that my software will run on blah blah machines
with ST=Low.......Your the one moaning..not me?

>that a fair lot of STOS programmers seem to share this assumption; this and
>your habit of feeling personally insulted if one utters negative criticism
>regarding STOS made you believe that I'm a STOS hater.

Its not the fact that people don't like STOS..thats ok.. I don't
blame people for not liking it sometimes :), It is people like you who
know so little about it... and try to tell everyone how it works...I
hate the way people saw STOS 10yrs ago and for some reason think it is
the same....

If you can for one moment take your head out of the sand you will see
that STOS games are good, it is only a small.. very small percentage
that dont have access to st-low... I always state my software (games)
run from st-low.. I make other software to run from med and high... I
suppose you also havnt seen my page .....

I never suggested my games would work on any other screen resolution
and this whole argument started because you missquoted me and printed
lies about what i had said......I am not defending stos.. I am
defending your attack on my software.......
>
>This silly assumption leads for instance to the situation of diskzines that
>a fair percentage of all Atarians cannot read, simply because they haven't

a fair percentage..... I think you mean a samll percentage ?

>It's just not true that every Atari has ST-Low. But there is a thing that

we know that

>every Atari indeed has, that is GEM. Make your software use GEM, and every-

GEM ... show me a game like the ones I make. that works in GEM ?,

>body will be satisfied. I'm not saying AES should be used, with VDI alone
>the appearance, the look and feel of the software can be preserved, gaining
>the huge advantage of leaving everybody capable of using the software.

OK clever clogs.. show me one ?.....It all comes down to what can be
done.. not what can be talked about... what i say can be done and is
there for downloading.. what you say can be done is where ????? in
your head... not good enough is it :)

>>>> >If you used VDI it would be no problem. You could even make them run in
>>>> >a GEM window. ;-)

>> Yep great for a nice WP... not so great for an 8 way scrolling
>> platformer.....
>
>Stupid crap. This is the prejudice of someone who refuses to try decent GEM
>software (interesting to note here, as you are complaining about us not
>trying STOS software). I suppose you never even tried to program a decent
>game using VDI. I've seen a few games that use both VDI *and* AES, and that

Just a moment... someone trying STOS can do that for free.... what
you are suggesting I can not do for free.... a big difference don't
you think ?????

>There is a saying in german computer science. A programmer saying that his
>hardware or the OS he's using is too slow to run his software, he is usually
>meaning that he's too stupid to optimize the code.

Childish insults Peter.....tsk :(..... show me where I ever said any
of the above ?...

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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610. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <KRAVC8K@tos.pl.net>
Source record: 5371

Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:
: Tony Greenwood wrote:

: > Yep great for a nice WP... not so great for an 8 way scrolling
: > platformer.....

: Why not? Because someone hasn't done it it's not said that it can't be
: done,
: atleast with a decent box with a graphics card. On a ST it wont be
: possible
: if you don't use mono mode and maybe even then it can't be done.

Of course you are right that it can be done. Admittedly I don't have anything real to back this up, only a couple of simple GEM games (Asteroids and Pacman, see my WWW page) but then I'm no games programmer, these are the first two games I've ever written. I do plan on writing a real-time platform type game for GEM sometime, maybe you will believe it then when you see it :-) But I have lots of other more important things to do, so it might be a while before you see this game.

I can't even understand why anyone could think that such a game cannot be done under GEM. Could someone explain why everyone believes this? I would like to understand what this is that I'm missing here, that makes it perfectly possible for me, but nobody else. (Except Magnus?)

Also...
I don't want to go into this again (after what happened last time...) but everybody seems to me missing the point completely so I think I must answer at last: Tony keeps saying that STOS is great and it works on any machine and all that... but the fact is that if the program was done like it should be done then it would truly work on any machine. Under STOS it has to be patched to suit every new machine. It should simply be that the software would work on any machine, whether it's an ST, Falcon, Medusa or a machine that does not exist yet, and no patches would be needed at all. You would know this without even having to try it on such new machines. This is surely the real point, isn't it?

Tony always mentions that he cannot write a "Falcon enhanced" game with better than 16 colour graphics because he doesn't have access to a Falcon. But the fact is you *don't need a Falcon* in order to write a game that has better graphics. Tony's PC would be perfect for drawing the graphics with. If it's done the right way, the better graphics will then work on any machine that has a suitable graphics mode whether it's a Falcon or not. You don't even need to test it in order to know this. (Of course it won't hurt to test the software on a variety of machines just to ensure there are no bugs that only show up in certain situations, but this

doesn't change the fact.)

That's not to say that Tony's games are no good. I never play games so I cannot comment on this, but it does seem to me a pity that these games are so limited by the language they are written in, and that Tony refuses to believe this...

Well I think that's enough for now. I hope it doesn't cause too many bad feelings.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

611. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f1c729.1474642@news.zetnet.co.uk>
Source record: 5372

Hey! mb@tos.pl.net (Mario Becroft) wasn't it Sat, 21 Feb 1998 20:43:46 GMT that you wrote:

>I don't want to go into this again (after what happened last time...) but

But you feel compelled to do you ?...ok :))

>answer at last: Tony keeps saying that STOS is great and it works on any
>machine and all that... but the fact is that if the program was done like

NO I DO NOT... You of all people suprise me.. I can not see why you would utter such lies in a public newsgroup.. Please show me any message, in here or on the STOS list where I have said STOS will work on any machine, I have never said this.. why are you telling everyone I have ?

>Tony always mentions that he cannot write a "Falcon enhanced" game with
>better than 16 colour graphics because he doesn't have access to a Falcon.

Correct..

>But the fact is you *don't need a Falcon* in order to write a game that

Ho dear... HOW WOULD I KNOW IT WORKS!..what programmer releases software that he has not tested ????????? THINK MAN...THINK!

>has better graphics. Tony's PC would be perfect for drawing the graphics

IF YOU HAVE THE GOOD MANNERS TO READ THE MESSAGES IN THE THREAD YOU ARE POSTING TO you will see that I already wrote I can not do artwork.. It was a hard job finding a good artist and he only has a ST... please read the thread ?

>with. If it's done the right way, the better graphics will then work on
>any machine that has a suitable graphics mode whether it's a Falcon or

yeagh yeagh... and all you have to do to make a falcon enhanced game that works on a fm and a falcon 040 nova blah blah blah is draw 256 colour pictures is it?... get real :(((

>not. You don't even need to test it in order to know this. (Of course it

This is where you argument falls over....what happens if you dont test it.. and you got soemthing wrong.. its stupid.. please dont tell me to do stupid things.. software should be tested.. and you coming into a programming forum and saying we should release software without testing is real silly when you think about it...

>That's not to say that Tony's games are no good. I never play games so I
>cannot comment on this, but it does seem to me a pity that these games

ho ffs... another know all who hasnt tried it... this newsgroup is
full of people who want to comment about my software.. but havnt tried
it... how clever of you all...

>are so limited by the language they are written in, and that Tony refuses
>to believe this...

what!!!!!!! where does this come from!, how can you post such lies
about me.. how can you tell people what i think...how insulting!,

>Well I think that's enough for now. I hope it doesn't cause too many bad
>feelings.

your joking.. you enter a thread you have not even had the good
manners to read, you post lies about me... and hope theres no bad
feelings...amazing :(.... go make up some lies about perverts and
spammers... dont come here making lies up about people trying to
support ATARI.... I never said or even think the things you have
posted... :((((

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

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612. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980221121711809560@zetnet.co.uk>
Source record: 5373

```
> : Why not? Because someone hasn't done it it's not said that it can't be
> : done,
> : atleast with a decent box with a graphics card. On a ST it wont be
> : possible
> : if you don't use mono mode and maybe even then it can't be done.
>
> Of course you are right that it can be done. Admittedly I don't have
```

I dont believe a game like Tonys can be done on a plain 8Mhz ST using the VDI. When I say like Tony's games, I MEAN like Tonys - ie. not "mono only" and with other limitations. Perhaps Hans could take his C based heartland clone, and replace whatever libraries he used for gfx (ST-low dependent) with VDI calls, and then we would see.

```
> these are the first two games I've ever written. I do plan on writing a
> real-time platform type game for GEM sometime, maybe you will believe it
> then when you see it :-) But I have lots of other more important things to
```

Yes, please do. I'd like to be proved wrong... but I dont believe it can happen...

```
> I can't even understand why anyone could think that such a game cannot be
> done under GEM. Could someone explain why everyone believes this? I would
```

Well, in my experience, the VDI simply isn't quick enough. The routines that Tony uses are optimised specifically for the video mode, and do not have to be general purpose etc.

I admit that I have not profiled the VDI, but you cannot tell me that the nice generic routines in the VDI are going to be anywhere near as fast. Particularly if you use Atari's VDI, rather than NVDI (plain standard ST, remember).

```
> like to understand what this is that I'm missing here, that makes it
> perfectly possible for me, but nobody else. (Except Magnus?)
```

If you read his post above, even Magnus doesn't believe games like Tonys are possible on a plain ST.

On a Falcon, TT, or other machines, yea, fine, I agree that the VDI is probably fast enough... but not on an 8Mhz 1040 ST. Hell, a 1Mb machine hasnt even got enough memory for some of Tony's games if you have NVDI installed.

```
> Also...
> I don't want to go into this again (after what happened last time...) but
```

Hehehe

> everybody seems to me missing the point completely so I think I must
> answer at last: Tony keeps saying that STOS is great and it works on any
> machine and all that... but the fact is that if the program was done like
> it should be done then it would truly work on any machine. Under STOS it
> has to be patched to suit every new machine. It should simply be that the

Provided it supports the defined XBIOS calls (eg. Setscreen for changing
to ST modes) then it will work. "fixing" is not required for new binaries,
as the table that fixing has always patched is now calculated on startup
by my loader code.

> software would work on any machine, whether it's an ST, Falcon, Medusa or
> a machine that does not exist yet, and no patches would be needed at all.

If its ST compatible, it will. If it is not 100% compatible, then surely
you should sometimes expect problems? (I mean at the TOS call level, not
hardware level).

TOS version shouldn't make a difference any more, as the TOS version
dependent table is now generated on run-time.

> Tony always mentions that he cannot write a "Falcon enhanced" game with
> better than 16 colour graphics because he doesn't have access to a Falcon.
> But the fact is you *don't need a Falcon* in order to write a game that
> has better graphics. Tony's PC would be perfect for drawing the graphics

he is not the artist.

> with. If it's done the right way, the better graphics will then work on
> any machine that has a suitable graphics mode whether it's a Falcon or
> not. You don't even need to test it in order to know this. (Of course it

You are assuming that the libraries that are available support multiple
resolutions, or that there are call compatible libraries. As has already
been mentioned in this thread, this is NOT the case, sadly.

This *would* have been the case, if I'd had any feedback when I proposed
to make a call compatible extension about 1-2 years ago. Lack of feedback
to programmers is slowly killing the Atari market, IMO.

> won't hurt to test the software on a variety of machines just to ensure
> there are no bugs that only show up in certain situations, but this
> doesn't change the fact.)

I find it amaizing that people are suggesting that Tony writes a game he
cannot test. Try writing a BBS system without a modem, internet applications
without a TCP/IP stack, or a 3d model viewer without any 3d models.

> cannot comment on this, but it does seem to me a pity that these games
> are so limited by the language they are written in, and that Tony refuses
> to believe this...

It is limited, but not as limited as some people have portrayed here. How
many people dont have access to ST resolutions? well, there are:
* medusa owners (presumably)

* hades owners (presumably)
* directt owners (presumably)
* Falcon+nova owners (although magnus indicated that he is able to
disable it)
* ST owners who have made custom modifications to the video hardware
* any others I've forgotten?

Is anyone here saying that these people are a major factor in the Atari gaming
market? I dont believe they are.

> Well I think that's enough for now. I hope it doesn't cause too many bad
> feelings.

Not from me, and Tony is not as wound up as he makes on - he just likes an
argument. :-)

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

613. Re: STinG and Mint => Privilege Violation

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980221115623.13512A-100000@usr01.primenet.com>
Source record: 5374

On Fri, 20 Feb 1998, Peter Rottengatter wrote:

>In article <Pine.BSI.3.96.980219034702.21310B-100000@usr07.primenet.com>,
> Katherine L Ellis <kellis@primenet.com> writes:
>
>> Totally agree, Beside they really are stupid tryng to run sting under
>> mint when they can run mintnet!!.
>> If I was running sting, might as well get magic too.
>> Same concept as: buying a mac to run winsoft 95. If you run only run
>> win95 emulated, might as well get a pc!.
>> Same idea, same stupid things.
>
>While I agree of course on the latter example, I do not completely agree
>on the first statement. It's certainly true that STinG is more fun on MagiC
>(for MagiC's advantages, STinG is the same on both MagiC and MiNT), and it's
>true as well that MiNT and MiNTnet have the benefit of being more servers
>(and a bit more clients too) available.
a bit? just a bit?? ;) you are exagerating here.

>But I can well imagine the situation
>that someone would want to run STinG on MiNT. MagiC costs money while MiNT
>is free. And there is neither a GEM based Telnet nor a GEM based IRC client
>for MiNTnet, while there is two of each for STinG.
I agree, however I don't see the relation where you would replace
mintnet by stik, sting etc, but well :)
irc client? are you talking about atarirc and fracirc?
If yes, I don't see/have any problem here with these client, ever
heard/used gluestik? Redirect stik/sting calls to mintnet ones.

>Sure, if one is free to dismiss GEM entirely, MiNT/MiNTnet would probably
>be the choice.
hm Just for the mintovl for cab, it is worth it in GEM. 2) Aftp
doesn't have any equivalent in stik/sting, Even Aftp version for stik
doesn't work correctly. Only the mintnet version works like it shold,
like an ftp program should. And Aftp is gem afaik :)

>Cheers Peter
cheers, in any case, sting is a great program, keep up the Excellent
work.
1 good point sting has over mintnet is ip masquerading.
2 that it works with singleTOS machine
3 easy configuration, installation

That's it, no need to try to find the BAAAADS of mintnet or find the
gooood of sting. Like saying no GEM prog, etc, that's just not a good
argument :) if you want to defend sting, pick some of the 3

arguments I just said 8 lines above :)

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

614. STOS and resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <6cn35sobp1@ratatosk.uio.no>
Source record: 5375

I've been following the discussions between Tony, Magnus, Peter etc. with some interrest. Ever since I got my first Atari (a "stoneage" 520ST) the problem with different resolutions has been a constant source of irritation. Things got somewhat better when I bought a Falcon, but regarding games the problem was still there: I download a new flashy game only to find it requires some bizzarre resolution that aren't even described in the docs.

Now I've got a TT with a CrazyDots graphics card and the situation is even worse than on the Falcon regarding games. Only GEM stuff works...

On the Falcon, there were a *few* nice exceptions. Some programmers were actually making games with CLEAN res-changing routines that made the game run directly from the desktop, change res and restore the original res on exit. A couple even worked fine under Magic. Some such games spring to mind: CRAPMAN, Martin Steen's HI-color games and good old STONEAGE always worked without having to reboot, change monitor etc. (I've also tried some STOS games without sucess..)

In order to make this hopeless situation better, I asked a friend to code a res-changer for the Falcon (I'm unfortunately not a programmer). The tool works by being installed as an application for different extentions, i.e. *.PR1 for ST low res, *.PR2 for med res and so on up to *.PR6 for Falcon high color (32k), runs the game and switches to the desired resolution according to the extention and restores the original res on exit. The first beta's of this res-changer worked fine with ST-low/med games renamed to the *.PR1 and *.PR2 extentions but had problems with the other res'es. Unfortunately, the programmer became too busy to continue developement of the tool and I've searched for someone to take over - so far in vain. But I've got source code for res-changing routines from Martin Steen, from the author of Crapman and from Guillaume Tello (M-player). And the sources for the res-changer, of course.

So instead of continuing the quarrelling that goes on here now, I hope some programmer would take an interrest in the res-changer project and continue development. If the program could be fixed for other res'es as well as those that already work, programmers wouldn't have to worry about writing res-changing routines into their games, but could use this external tool instead. If it could also be extended to work with graphics cards (if this is at all possible) it would be great.

So let me have some feedback on this idea - I've got the sources right here if anyone is interrested...

- Petter -

615. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f00681.17693487@news.zetnet.co.uk>
Source record: 5376

On Sat, 21 Feb 1998 12:17:11 GMT, in comp.sys.atari.programmer you wrote:

>> Well I think that's enough for now. I hope it doesn't cause too many bad
>> feelings.
>
>Not from me, and Tony is not as wound up as he makes on - he just likes an
>argument. :-)

I wasn't going to tell them that until the thread got to 100 postings hehehehehe... Like taking Candy from a Baby... I can't even wind up my own kids this easy :)))

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

616. Info about cookie jar

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-21 00:00:00 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <WS.34ef0e9a.00012f0c.lafabrie@club-internet.fr>
Source record: 5377

Hello,

I'm research some information about cookie jar. In fact I want to know the structure of some cookie. For example, about DEPI, or Edi. If you have a lot of information about all the pointer structure of cookie jar, thank's for your answer.

Best regard.

617. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-22 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <KXBVCPN@tos.pl.net>
Source record: 5378

Tony Greenwood (paxton@zetnet.co.uk) wrote:
: Hey! mb@tos.pl.net (Mario Becroft) wasn't it Sat, 21 Feb 1998 20:43:46
: GMT that you wrote:

: >answer at last: Tony keeps saying that STOS is great and it works on any
: >machine and all that... but the fact is that if the program was done like

: NO I DO NOT... You of all people suprise me.. I can not see why you

Ok, maybe you didn't say those exact words. That was not my point at all.

: >But the fact is you *don't need a Falcon* in order to write a game that

: Ho dear... HOW WOULD I KNOW IT WORKS!..what programmer releases
: software that he has not tested ????????? THINK MAN...THINK!

Well I don't test my software on all possible machines, that is not
possible to do. Especially when these machines do not exist yet. Yet it
still works in any graphics mode.

: >has better graphics. Tony's PC would be perfect for drawing the graphics

: IF YOU HAVE THE GOOD MANNERS TO READ THE MESSAGES IN THE THREAD YOU
: ARE POSTING TO you will see that I already wrote I can not do
: artwork.. It was a hard job finding a good artist and he only has a
: ST... please read the thread ?

Yes, but that is not relevant to the point that I was making, that is that
you don't need a Falcon in order to make a game with graphics with more
than 16 colours.

In fact you can draw graphics with more than 16 colours on an ST (any
decent graphics program supports this) although it would be more difficult
to visualise the result since the dithering required can obscure the
picture somewhat.

: >with. If it's done the right way, the better graphics will then work on
: >any machine that has a suitable graphics mode whether it's a Falcon or

: yeagh yeagh... and all you have to do to make a falcon enhanced game
: that works on a fm and a falcon 040 nova blah blah blah is draw 256
: colour pictures is it?... get real :(((

Well it is for all the software that I write. That is what I am trying to
say, that it is entirely possible to write software that works in any
graphics mode. This is what everybody seems to be missing here.

: >not. You don't even need to test it in order to know this. (Of course it

: This is where you argument falls over....what happens if you dont
: test it.. and you got soemthing wrong.. its stupid.. please dont tell
: me to do stupid things.. software should be tested.. and you coming
: into a programming forum and saying we should release software without
: testing is real silly when you think about it...

That's right, that's why I said that it should still be tested (now it's
you who is mis-quoting me...) I think it's easy enough to send the
software to a Falcon owner to make absolutely sure it works on that
particular machine. The point is that unless you made some other error,
which you could just as well have made if you were not using 256 colour
graphics, then it would work. You'll only ever need to try it once. I
think you'll agree that it's easy enough to do this.

: >That's not to say that Tony's games are no good. I never play games so I
: >cannot comment on this, but it does seem to me a pity that these games

: ho ffs... another know all who hasnt tried it... this newsgroup is
: full of people who want to comment about my software.. but havnt tried
: it... how clever of you all...

I'm not commenting on your games so much as the possibility of supporting
different graphics modes.

: >are so limited by the language they are written in, and that Tony refuses
: >to believe this...

: what!!!!!!! where does this come from!, how can you post such lies
: about me.. how can you tell people what i think...how insulting!,

Sorry, but this is how it appeared to me.

: your joking.. you enter a thread you have not even had the good
: manners to read, you post lies about me... and hope theres no bad
: feelings...amazing :(.... go make up some lies about perverts and
: spammers... dont come here making lies up about people trying to
: support ATARI.... I never said or even think the things you have
: posted... :((((

I'm not trying to make up lies about you, and I did in fact read every
single message in the thread. I think it's great that you are supporting
the Atari. I'm just trying to clear up this misconception that everybody
seems to have, see above. And if you would make your games have improved
graphics and proper compatibility then that would be even better. Maybe I
would even play them then... as it is it's too much bother for me to have
to dig up an old ST just to play a game.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

618. Re: STOS and resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-22 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980222211225480956@zetnet.co.uk>
Source record: 5379

> I've been following the discussions between Tony, Magnus, Peter etc.
> with some interrest. Ever since I got my first Atari (a "stoneage"
> 520ST) the problem with different resolutions has been a constant
> source of irritation. Things got somewhat better when I bought a

Yea. Probably because Atari didn't think about it when they defined
how you change resolution - each machine/upgrade has a different way
of doing it...

What would be nice would be a standardised method of enquiring/setting
video modes, that could be retro-fitted to old machines, and supported
by any new hardware.

> Falcon, but regarding games the problem was still there: I download
> a new flashy game only to find it requires some bizzarre resolution
> that aren't even described in the docs.

Thats because the videl is cool, in that if you fiddle with the registers
you can make your own resolutions. If you dont correctly set all of the
registers, then problems occur (eg. some games cannot cope with being
run from ST compatibility modes). You may have seen problems when changing
to/from MONO modes - there is (apparently) a problem with setting the
registers in an "incorrect" order... not all routines get it right.

> Now I've got a TT with a CrazyDots graphics card and the situation
> is even worse than on the Falcon regarding games. Only GEM stuff
> works...

Thats because only GEM stuff knows what resolution/system you have. Eg,
how would a standard ST game know how to restore the Crazydots screen mode?

> On the Falcon, there were a *few* nice exceptions. Some programmers
> were actually making games with CLEAN res-changing routines that made
> the game run directly from the desktop, change res and restore the
> original res on exit.

Well, all the best programs will do this. There are problems regarding
extended screen resolutions sometimes, and with STOS I have found problems
with NVDI when using standard ST compatible setscreen calls on a Falcon.

> A couple even worked fine under Magic. Some such
> games spring to mind: CRAPMAN, Martin Steen's HI-color games and good
> old STONEAGE always worked without having to reboot, change monitor etc.
> (I've also tried some STOS games without sucess..)

New, or old? Those compiled with the last "official" release of STOS are
not Falcon aware, so only use setscreen() to set/restore the screen, and

so drop you in a sort-of ST compat resolution on exit.

From STOS 2.07 beta 1 to beta 3, vsetmode() was used (or was it vsetscreen?)
when a Falcon was detected - which worked with both extended resolutions
(via BlowUP etc) and standard Falcon resolutions. Problems are encountered
when NVDI is installed with these versions.

From STOS 2.07 beta 4 (aka STOS 2.08) the videl registers are stored directly,
and so it will exit cleanly, even if NVDI is installed. This is not yet
released, due to a bug introduced elsewhere into the code.

> programmer). The tool works by being installed as an application for
> different extentions, i.e. *.PR1 for ST low res, *.PR2 for med res and
> so on up to *.PR6 for Falcon high color (32k), runs the game and
> switches to the desired resolution according to the extention and
> restores the original res on exit. The first beta's of

Sounds a bit like backwards, or simular, only not handling features other
than resolution changing.

> continue development. If the program could be fixed for other res'es
> as well as those that already work, programmers wouldn't have to worry
> about writing res-changing routines into their games, but could use

Well, with STOS they dont have to worry about it, as it is all built into
the bootstrap code in STOS.

> this external tool instead. If it could also be extended to work with
> graphics cards (if this is at all possible) it would be great.

Anyone with details of how to change/restore video modes with graphics
cards is welcome to contact me, and I'll include it into the next release
of a patched STOS.

> So let me have some feedback on this idea - I've got the sources right
> here if anyone is interrested...

Sounds like a good idea - a positive response. Thanks. :-)

Anthony

619. Re: Degas image pallette

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-22 00:00:00 UTC
From: Erlend Nagel <error@euronet.nl>
Message-ID: <01bd3fa5$c1049a60$0a0286c2@erlend2>
Source record: 5380

Anthony Jacques <jacquesa@zetnet.co.uk> wrote in article
<19980214121446809560@zetnet.co.uk>...

> and yes, it does say WORDS - although maybe its wrong... there is a doc
> thats been around for years which details all the common ST file formats
> (although not many PC) including Degas and Neo.

It happens that I've been looking for this particular file today. Haven't found it though, so if anyone has this file, please send it to me in e-mail (error@euronet.nl). The file was composed by Dave Baggett, whom some of you may remember for his many posts about the downfall of atari ;-) Of course he had also been screwed by Atari on the game development system he had written for the Atari and specifically the Falcon.

Cheers,

Erlend.

620. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-22 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6cppfc$k9b$6@newsbell.bellglobal.com>
Source record: 5381

On 17 Feb 1998 10:08:35, Peter Rottengatter wrote:
>In article <34f07d3c.15076029@news.zetnet.co.uk>,
>
>Now it's you who's talking crap. It's a dead wrong assumption that Atari Low
>resolution is available on all machines. Meanwhile there is in fact a huge
>number of machines not providing Low resolution at all. Neither my enhanced
>520ST+, nor my Mega ST has Atari Low, and people using Medusas and Hades,
>let alone Macs with MagiCMac, and MagiC-PC probably have never seen ST-Low.
>I doubt very much that the upcoming Milan will have ST-Low.

ST low is a crappy standard that must be maintained. I didn't know that Hades
didn't support it. Your Mega ST must have it, just not available depending on
your monitor? If you alter you machine to not have ST low, that is different.
Now TT low, there is a standard that really caught on:-).
Anyways, ST low provides a commonality between the TOS platforms for low res
colour.
>
>BTW Have you ever considered that for many many people, whose machines really
>do have ST-Low, it's a real hassle to switch to ST-Low ?

Now thats a stretch. Its a pain, but not a hassle. Also many programs can
be launched from Medium Resolution to Low Resolution, such as CAD 3D and
Cyber Paint, (all of which are TOS 2.0 incompatible:-).
I boot to ST low for pretty pictures, and was hoping to use a Viewer in CAB
that shows pictures in low res for the most colour, while using Cab in med
res. Since I am using Hi res now, I have not bothered doing it yet:-).

>I still have a 1040
>machine with ST-Low, but I'd need to carry it around and probably find a TV
>set to connect it to, because I (and never of my local friends) do not have
>any colour monitor.

Well, colour monitor may not be very good, but you can find them very very
cheap, time for a downgrade. Grab one and enjoy:-).

>A diskzine that uses STOS is crap for me, I cannot read
>it.

A diskzine must be usable by all if that is the intent.

>.

__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __)(TOS 1.0, SH204 hd
(+)`====='(+) B | \/ _/|| |/_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]

---

621. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-22 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f174b1.8885868@news.zetnet.co.uk>
Source record: 5382

Hey! mb@tos.pl.net (Mario Becroft) wasn't it Sun, 22 Feb 1998 21:55:44
GMT that you wrote:

>: >answer at last: Tony keeps saying that STOS is great and it works on any
>: >machine and all that... but the fact is that if the program was done like
>
>: NO I DO NOT... You of all people suprise me.. I can not see why you
>
>Ok, maybe you didn't say those exact words. That was not my point at all.

Ho well I responded to the posting you made.. not the posting you
thought about making....duh :(

Wanna try again with a posting that you mean... just take out the
blatent lies you posted about me and try again...

>would even play them then... as it is it's too much bother for me to have
>to dig up an old ST just to play a game.

But you wanna join a thread on the subject..sheeesh

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

622. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-22 00:00:00 UTC
From: Bernd_Mueller@du3.ohse.de
Message-ID: <199802222322.a52664@du3.maus.de>
Source record: 5383

Hey,

>Which TOS version is that that CAB did not like ?

could be a DISK-TOS 1.00 ;->

bye
/ Bernd /

623. Re: ST Network Cards & Video Cards 4 Sale

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-22 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6cqtal$5d9@bgtnsc02.worldnet.att.net>
Source record: 5384
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Curt Vendel wrote:
>
> For Sale:

Snip!

> Atari DMA bus Ethernet adapters: These adapters work on all Atari ST's
> with DMA ports on them. These card wer built by Atari in 1990 to allow
> ST's to work over ethernet. These cards require Atari ST external
> power supplies (not included) and I have no drivers for these cards, I
> have a very limited quantity of these cards: $50 each

By DMA, do you mean ACSI, the Atari hard disk port? Do you at least have
the manual or the data transfer spec? And does anyone know of any
drivers for TOS or, more importantly, Linux or MintNet support?

Dan

624. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cro43kle1@news.emw.ericsson.se>
Source record: 5385

Anthony Jacques wrote:

> > No but there are very few enough competente programmers to do it and I
> > don't think you are up to it.
>
> Nor me... Doing "Compilers", and "Advanced Compilers" courses at uni completely
> put me off the idea of re-written STOS. :-)

:-)

> > Well if you know Anthony you would also know that he hasn't got much
> > time to look at this Falcon these days. He is programming on his PC now and
>
> Yea, but also on my Falcon - I posted to the Bad Mood list about my latest
> plans only last week. :)

I know.

> > he even doesn't have a monitor to his Falcon anylonger. So how can you do
>
> Now that is a bit low! You know very well that its only for two weeks. Also,
> I have it hooked up to a TV (although dont expect any BadC updates, as I
> hate working in interlaced mode, and dont particularly enjoy 768x240...)

I know. I was just trying to wind you up and make some new excellent
hacks.

> > That should trigger Anthony off! :-)))
>
> Hehehe... yea, that worked, didn't it? You and Tony are really a-like. :-)

Arrrgghhhhhh..... don't say something like that! Shit. :-\

:-)

> > > >If it is as easy to do with STOS as it should be you don't even have to
> > > >test it as the only thing you did was to change the graphics from the
> > > >ST version.
> > >
> > > ha!....dont be silly... hahahaha... you think it is that simple...
> > > hahahaha sorry but it is not that simple at all...hahahahaha
> >
> > That is the problem but I guess you doesn't see it as you are laughing
> > your head off.
>
> Sadly its not as easy as it should be... I did have plans to make it this
> way, but its not gunna work out like that...

I know. The world isn't completely round, is it?

:-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

625. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6croo8kts1@news.emw.ericsson.se>
Source record: 5386

Anthony Jacques wrote:

> > Are they any good?
>
> Yea, not at all bad. I also have unfinished (what a supprise) source to
> two games of my own, both running in TC mode.

Have anyone got a webpage with links to all games available on the
web/ftp?
That would be a neat idea, like a games index there you can download all
games available and a short description.

> Anyone who registered was sent a bunch of source, including a (very basic)
> horizontal scroller in TC mode.

I wonder if anyone did anything with it.

> > > > If Tony could make "real" Falcon versions of his
> > > > games with enhanced graphics it would be very nice indeed.
> > >
> > > It would, but it'll only happen if someone GIVES tony a Falcon. :-)
> >
> > Why? Is it impossible to recompile them with enhanced graphics without a
> > Falcon?
> > Do you need to change stuff in ther as well?
>
> Yea, unfortunately both of the two Falcon extensions do not use code-compatible
> routines with TML (the best ST extension - the one Tony uses for his sprites).
> TML has some odd ways of doing things, so you'd have to make an effort to be
> compatible with it...

Ah, that was what I was after. So it's not that easy to parot them to
the
Falcon in a decent way. Bad. :-(

> Timing issues are obviously important, and would need addressing.

Yup, would not be that funny otherwise to play.

> > Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
> > looked cool!
>
> Hmm.. is this a new Falcon game? I haven't heard about it?

It's a new cool game (does not work very well on my AB040 though).
Something
like all those car racers on the Playstation or something like OutRun

but
with nice graphics and texture mapping. Actually looks very nice indeed.

> > > Maybe, maybe not. IIRC, BM has code to write directly to the screen, so it
> >
> > I realy wonder about this. I do also recall Doug saying something like
> > that, but is it true? I have never dared to try. Maybe I should. You can't find
>
> I'd have thought that would be one of the first things you tried on
> your NOVA :)

Well I did try it and it did not work.

> > anything
> > about it in the sources? Has anyone looked?
>
> Yea, I have. It seems to be in there - un-comment the equate "intel" (top of
> DOOM.S), and reassemble. This seems to activate a few "ror.w"'s in LIGHTING.S,
> just before drawing to the screen (or at least thats what it looked like at a
> 30second glance). I'd say that'd be pretty bloody easy to support in my Falcon
> extension.

Aha, that I have to try. I guess I have to launch in in TC mode then as
well,
but that sounds like it could work. I did not know that I had to
recompile it
in order to get it working. Sounds cool and I hope it works! I got to
download
the sources first....

I must figure out how to change res on the Nova so that new programs can
support
it.

> > > is definately possible. Adding it to my existing 16-bit mode routines wouldn't
> > > be too hard. Actually, I have been thinking about releasing the source code
> > > to my extension, so if anyone wants to try this, mail me...
> >
> > Someone... that is the problem. We need more "someones". :-)
>
> yea. :-)
>
> If you like, I'll make a version of my extension with the necessary
> ror.w before
> rendering to the screen, and you can try a few of my test programs in TC mode
> with a NOVA. :-)

Ofcourse I would like to try it!!!!!!!!!!!! Do it!!!!!!!!!

:-)))))))))))))))))

> > Well, I'm not sure how it works or if it's the "VDI" who takes care of
> > it or if it's the "Nova VDI" or whatever it is... Maybe I should try to find

> > out.
>
> Well neither would make a difference to STOS, as it usually bypasses the
> VDI completely. Calling the VDI from inside STOS is just about
> possible though...
>
> Hmm... "N" VDI... I bet thats confusing. :)

;-)

> > > Yea, well GEMMA source is available as well - anyone wanting to patch the
> > > compiler so that we can compile AES/VDI stuff is welcome to try. :)
> >
> > Hehehe... sure. :-)
>
> Yea. :-)
>
> I should warn anyone wanting to try that they'll also need to hack about inside
> the STOS compiler itself as well. :)

Ouchh.... doesn't sound that funny....

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

626. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6crp80kts2@news.emw.ericsson.se>
Source record: 5387

Peter Rottengatter wrote:

> > Yep great for a nice WP... not so great for an 8 way scrolling
> > platformer.....
>
> Stupid crap. This is the prejudice of someone who refuses to try decent GEM
> software (interesting to note here, as you are complaining about us not
> trying STOS software). I suppose you never even tried to program a decent
> game using VDI. I've seen a few games that use both VDI *and* AES, and that
> are still fast enough (using NVDI) to make many games directly accessing the
> video hardware look old and outdated.

If oyu know of any GEM games, couild you point me at them? I did find a
rather nice 3D maze running in a GEM window, but it was not finshed
and not realy fluid (it worked like Dungun Master. It would be nice
to see if the author had made it move in smaller steps. It was very
fast in the current way.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

627. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6crpkfkts3@news.emw.ericsson.se>
Source record: 5388

Mario Becroft wrote:
Hi,

> Of course you are right that it can be done. Admittedly I don't have
> anything real to back this up, only a couple of simple GEM games
> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
> these are the first two games I've ever written. I do plan on writing a
> real-time platform type game for GEM sometime, maybe you will believe it
> then when you see it :-) But I have lots of other more important things to
> do, so it might be a while before you see this game.

Yeah, sounds cool. I would love to see that platform game. Are the other
two
games using colour sprites? I have found a couple of GEM games but they
are all using mon sprites. Not that cool when you have got a 24-bit gfx
card! Atleast 16 colours should be used, or better, use as many colours
as you have and dither them at loading. :-)

Oh I tried you webpage below and I got "hostname unknown". :-\

> I can't even understand why anyone could think that such a game cannot be
> done under GEM. Could someone explain why everyone believes this? I would
> like to understand what this is that I'm missing here, that makes it
> perfectly possible for me, but nobody else. (Except Magnus?)

:-) I belive you, I just wished more would try to do it.

> Tony always mentions that he cannot write a "Falcon enhanced" game with
> better than 16 colour graphics because he doesn't have access to a Falcon.
> But the fact is you *don't need a Falcon* in order to write a game that
> has better graphics. Tony's PC would be perfect for drawing the graphics
> with. If it's done the right way, the better graphics will then work on
> any machine that has a suitable graphics mode whether it's a Falcon or
> not. You don't even need to test it in order to know this. (Of course it
> won't hurt to test the software on a variety of machines just to ensure
> there are no bugs that only show up in certain situations, but this
> doesn't change the fact.)

Just what I was trying to say.... but apperently it's not that easy as
STOS is such a patched language that it's almost impossible to make
something
which works on all computers without to much hassel.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |

| email: Magnus.Kollberg@emw.ericsson.se |
+--+

628. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6crq32kts4@news.emw.ericsson.se>
Source record: 5389

Anthony Jacques wrote:

> > these are the first two games I've ever written. I do plan on writing a
> > real-time platform type game for GEM sometime, maybe you will believe it
> > then when you see it :-) But I have lots of other more important things to
>
> Yes, please do. I'd like to be proved wrong... but I dont believe it can
> happen...

Ofcourse can't everything be done in GEM but most things could if you
have got
a fast ebnough machine, like a Mac running MagiC MAC and a TOS clone.

> > I can't even understand why anyone could think that such a game cannot be
> > done under GEM. Could someone explain why everyone believes this? I would
>
> Well, in my experience, the VDI simply isn't quick enough. The routines that
> Tony uses are optimised specifically for the video mode, and do not have
> to be general purpose etc.
>
> I admit that I have not profiled the VDI, but you cannot tell me that the
> nice generic routines in the VDI are going to be anywhere near as fast.
> Particularly if you use Atari's VDI, rather than NVDI (plain standard ST,
> remember).

Ataris VDI will be way to slow. Now when Johan in working on the next
generation
VDI called fVDI, why not put in some optimized routines for games? So to
make
it work on any TOS box you just install fVDI and the correct driver and
off you go.
Should be possible to make some speedy routines in there especially for
games.
Maybe an extension to fVDI and why not OpenGL support with the help of
Doug. :-)

Hehehee... :-)

> > like to understand what this is that I'm missing here, that makes it
> > perfectly possible for me, but nobody else. (Except Magnus?)
>
> If you read his post above, even Magnus doesn't believe games like Tonys
> are possible on a plain ST.

Well a 8-way scrolling game is a bit much.... but still with a fast
enough

computer. :-)

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

629. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6crqh1kts5@news.emw.ericsson.se>
Source record: 5390

Mario Becroft wrote:

> Of course you are right that it can be done. Admittedly I don't have
> anything real to back this up, only a couple of simple GEM games
> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
> these are the first two games I've ever written. I do plan on writing a
> real-time platform type game for GEM sometime, maybe you will believe it
> then when you see it :-) But I have lots of other more important things to
> do, so it might be a while before you see this game.

Hwy I just manged to get on your webpage.

Shit, this looks cool! I will try them as soon as I get home. Make my
own
PacMan look like a joke. :-)

Great stuff!

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

630. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6crqvfkts6@news.emw.ericsson.se>
Source record: 5391

```
Magnus Kollberg wrote:
>
> Mario Becroft wrote:
>
> > Of course you are right that it can be done. Admittedly I don't have
> > anything real to back this up, only a couple of simple GEM games
> > (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
> > these are the first two games I've ever written. I do plan on writing a
> > real-time platform type game for GEM sometime, maybe you will believe it
> > then when you see it :-) But I have lots of other more important things to
> > do, so it might be a while before you see this game.
>
> Hwy I just manged to get on your webpage.
>
> Shit, this looks cool! I will try them as soon as I get home. Make my
> own
> PacMan look like a joke. :-)

Just realized that I can't download any of them. :-((((
Is there a "futuristic" look for Asteroids as well? Filled coloured
polygons
maybe?

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

631. STOS / Falcon Artist

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: The Billericay School <billschool@rmplc.co.uk>
Message-ID: <6crrp8$3j7$1@plug.news.pipex.net>
Source record: 5392

Hello, If you want someone to make some greate graphics for falcon games and ST games then send messages to billschool@rmplc.co.uk I have a falcon and an ST, both with Magic5 and two hard disks, I don't know many other atari people around here (essex, Uk).

I am also a keen MIDI ZAP fan and have tried to regester it, where does the author live now? i got no reply!!!

Thanx in advance

Ninja Badger :-) (ian norton-badrul)

632. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f17c52.2794467@news.zetnet.co.uk>
Source record: 5393

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Mon, 23 Feb 1998 13:07:47 +0100 that you wrote:

>Ah, that was what I was after. So it's not that easy to parot them to
>the
>Falcon in a decent way. Bad. :-(
>
>> Timing issues are obviously important, and would need addressing.
>
>Yup, would not be that funny otherwise to play.

At last someone realises that it is NOT just a case of changing the
graphics to 256 color ones.. maybe other people can start to realise
this.. Just having 256 colour gfx does not make a falcon enhanced
game.. at last you are starting to see the light :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

633. STOS Comipler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Fox McCloud <foxmaccloud@yahoo.com>
Message-ID: <01bd4073$16f7d7c0$8700a8c0@its00255>
Source record: 5394

Hi!
Anyone know where I can get a STOS compiler?

Thanks

634. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34F1B1F2.1569@mst.tn.utwente.nl>
Source record: 5395

Peter Rottengatter wrote:
>
> In article <34ECAD1E.403E@mst.tn.utwente.nl>,
> Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:
>
> > Better not. The last time I tries CAB (before it went comercial),
> > it wouldn't work on my machine (unless I switched to an other TOS
> > version, but don't like that). I think that ST Guide is more
>
> Which TOS version is that that CAB did not like ?

KAOS 1.4.2, on a 1040ST, 20MHz 68000, 4Mb RAM and SCSI
harddisks. CAB loads, says clunt and it's time to hit
the reset button. It did work with 1.04, but that
TOS version has too much problems with the amount
of folders on my harddrive. So it WAS bye bye CAB, have
a nice trip to my trashcan.

Bye, Hans

635. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34F1B82D.7847@mst.tn.utwente.nl>
Source record: 5396

Anthony Jacques wrote:

> I dont believe a game like Tonys can be done on a plain 8Mhz ST using the
> VDI. When I say like Tony's games, I MEAN like Tonys - ie. not "mono only"
> and with other limitations. Perhaps Hans could take his C based heartland
> clone, and replace whatever libraries he used for gfx (ST-low dependent)
> with VDI calls, and then we would see.

The gfx library doesn't exist. They are just routines writing
directly to the screen, just the way I would do it in assembly.

The way of getting it into a GEM window is using a routine
converting the screen output into a datablock that can be
used by the VDI. Machines with grafix cards are usually
power full machines, having enhough processor time to
convert an ST LOW screen into VDI output every VBL.

> On a Falcon, TT, or other machines, yea, fine, I agree that the VDI is
> probably fast enough... but not on an 8Mhz 1040 ST. Hell, a 1Mb machine hasnt
> even got enough memory for some of Tony's games if you have NVDI installed.

That's a problem on Tony's side. If you get into Heartland
you will find that all background sprites are preshifted
on nibble level. Tony is using only the on byte level
preshifted sprites, so that's 2*2*128*16*16
(2 preshifts, sprites plus backgrouds, 128 sprites
16 lines per sprite, 16 bytes per line= 128k wasted).

There are serveral other structures used in Heartland
that could be done more memory efficient.

I think the C version will work in half a Meg, but never
tested it.

> It is limited, but not as limited as some people have portrayed here. How
> many people dont have access to ST resolutions? well, there are:
> * medusa owners (presumably)
> * hades owners (presumably)
> * directt owners (presumably)
> * Falcon+nova owners (although magnus indicated that he is able to
> disable it)
> * ST owners who have made custom modifications to the video hardware
> * any others I've forgotten?

All ST owners using a high res monitor. The ST they are using can
generate ST low, but the monitor wont display it. Those having
a ST with modulator can go to their living room with their ST to

plug it on their television set but I don't think that's a
workable situation, especially not when the ST is nicily
installed in their midi installation.

> Is anyone here saying that these people are a major factor in the Atari gaming
> market? I dont believe they are.

Don't thik so either.

Bye, Hans

636. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34F1B99F.144B@mst.tn.utwente.nl>
Source record: 5397

Anthony Jacques wrote:

> Yea. Its because the most popular extensions were coded by people without
> access to ST-Hi, so they didn't attempt to add support for it. Shame really.
> STOS provides XRES, YRES and MODE variables, but few programs check them,
> because TML (probably the best extension) assumes 320x200xST-Low.
>
> STOS' own routines can be patched to work in extended modes - this is the route
> that the "other" Falcon extension author took - he has standard STOS sprites
> working in 640x480x256 etc. I chose not to go this route because nobody
> uses the standard STOS routines because they are slow anyway...
>
> > So are there any interesting pieces of software in STOS that were written
> > with ST-High in mind (or even better resolutions still) ? I'd like to give
> > it a try.
>
> Well, GEMMA comes with an example of a GEM program in STOS, which should
> work in any resolution, and maybe on various bits of kit. Its still rather
> flaky though, and I wouldn't bet it running cleanly everywhere (although on
> the GEMMA homepage there is a picture of it working under AES 4.1 in 768x480x16
> on a Falcon).
>
> There is very little software using ST-Hi, as people quickly realised that
> the extensions were better than the standard STOS commands, and sadly
> these lacked support for different resolutions.
>
> As for extended resolutions, well this is currently Falcon only, appart from
> via GEMMA. For the Falcon, you can get a FLI+MOD player, and a few other
> bits. Sadly, most things that I've heard about dont ever get finished...

So ST LOW is the only resolution to do the real stuff. Doing other
resolutions is possible, but the great extensions you need for
the games Tony is talking about are missing. Tony doing Heartland
with the same features in ST high (profided he has got the
right graphics) is not possible (he has ST HIGH with Pacifist
on is DOS computer so that can't be the limiting factor).

Bye, Hans

637. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34F1BBC9.3E12@mst.tn.utwente.nl>
Source record: 5398

Magnus Kollberg wrote:
> Yeah, sounds cool. I would love to see that platform game. Are the other
> two
> games using colour sprites? I have found a couple of GEM games but they
> are all using mon sprites. Not that cool when you have got a 24-bit gfx
> card! Atleast 16 colours should be used, or better, use as many colours
> as you have and dither them at loading. :-)

If you write me a routine that should be called with:

void do_the_vdi(char* screen, char* colors)

ingoing:
screen: a pointer to 32000 bytes containing the
screen in ST LOW format that has to be transfered
to the VDI screen.
colors: a pointer to a color table in ST register format.

I can make you a game running on every resolution.
If I may snatch all intterupt vectors I might
even do a conversion of crapman.

Bye, Hans

638. Re: STOS Comipler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Arfa <arfa@clara.net>
Message-ID: <6csifl$o5b$1@eros.clara.net>
Source record: 5399

Fox McCloud wrote in message <01bd4073$16f7d7c0$8700a8c0@its00255>...
>Hi!
>Anyone know where I can get a STOS compiler?
>
>Thanks

I know of one place that used to sell it. Try looking at the Atari Computing Magazine. Subscribe at www.ataricomputing.com

arfa@clara.net

639. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <NN0PlQAgqb80QwQv@shaw1.demon.co.uk>
Source record: 5400

```
In article <34f3ec48.7830830@news.demon.co.uk>, Guy Harrison
<guy@swampdog.demon.co.uk> writes
>On Tue, 17 Feb 1998 13:58:12 +0000, Clair Shaw
><Clair@shaw1.demon.co.uk> wrote:
>
>>In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
>><marillat@alpes-net.fr> writes
>>>Hi,
>>>
>>>How to programm bubblegem with GFA basic 3.xx ?
>
>Dunno but it ain't that hard!
>
>>I could do with wanting to know that too...
>
>The following is fairly easy to follow ...
>
>#include <gem.h>
>#include <evnt.h>
[snip]
>apid=APPL_INIT
>bubble_id=APPL_FIND("BUBBLE ")
>APPL_WRITE(bubble_id,msg[])
>WAITFOR BUBBLEGEM_ACK
>[continue program]
>
>

I don't program in C myself, but that looks Uncanningly like C code!

Oh dear, what is the world comming to?

--
Clair Shaw (alias CDS) | Listen to advice.
Mailto:Clair@Shaw1.demon.co.uk | Hey, it's free
ICQ: 1043359 | isn't it?
ICQ Pager mailto:1043359@pager.mirabilis.com |
WWW: http://www.shaw1.demon.co.uk |
```

640. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980223224518809 56@zetnet.co.uk>
Source record: 5401

Hi

> > > Are they any good?
> >
> > Yea, not at all bad. I also have unfinished (what a supprise) source to
> > two games of my own, both running in TC mode.
>
> Have anyone got a webpage with links to all games available on the
> web/ftp?

Not that I know of. I have a "games" section in my download bay, but these
are just selected games, not a definiative list.

> That would be a neat idea, like a games index there you can download all
> games available and a short description.

Yea, a nice idea.

> > Anyone who registered was sent a bunch of source, including a (very basic)
> > horizontal scroller in TC mode.
>
> I wonder if anyone did anything with it.

I doubt it - it was mainly intended as a demo of how to do it (using hardware
scrolling), rather than a "game engine".

> > Yea, unfortunately both of the two Falcon extensions do not use code-compatible
> > routines with TML (the best ST extension - the one Tony uses for his sprites).
> > TML has some odd ways of doing things, so you'd have to make an effort to be
> > compatible with it...

> Ah, that was what I was after. So it's not that easy to parot them to
> the Falcon in a decent way. Bad. :-(

Yea, a shame eh? I wish I had time to do something with FML, but I just
couldn't justify it...

> > Timing issues are obviously important, and would need addressing.
>
> Yup, would not be that funny otherwise to play.

Yep. This is a big reason why coding a game blind is not really feasable.

> > > Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
> > > looked cool!
> >
> > Hmm.. is this a new Falcon game? I haven't heard about it?
>

> It's a new cool game (does not work very well on my AB040 though).
> Something like all those car racers on the Playstation or something like
> OutRun but with nice graphics and texture mapping. Actually looks very
> nice indeed.

Cool - I'll have to get it. :)

> > Yea, I have. It seems to be in there - un-comment the equate "intel" (top of
> > DOOM.S), and reassemble. This seems to activate a few "ror.w"'s in LIGHTING.S,
> > just before drawing to the screen (or at least thats what it looked like at a
> > 30second glance). I'd say that'd be pretty bloody easy to support in my Falcon
> > extension.
>
> Aha, that I have to try. I guess I have to launch in in TC mode then as
> well, but that sounds like it could work. I did not know that I had to
> recompile it in order to get it working. Sounds cool and I hope it works! I
> got to download the sources first....

Damn annoying that doug ignores our requests for the 3.07 source... I think the
source on rand is way out of date - if you want 3.06 I'll upload it to johans
site.

> I must figure out how to change res on the Nova so that new programs can
> support it.

yea, would be nice. :)

> > If you like, I'll make a version of my extension with the necessary
> > ror.w before rendering to the screen, and you can try a few of my test
> > programs in TC mode with a NOVA. :-)
>
> Ofcourse I would like to try it!!!!!!!!!!!! Do it!!!!!!!!!

Hehehee :-)

There will of course be a performance hit, but it shouldn't be *that* big. :)

> :-)))))))))))))))))

No promises... but sometime fairly soon...

> > > > Yea, well GEMMA source is available as well - anyone wanting to patch the
> > > > compiler so that we can compile AES/VDI stuff is welcome to try. :)
> > >
> > I should warn anyone wanting to try that they'll also need to hack about inside
> > the STOS compiler itself as well. :)
>
> Ouchh.... doesn't sound that funny....

Well, the changes necessary should be fairly portable from the interpreter
version, although the compiler is NOWHERE near as well commented...

Anthony

641. Re: Info about cookie jar

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-23 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eourpz.LD@suse.modem.stud.uni-hannover.de>
Source record: 5402

In article <WS.34ef0e9a.00012f0c.lafabrie@club-internet.fr>,
LAFABRIE Florent <lafabrie@club-internet.fr> writes:

> I'm research some information about cookie jar. In fact I want to know the
> structure of some cookie. For example, about DEPI, or Edi. If you have a
> lot of information about all the pointer structure of cookie jar, thank's
> for your answer.

It's pretty basic. Address $5a0 contains a pointer to the first entry in
the cookie jar (it contains NULL if no jar exists). The jar itself is simply
an array of cookies. Each cookie is simply two longs, the first of which is
interpreted as four characters being the name of the cookie (for instance
'STiK' is a cookie, the first longword is $5354694B), the second is simply
a long the meaning of which entirely depends on the cookie itself. The
cookie list is terminated by the Null cookie, for which the name is 0L, and
the value (the second longword) is the number of entries the jar can hold.

In C :

```
typedef struct cookie {
long name;
long value;
}

COOKIE jar[];

$5a0 contains (long) & jar[0]

So create a new jar by

COOKIE jar[NUM_ENTRIES] = { 0L, NUM_ENTRIES };

* (COOKIE **) 0x5a0 = & jar[0];

(Execute the latter line in Supervisor mode !)
```

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

642. where to find list of Atari games?

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: GSRV83B@prodigy.com
Message-ID: <6ctakb$47p6$1@newssvr04-int.news.prodigy.com>
Source record: 5403

Does someone have a list for games for the following systems:
400, 800, 2600, 5200, 7800?

Thanks,

Eric

e-mail if possible please

643. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bd40d1$d95dfd40$100844c3@p-d-mou>
Source record: 5404

> Why ? Why shouldn't I add RAM at those addresses ? Neither of my machines
> has ROM there. The only reserved bit is the area beyond $ff0000 (and
$ffff0000
> on 680x0 CPUs). Everyone who puts RAM there violates specifications by
Atari.

hello peter,
i must say what you're telling is not exactly
true,many computers have ROM at $e00000,
because since STE machines (tos1.6) the tos
is between $e00000 and $effffff (256 Kb on
tos 1.6 and 512 Kb for the later TOS 4.0x)
so,if you put RAM there,you break Atari specs !!
for older machines such as STF, the address
of Roms was $fc0000,so if you put ram there
some old software may not run properly......
in fact,there is no interest in putting ram there
because it's a small area !!
anyone putting ram in the $ffffxxxx zone does
NOT violate atari specs , this zone is the I/O
zone,and there is no problem to handle RAM
as i/o , such as video memory for video
cards as a simple example !!

wrong also:
the only reserved bit is NOT $ffffxxxx
because on the Falcon030 hardware map
the IDE port is at $fff0xxxx !!!
in fact ,according to Atari, the I/O zone
is any adress with bit 31 set, since the
68030 machines i.e from $80000000 to $ffffffff
this is handled with proper setting of
the TT0/TT1 pmmu registers in the boot
code of tt030/falcon030 TOS...

> BTW.: The only way the CPU is affected by the bus error is that the state
is
> set to Supervisor mode. That's all. Concerning memory, some info is
placed
> on the system stack, you gotta remove it for recovering from the bus
error.
> You also need to restore the status register, which is part of the saved
info.

well,you seem to like simple things :)
bus error is the most complicated exception
procedure on 680x0 processors, so complex
that there are several formats for it...
informations stored on the stack are very
important,it's not correct just removing those
from the stack !!!!! you absolutely need to 'RTE' !!
the state of the pipeline stages and other internal
registers of 030 are stored there so if you
don't get back correctly, your pipeline will
crash...also you must know that a 68000 bus
error and a 68030 (and later) bus error are
definitely not the same !!! just because the
recent processors have a Pmmu and the
handling of memory faults is much more
complex ! Do you know ONE single instruction
on the 030 can cause up to TEN bus errors !!!
so do you really think it's simple to handle ????
everybody knows that anyway exception
stackframes are just not the same size
since 68010 so it's silly to tell it's exactly
the same way on a 000 and a 030 !!!

the correct answers to the guy are:
YES,you CAN stop testing memory at 14Mb
BUT it's just STRAM you MUST then test for
TTRAM between $1000000 and $7fffffff if
you have a 32 bits address bus !
and for that purpose bus error can be
used BUT it does not work the same
way on 000 and 030 and it works even
in another way on the 040 !

i hope this will help him !

DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
www.graphity.fr/centek/

644. Re: Testing, do not read

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <34f24380.1863300@news.tmisnet.com>
Source record: 5405

Really??!!? Mark William! Here in our newsgroup!!!
No ... it couldn't be ... the ... Mark Williams,
could it. No. It ... it ... couldn't be.

-- George Crissman
-- strads@tmisnet.com

(Are you a C programmer, by any chance, Mark?)

On Mon, 23 Feb 1998 00:28:57 GMT, markw@wavenet.co.uk (Mark Williams)
wrote:

>TEST

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

645. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ctvmg$g38$1@news.emw.ericsson.se>
Source record: 5406

Tony Greenwood wrote:

> >Yup, would not be that funny otherwise to play.
>
> At last someone realises that it is NOT just a case of changing the
> graphics to 256 color ones.. maybe other people can start to realise
> this.. Just having 256 colour gfx does not make a falcon enhanced
> game.. at last you are starting to see the light :)

Looks like the main problem is what Anthony said in another mail.
He never got any response when he started on his STOS extension
amd his intention was to make it TSL (or whatever it's called)
compatible but unfortunately it never happened. :-(

I wonder how much work it would mean to rewrite it?

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

646. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cu0ci$g38$2@news.emw.ericsson.se>
Source record: 5407

Anthony Jacques wrote:

Hi,

> > Have anyone got a webpage with links to all games available on the
> > web/ftp?
>
> Not that I know of. I have a "games" section in my download bay, but these
> are just selected games, not a definiative list.

I will take a look. Atleast its better than nothing.

> > That would be a neat idea, like a games index there you can download all
> > games available and a short description.
>
> Yea, a nice idea.

Like the UTC but with more info on the games and even screen shots if
possible.

> > > > Exactly. Talking about games, I tried Lotus 0.6 yesterday and this
> > > > looked cool!
> > >
> > > Hmm.. is this a new Falcon game? I haven't heard about it?
> >
> > It's a new cool game (does not work very well on my AB040 though).
> > Something like all those car racers on the Playstation or something like
> > OutRun but with nice graphics and texture mapping. Actually looks very
> > nice indeed.
>
> Cool - I'll have to get it. :)

Latest version is 0.71 but I can't find it... 0.6 had a bug which made
it
not to work on the AB040.

Take a look at: http://www.update.uu.se/~yomat/hencox/welcome.html

> > Aha, that I have to try. I guess I have to launch in in TC mode then as
> > well, but that sounds like it could work. I did not know that I had to
> > recompile it in order to get it working. Sounds cool and I hope it works! I
> > got to download the sources first....
>
> Damn annoying that doug ignores our requests for the 3.07 source... I think the
> source on rand is way out of date - if you want 3.06 I'll upload it to johans
> site.

That would be a good start. Johan has only got 3.03.
Hopefully Doug will get some more time soon and maybe release it.

> > I must figure out how to change res on the Nova so that new programs can
> > support it.
>
> yea, would be nice. :)

If I only knew how... does anyone know? I think there is something
in the cookie, but I'm not sure. Then you must know what to do with it.

> > > If you like, I'll make a version of my extension with the necessary
> > > ror.w before rendering to the screen, and you can try a few of my test
> > > programs in TC mode with a NOVA. :-)
> > >
> > Ofcourse I would like to try it!!!!!!!!!!!! Do it!!!!!!!!!
> >
> Hehehee :-)

:-)

> There will of course be a performance hit, but it shouldn't be *that* big. :)

Hopefully my AB040 will take care of that.

> > :-)))))))))))))))))
> >
> No promises... but sometime fairly soon...

Cool. You must not try to cahge res though. You need to make it work in
the
current resolution or it wont work very well. I think BM uses the
current res,
like it does if you launch in in TC mode. You could check for the Nova
cookies.

If you like I could even mail you some Nova examples. It might even have
some
reschange stuff, but I don't realy understand how it works.

> > > > > Yea, well GEMMA source is available as well - anyone wanting to patch the
> > > > > compiler so that we can compile AES/VDI stuff is welcome to try. :)
> > > >
> > > I should warn anyone wanting to try that they'll also need to hack about inside
> > > the STOS compiler itself as well. :)
> > >
> > Ouchh.... doesn't sound that funny....
> >
> Well, the changes necessary should be fairly portable from the interpreter
> version, although the compiler is NOWHERE near as well commented...

Forget it. :-)

//Magnus Kollberg
--

```
+-------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-------------------------------------------------+
```

647. Re: STOS / Falcon Artist

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cu77d$j4d$1@news.emw.ericsson.se>
Source record: 5408

```
The Billericay School wrote:
>
> Hello, If you want someone to make some greate graphics for falcon games and
> ST games then send messages to billschool@rmplc.co.uk I have a falcon and an
> ST, both with Magic5 and two hard disks, I don't know many other atari
> people around here (essex, Uk).

Where is little Tony now???

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

648. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f3aab5.4297249@news.zetnet.co.uk>
Source record: 5409

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 24 Feb 1998 09:18:35 +0100 that you wrote:

>> >Yup, would not be that funny otherwise to play.
>>
>> At last someone realises that it is NOT just a case of changing the
>> graphics to 256 color ones.. maybe other people can start to realise

>Looks like the main problem is what Anthony said in another mail.
>He never got any response when he started on his STOS extension

Great...yet another point you are finally seeing, If people with
these setups do not come forward to test, then you can see why we get
so upset when you cry about it,

>amd his intention was to make it TSL (or whatever it's called)
>compatible but unfortunately it never happened. :-(

He was willing to make it, I was willing to use it.. but people like
you was NOT willing to test, but are willing to moan when it has not
happened.... great you finally understand :))

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

649. Re: STOS / Falcon Artist

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f8b86f.7811113@news.zetnet.co.uk>
Source record: 5410

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 24 Feb 1998 11:27:01 +0100 that you wrote:

>The Billericay School wrote:
>>
>> Hello, If you want someone to make some greate graphics for falcon games and
>> ST games then send messages to billschool@rmplc.co.uk I have a falcon and an
>> ST, both with Magic5 and two hard disks, I don't know many other atari
>> people around here (essex, Uk).
>
>Where is little Tony now???

6ft and about 13 stone.. wow you must be big if I am little ?

I don't see your point.. I have an artist who makes 16 color
pictures, what use would 256 color pictures be when you already
conceded in another post that this is not the answer ? I still would
not be able to see them in action on a Falcon would I ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

650. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6cul3b$of8$1@news.emw.ericsson.se>
Source record: 5411

Tony Greenwood wrote:

> >Looks like the main problem is what Anthony said in another mail.
> >He never got any response when he started on his STOS extension
>
> Great...yet another point you are finally seeing, If people with
> these setups do not come forward to test, then you can see why we get
> so upset when you cry about it,

If I understand Anthony correct you are _wrong_. It was not _our_ fault
but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not
people to test it (okey maybe he needed that as well but he would still
be able to test it best him self).

> >amd his intention was to make it TSL (or whatever it's called)
> >compatible but unfortunately it never happened. :-(
>
> He was willing to make it, I was willing to use it.. but people like
> you was NOT willing to test, but are willing to moan when it has not
> happened.... great you finally understand :))

If I understod Anthony correct (see above) it's actually _we_ who should
laugh our asses off over _you_ ,you sad old soob! :-))))))

Correct me if I'm wrong but I think this is what Anthony said and this
is
realy funny if it was.
HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAAHAHHHAHAHAHHHAHAHAHAH!

Eat that!

Shit, I have still not figured out how to get back old artciles in
Netscape...
I realy should go back using Emacs even though it didn't work very well
from
time to time!

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

651. Re: STOS / Falcon Artist

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6culgb$of8$2@news.emw.ericsson.se>
Source record: 5412

Tony Greenwood wrote:

> >Where is little Tony now???
>
> 6ft and about 13 stone.. wow you must be big if I am little ?
>
> I don't see your point.. I have an artist who makes 16 color
> pictures, what use would 256 color pictures be when you already
> conceded in another post that this is not the answer ? I still would
> not be able to see them in action on a Falcon would I ?

So you are saying that you have no need for another graphics artist?
This was something new, so you can't make 16 colour graphics with a
Falcon nowdays. Cool. Also, I guess you have never heard of dithering
before. Oh, right this is STOS we are talking about, not any fancy
programming language like C or assembler where you do this all the time
to make them resolutions independent but tgen we have the extension
problem. A tricky one.

Also, why not make the Falcon extension works under GEMULATOR
running in 256 colours? There is always a way to do it if you
realy want. But now I forgot my self again... it's STOS we are
talking about, so it can't be done!

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

652. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: rincewind@a-tuin.dascon.de
Message-ID: <6cuc80$qp4@a-tuin.dascon.de>
Source record: 5413

In article <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

>> I've been informed that the 68000 doesn't put enough info into its BUSERR
>> stack frame to allow it to continue/restart the failing instruction
>
>Then your informer told you a fair bit of rubbish. The info that's there is
>perfectly enough to recover from the bus error completely.

No, he is definitely right. The 68000 *can't* restart an instruction that
failed due to a buserror. You can skip it and jump elsewhere, but you can't
do a restart of the failing instruction, as on 680x0 with x>2 (read the
68030 programmers manual on buserror stackframes, esp. the part about the
rerun bit or what it was called).

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

653. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f6f7b6.24012945@news.zetnet.co.uk>
Source record: 5414

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 24 Feb 1998 15:23:48 +0100 that you wrote:

>Tony Greenwood wrote:
>
>> >Looks like the main problem is what Anthony said in another mail.
>> >He never got any response when he started on his STOS extension
>>
>> Great...yet another point you are finally seeing, If people with
>> these setups do not come forward to test, then you can see why we get
>> so upset when you cry about it,
>
>If I understand Anthony correct you are _wrong_. It was not _our_ fault
>but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not

You realy are thick arn't you ?....have a think about it Magnus, the
penny will drop soon.. then you are going to feel such a fool...:)

Here is a hint... he wasn't looking for input from me with my STe was
he? or from a friend of mine with a FM..... yes? no? want me to draw
some pictures to help you understand ?

>laugh our asses off over _you_ ,you sad old soob! :-))))))

hmmm old ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

654. Re: STOS / Falcon Artist

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f7f890.24230978@news.zetnet.co.uk>
Source record: 5415

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Tue, 24 Feb 1998 15:30:45 +0100 that you wrote:

>> I don't see your point.. I have an artist who makes 16 color
>> pictures, what use would 256 color pictures be when you already
>> conceded in another post that this is not the answer ? I still would
>> not be able to see them in action on a Falcon would I ?
>
>So you are saying that you have no need for another graphics artist?

Yup :)

>This was something new, so you can't make 16 colour graphics with a
>Falcon nowdays. Cool. Also, I guess you have never heard of dithering

Yes you can make 16 color pictures with a Falcon.. again you lie and
pretend I have said soemthing I have not.. why not try facts to help
you win a debate....duh that wouldn't work would it :)

>before. Oh, right this is STOS we are talking about, not any fancy
>programming language like C or assembler where you do this all the time

eeerm you don't need STOS to make graphics ?

>to make them resolutions independent but tgen we have the extension
>problem. A tricky one.

Nope.. I don't understand what you are talking about......do you?

>Also, why not make the Falcon extension works under GEMULATOR

Gemulator does not support Falcon ?.. the one I have doesn't

>running in 256 colours? There is always a way to do it if you
>realy want. But now I forgot my self again... it's STOS we are
>talking about, so it can't be done!

eh? STOS works under Gemulator...it is gemulator that does not
emulate a Falcon.. how is that STOS fault ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

655. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980224001047809 56@zetnet.co.uk>
Source record: 5416

Hans Wessels wrote these words:
> Anthony Jacques wrote:
>
> > Yea. Its because the most popular extensions were coded by people without
> > access to ST-Hi, so they didn't attempt to add support for it. Shame really.
> > STOS provides XRES, YRES and MODE variables, but few programs check them,
> > because TML (probably the best extension) assumes 320x200xST-Low.
>
> So ST LOW is the only resolution to do the real stuff. Doing other
> resolutions is possible, but the great extensions you need for
> the games Tony is talking about are missing. Tony doing Heartland

Yes, sadly this is the case. Mainly 'cause the authors of said
extensions didn't have mono monitors, and didn't see the need...

> with the same features in ST high (profided he has got the
> right graphics) is not possible (he has ST HIGH with Pacifist
> on is DOS computer so that can't be the limiting factor).

PaCifiST has an annoying bug in the keyboard routines, which
makes it difficult to use for typing up code (key-repeat goes mad
every now and then - particularly the delete key). However, yes,
you are right - this is not the only reason Tony doesn't code for
Hi.

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

656. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980224000636809 56@zetnet.co.uk>
Source record: 5417

> > and with other limitations. Perhaps Hans could take his C based heartland
> > clone, and replace whatever libraries he used for gfx (ST-low dependent)
> > with VDI calls, and then we would see.
>
> The gfx library doesn't exist. They are just routines writing
> directly to the screen, just the way I would do it in assembly.

Yea, thought as much.

> The way of getting it into a GEM window is using a routine
> converting the screen output into a datablock that can be
> used by the VDI. Machines with grafix cards are usually
> power full machines, having enhough processor time to
> convert an ST LOW screen into VDI output every VBL.

Yea, that'd work... but there isn't much chance of it working on a 1040st...
(as was the point)

> That's a problem on Tony's side. If you get into Heartland
> you will find that all background sprites are preshifted
> on nibble level. Tony is using only the on byte level

Interesting. :)

> > It is limited, but not as limited as some people have portrayed here. How
> > many people dont have access to ST resolutions? well, there are:
>
> All ST owners using a high res monitor. The ST they are using can

ST-High is a standard ST resolution, and is supported by STOS (although
admittedly not by many STOS programs).

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------

657. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ff1604.31771794@news.zetnet.co.uk>
Source record: 5418

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Tue, 24 Feb
1998 00:10:47 GMT that you wrote:

>> right graphics) is not possible (he has ST HIGH with Pacifist
>> on is DOS computer so that can't be the limiting factor).
>
>PaCifiST has an annoying bug in the keyboard routines, which
>makes it difficult to use for typing up code (key-repeat goes mad

Thus shooting down all claims that I use the PC and emulation to
program, as printed in Maggie diskzine :)))

>every now and then - particularly the delete key). However, yes,
>you are right - this is not the only reason Tony doesn't code for

Correct.....

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

658. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980224192151809 56@zetnet.co.uk>
Source record: 5419

Hi

> > >Looks like the main problem is what Anthony said in another mail.
> > >He never got any response when he started on his STOS extension
> >
> > Great...yet another point you are finally seeing, If people with
> > these setups do not come forward to test, then you can see why we get
> > so upset when you cry about it,
>
> If I understand Anthony correct you are _wrong_. It was not _our_ fault

Well you are both wrong, sort of, although Tony is more wrong. :)

> but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not
> people to test it (okey maybe he needed that as well but he would still
> be able to test it best him self).

Yes, I wanted input on the extension - whether it was wanted. However, it would only be wanted by FALCON progammers using STOS (or who would prefer STOS to learning C/asm) - ie. Tony doesn't really count.

> > >amd his intention was to make it TSL (or whatever it's called)
> > >compatible but unfortunately it never happened. :-(
> >
> > He was willing to make it, I was willing to use it.. but people like
> > you was NOT willing to test, but are willing to moan when it has not
> > happened.... great you finally understand :))

Sadly, Tony, it wasnt testers that I needed, but > 3 people willing to use it.

> If I understod Anthony correct (see above) it's actually _we_ who should
> laugh our asses off over _you_ ,you sad old soob! :-))))))

Nobody should be laughing, as it just means we Falcon owners dont get a bunch more games (it wouldn't have taken much work to get several good ST games running Falcon enhanced). :-(

> Shit, I have still not figured out how to get back old artciles in
> Netscape...

Well, I dunno about local (a while since I read news with NS), but you can always go to www.dejanews.com and read their archives.

> I realy should go back using Emacs even though it didn't work very well

Emacs? Urgh! :-))

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

659. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <350622ca.35043020@news.zetnet.co.uk>
Source record: 5420

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Tue, 24 Feb
1998 19:21:51 GMT that you wrote:

>> If I understand Anthony correct you are _wrong_. It was not _our_ fault
>
>Well you are both wrong, sort of, although Tony is more wrong. :)

hehehehehe....

>would only be wanted by FALCON progammers using STOS (or who would prefer
>STOS to learning C/asm) - ie. Tony doesn't really count.

Story of my life :)

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

660. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: Rory Street <Rory@athenabbs.demon.co.uk>
Message-ID: <888352582.23483.0.nnrp-06.c1edb97e@news.demon.co.uk>
Source record: 5421
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
>
>Hmm. Indeed I find it more important that the pages are readable, than that
>they show a great design. Certainly I'd call unreadable pages a bad design
>anyway. Sorry for my pages then, as most likely you'll say that they have
>no design either.
>
>

Got a back ground using Internet Explorer 4

Cya!

Rory
```

661. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EovKqE.oCJ@suse.modem.stud.uni-hannover.de>
Source record: 5422

In article <01bd40d1$d95dfd40$100844c3@p-d-mou>,
"Centek" <Acces.Journaliste@wanadoo.fr> writes:

> i must say what you're telling is not exactly
> true,many computers have ROM at $e00000,
> because since STE machines (tos1.6) the tos
> is between $e00000 and $effffff (256 Kb on
> tos 1.6 and 512 Kb for the later TOS 4.0x)
> so,if you put RAM there,you break Atari specs !!

No I don't. Simply the fact that Atari has put ROM there does in no way
constitute a specification by Atari. There is no paper by Atari that
says this address reagion is reserved, therefore I'm allowed to do with
it what I want. If I'd manage to construct a transparently working
bank-switching scheme, I could even put RAM there *while* using TOS 2.x
or TOS 3.x !

Atari has put out very few specifications on hardware, one of them being
that the uppermost 64 kB in the 16 MB address space is reserved for I/O.
It's only that part that I'm not allowed to touch.

> the only reserved bit is NOT $ffffxxxx
> because on the Falcon030 hardware map
> the IDE port is at $fff0xxxx !!!

Atari have violated their own specs here. Hardly anybody cares as seldomly
this creates problems. But thanks for pointing out.

>> on the system stack, you gotta remove it for recovering from the bus
> error.
>> You also need to restore the status register, which is part of the saved
> info.
>
> well,you seem to like simple things :)
> bus error is the most complicated exception
> procedure on 680x0 processors, so complex
> that there are several formats for it...
> informations stored on the stack are very
> important,it's not correct just removing those
> from the stack !!!!! you absolutely need to 'RTE' !!
> the state of the pipeline stages and other internal
> registers of 030 are stored there so if you
> don't get back correctly, your pipeline will
> crash...

Pipelines are flushed whenever an exception happens. RTE does nothing more
but remove a piece of information from the stack, and loads PC and SR.

Funny attempt of telling me that all my software doesn't work. It does here,
and apparently does for hundreds or even thousands of other people in the
world.

> also you must know that a 68000 bus
> error and a 68030 (and later) bus error are
> definitely not the same !!! just because the
> recent processors have a Pmmu and the
> handling of memory faults is much more
> complex ! Do you know ONE single instruction
> on the 030 can cause up to TEN bus errors !!!

It's not that bad on the 68000, but a similar thing can happen there.

Anyway you'd need to do pretty stupid things, or have a completely
corrupted system for anything like this to happen.

> so do you really think it's simple to handle ????

You're free to invent an exception handler as complicated as you think you
need. I'll stick to a simple version that does just what it needs, and so
far, there is no Atari that refuses to run my software. STinG uses a bus
error handler in one place, and uses priviledge violation exceptions all
over the place. I've seen it working well on plain STs (68000), PAKed STs (
68020), TTs (68030), Medusas (68040) and Hades (68060).

> everybody knows that anyway exception
> stackframes are just not the same size
> since 68010 so it's silly to tell it's exactly
> the same way on a 000 and a 030 !!!

I said *some* info must be removed. I did not mention the exact size. And
it's not that difficult to find out in the code.

> the correct answers to the guy are:

That's ridiculous.

> YES,you CAN stop testing memory at 14Mb
> BUT it's just STRAM you MUST then test for
> TTRAM between $1000000 and $7fffffff if
> you have a 32 bits address bus !
> and for that purpose bus error can be
> used BUT it does not work the same
> way on 000 and 030 and it works even
> in another way on the 040 !
>
> i hope this will help him !

It will unnecessarily complicate things for him.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

662. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EovLF4.oEy@suse.modem.stud.uni-hannover.de>
Source record: 5423

The original article did not get to me, so I'm citing from Magnus reply :

>> Of course you are right that it can be done. Admittedly I don't have
>> anything real to back this up, only a couple of simple GEM games
>> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,

I've mentioned elsewhere a nice centipede game that is completely in
a window and still is very neat and fast. It's definitely a very good
example for an excellent game written completely with GEM. It's info
says that spreading it is definitely desired. So everybody who wants
it can mail me, I'll send the uucoded binary in the reply.

My e-mail address is in the signature, the "From:" address won't work.

>> I can't even understand why anyone could think that such a game cannot be
>> done under GEM. Could someone explain why everyone believes this? I would
>> like to understand what this is that I'm missing here, that makes it
>> perfectly possible for me, but nobody else. (Except Magnus?)

And except me. I *know* games in GEM windows are well possible.

>> Tony always mentions that he cannot write a "Falcon enhanced" game with
>> better than 16 colour graphics because he doesn't have access to a Falcon.
>> But the fact is you *don't need a Falcon* in order to write a game that
>> has better graphics. Tony's PC would be perfect for drawing the graphics
>> with. If it's done the right way, the better graphics will then work on
>> any machine that has a suitable graphics mode whether it's a Falcon or
>> not. You don't even need to test it in order to know this. (Of course it

Agreed.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

663. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EovLM4.oHC@suse.modem.stud.uni-hannover.de>
Source record: 5424

In article <34F1B82D.7847@mst.tn.utwente.nl>,
Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

>> Is anyone here saying that these people are a major factor in the Atari gaming
>> market? I dont believe they are.

Which Atari gaming market ? Is there any left ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

664. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EovLq7.oHy@suse.modem.stud.uni-hannover.de>
Source record: 5425

In article <6crqvfkts6@news.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> Hwy I just manged to get on your webpage.
> ...
>
> Just realized that I can't download any of them. :-((((

Can please somebody repost the address ? The cited article did not make it
to my news server. I'd like to try those too.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

665. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EovnAv.oKp@suse.modem.stud.uni-hannover.de>
Source record: 5426

In article <6crp80kts2@news.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
> Peter Rottengatter wrote:
>
>> > Yep great for a nice WP... not so great for an 8 way scrolling
>> > platformer.....
>>
>> Stupid crap. This is the prejudice of someone who refuses to try decent GEM
>> software (interesting to note here, as you are complaining about us not
>> trying STOS software). I suppose you never even tried to program a decent
>> game using VDI. I've seen a few games that use both VDI *and* AES, and that
>> are still fast enough (using NVDI) to make many games directly accessing the
>> video hardware look old and outdated.
>
> If oyu know of any GEM games, couild you point me at them?

I do not play games often, and correspondingly I do not know where to download them. I can get excited about interesting, well designed and programmed, GEM integrated games, and therefore I have a few lingering on my harddisk. But it must be more than two years ago that I downloaded them, and therefore have no idea where from.

The mentioned Centipede is the only good action game in a GEM window. For other sorts of games it's fairly obvious that they can work in windows, as speed is not such an important factor. Those other, non-action games I've got are Pille Palle (Tetris clone), Yukon (Solitaire clone), and a Minesweeper (MineX). There is Ballerburg 2 (two players each with a fortress, they got to shot each other, got elements of strategy games too), DTE 2 (Defend the earth, an invaders type game like the old "BOUNCE", nice, but not quite as well done as Centipede), and Magic Stone (another Tetris clone, has three variations of the main game idea).

These games are all GEM integrated, and either public domain or shareware. For some of them the language is german.

Send me an e-mail and you'll get Centipede in return.

> I did find a
> rather nice 3D maze running in a GEM window, but it was not finshed
> and not realy fluid (it worked like Dungun Master. It would be nice
> to see if the author had made it move in smaller steps. It was very
> fast in the current way.

I guess I remember it, but wasn't it rather old ? I'd had thought the autor went away from Atari ... but I don't really know. Anyway this kind of game should be fairly easy to do.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

666. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EovnHE.on3@suse.modem.stud.uni-hannover.de>
Source record: 5427

In article <34F1B1F2.1569@mst.tn.utwente.nl>,
Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

>> Which TOS version is that that CAB did not like ?
>
> KAOS 1.4.2, on a 1040ST, 20MHz 68000, 4Mb RAM and SCSI
> harddisks. CAB loads, says clunt and it's time to hit
> the reset button. It did work with 1.04, but that
> TOS version has too much problems with the amount
> of folders on my harddrive. So it WAS bye bye CAB, have
> a nice trip to my trashcan.

If you have any friend using a newer CAB, maybe you can do a quick test if
that one would run. CAB works well with MagiC, and since MagiC is a successor
of KAOS ...

BTW.: There is a fix for the harddisk folders problems in TOS 1.0x !

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

667. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <350e03ca.9298860@news.zetnet.co.uk>
Source record: 5297

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 10:42:33 +0100 that you wrote:

>http://www.ak.planet.gen.nz/~mario/
>
>But be aware that they are not yet available. They do look nice though.

Thats the problem with you two.. you keep talking about things that
dont exist :))

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

668. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <35110cb4.11581045@news.zetnet.co.uk>
Source record: 5298

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 12:47:33 +0100 that you wrote:

>Arrghh..... I guess I have to test it on a STe before I release any new
>version, or atleast check which machine it's running on as I don't do
>that
>now. :-)

Well to be serious for a moment...Isn't the above what you and
everyone else is telling me I don't need to do to make a Falcon
enhanced game, Three people, yourslef, Mario and Peter all say I
should be able to do it without testing,

No fooling....Do you see my dillema ?

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

669. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <35120d2d.11701801@news.zetnet.co.uk>
Source record: 5299

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 12:53:49 +0100 that you wrote:

>> So the games I make will work on ST,STF,STFM,STe MEGA, MEGASTe,
>> Falcons and TT, with no fixing..
>
>No fixing? On your webpage there are special version for TT/Falcon,
>atleast for Diamond Edge.

Yes....and you run them on a TT or Falcon and thats it, you don't
need to do anything special to them ie: no fixing.. ho come now, you
do know what we are reffering to, how old STOS games used to have to
be fixed.. well mine don't :)

>> work on Nova ? and say I should program it properly?, and you say this
>> is the way it should be done?... hahahahaha won't even work on a STe
>
>This is a bug an I'm sorry about it. I will fix it, don't worry.

I have to apologise, I did not know you had written it, I thought it
was a game you where offering as an example of how game making should
be done... I missunderstood :)

>Just because you are such a lovely person I will fix the bug (because it
>is
>a BUG) and upload it. Then you can say whatever you want.

I had not tried it.. but as you have made it and your such a cutie
then give me the url....hehehe

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

670. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d14g0ris2@news.emw.ericsson.se>
Source record: 5300

Tony Greenwood wrote:

> >- Pong. Why havn't anyone made this one???
>
> Cause it boring and been done like a trillion times

I have not seen a decent version for even an ST, certainly not running
in
a GEM window.

> >- Breakout. Atari did a version but it doesn't like MagiC at all.
>
> I like these type.. but when I tried to make one.. many moons ago...
> I couldnt get my head around it..

:-) So this would be something to do in GEM then.

> >- A PinBall game! Another game which should be possible to make and they
>
> Personaly..I only make games that i think I can better exisiting
> versions or are different, I do not believe it is possible to beat
> Obsession, ever, :))

Why not? I don't find obsession that cool.

> > realy fun to play. Even some fancy graphics should be possible in 256
> >colour
> > modes on a gfx card. The same goes for the above.
>
> >Anyone wanting to try?
>
> Yeagh lests see someone put obsession in a GEM window on a STe..
> hahahaha dream on people...

Why not? If you run it in mono you will atleast get a screen area as big
as Obsession and you will get rid of that annoying scrolling screen
which
is a pain in the arse if you ask me.

If you then have a Falcon you can run in atleast 800x600 256 colours and
you wont need any scrolling screen. Moving around a ball in a GEM window
on a regular Falcon or on a ST for the matter can't be that hard. I
guess
getting the ball to move decent isn't to easy, but it should surely be
possible even on a ST.

I can agree that making GEM games running on a ST in ST low is rather
pointless but there are others not using ST-low. They either have a
ST with mono monitor or a Falcon or TT or something else. What about
those? Should they not be able to play games?

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

671. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d14iuris3@news.emw.ericsson.se>
Source record: 5301

Tony Greenwood wrote:
>
> Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
> Wed, 25 Feb 1998 10:42:33 +0100 that you wrote:
>
> >http://www.ak.planet.gen.nz/~mario/
> >
> >But be aware that they are not yet available. They do look nice though.
>
> Thats the problem with you two.. you keep talking about things that
> dont exist :))

Rubbish. I guess it's an illusion what I have got here then. It does
exist, it has just not been released yet to the public because of lack
of levels.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

672. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d14nlris4@news.emw.ericsson.se>
Source record: 5302

Tony Greenwood wrote:

> >Just because you are such a lovely person I will fix the bug (because it
> >is
> >a BUG) and upload it. Then you can say whatever you want.
>
> I had not tried it.. but as you have made it and your such a cutie
> then give me the url....hehehe

:-)

It's not very good, as I'm not very good at programming this sort of
stuff, but you can find it at my webpage. See the url below. Also,
it is apprently not STe compatible right now.... okey, so shot me!

:-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

673. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d14qdris5@news.emw.ericsson.se>
Source record: 5303

```
Tony Greenwood wrote:
>
> Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
> Wed, 25 Feb 1998 12:47:33 +0100 that you wrote:
>
> >Arrghh..... I guess I have to test it on a STe before I release any new
> >version, or atleast check which machine it's running on as I don't do
> >that
> >now. :-)
>
> Well to be serious for a moment...Isn't the above what you and
> everyone else is telling me I don't need to do to make a Falcon
> enhanced game, Three people, yourslef, Mario and Peter all say I
> should be able to do it without testing,

Ofcourse. The thing was that I though STOS was supposed to handle
this stuff as it's such a great language. But I can see that it's
a problem, ofcourse.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

674. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34F442EA.6DA@mst.tn.utwente.nl>
Source record: 5304

Peter Rottengatter wrote:
> BTW.: There is a fix for the harddisk folders problems in TOS 1.0x !

Yes, I know, but that's not the only reason I like
KAOS. I am totally addicted to the genial drop back
buttons. Don't like any windowing system that lacks
theze buttons.

Also harddisk performance is great with KAOS. My
20MHz ST compiles the complete ARJ project some
times faster then a Falcon (using the same SCSI
harddisk system).

Bye, Hans

675. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34F449DD.6BB7@mst.tn.utwente.nl>
Source record: 5305

Tony Greenwood wrote:

> >I'm afraid it didn't get too far. I got an alert saying the
> >soundsystem is locked by another application. Then it quits
> >reguardless of clicking on yes/no.
>
> hahahahahahahahahahhahahahhahahahah
>
> IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA
>
> Get a STOS game they work on STe, Falcon, TT, hahahahahahaha

STOS doesn't guarantee it will work on those machines,
a (stupid) programmer kan make a game incompatible
by using machine specific functions. STOS won't
prefent you doing stupid things, nor any other
language.

Bye, Hans

676. Re: STOS / Falcon Artist

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34F44BC6.4E20@mst.tn.utwente.nl>
Source record: 5306

Tony Greenwood wrote:
> >Also, why not make the Falcon extension works under GEMULATOR
>
> Gemulator does not support Falcon ?.. the one I have doesn't
>
> >running in 256 colours? There is always a way to do it if you
> >realy want. But now I forgot my self again... it's STOS we are
> >talking about, so it can't be done!
>
> eh? STOS works under Gemulator...it is gemulator that does not
> emulate a Falcon.. how is that STOS fault ?

You don't need a Falcon to get 256 colors, a TT can do
it too, and gemulator, and magic PC and all Atari
clones. So when STOS is running in 256 color mode of the
Gemulator you can design and test 256 color games on the
Gemulator in 256 color mode. Right?

If STOS can't do 256 color games in 256 color mode
of the Gemulator that's clearly STOS fault, but that
won't be the case, STOS being such a great language
as you tell everybody.

Bye, Hans

677. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: gryf@arago.de
Message-ID: <6d1jpi$jm0$1@news.nacamar.de>
Source record: 5307

Hi!

In article <34ef0a68.15542248@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
> -1[cp] ??? ;-)

Yes, that yields the same result as cp[-1]. a[b] is in fact *(a + (b)), so
it's irrelevant what you put first, the pointer or the index.

This variant is often used in submissions for the IOCCC, as some people
don't know about it and therefore get confused (which is the goal of
these submissions :)

Ciao

Thomas

--
#include <std-disclaimer>

678. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f47105.37265380@news.zetnet.co.uk>
Source record: 5308

```
Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Wed, 25 Feb 1998
17:42:05 +0100 that you wrote:

>> IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA
>>
>> Get a STOS game they work on STe, Falcon, TT, hahahahahahaha
>
>STOS doesn't guarantee it will work on those machines,
>a (stupid) programmer kan make a game incompatible

Wow! I wouldn't stand for that Magnus!.... ;-)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---------------------------------------------------------------
```

679. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980225212010809 56@zetnet.co.uk>
Source record: 5309

> >Provided it supports the defined XBIOS calls (eg. Setscreen for changing
> >to ST modes) then it will work. "fixing" is not required for new binaries,
> >as the table that fixing has always patched is now calculated on startup
> >by my loader code.
>
> How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
> 320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?

You dont - see my other post about Atari's lack of support for this. However, STOS is aware of Falcon resolutions, and correctly handles these. Otherwise, it has to fall back on the only other Atari defined standard - ie. that setscreen will return the current mode, and setting mode 0 will change to ST-Low. STOS "assumes" that when it uses setscreen again with the "current mode" on startup that it will restore the mode to previous settings. This isn't true, but it COULD be handled by relevent software/hardware updates.

> Do you think that Setscreen will work with ISA/PCI graphic cards?

No, but what alternative is there? None. If a standard existed, there would be not problem, but there IS NOT a standard way of handling it.

> Have you read the atari documentations:

Not Atari's, but I've read the comendium and MASS.

> "It is maintained fo backward compatibility with existing ST programs only.

Yea, so it should WORK AS DEFINED FOR THE ST. If some PCI gfx card doesn't support this, people should NOT whine about compatiblity with programs designed for the ST.

> It should not be used for new programs. It will not keep pace with future
> hardware or software improvements. The VDI should be used."

Yea, and prey tell, how does the VDI change in to ST-low then?

> There is no working Setscreen call on the newer machines. All you can
> interrogate are VDI functions. (current resolution & color depth)

Wrong - Falcon has Vsetscreen, and Vsetmode.

> So STOS applications are running under MagiC (Single Mode) and MagiC PC/Mac?

Too hardware dependent for MagicMac. Dunno about MagicPC, however there is an issue with Magic yet too be resolved, I believe (I neither have, nor want Magic, so I am unable to directly debug this problem).

> How many of these "new" STOS applications do exist?

Well, all Tony's games are "new", and there are several others producing them.
Tony's diskmag shells are used by a lot of diskmags.

> > cannot comment on this, but it does seem to me a pity that these games
> > are so limited by the language they are written in, and that Tony refuses
> > to believe this...
> >
> >It is limited, but not as limited as some people have portrayed here. How
> >many people dont have access to ST resolutions? well, there are:
> > * medusa owners (presumably)
> > * hades owners (presumably)
> > * directt owners (presumably)
> > * Falcon+nova owners (although magnus indicated that he is able to disable it)
> > * ST owners who have made custom modifications to the video hardware
> > * any others I've forgotten?
> >
> >Is anyone here saying that these people are a major factor in the Atari gaming
> >market? I dont believe they are.

> From an german ATARI magazine (december 1997, evaluation of the reader inquiry):
> [...]
> Which type of monitor do you use?

> DTP monitor 12.6%
> VGA monitor 50%
> SM 124 (or combatible) 21%
> RGB monitor 16.4% (ST RGB/TV + FALCON RGB monitors)
> [...]
> This ATARI magazine is sold more than 20 000 times per month.

> How many _active_ ATARI users do you know worldwide in 1998?
> Are >16 000 _counted_ _active_ german users without access to st low
> a negligible minority?

Er, sorry? I can get ST-Low, Medium, and Hi on both RGB and VGA on my Falcon.
So there is 76.4% (15280) of your 20000 people. I dont know what a
"DTP Monitor"
is, but I guess you mean that they dont have ST Low. As for SM124, that only
supports ST-Hi, and has already been pointed out a number of times, STOS *does*
support this resolution.

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

680. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980225225211809 56@zetnet.co.uk>
Source record: 5310

> > Get a STOS game they work on STe, Falcon, TT, hahahahahahaha
>
> Maybe I should fix it then? This one is _realy_ easy to fix. Would
> take me 5 minutes if I did it.

Yea, but this is an EXCELENT example of why its stupid to try and write a game that is specifically designed for another machine. Magnus has proved its hard enough to even make a game compatible with other machines, let alone writing a game that wont even run on your development machine.

This bug may be an easy one to fix, but you can bet that a major project like a multi-directional scroller, in a >=256 mode (using >16 colours) when working on an STe would have something a lot bigger than this go wrong.

> Arrghh..... I guess I have to test it on a STe before I release any new
> version, or atleast check which machine it's running on as I don't do
> that now. :-)

Oh dear... and this raises another question... you guys are worried about "clone" compatibilty... well, AIUI, none of these have Atari compatible sound-systems (certainly not the Hades/Medusa, as these use either PC soundblasters, or the StarTrack, neither of which uses the Atari defined frequencies) so how the hell is a game (with sound - you wont find any without it) supposed to run correctly on these machines?

Ok, so you could check the cookie jar, assuming they set it correctly (if they dont, the designers should be shot), but the game is not going to run "correctly" due to the abscence of features, so some would argue that it should simply exit gracefully and report that the machine isn't good enough...

BTW. could anyone tell me what the clones put in the cookie-jar? (eg. _MCH's value would be interesting, as would _SND/_VDO).

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

681. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980225225754809 56@zetnet.co.uk>
Source record: 5311

> Ofcourse. The thing was that I though STOS was supposed to handle
> this stuff as it's such a great language. But I can see that it's
> a problem, ofcourse.

Well, STOS does just the same as Lattice... A STOS program can be
made incompatible with everything quite easily by the programmer
in just the same way as in any language that allows direct access
to the hardware and/or the OS.

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

682. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f47232.1228075@news.demon.co.uk>
Source record: 5312

On Wed, 25 Feb 1998 10:32:06 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>On Wed, 25 Feb 1998 07:06:33 GMT, in comp.sys.atari.programmer you
>wrote:
>
>>On Mon, 16 Feb 1998 10:28:14 +0100, Magnus Kollberg
>><magnus.kollberg**@**emw.ericsson.se> wrote:
>>
>>>Guy Harrison wrote:
>>>
>>>> >Yeah, lets go for it. If you want a Pac-Man game in GEM written
>>>> >completely in C, take a look at my webpage. ;-)
>>>>
>>>> I'll take a look tonight!
>
>>I'm afraid it didn't get too far. I got an alert saying the
>>soundsystem is locked by another application. Then it quits
>>reguardless of clicking on yes/no.
>
> Magnus.. this is the game you are telling people to try, to prove how
>it should be done ? hahahahahahahahahhahahah
>
> hahahahahahahahahahhahahahhahahahah
>
> IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA
>
> Get a STOS game they work on STe, Falcon, TT, hahahahahahaha
>
>>
>>This is a clean "rainbow" tos 4Mb ste in low rez.
>
> hahahaha NEXT!

It is consistent though Tony. It behaved exactly the same under MagiC
as well! At least it came up with an error message and terminated
leaving a clean system - no need to reboot! ;-)

A little more seriously. I was quite sad it didn't work as personally
I'm not too bothered about sound (here). What I wanted to see was the
animation and try it out under different environments in order to gain
an idea what sort of problems are involved with "compatibility".

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

683. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f573fb.1685623@news.demon.co.uk>
Source record: 5313

On Wed, 25 Feb 1998 09:54:53 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >I bet it will be to slow. Maybe it will work in mono.... but who knows.
>>
>> I'm afraid it didn't get too far. I got an alert saying the
>> soundsystem is locked by another application. Then it quits
>> reguardless of clicking on yes/no.
>
>Oppssss... that is not nice.

Better than a blank screen!

>> This is a clean "rainbow" tos 4Mb ste in low rez.
>
>I have never tried it on something like that. Maybe the XBIOS calls used
>for sound isn't the same on the STe?

I am the worst person to ask about sound. I've never done anything
with it (apart from electrocute myself, but that's another story).

For the purposes of this thread it wouldn't bother me in the slightest
if you just disabled the sound completely for now. It's the animation
under different environments I'm interested in atm - not gameplay.

>I don't remember what I do at startup anyway. :-)

I can't remember what I did a few hours ago!

>> >> >Anyway, I think it would be a great idea.
>> >>
>> >> Maybe you want the sources then? ;-))
>> >
>> >I didn't say that. :-)
>> >
>> >I have got a hard time getting time to do anything I want as it is...
>>
>> I know the feeling. Everytime I get round to trying to revamp my
>> website some disaster strikes!
>
>Yup. :-(((
>If I quit work I may get some time to do what I want, but then I wont
>have much money to do anything.

Such is life!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

684. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoxDrn.9u@suse.modem.stud.uni-hannover.de>
Source record: 5314

In article <6cuc80$qp4@a-tuin.dascon.de>,
rincewind@a-tuin.dascon.de (Michael Schwingen) writes:
> In article <EoGpvD.nuq@suse.modem.stud.uni-hannover.de>,
> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>
>>> I've been informed that the 68000 doesn't put enough info into its BUSERR
>>> stack frame to allow it to continue/restart the failing instruction"
>>
>>Then your informer told you a fair bit of rubbish. The info that's there is
>>perfectly enough to recover from the bus error completely.
>
> No, he is definitely right. The 68000 *can't* restart an instruction that
> failed due to a buserror. You can skip it and jump elsewhere, but you can't
> do a restart of the failing instruction, as on 680x0 with x>2 (read the
> 68030 programmers manual on buserror stackframes, esp. the part about the
> rerun bit or what it was called).

Taking strictly what Gaven wrote in his recent message (mentioning restarting an instruction), you're right. Maybe Centek jumped on that too. But that was not the issue here. I may cite from the message that started the thread (by Gaven too) :

> However, will there be any problems if I just ignore the buserr, and just
> JMP to the next instruction after the test loop? I am using a 68030
> system, and no harm seems to befall it when I do, but will a 68000 be able
> to survive?

This while talking about code that checks for RAM.

This tells clearly that Gaven is not after restarting the instruction. He wants to abandon the instruction that gave him the bus error, and execute the next one. This is clearly possible with every 680x0, even 68000, and does not require the RERUN feature of later CPUs. Why should he want to rerun the instruction when checking for RAM ? If he got a bus error then probably there is no RAM there, which makes rerunning the instruction pointless as it would just give another bus error.

Probably it's just not clear for many people that restarting an instruction is *not* the same as "ignore the buserr, and just JMP to the next instruction" which Gaven mentioned is what he wanted.

If he wanted to do a RERUN, then "the 68000 doesn't put enough info into its BUSERR stack frame to allow it to continue/restart the failing instruction" is still rubbish since in this context it implies that the 68000 could do it if just enough info were there. It requires a little more in the CPU core.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

685. Re: Has Atari moved to germany? :-)

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EoxCMw.7A@suse.modem.stud.uni-hannover.de>
Source record: 5315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <888352582.23483.0.nnrp-06.c1edb97e@news.demon.co.uk>,
"Rory Street" <Rory@athenabbs.demon.co.uk> writes:

>>anyway. Sorry for my pages then, as most likely you'll say that they have
>>no design either.
>
> Got a back ground using Internet Explorer 4

On my pages ? That's amazing, as there is none there ! ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

686. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980226013650.26919B-100000@usr01.primenet.com>
Source record: 5316

Tony. I totally agree.

I would Just say that:
"Can" is good, but "do" is better.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

687. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <IBYXDAAFUP@alkor.sax.de>
Source record: 5428

In <19980221121711809 56@zetnet.co.uk> Anthony Jacques wrote:

>Provided it supports the defined XBIOS calls (eg. Setscreen for changing
>to ST modes) then it will work. "fixing" is not required for new binaries,
>as the table that fixing has always patched is now calculated on startup
>by my loader code.

How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?
Do you think that Setscreen will work with ISA/PCI graphic cards?

Have you read the atari documentations:

"It is maintained fo backward compatibility with existing ST programs only.
It should not be used for new programs. It will not keep pace with future
hardware or software improvements. The VDI should be used."

(TT030 TOS Release Notes, ATARI Corporation, october 8th 1990.)

There is no working Setscreen call on the newer machines. All you can
interrogate are VDI functions. (current resolution & color depth)

>TOS version shouldn't make a difference any more, as the TOS version
>dependent table is now generated on run-time.

So STOS applications are running under MagiC (Single Mode) and MagiC PC/Mac?

How many of these "new" STOS applications do exist?

> cannot comment on this, but it does seem to me a pity that these games
> are so limited by the language they are written in, and that Tony refuses
> to believe this...
>
>It is limited, but not as limited as some people have portrayed here. How
>many people dont have access to ST resolutions? well, there are:
> * medusa owners (presumably)
> * hades owners (presumably)
> * directt owners (presumably)
> * Falcon+nova owners (although magnus indicated that he is able to disable it)
> * ST owners who have made custom modifications to the video hardware
> * any others I've forgotten?
>
>Is anyone here saying that these people are a major factor in the Atari gaming
>market? I dont believe they are.

From an german ATARI magazine (december 1997, evaluation of the reader inquiry):
[...]
Which type of monitor do you use?

DTP monitor 12.6%
VGA monitor 50%
SM 124 (or combatible) 21%
RGB monitor 16.4% (ST RGB/TV + FALCON RGB monitors)
[...]
This ATARI magazine is sold more than 20 000 times per month.

How many _active_ ATARI users do you know worldwide in 1998?
Are >16 000 _counted_ _active_ german users without access to st low
a negligible minority?

Greetings,
Uwe.

--
eMail: haase@alkor.sax.de

688. JPEG DSP

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bd419e$8d6226a0$100844c3@p-d-mou>
Source record: 5429

```
hi there !
some days (weeks ??) ago, someone
asked me for information about how
to use BrainStorm's DSP Jpeg Decoder...
well,i'm sorry but i had a lack of
time since, but ,anyway,here it comes !

first thing,
you must know about the structure
pointed to by the related cooky "_JPD":
(sorry i'm extracting it from ASM code,
but it's not difficult to translate to
other languages,sorry for the aspect)

RSRESET
JPGDVersion RS.L 1
JPGDOpenDriver RS.L 1
JPGDCloseDriver RS.L 1
JPGDGetStructSize RS.L 1
JPGDGetImageInfo RS.L 1
JPGDGetImageSize RS.L 1
JPGDDecodeImage RS.L 1

as you can see,the first long is a
version number (usually 1.0x), and
the following are pointers to the
functions that perform the decoding
of the jpeg file....

(in the following,a6 points to the above
structure...)

first call, you MUST inquire about
the size of local memory structures
required for decoding process,
with something like:

jsr ([a6,JPGDGetStructSize])

you get in D0 register the size required
(it's recommended to Malloc it right now...)

here is the structure of the local stuff:

RSRESET
JPGDInPointer RS.L 1 * JPEG Image Pointer
JPGDOutPointer RS.L 1 * Output Buffer
```

```
JPGDInSize RS.L 1 * JPEG Image Size (Bytes)
JPGDOutSize RS.L 1 * Output Image Size (Bytes)
JPGDInComponents RS.W 1 * JPEG Image Components Number (1->4)
JPGDOutComponents RS.W 1 * Output Components Number (1->4)
JPGDOutPixelSize RS.W 1 * Output Pixel Size (1->4)
JPGDOutFlag RS.W 1 * 0 (RAM Output) / -1 (Disk Output)
JPGDXLoopCounter RS.W 1 * Number of MCUs per Row
JPGDYLoopCounter RS.W 1 * Number of MCUs per Column
JPGDUser1 RS.L 4 * Pointer to User Routine / NULL
JPGDComp1GammaPtr RS.L 1 * Component 1 Gamma Table / NULL
JPGDComp2GammaPtr RS.L 1 * Component 2 Gamma Table / NULL
JPGDComp3GammaPtr RS.L 1 * Component 3 Gamma Table / NULL
JPGDComp4GammaPtr RS.L 1 * Component 4 Gamma Table / NULL
JPGDUser2 RS.L 1 * Called during Decompression / NULL
JPGDOutTmpPointer RS.L 1 * Current OutPointer
* Temporary Disk Buffer Pointer
JPGDMCUsCounter RS.W 1 * Number of MCUs not Decoded
JPGDOutTmpHeight RS.W 1 * Number of Lines in OutTmpPointer
JPGDUser3 RS.L 2 * Free, Available for User
JPGDOutHandle RS.W 1 * 0 / Output File Handle (see OutFlag)
JPGDMFDB RS.W 8 * Output Image MFDB

then,you can really begin and open
the driver itself , remember you
must always give the address of the
structure you've just 'Malloced' above
as a parameter in A0 register.

jsr ([a6,JPGDOpenDriver])

then,the easiest way is to load the
whole jpeg file (they're usually small)
when this is done,you must give a pointer
on the memory containing the file in the
decoder's local structure (JPGDInPointer)
,also give the size (JPGDInSize).
then call:
jsr ([a6,JPGDGetImageInfo])

you can then read some parameters
about the picture, width, height,
and so... which are stored in the
MFDB structure (JPGDMFDB)

you must then choose the output parameters
for the decoder.usually:
JPGDOutComponents=3 (i.e. r+v+b)
JPGDOutPixelSize=2 or 3
this last one depends whether you want
to output directly in 24 bits (=3) or in
Falcon 16 bits truecolor (=2), etc...
warning:in the truecolor local MFDB ,i remember
```

that the 'wordw' parameter was usually
wrong,so you'd better not copy it
directly, just put (width+15)/16 as usual...

here,you can call:
jsr ([a6,JPGDGetImageSize])

if you want to know the size of the output
picture (according to your previous output
settings)

here,you're nearly done:

jsr ([a6,JPGDDecodeImage])

jsr ([a6,JPGDCloseDriver])

and,then display the bitmap !!!

that's how i use it in CentView® with
direct falcon truecolor output and
it works fine...

hope this will help many
of you using this fine decoder...

n'cha
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
www.graphity.fr/centek

689. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ee05b8.14342813@news.demon.co.uk>
Source record: 5430

On Mon, 16 Feb 1998 10:28:14 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >Yeah, lets go for it. If you want a Pac-Man game in GEM written
>> >completely in C, take a look at my webpage. ;-)
>>
>> I'll take a look tonight!
>
>Scary. :-)

I forgot all about doing this. Somehow it got marked "read". Anyway,
here goes ...

>> >It's not very good, but it sort of works. Maybe I should try to
>> >finish it someday. It has got a few nasty bugs.... also I havn't
>> >got a clue on how fast it is on regular Falcons or STs (if it works
>> >at all on them).
>>
>> You'll know soon - I've got an STe.
>
>I bet it will be to slow. Maybe it will work in mono.... but who knows.

I'm afraid it didn't get too far. I got an alert saying the
soundsystem is locked by another application. Then it quits
reguardless of clicking on yes/no.

This is a clean "rainbow" tos 4Mb ste in low rez.

>> >Anyway, I think it would be a great idea.
>>
>> Maybe you want the sources then? ;-))
>
>I didn't say that. :-)
>
>I have got a hard time getting time to do anything I want as it is...

I know the feeling. Everytime I get round to trying to revamp my
website some disaster strikes!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

690. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34ef0a68.15542248@news.demon.co.uk>
Source record: 5431

On 19 Feb 98 14:34:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>I've always prefered *(cp-1) to cp[-1] or -1[cp] when cp is a
>pointer.

-1[cp] ??? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

691. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f32261.3416242@news.demon.co.uk>
Source record: 5432

```
On Mon, 23 Feb 1998 18:06:24 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <34f3ec48.7830830@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>>On Tue, 17 Feb 1998 13:58:12 +0000, Clair Shaw
>><Clair@shaw1.demon.co.uk> wrote:
>>
>>>In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
>>><marillat@alpes-net.fr> writes
>>>>Hi,
>>>>
>>>>How to programm bubblegem with GFA basic 3.xx ?
>>
>>Dunno but it ain't that hard!
>>
>>>I could do with wanting to know that too...
>>
>>The following is fairly easy to follow ...
>>
>>#include <gem.h>
>>#include <evnt.h>
>[snip]
>>apid=APPL_INIT
>>bubble_id=APPL_FIND("BUBBLE ")
>>APPL_WRITE(bubble_id,msg[])
>>WAITFOR BUBBLEGEM_ACK
>>[continue program]
>>
>>
>
>I don't program in C myself, but that looks Uncanningly like C code!

All the stuff you snipped was. It's there to support the pseudocode
above. Tell me how to call "appl_init", "appl_find", "appl_write" and
"evnt_multi" (evnt_mesag would be simpler here though) in GFA basic
and I'll come up with a reasonable approximation! <G>

>Oh dear, what is the world comming to?

An abrupt end if you happen to be unlucky enough to be wired up to a
machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

692. Re: Molesting the COOKIE Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f6254e.4165960@news.demon.co.uk>
Source record: 5433

On 20 Feb 1998 22:37:20 +0100, josdb@xs4all.nl (Jos den Bekker) wrote:

>on Thu 19-02-98 20:40 kma54@csc.canterbury.ac.nz wrote:
>
>>> The other error seems to be a Lattice peculiarity. "cp[-1]" should point
>>> to one element prior to cp, but lattice parses this as incorrect.
>>> To fix this, I've just changed it to "(&cp[-1])"
>
>What a strange way. It's like, if you want to pass a pointer *p, you'd
>write &(*p) instead of just p. (cp-1) is fine.

Perhaps the real error was in mixing pointers and arrays? Rather than
taking "cp = (Cookie*)$5A0" literally it is better to visualise it as
"cp = (Cookie[])$5A0" which is its documented meaning. Thus, imo,
cp[-1].item would be preferable to (&cp[-1])->item or (cp-1)->item.

As to the Lattice peculiarity, I'm not an expert on this but I see
nothing wrong with Lattice flagging an error. "cp[-1]" does indeed
point to 1 element prior to cp - but a *whole* Cookie element. Lattice
was being asked to stack both members of cp[-1] (not a pointer to
them) then try and dereference them as a pointer in order to gain
access to the members it had just stacked! Confused? I am!

I recall the comments were C++ ones. Was this simply to save typing or
was it a C++ compiler. I believe that there are differences between C
and C++ in this area?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

693. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d0lj0iuv1@news.emw.ericsson.se>
Source record: 5434

Tony Greenwood wrote:

> >> >Looks like the main problem is what Anthony said in another mail.
> >> >He never got any response when he started on his STOS extension
> >>
> >> Great...yet another point you are finally seeing, If people with
> >> these setups do not come forward to test, then you can see why we get
> >> so upset when you cry about it,
> >>
> >>If I understand Anthony correct you are _wrong_. It was not _our_ fault
> >>but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not
>
> You realy are thick arn't you ?....have a think about it Magnus, the
> penny will drop soon.. then you are going to feel such a fool...:)

Yeah? Read Anthony's response and weep. :-)

> Here is a hint... he wasn't looking for input from me with my STe was
> he? or from a friend of mine with a FM..... yes? no? want me to draw
> some pictures to help you understand ?

No, just reading you is funny enough. :-)

> >laugh our asses off over _you_ ,you sad old soob! :-))))))
>
> hmmm old ?

:-)

Yeah, if we are gone see how many titles you have made compared to the
average programmer you must be stone old, in a positive way. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

694. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d0lnniuv2@news.emw.ericsson.se>
Source record: 5435

Anthony Jacques wrote:

> > If I understand Anthony correct you are _wrong_. It was not _our_ fault
>
> Well you are both wrong, sort of, although Tony is more wrong. :)

Yeah! ;-)

> > but _yours_, the STOS _users_. He wanted _input_ on his _extension_, not
> > people to test it (okey maybe he needed that as well but he would still
> > be able to test it best him self).
>
> Yes, I wanted input on the extension - whether it was wanted. However, it
> would only be wanted by FALCON progammers using STOS (or who would prefer
> STOS to learning C/asm) - ie. Tony doesn't really count.

I get the point.

> > > >amd his intention was to make it TSL (or whatever it's called)
> > > >compatible but unfortunately it never happened. :-(
> > >
> > > He was willing to make it, I was willing to use it.. but people like
> > > you was NOT willing to test, but are willing to moan when it has not
> > > happened.... great you finally understand :))
>
> Sadly, Tony, it wasnt testers that I needed, but > 3 people willing to use
> it.

Sad, isn't it?

> > If I understod Anthony correct (see above) it's actually _we_ who should
> > laugh our asses off over _you_ ,you sad old soob! :-))))))
>
> Nobody should be laughing, as it just means we Falcon owners dont get a
> bunch more games (it wouldn't have taken much work to get several good ST
> games running Falcon enhanced). :-(

I know, I know. Whole this STOS story is a realy sad story.

> > Shit, I have still not figured out how to get back old artciles in
> > Netscape...
>
> Well, I dunno about local (a while since I read news with NS), but you
> can always go to www.dejanews.com and read their archives.

Sure, but I'm to lazy fo doing that.

> > I realy should go back using Emacs even though it didn't work very well
>
> Emacs? Urgh! :-))

:-)

XEmacs is actually pretty cool. If we would have had something like this
for
the Atari it would be great.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

695. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d0m6kiuv3@news.emw.ericsson.se>
Source record: 5436

Guy Harrison wrote:

> >I bet it will be to slow. Maybe it will work in mono.... but who knows.
>
> I'm afraid it didn't get too far. I got an alert saying the
> soundsystem is locked by another application. Then it quits
> reguardless of clicking on yes/no.

Oppssss... that is not nice.

> This is a clean "rainbow" tos 4Mb ste in low rez.

I have never tried it on something like that. Maybe the XBIOS calls used
for sound isn't the same on the STe? I don't remember what I do at
startup anyway. :-)

> >> >Anyway, I think it would be a great idea.
> >>
> >> Maybe you want the sources then? ;-))
> >
> >I didn't say that. :-)
> >
> >I have got a hard time getting time to do anything I want as it is...
>
> I know the feeling. Everytime I get round to trying to revamp my
> website some disaster strikes!

Yup. :-(((
If I quit work I may get some time to do what I want, but then I wont
have much money to do anything.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

696. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d0mqsiuv4@news.emw.ericsson.se>
Source record: 5437

Peter Rottengatter wrote:
>
> The original article did not get to me, so I'm citing from Magnus reply :

So I'm still not in your kill file? ;-)

:-)

> >> Of course you are right that it can be done. Admittedly I don't have
> >> anything real to back this up, only a couple of simple GEM games
> >> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
>
> I've mentioned elsewhere a nice centipede game that is completely in
> a window and still is very neat and fast. It's definitely a very good
> example for an excellent game written completely with GEM. It's info
> says that spreading it is definitely desired. So everybody who wants
> it can mail me, I'll send the uucoded binary in the reply.

I have this as well. It's quite nice, but you get bored of it after a
while.
It's also only a mono game (mono graphics), so it doesn't look very
exciting.
It does however work. :-)

There is that breakout clone by Atari which is quite funny, but of some
reason
is the sprite is corrupted under MagiC. A new breakcout clone would be
nice as
well. Hmmm... that can't be to hard....

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

697. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d0nbdiuv5@news.emw.ericsson.se>
Source record: 5438

Peter Rottengatter wrote:

> > If oyu know of any GEM games, couild you point me at them?
>
> I do not play games often, and correspondingly I do not know where to download
> them. I can get excited about interesting, well designed and programmed, GEM
> integrated games, and therefore I have a few lingering on my harddisk. But it
> must be more than two years ago that I downloaded them, and therefore have no
> idea where from.

The same here.

> The mentioned Centipede is the only good action game in a GEM window. For other
> sorts of games it's fairly obvious that they can work in windows, as speed is
> not such an important factor. Those other, non-action games I've got are Pille
> Palle (Tetris clone), Yukon (Solitaire clone), and a Minesweeper (MineX). There
> is Ballerburg 2 (two players each with a fortress, they got to shot each other,
> got elements of strategy games too), DTE 2 (Defend the earth, an invaders type
> game like the old "BOUNCE", nice, but not quite as well done as Centipede), and
> Magic Stone (another Tetris clone, has three variations of the main game idea).

Okey. I have got a bunch of Tetris clones and one which has a few
different
types of Tetris themes in the same game, like Coltris which my
girlfriend loves
(she has got the highscore on that one as well...). Maybe it's Magic
Stone.

For Mines I have got Ataris own version which is pretty good.

The others doesn't sounds to exciting.

> These games are all GEM integrated, and either public domain or shareware. For
> some of them the language is german.

Doesn't realy matter in which language they are as they are quite easy
to
understand.

> Send me an e-mail and you'll get Centipede in return.

I have already got it, but thanks anyway.

> > I did find a
> > rather nice 3D maze running in a GEM window, but it was not finshed
> > and not realy fluid (it worked like Dungun Master. It would be nice
> > to see if the author had made it move in smaller steps. It was very
> > fast in the current way.

>
> I guess I remember it, but wasn't it rather old ? I'd had thought the autor
> went away from Atari ... but I don't really know. Anyway this kind of game
> should be fairly easy to do.

Hmm... I don't think it's _that_ old, I do think the programmer doesn't
do
much for Atari these days though.

Here are a few games I would like to see and they all would be very easy
to make.

- Pong. Why havn't anyone made this one???

- Breakout. Atari did a version but it doesn't like MagiC at all.

- A PinBall game! Another game which should be possible to make and they
are
realy fun to play. Even some fancy graphics should be possible in 256
colour
modes on a gfx card. The same goes for the above.

Anyone wanting to try?

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

698. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d0p00jvg1@news.emw.ericsson.se>
Source record: 5439

```
Peter Rottengatter wrote:
>
> In article <6crqvf$kts$6@news.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>
> >> Hwy I just manged to get on your webpage.
> > ...
> >
> > Just realized that I can't download any of them. :-((((
>
> Can please somebody repost the address ? The cited article did not make it
> to my news server. I'd like to try those too.

http://www.ak.planet.gen.nz/~mario/

But be aware that they are not yet available. They do look nice though.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

699. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3501f1c2.4682239@news.zetnet.co.uk>
Source record: 5440

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 24 Feb 1998 09:09:04 GMT that you wrote:

>>> has better graphics. Tony's PC would be perfect for drawing the graphics
>>> with. If it's done the right way, the better graphics will then work on
>>> any machine that has a suitable graphics mode whether it's a Falcon or
>>> not. You don't even need to test it in order to know this. (Of course it
>
>Agreed.

I thought you might agree :(, so you are advocating that all I need
to do to make a Falcon enhanced game is get some 256 color artwork ?,
thats what you just agreed to...and you agree that I should make a
falcon ENHANCED..not just compatible ..game on a STe and release it
without testing,

Both statements are wrong, everyone else agrees they are wrong.. even
the original poster has seen the error of posting that all it needs is
better gfx... yet you agree..
..

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

700. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3502f1d9.4705229@news.zetnet.co.uk>
Source record: 5441

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 24 Feb 1998 09:13:16 GMT that you wrote:

>In article <34F1B82D.7847@mst.tn.utwente.nl>,
> Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:
>
>>> Is anyone here saying that these people are a major factor in the Atari gaming
>>> market? I dont believe they are.
>
>Which Atari gaming market ? Is there any left ?

As you don't smile then I take this to be a serious question...

My response is....
I MAKE GAMES........GO FIGURE IT OUT!

Sheeeesh :(

.

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

701. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3503f24a.4817953@news.zetnet.co.uk>
Source record: 5442

On Wed, 25 Feb 1998 07:06:33 GMT, in comp.sys.atari.programmer you
wrote:

>On Mon, 16 Feb 1998 10:28:14 +0100, Magnus Kollberg
><magnus.kollberg**@**emw.ericsson.se> wrote:
>
>>Guy Harrison wrote:
>>
>>> >Yeah, lets go for it. If you want a Pac-Man game in GEM written
>>> >completely in C, take a look at my webpage. ;-)
>>>
>>> I'll take a look tonight!

>I'm afraid it didn't get too far. I got an alert saying the
>soundsystem is locked by another application. Then it quits
>reguardless of clicking on yes/no.

Magnus.. this is the game you are telling people to try, to prove how
it should be done ? hahahahahahahahahahhahahah

hahahahahahahahahahhahahahhahahahah

IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA

Get a STOS game they work on STe, Falcon, TT, hahahahahahaha

>
>This is a clean "rainbow" tos 4Mb ste in low rez.

hahahaha NEXT!

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

----------------- Join the ST+ Mailing list -----------------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

702. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3504f258.4832349@news.zetnet.co.uk>
Source record: 5443

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 09:54:53 +0100 that you wrote:

>Guy Harrison wrote:
>
>> >I bet it will be to slow. Maybe it will work in mono.... but who knows.
>>
>> I'm afraid it didn't get too far. I got an alert saying the
>> soundsystem is locked by another application. Then it quits
>> reguardless of clicking on yes/no.
>
>Oppssss... that is not nice.

Especialy when YOU say this is how it should be done..

ever hear the expression EGG ON YER FACE!!!!
>
>> This is a clean "rainbow" tos 4Mb ste in low rez.
>
>I have never tried it on something like that. Maybe the XBIOS calls used
>for sound isn't the same on the STe? I don't remember what I do at
>startup anyway. :-)

So the games I make will work on ST,STF,STFM,STe MEGA, MEGASTe,
Falcons and TT, with no fixing.. no problems yet you moan that it wont
work on Nova ? and say I should program it properly?, and you say this
is the way it should be done?... hahahahaha won't even work on a STe

You and Peter both know so much... yet you are both all talk, you can
prove nothing....

I PROVE MY CLAIMS as they are there to download,

Magnus proves it with a game that does not work on a STe?
Peter Rottengatter proves it with a centerpede clone ???

hahahahahahah... come on guys, this is below you.. time to STOP
talking and start proving what you say.. you are both TALK TALK TALK,
lets see you prove it... I can prove my claims, lets see you prove
yours.. or concede defeat and admit you are both talking through your
bottoms :))))))

hahahaha show me a fast action arcade style 8 way scrolling, stereo
sound, animated backdrop, 100 individual sprites, blah blah like I
make, show me one working in a GEM window or start apologising for
talking crap!

No excuses, it is you two who come into this newsgroup preaching to a game maker and telling him how it should be done.. yeagh well prove it, because I say you are both talking bollocks and thats all it is talk a.......PROVE IT! just show me such a game...you can't can you ?... I wonder why,

You should both maybe THINK before speaking...If you can not back up what you say, then why say it?

This is an open public challenge for you to prove what you are saying.. I have proved what I say... now its your turn, and no lame excuses...you found the time to come into this group and publicly try to tell me how to make games.. so find the time to back it up...

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

703. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d10ae$qg6$1@news.emw.ericsson.se>
Source record: 5444

Tony Greenwood wrote:

> >I'm afraid it didn't get too far. I got an alert saying the
> >soundsystem is locked by another application. Then it quits
> >reguardless of clicking on yes/no.
>
> Magnus.. this is the game you are telling people to try, to prove how
> it should be done ? hahahahahahahahahhahahah

:-)

> hahahahahahahahahahhahahahhahahahah

I guess you have got a point there...

> IT DONT EVEN WORK ON A STE! HAHAHAHAHAHAHA

:-)

> Get a STOS game they work on STe, Falcon, TT, hahahahahahaha

Maybe I should fix it then? This one is _realy_ easy to fix. Would
take me 5 minutes if I did it.

> >This is a clean "rainbow" tos 4Mb ste in low rez.
>
> hahahaha NEXT!

Arrghh..... I guess I have to test it on a STe before I release any new
version, or atleast check which machine it's running on as I don't do
that
now. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

704. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d10m6$qg6$2@news.emw.ericsson.se>
Source record: 5445

Tony Greenwood wrote:

> >> >I bet it will be to slow. Maybe it will work in mono.... but who knows.
> >>
> >> I'm afraid it didn't get too far. I got an alert saying the
> >> soundsystem is locked by another application. Then it quits
> >> reguardless of clicking on yes/no.
> >
> >Oppssss... that is not nice.
>
> Especialy when YOU say this is how it should be done..

:-)

> ever hear the expression EGG ON YER FACE!!!!

No, but I can figure out what it mean.

> >> This is a clean "rainbow" tos 4Mb ste in low rez.
> >
> >I have never tried it on something like that. Maybe the XBIOS calls used
> >for sound isn't the same on the STe? I don't remember what I do at
> >startup anyway. :-)
>
> So the games I make will work on ST,STF,STFM,STe MEGA, MEGASTe,
> Falcons and TT, with no fixing..

No fixing? On your webpage there are special version for TT/Falcon,
atleast
for Diamond Edge.

> no problems yet you moan that it wont
> work on Nova ? and say I should program it properly?, and you say this
> is the way it should be done?... hahahahaha won't even work on a STe

This is a bug an I'm sorry about it. I will fix it, don't worry.

> You and Peter both know so much... yet you are both all talk, you can
> prove nothing....

Because of a silly bug? Get serious. It's also my very first try top
make
something resambling a game. I have not said that it's very good either,
it was just an atempt to make something for my self.

> I PROVE MY CLAIMS as they are there to download,
>
> Magnus proves it with a game that does not work on a STe?

> Peter Rottengatter proves it with a centerpede clone ???

:-)

> You should both maybe THINK before speaking...If you can not back up
> what you say, then why say it?

Just because you are such a lovely person I will fix the bug (because it
is
a BUG) and upload it. Then you can say whatever you want.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

705. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-25 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <350d0306.9102445@news.zetnet.co.uk>
Source record: 5446

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Wed, 25 Feb 1998 10:14:30 +0100 that you wrote:

>Here are a few games I would like to see and they all would be very easy
>to make.
>
>- Pong. Why havn't anyone made this one???

Cause it boring and been done like a trillion times
>
>- Breakout. Atari did a version but it doesn't like MagiC at all.

I like these type.. but when I tried to make one.. many moons ago...
I couldnt get my head around it..
>
>- A PinBall game! Another game which should be possible to make and they

Personaly..I only make games that i think I can better exisiting
versions or are different, I do not believe it is possible to beat
Obsession, ever, :))

> realy fun to play. Even some fancy graphics should be possible in 256
>colour
> modes on a gfx card. The same goes for the above.

>Anyone wanting to try?

Yeagh lests see someone put obsession in a GEM window on a STe..
hahahaha dream on people...

.-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---------- Join the ST+ Mailing list ----------
email Majordomo@spodden.zetnet.co.uk and Put subscribe stplus

706. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ffb965.55796132@news.zetnet.co.uk>
Source record: 5317

On Wed, 25 Feb 1998 23:00:01 GMT, in comp.sys.atari.programmer you
wrote:

>>>This is a clean "rainbow" tos 4Mb ste in low rez.
>>
>> hahahaha NEXT!
>
>It is consistent though Tony. It behaved exactly the same under MagiC

Ho so a game that consistantly does NOT work , is better than one
that only works on most ?....

>as well! At least it came up with an error message and terminated
>leaving a clean system - no need to reboot! ;-)

Whats wrong with rebooting? you ahve a PC don't ya, you should be
used to it by now :))
>
>A little more seriously. I was quite sad it didn't work as personally

Not half as sad as Magnus was....hehehe ho dear hehehe

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

707. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3501b9bd.55884923@news.zetnet.co.uk>
Source record: 5318

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Wed, 25 Feb
1998 22:57:54 GMT that you wrote:

>> Ofcourse. The thing was that I though STOS was supposed to handle
>> this stuff as it's such a great language. But I can see that it's
>> a problem, ofcourse.
>
>Well, STOS does just the same as Lattice... A STOS program can be
>made incompatible with everything quite easily by the programmer

I have Tempest By ATARI Corp, It is totaly unplayable on a speeded up
Falcon, thats in ASM ......yet mine work ok..
OK its old, but proof that not even the best can program for the
future..

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

708. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3503bc60.56559317@news.zetnet.co.uk>
Source record: 5319

On Wed, 25 Feb 1998 22:52:11 GMT, in comp.sys.atari.programmer you
wrote:

>> Maybe I should fix it then? This one is _realy_ easy to fix. Would
>> take me 5 minutes if I did it.
>
>Yea, but this is an EXCELENT example of why its stupid to try and
>write a game that is specifically designed for another machine. Magnus

I think your flogging a dead horse Anthony, they all seem to think
that if you have access to 256 colours, even if its under Gemulator?
then you can make enhanced games that work on all machines... and hey
you don't even have to test them,
I can quote Peter, Magnus, Mario and Hans all advocating the above,

Yet tell them its not that simple and they say I am talking crap...

Well they can TALK all they want.. while I make yet another game for
the ATARI ST,FM,STe Mega and MegaSTe, Falcons enhanced or not and even
TT's...while I make a game that works fine on all these machines, all
the "Know it alls" in this group can sit here telling everyone how
crap I am and how I can't program them correctly.... But while I prove
"yet again" what I can do.. they can just sit here and TALK...

STOSSER Software 1 v Knitting Class 0

E O F

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

709. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <T4FVCIF@tos.pl.net>
Source record: 5320

Tony Greenwood (paxton@zetnet.co.uk) wrote:
: Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
: Wed, 25 Feb 1998 10:42:33 +0100 that you wrote:

: >http://www.ak.planet.gen.nz/~mario/
: >
: >But be aware that they are not yet available. They do look nice though.

: Thats the problem with you two.. you keep talking about things that
: dont exist :))

Actually they do exist. It's just that I still need to make some
improvements before distributing them. A number of beta testers have
working versions of the games already.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

710. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d3e1o$rc7$2@news.emw.ericsson.se>
Source record: 5321

Guy Harrison wrote:

> > hahahaha NEXT!
>
> It is consistent though Tony. It behaved exactly the same under MagiC
> as well! At least it came up with an error message and terminated
> leaving a clean system - no need to reboot! ;-)
>
> A little more seriously. I was quite sad it didn't work as personally
> I'm not too bothered about sound (here). What I wanted to see was the
> animation and try it out under different environments in order to gain
> an idea what sort of problems are involved with "compatibility".

Well as I said it's not a great program and when I tried it yesterday
it realy looked horrible compared to some other games out there. :-)

But I will try to get the time to fix it tonight and upload it
tomorrow.

I guess I better say that it probably will be slow on a ST. I'm no
super duper programmer who can find 10 bugs in TOS and it's all
written in C and doesn't use any fancy tricks at all.

BTW. I tried Centipade yesterday in 800x600 256 colours and it was
realy realy realy fast. Actaully to fast so I had to slow it down.
And this game has got many sprites moving on the screen at the same
time at a crazy speed on my AB040/Nova.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

711. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d3e46$rc7$3@news.emw.ericsson.se>
Source record: 5322

Tony Greenwood wrote:

> >A little more seriously. I was quite sad it didn't work as personally
>
> Not half as sad as Magnus was....hehehe ho dear hehehe

Shit, I guess I will be hearing this for the rest of my active Atari
life.
Maybe it's better to move platform before it's to late. ;-)

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

712. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d3ecv$rc7$4@news.emw.ericsson.se>
Source record: 5323

Guy Harrison wrote:

> >Oppssss... that is not nice.
>
> Better than a blank screen!

But not much. :-)
After all, I did check for the soundsystem and didn't take anything for
granted,
so I should atleast get some credit for that ! :-))

> >> This is a clean "rainbow" tos 4Mb ste in low rez.
> >
> >I have never tried it on something like that. Maybe the XBIOS calls used
> >for sound isn't the same on the STe?
>
> I am the worst person to ask about sound. I've never done anything
> with it (apart from electrocute myself, but that's another story).

Well, I'm only suing some routines I got from Anthony. Nothing fancy at
all. :-)

BTW. Will these routines work on a STe as well?

> For the purposes of this thread it wouldn't bother me in the slightest
> if you just disabled the sound completely for now. It's the animation
> under different environments I'm interested in atm - not gameplay.

I will do that. I think there might be another thing in there as well
which may cause problems. I turn off the keyclicks and as there are
no OS calls for making this I have to write directly to a register. Will
this work on a ST as well or have they changed it? Maybe I have to
remove
that as well....

> >I don't remember what I do at startup anyway. :-)
>
> I can't remember what I did a few hours ago!

Sounds just like me!

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

713. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f650e4.676469@news.zetnet.co.uk>
Source record: 5324

Hey! Katherine L Ellis <kellis@primenet.com> wasn't it 25 Feb 1998
23:39:00 -0700 that you wrote:

>Tony. I totally agree.
>
>I would Just say that:
>"Can" is good, but "do" is better.

It took me dozens of messages and a thousands or so words and you
managed to get the message accross in half a line....Thank you :)

.

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

714. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <6d440dhat1@ratatosk.uio.no>
Source record: 5325

On 25 Feb 1998 10:05:41, Magnus Kollberg wrote:
>There is that breakout clone by Atari which is quite funny, but of some
>reason
>is the sprite is corrupted under MagiC. A new breakcout clone would be
>nice as
>well. Hmmm... that can't be to hard....

There's a good breakout at:
ftp.uni-regensburg.de/pub/freeware/software/atari/falcon/games/
walz_201.zip

Runs in a gem window, but Falcon only, I think - the colors are
corrupted on my TT/Cr.dots.

- Petter -

715. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34F5A057.6D39@mst.tn.utwente.nl>
Source record: 5326

Anthony Jacques wrote:
> > Maybe I should fix it then? This one is _realy_ easy to fix. Would
> > take me 5 minutes if I did it.
>
> Yea, but this is an EXCELENT example of why its stupid to try and
> write a game that is specifically designed for another machine. Magnus
> has proved its hard enough to even make a game compatible with other
> machines, let alone writing a game that wont even run on your development
> machine.
>
> This bug may be an easy one to fix, but you can bet that a major project
> like a multi-directional scroller, in a >=256 mode (using >16 colours)
> when working on an STe would have something a lot bigger than this go
> wrong.

Don't think that's realy the case. The only thing you need to
change in my Heartland is the graphic output. The whole game
engine stays the same. The main thing is to realize that there
are 8 bitplanes in stead of four. The whole graphics engine
has to do twice the work it does in 4 bitplane mode. All
testing can be done in 4 bitplane mode. Switching to 8
bitplanes can be done with a simple define.

Doing true color stuff on an ST is a lot harder. (I know,
I did it once.)

> Oh dear... and this raises another question... you guys are worried about
> "clone" compatibilty... well, AIUI, none of these have Atari compatible
> sound-systems (certainly not the Hades/Medusa, as these use either PC
> soundblasters, or the StarTrack, neither of which uses the Atari defined
> frequencies) so how the hell is a game (with sound - you wont find any
> without it) supposed to run correctly on these machines?

The Hades has the ST sounchip on board and plays without problems
de Crapman musics, it doesn't display anything usefull though.
I started Crapman on a Hades 060, the game music comes up, you can
play a game and quit it, returning to the Hades desktop but there
isn't much to see from the game.

> Ok, so you could check the cookie jar, assuming they set it correctly
> (if they dont, the designers should be shot), but the game is not going
> to run "correctly" due to the abscence of features, so some would argue
> that it should simply exit gracefully and report that the machine isn't
> good enough...

If there is no sound chip present you don't play chip music. Same
is true for digimusic between ST and STe's.

> BTW. could anyone tell me what the clones put in the cookie-jar? (eg. _MCH's
> value would be interesting, as would _SND/_VDO).

AFAIK for the Hades 060:
_CPU = 60
_FPU = Bit 3 is set
_MCH = TT
_SND = Bit 0 is set
_VDO = don't know, maybe someone can fill me in here.

Hans

716. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980226183753809 56@zetnet.co.uk>
Source record: 5327

> BTW. I tried Centipade yesterday in 800x600 256 colours and it was
> realy realy realy fast. Actaully to fast so I had to slow it down.

Ho ho ho.... yet another example of timing problems on "platform
independent" software. :-)

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

717. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980226184457809 56@zetnet.co.uk>
Source record: 5328

```
> > >I have never tried it on something like that. Maybe the XBIOS calls used
> > >for sound isn't the same on the STe?
> >
> > I am the worst person to ask about sound. I've never done anything
> > with it (apart from electrocute myself, but that's another story).
>
> Well, I'm only suing some routines I got from Anthony. Nothing fancy at
> all. :-)

Hehehe... definately not. :)

> BTW. Will these routines work on a STe as well?

Well, if its the code I think you are talking about (soundcmd(), devconnect()
etc) then no, its Falcon only stuff.

The *only* sound XBIOS call that is defined that is available on STe and
above is Waveplay() (the SAM installed routine, so not in any version by
default, but can be retro fitted). Otherwise, you have to directly access
the DMA registers yourself.

> which may cause problems. I turn off the keyclicks and as there are
> no OS calls for making this I have to write directly to a register. Will
> this work on a ST as well or have they changed it? Maybe I have to
> remove that as well....

You have to be careful with that one... it is the same on the ST, and
other machines, but IIRC, there is other stuff in that register (like
the Falcon's IDE on/off switch, and summat for the TT), so be sure that
you only change the correct bit.

Who knows what it'd do on a Hades/whatever...

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------
```

718. Software needed for Review.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <34f61127.1963498@news.zetnet.co.uk>
Source record: 5329

Have you written any ST/STE software in the last six months. If so then email me with the details and where I can get it. I review the latest ST Software in the ST+ Fanzine every month and I'm always on the lookout for new software.

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk

Visit The Silly Software Web Site
http://www.users.zetnet.co.uk/sillysoftware/
The Silly Site for Silly people
---

719. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <888524081.23233.0.nnrp-04.9e98f145@news.demon.co.uk>
Source record: 5330

```
On 25 Feb 1998 07:06:47, Guy Harrison wrote:
> On Mon, 23 Feb 1998 18:06:24 +0000, Clair Shaw
> <Clair@shaw1.demon.co.uk> wrote:
>
> >In article <34f3ec48.7830830@news.demon.co.uk>, Guy Harrison
> ><guy@swampdog.demon.co.uk> writes
> >>On Tue, 17 Feb 1998 13:58:12 +0000, Clair Shaw
> >>><Clair@shaw1.demon.co.uk> wrote:
> >>
> >>>In article <a24a691290B802A1.55@nest.ftn>, Christian Marillat
> >>><marillat@alpes-net.fr> writes
> >>>>Hi,
> >>>>
> >>>>How to programm bubblegem with GFA basic 3.xx ?
> >>
> >>Dunno but it ain't that hard!
> >>
> >>>I could do with wanting to know that too...
> >>
> >>The following is fairly easy to follow ...
> >>
> >>#include <gem.h>
> >>#include <evnt.h>
> >[snip]
> >>apid=APPL_INIT
> >>bubble_id=APPL_FIND("BUBBLE ")
> >>APPL_WRITE(bubble_id,msg[])
> >>WAITFOR BUBBLEGEM_ACK
> >>[continue program]
> >>
> >>
> >
> >I don't program in C myself, but that looks Uncanningly like C code!
>
> All the stuff you snipped was. It's there to support the pseudocode
> above. Tell me how to call "appl_init", "appl_find", "appl_write" and
> "evnt_multi" (evnt_mesag would be simpler here though) in GFA basic
> and I'll come up with a reasonable approximation! <G>

GFA Basic 3 has a very large similarity to C in so far as most of the AES
functions are directly available, unlike v2. The 'reasonable' approximation
was what you put above, although the correct code should be something like
this, hopefully.
```

```
dim bubble.message.buffer&(8)
' set aside an array for the message to BubbleGEM
'
ap_id&=APPL_INIT()
' Get GFAs/our ap_id. This is a dummy function as it returns the
' interpretors ap_id, if not compiled. When compiled, I think the startup
' code does an appl_init() and this is returned when the function is called.
'
bubble_id&=APPL_FIND("BUBBLE ")
' get BubbleGEMs ap_id
'
IF bubble_id&<>-1
' if it's NOT -1, BubbleGEM is installed
'
message$="It works in GFA basic too"+mki$(0)
' The MKI$(0) was added to ensure message$ has a '\0' for C compatability
' This is the message that should be displayed.
'
bubble.message.buffer&(0)=&Hbabb
' BUBBLEGEM show flag
'
bubble.message.buffer&(1)=ap_id&
' calling ap_id, ie. ours
'
bubble.message.buffer&(2)=0
' since we're only sending 16 bytes, this is set to 0
'
~EVNT_MULTI(32,0,0,0,0,0,0,0,0,0,0,0,0,0,0,bubble.message.buffer&(0),0)
' call evnt_multi with a timer event (instant return) to get present
' mouse position/button state.
'
bubble.message.buffer&(3)=MENU(10)
' horizontal mouse position
'
bubble.message.buffer&(4)=MENU(11)
' vertical mouse position
'
LPOKE V:bubble.message.buffer&(5),V:message$
' this is a quicker way of doing the following since needs no calculations
'
' bubble.message.buffer&(5)=AND(ror(V:message$,16),&Hffff)
' bubble.message.buffer&(6)=and(V:message$,&Hffff)
'
bubble.message.buffer&(7)=0
' set to 0, just for safety
'
IF MENU(12)=2
' right mouse button down
'
~APPL_WRITE(bubble_id&,16,V:bubble.message.buffer&(0))
' send the message to BubbleGEM
```

```
'
DO
~EVNT_MESAG(0)
' wait for an event.
'
SELECT MENU(1)
CASE &Hbabc
' If BubbleGEM ack received, do anything else wanted
'
EXIT IF TRUE
' then exit the loop
'
DEFAULT
' don't do anything.
'
ENDSELECT
LOOP
ENDIF
ELSE
' stuff here is executed if BubbleGEM isn't present.
ENDIF
```

> >Oh dear, what is the world comming to?
>
> An abrupt end if you happen to be unlucky enough to be wired up to a
> machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))

I'll book mine for after Jan 1st then, just to be on the safe side ;-)

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**/

720. Re: Software needed for Review.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <34f5cc02.1163882@news.tmisnet.com>
Source record: 5331

If you can find a way to review the Zero-X
audio program (distributed by Wizztronics
in the US), I'd go out of my way to obtain
that issue of ST+ Fanzine! It's important
to know more about the software before spending
US$230.00 on it!

-- George Crissman
-- strads@tmisnet.com

Falcon Support Page lists Dealers, Developers, Distributors
http://www.tmisnet.com/~strads/hq/atari.html

On Thu, 26 Feb 1998 06:56:26 GMT, Deano@zetnet.co.uk (Deano) wrote:

>Have you written any ST/STE software in the last six months. If so
>then email me with the details and where I can get it. I review the
>latest ST Software in the ST+ Fanzine every month and I'm always on
>the lookout for new software.
>
>---
> Yours Faithfully (In a very Silly way)
> Deano (Silly Software Programmer)
> Email Deano@zetnet.co.uk
>---
> Visit The Silly Software Web Site
> http://www.users.zetnet.co.uk/sillysoftware/
> The Silly Site for Silly people
>---

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

721. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozAwz.5D@suse.modem.stud.uni-hannover.de>
Source record: 5332

In article <3503bc60.56559317@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:
> On Wed, 25 Feb 1998 22:52:11 GMT, in comp.sys.atari.programmer you
> wrote:
>
>>> Maybe I should fix it then? This one is _realy_ easy to fix. Would
>>> take me 5 minutes if I did it.
>>
>>Yea, but this is an EXCELENT example of why its stupid to try and
>>write a game that is specifically designed for another machine. Magnus
>
> I think your flogging a dead horse Anthony, they all seem to think
> that if you have access to 256 colours, even if its under Gemulator?
> then you can make enhanced games that work on all machines... and hey
> you don't even have to test them,
> I can quote Peter, Magnus, Mario and Hans all advocating the above,

No. You're mixing things up here. We said we advocate portable programming.
If you do that, and strictly follow the rules, testing just on few machines
is required to get the game off the ground on all machines. This still does
not mean it would run perfect in every respect on all machines. But it will
get it running, so that the user of another machine can tell precisely what
he wants improved in which way.

Writing a game "that is specifically designed for" a machine is precisely
that what we all advocated against. But again this does not mean that one
shouldn't check what kind of machine the program is gonna run on, it's some-
times essential to know which methods to employ. Of course this requires
some thorough knowledge how certain things are (supposed to be) done in the
Atari world.

I mentioned that Centipede game. AFAIK it's been tested on only two machines,
yet it runs on every Atari I know of !

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

722. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozDqn.H7@suse.modem.stud.uni-hannover.de>
Source record: 5333

In article <19980225212010809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> >Provided it supports the defined XBIOS calls (eg. Setscreen for changing
>> >to ST modes) then it will work. "fixing" is not required for new binaries,
>> >as the table that fixing has always patched is now calculated on startup
>> >by my loader code.
>>
>> How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
>> 320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?
>
> You dont - see my other post about Atari's lack of support for this. However,
> STOS is aware of Falcon resolutions, and correctly handles these. Otherwise,

It's been quite a while (many years in fact) ago that Atari officially
announced that XBios is not to be used anymore for Video related things.
Since then at least, switching video modes via Setscreen, or inquiring
video modes and screen addresses by XBios means is a no-no, i.e. to be
avoided in portable programming. Uwe basically cited that in his earlier
posting.

It can all be done in a 100 % portable way by using VDI, so it's that
what is pretty much a must for portable programming. Pity that so many
people here have a personal dislike for it, especially as it's really
powerful.

>> Do you think that Setscreen will work with ISA/PCI graphic cards?
>
> No, but what alternative is there? None. If a standard existed, there would
> be not problem, but there IS NOT a standard way of handling it.

Of course there is a standard : VDI ! Newer NVDI even support switching
resolution IIRC.

>> Have you read the atari documentations:
>
> Not Atari's, but I've read the comendium and MASS.
>
>> "It is maintained fo backward compatibility with existing ST programs only.
>
> Yea, so it should WORK AS DEFINED FOR THE ST.

The problem is it CAN'T. There are so many technological reasons why it
must fail. With graphics hardware that does not support 320x200, there is
no way a Setscreen could switch it to that. With graphics hardware that
keeps the screen buffer on the card and not main memory, there IS NO WAY

one could access it by inquiring an address from Physbase.

BTW You refuse to read :

>> "It is maintained fo backward compatibility with existing ST programs only.

This means : You must not use it anymore ! Even if you think with the program
you're writing ST resolutions are enough. It means you cannot rely on

> WORK AS DEFINED FOR THE ST.

It means if it fails for some old program than it's bad luck for the program,
but then it's the program that's to be considered broken. That is what "back-
ward compatibility" really means.

> Yea, and prey tell, how does the VDI change in to ST-low then?

If the hardware does not support ST-Low, you cannot switch to ST-Low. Period.
So you'd better make your software deal with a variety of resolutions.

>> There is no working Setscreen call on the newer machines. All you can
>> interrogate are VDI functions. (current resolution & color depth)
>
> Wrong - Falcon has Vsetscreen, and Vsetmode.

No it's true. Or do you consider the Falcon a newer machine ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

723. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozBy8.A7@suse.modem.stud.uni-hannover.de>
Source record: 5334

In article <3501f1c2.4682239@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:
> Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
> it Tue, 24 Feb 1998 09:09:04 GMT that you wrote:
>
>>>> has better graphics. Tony's PC would be perfect for drawing the graphics
>>>> with. If it's done the right way, the better graphics will then work on
>>>> any machine that has a suitable graphics mode whether it's a Falcon or
>>>> not. You don't even need to test it in order to know this. (Of course it
>>
>>Agreed.
>
> I thought you might agree :(, so you are advocating that all I need
> to do to make a Falcon enhanced game is get some 256 color artwork ?,
> thats what you just agreed to...and you agree that I should make a
> falcon ENHANCED..not just compatible ..game on a STe and release it
> without testing,

If you're learned reading in school then please reread what I have agreed
with, and what Magnus has written. Read carefully. Read what's written, and
not what you'd like to interpret from it.

Magnus did not advocate Falcon enhanced games. He mentioned a different
method of programming, that by it's own gives better graphics on the Falcon,
and will give on all machines with advanced video hardware. That is not
"Falcon enhanced".

Tony you'd be far better off if you did not try to read "between the lines"
all the time. Read what's there, and try to understand what the writer meant,
not what is easiest to attack.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

724. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozCnx.Eq@suse.modem.stud.uni-hannover.de>
Source record: 5335

In article <3502f1d9.4705229@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

>>>> Is anyone here saying that these people are a major factor in the Atari gaming
>>>> market? I dont believe they are.
>>
>>Which Atari gaming market ? Is there any left ?
>
> As you don't smile then I take this to be a serious question...
>
> My response is....
> I MAKE GAMES........GO FIGURE IT OUT!

A 'market' implies that some exchange takes place. Do you actually SELL the
games ? What amount of money do you take for them ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

725. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozCJz.CL@suse.modem.stud.uni-hannover.de>
Source record: 5336

In article <6d0mqsiuv4@news.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> >> Of course you are right that it can be done. Admittedly I don't have
>> >> anything real to back this up, only a couple of simple GEM games
>> >> (Asteroids and Pacman, see my WWW page) but then I'm no games programmer,
>>
>> I've mentioned elsewhere a nice centipede game that is completely in
>> a window and still is very neat and fast. It's definitely a very good
>> example for an excellent game written completely with GEM. It's info
>> says that spreading it is definitely desired. So everybody who wants
>> it can mail me, I'll send the uucoded binary in the reply.
>
> I have this as well. It's quite nice, but you get bored of it after a
> while.

I guess it depends on how often it is played. I play it occasionly after a
tedious session of programming. But true, the diversity of ideas is rather
limited ;-)

But for that I have the other games that I described in some parallel message.
And this is also the reason why I still play C64 games from time to time. In
terms of ideas they are so much superior to anything that exists today. Of
course technologically speaking they are inferior, but the inferior hardware
was one of the reasons the programmer concentrated on a sophisticated (in
terms of game ideas) implementation, rather than superfast scrolling, 3d
shading etc. etc. Sure technologically speaking Tony's games are superior,
but if I want to play technologically superior games, then I switch my Linux
box (Pentium 133, Matrox Millenium) into DOS mode and play games with a tech-
nological quality Tony can only dream of.

> It's also only a mono game (mono graphics), so it doesn't look very
> exciting.

Ah, didn't know. But the programmer released the source code IIRC, so you can
add colour into it.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

726. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozDvr.II@suse.modem.stud.uni-hannover.de>
Source record: 5337

In article <350e03ca.9298860@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

> Thats the problem with you two.. you keep talking about things that
> dont exist :))

The problem with you is your rantings. And your almost religious belief
that VDI is no good.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

727. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozEyv.oG@suse.modem.stud.uni-hannover.de>
Source record: 5338

In article <6d14g0ris2@news.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> Yeagh lests see someone put obsession in a GEM window on a STe..
>> hahahaha dream on people...
>
> Why not? If you run it in mono you will atleast get a screen area as big
> as Obsession and you will get rid of that annoying scrolling screen
> which
> is a pain in the arse if you ask me.

Ya know, Tony loves scrolling. That's why he gets so excited by superfast
scrolling games, and why he always mentions fast scrolling as the prime
feature of any game. I guess games without scrolling aren't really games
for him ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

728. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozBBo.7s@suse.modem.stud.uni-hannover.de>
Source record: 5339

>>as well! At least it came up with an error message and terminated
>>leaving a clean system - no need to reboot! ;-)
>
> Whats wrong with rebooting?

Aaaaarrrghh ! After all these discussions this guy is still not able to
expand his view of the world beyond his limited horizon :-((We accept
that you do not use harddisks and a sophisticated environment. But please
acknowledge that others do, and respect the needs that follow from it.
What if one uses a filesystem that does a lot of buffering, and that must
be sync'ed before the machine is switched off or rebooted ?

I agree entirely with Guy ! Software must have the option to exit cleanly,
not leaving a messed up machine.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

729. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozF62.qM@suse.modem.stud.uni-hannover.de>
Source record: 5340

In article <34F442EA.6DA@mst.tn.utwente.nl>,
Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> KAOS. I am totally addicted to the genial drop back
>
> Also harddisk performance is great with KAOS. My

All what you ask for exists in MagiC too ... and CAB likes MagiC very
much. ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

730. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozFHJ.tv@suse.modem.stud.uni-hannover.de>
Source record: 5341

```
In article <6d1jpi$jm0$1@news.nacamar.de>,
gryf@arago.de (Thomas Binder) writes:

> In article <34ef0a68.15542248@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> -1[cp] ??? ;-)
>
> Yes, that yields the same result as cp[-1]. a[b] is in fact *(a + (b)), so
> it's irrelevant what you put first, the pointer or the index.

Oh shit. I was mildly irritated too when I saw John saying that.

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

731. Re: Molesting the COOKIE Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozFDH.rA@suse.modem.stud.uni-hannover.de>
Source record: 5342

```
In article <34f6254e.4165960@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> Perhaps the real error was in mixing pointers and arrays? Rather than
> taking "cp = (Cookie*)$5A0" literally it is better to visualise it as
> "cp = (Cookie[])$5A0" which is its documented meaning. Thus, imo,
> cp[-1].item would be preferable to (&cp[-1])->item or (cp-1)->item.

Don't mix things up. The number $5a0 is not (COOKIE *), but (COOKIE **).
So you should write "cp = (COOKIE **) 0x5a0;" and only then you'd get
the first cookie by "**cp".

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

732. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EozEpn.Lt@suse.modem.stud.uni-hannover.de>
Source record: 5343

In article <6d0p00jvg1@news.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>> >> Hwy I just manged to get on your webpage.
>> > ...
>> >
>> > Just realized that I can't download any of them. :-((((
>>
>> Can please somebody repost the address ? The cited article did not make it
>> to my news server. I'd like to try those too.
>
> http://www.ak.planet.gen.nz/~mario/
>
> But be aware that they are not yet available. They do look nice though.

I guess you're referring to Pacman and Asteroids ? Mario states clearly that
he has not made them public yet, but apparently he's only waiting for you to
do a few Pacman levels ;-)

I downloaded Manoeuvre, which I was delighted to see that it's a network
game based on STiK / STinG.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

733. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f651b2.2548324@news.demon.co.uk>
Source record: 5197

On Thu, 26 Feb 1998 10:51:19 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <6d1jpi$jm0$1@news.nacamar.de>,
> gryf@arago.de (Thomas Binder) writes:
>
>> In article <34ef0a68.15542248@news.demon.co.uk>,
>> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>> -1[cp] ??? ;-)
>>
>> Yes, that yields the same result as cp[-1]. a[b] is in fact *(a + (b)), so
>> it's irrelevant what you put first, the pointer or the index.
>
>Oh shit. I was mildly irritated too when I saw John saying that.

Sorry to reply to your post Peter, but Thomas's hasn't appeared yet.

Yes, I agree on *(a + (b)) but as I interpret it that still doesn't
make it work. Unary minus has right/left associativity. As I interpret
it, [] has highest precedence so that expression is evaluated first.
The expression is not simply [cp] but 1[cp], then the unary minus gets
applied. To obtain the correct result you need to write ...

(-1)[cp]

... otherwise *(a + (b)) would need to be redefined as *((a) + (b))
which, to my knowledge, is not its definition. -1[cp] is really
performing cp[1] then applying unary minus to the result which is
nonsense.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

734. Re: Molesting the COOKIE Jar.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f865ff.7745968@news.demon.co.uk>
Source record: 5198

On Thu, 26 Feb 1998 10:48:53 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34f6254e.4165960@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> Perhaps the real error was in mixing pointers and arrays? Rather than
>> taking "cp = (Cookie*)$5A0" literally it is better to visualise it as
>> "cp = (Cookie[])$5A0" which is its documented meaning. Thus, imo,
>> cp[-1].item would be preferable to (&cp[-1])->item or (cp-1)->item.
>
>Don't mix things up.

It isn't me guvnor, honest!

>The number $5a0 is not (COOKIE *), but (COOKIE **).

Yep, Silly me.

>So you should write "cp = (COOKIE **) 0x5a0;" and only then you'd get
>the first cookie by "**cp".

It's that lovely subjective area of 'C' isn't it. I meant to write "cp
= *(Cookie**)$5A0" but mentally took out one level of indirection
because I was thinking "array access". Bum! :-(

Hopefully I haven't made a similar mistake in my last posting. Coming
to a newsgroup near you soon... ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

735. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fb955a.1059727@news.zetnet.co.uk>
Source record: 5199

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 26 Feb 1998 09:21:24 GMT that you wrote:

>>>as well! At least it came up with an error message and terminated
>>>leaving a clean system - no need to reboot! ;-)
>>
>> Whats wrong with rebooting?
>
>Aaaaarrrghh ! After all these discussions this guy is still not able to
>expand his view of the world beyond his limited horizon :-((We accept

Ho give me a break, If you quote all the paragraph you would have
included the bit about him having to reboot his PC and the lots of
smilies.. I know no other way of showing it was a Joke, other than a
big sign especialy for you...Come on Peter I aint that bad :), It was
aboviously a humorous dig at Guy and rebooting... tsk ?

>I agree entirely with Guy ! Software must have the option to exit cleanly,
>not leaving a messed up machine.

So do I, and I have very intricate error handling routines in my
software, with STOS you have many options, the glory of line numbers
:), you can give the user the option to try the offending line again,
jump to another line of code, soft boot or cold boot or just clean
exit to gem... I have these as a standard subroutine I import into my
software........I agree with you both, there is no reason why it
should lock up and just sit there....

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

736. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fd9763.1580857@news.zetnet.co.uk>
Source record: 5200

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 26 Feb 1998 09:34:56 GMT that you wrote:

>Tony you'd be far better off if you did not try to read "between the lines"
>all the time. Read what's there, and try to understand what the writer meant,
>not what is easiest to attack.

But where would be the fun in that ? :))))))

OK I agree I do have a tendancie to do this, But I try not to swear
or personaly insult anyone or there efforts in the ATARI comminity, I
just like to have a good heated debate.......its fun, its not real
life and it doesnt actualy harm anyone,

IF! anyone wants to wade through this thread there is two ways of
looking at it.. either a load of fools fighting.. or they can sift
through the information and learn, because I know I have picked up a
few things along the way :) in and debate like this, lots of
information is bandied about :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

737. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fe97d2.1691988@news.zetnet.co.uk>
Source record: 5201

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 26 Feb 1998 09:50:21 GMT that you wrote:

>>>Which Atari gaming market ? Is there any left ?
>>
>> As you don't smile then I take this to be a serious question...
>>
>> My response is....
>> I MAKE GAMES........GO FIGURE IT OUT!
>
>A 'market' implies that some exchange takes place. Do you actually SELL the
>games ? What amount of money do you take for them ?

You should already know that my titles are FREEware, I do not believe
in sharware or commercialism on the ATARI market in this day and age..
but hey thats another deabte ..

A market to me is defined as supply and demand, I am making a game at
the moment and people are testing it and poeple still ask me when it
will be ready,

Thus there is a demand (albiet slight) for games, if there was no
demand at all then i would make other things, But I enjoy making games
and while someone wants them.. then there is a market isn't there ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

738. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34ff98e8.1970117@news.zetnet.co.uk>
Source record: 5202

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 26 Feb 1998 10:40:07 GMT that you wrote:

>In article <6d14g0ris2@news.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:

>Ya know, Tony loves scrolling. That's why he gets so excited by superfast
>scrolling games, and why he always mentions fast scrolling as the prime
>feature of any game. I guess games without scrolling aren't really games
>for him ;-)

You are correct to a point... I can play missile command for hours, I
find it very therapeutic and theres no scrolling,

8 way scrolling is very hard to do on a FM thus its the most
impressive, I think you have to see heartland or diamond ice running
on a one meg FM to understand what I am talking about,

Plus its the difference...I believe something like a Chess game could
easily be made to the specifications you people want, to run on every
machine with an ATARI logo, but the games I make ...well ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

739. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <35009ab8.2433511@news.zetnet.co.uk>
Source record: 5203

Hey! Andrew Gower <acg29@cam.ac.uk> wasn't it Fri, 27 Feb 1998
07:55:38 +0000 that you wrote:

>> The problem with you is your rantings. And your almost religious belief
>> that VDI is no good.

>programming, However I know next to everything about ST programming, so
>that's what I'm going to talk about. :-)

>programmer, try to explain to 2 non-games programmers the problems with VDI
>or writing for a computer you don't have, for some bizzare reason under the

I think you hit the nail on the head here, I know Peter is an
excellent programmer ..... But until he or the others in this thread
have made an arcade style game that works on everything from a 1 meg
FM up to and including all the machines you mention.. then I don't see
how they can preach to me,

(I mean they havn't even looked at my software! thats the bit that
sticks in my throat :( )

Because I certainly would never dream of trying to tell you how to
make the software you are good at... because its simple not my field,

>subject heading C compiler??????). If i've misunderstood anyone's meaning

It mutated from another subject :))

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

740. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <35019c29.2802570@news.zetnet.co.uk>
Source record: 5204

Hey! rand@cd.chalmers.se (Johan Klockars) wasn't it 27 Feb 1998
09:42:02 GMT that you wrote:

>If you people could stop fighting and instead do some constructive thinking

we are not fighting, we are having a heated debate :)

>>make
>>it work on any TOS box you just install fVDI and the correct driver and
>>off you go.
>
>Now, wouldn't that be nice? :-)

Sounds nice......

>>> If you read his post above, even Magnus doesn't believe games like Tonys
>>> are possible on a plain ST.
>>
>>Well a 8-way scrolling game is a bit much.... but still with a fast
>
>If hardware scrolling isn't used there's nothing that says it wouldn't be

I never use hardware scrolling as my games work on one meg FM's as
well,

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

741. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3504a103.4045392@news.zetnet.co.uk>
Source record: 5205

This is getting silly... so lets clear the air a little. cards on the table :)

This is what I do.............

<start>--------------------------------------

A standard Arcade style game

1) 8 way scrolling.
2) Optimum screen size of 200x200 remainder taken by info
3) 32x32 main charactor sprite
4) 20 individual free roaming sprites (Free roaming does NOT mean set paths, the sprites act on object placed or removed by main sprite) also this is per level,
5) 16 Colours
6) Screen overlay, so sprites move behind scenery
7) Full one meg of memory (to include standard floppy disk setups)
8) Background Music AND Sampled sound for FX, split into following
FM=Background sound only
STe=Background sound and sampled FX
Falcon and above Sampled FX only
Falcon to have enhanced sound quality
9) Animated backdrops, Unlimited animation on game backgrounds
10) Joystick support
11) Support for Minimum 1 meg FM to Falcons with Nemesis or other fingies?, Also TT's and megas

STOSSER Software games support all the above, Older releases may of course not, but the last half dozen games will implement at least some of the obove, with at least one game supporting ALL of the above thus proving it can be done,

<end>--

1) If you can do all of the above AND better, then please do give me the benefit of your knowledge and I will gladly read and learn and be thankfull :))

2) If you can not manage at least the above (and I don't just mean in your head) then you still have the right to offer advice, but you hardly have the right to TELL ME! I am programming the wrong way?

NOTE...we can all take each of the above game points to pieces and offer better, but can you offer better and support the rest of the spec at the same time?...

I really don't mind you people telling me I am doing it all wrong and how you all know better :), but you havn't even looked at my software so I don't understand how you can say the same things can be put in a GEM window ?,

I dont appreciate people telling me all I need is an art package capable of 256 colours to be able to make Falcon enhanced games :(

I don't appreciate people telling me I should make Falcon enhanced games... but don't need to test them?, this is equaly as silly as the 256 color argument,

BTW, I am enjoying this thread and contrary to popular belief I have the greatest respect for the people I am conversing with and see this as a debate and not an argument :))))

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

742. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d6l42$5qb$1@news.emw.ericsson.se>
Source record: 5206

Uwe Haase wrote:
>
> In <19980221121711809 56@zetnet.co.uk> Anthony Jacques wrote:
>
> >Provided it supports the defined XBIOS calls (eg. Setscreen for changing
> >to ST modes) then it will work. "fixing" is not required for new binaries,
> >as the table that fixing has always patched is now calculated on startup
> >by my loader code.
>
> How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
> 320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?
> Do you think that Setscreen will work with ISA/PCI graphic cards?

Could someone please tell us how to change resolution on a GFX card?
If we want games to work on our gfx cards people must know how to
set up the correct mode and it must also me defined so that all
gfx cards drivers support it.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

743. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d6ljd$5qb$2@news.emw.ericsson.se>
Source record: 5207

Peter Rottengatter wrote:

> > I have this as well. It's quite nice, but you get bored of it after a
> > while.
>
> I guess it depends on how often it is played. I play it occasionly after a
> tedious session of programming. But true, the diversity of ideas is rather
> limited ;-)

Yeah. :-)

> > It's also only a mono game (mono graphics), so it doesn't look very
> > exciting.
>
> Ah, didn't know. But the programmer released the source code IIRC, so you can
> add colour into it.

If you have Pure-C, maybe... but I use Lattice so it would be to much
work
to do it. I don't think I have seen the sources for it either for that
matter.

Shit, I feel like a dog today.... :-\

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

744. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d6m4f$5qb$3@news.emw.ericsson.se>
Source record: 5208

Peter Rottengatter wrote:
>
> In article <6d14g0ris2@news.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> writes:
>
> >> Yeagh lests see someone put obsession in a GEM window on a STe..
> >> hahahaha dream on people...
> > >
> > > Why not? If you run it in mono you will atleast get a screen area as big
> > > as Obsession and you will get rid of that annoying scrolling screen
> > > which
> > > is a pain in the arse if you ask me.
>
> Ya know, Tony loves scrolling. That's why he gets so excited by superfast
> scrolling games, and why he always mentions fast scrolling as the prime
> feature of any game. I guess games without scrolling aren't really games
> for him ;-)

Hehehe.. I would guess he loves scrolling bacause he uses such a low
resolution. Even if he has got an area covering 2 screens in a pinball
game he still only have 320x400. I have atleas 800x600 minus menues and
window borders taking it down to lets say, 800x540. Still plenty of room
for the playarea. ;-)

Also for those who would like to try my little attempt to a PacMan
clone,
I have now updated it and hopefully it now works on a regular ST....
it did crash under STonX (and so does Marios game) so maybe I use
something
that the ST doesn't like.... could be some AES 4 stuff. But I don't have
time
to try it out more.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

745. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d6m5q$5qb$4@news.emw.ericsson.se>
Source record: 5209

```
Petter Toneff wrote:
>
> On 25 Feb 1998 10:05:41, Magnus Kollberg wrote:
> >There is that breakout clone by Atari which is quite funny, but of some
> >reason
> >is the sprite is corrupted under MagiC. A new breakcout clone would be
> >nice as
> >well. Hmmm... that can't be to hard....
>
> There's a good breakout at:
> ftp.uni-regensburg.de/pub/freeware/software/atari/falcon/games/
> walz_201.zip
>
> Runs in a gem window, but Falcon only, I think - the colors are
> corrupted on my TT/Cr.dots.

I guess it wont work on my Nova either then. :-\

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

746. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d6ngp$6a7$1@news.emw.ericsson.se>
Source record: 5210

Johan Klockars wrote:

> >Ataris VDI will be way to slow. Now when Johan in working on the next
> >generation
> >VDI called fVDI, why not put in some optimized routines for games? So to
>
> Yes, why not?

Go for it! :-)

> The problem with NVDI/fVDI for games is not that they have slow drawing
> routines (they don't, in general), but that there's such a lot of overhead
> to deal with. That doesn't matter when you're scrolling an entire screen,
> but for 16x16 sprites it makes a _lot_ of difference. The current VDIs
> also lack some features that are useful for games, such as single pass
> masked blitting.

Aha, so here it's room for improvments. To sad that I don't know enough
of
this to be to much help. :-\

> Comments or suggestions, anyone?

Ehhh... sounds find to me. :-)

> Since I don't program games myself, I won't attempt to create a useful
> VDI extension for it. If something can be agreed on, though, I'll
> definitely help implement it in fVDI.

Okey, we will remember that.

> If we're going to have any games at all for the TOS/MiNT/Fenix/MagiC/Dolmen
> platform in the future, we _have_ to make it possible to write them using
> a standard graphics interface.

It sure would be nice and it sure would help alot.

This is an idea. Make a STOS compatible VID library and jsut recompile
your STOS
games and hey, they will run under any TOS version with fVDI. ;-)))

> >make
> >it work on any TOS box you just install fVDI and the correct driver and
> >off you go.
>
> Now, wouldn't that be nice? :-)

Yeah.

> >Maybe an extension to fVDI and why not OpenGL support with the help of
> >Doug. :-)
>
> Actually, 3D APIs were discussed a little at the beginning of the fVDI
> design phase. It's not in the current plan, though.

Could be added later. No problem. :-)

> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
> ;-)

Hehehe... I wonder why Tony removed that part? :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

747. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d6nuf$6a7$2@news.emw.ericsson.se>
Source record: 5211

Andrew Gower wrote:

> So stop talking rubbish. If you REALLY want tony to write games that will
> run on your machines, re-write the missing-link so that all the graphics
> commands take IDENTICAL inputs, except work for 256 colour screens instead.
> Then there would be decent standard that people wanting to write
> cross-platform games could use. There is no-way you can expect other people
> who don't own falcons to write these routine for you, it just wouldn't be
> possible, but if you wrote them, and you wrote them well. Anyone could
> write a falcon enhanced game wihout needing a falcon.

Well I think someone missed something here. I did never say that ALL
games
should be made to run in GEM, but many could and it would solve alot of
problems and make some of them even nicer to run. Not to mention that
a few people havn't access to ST-Low. We are not just talking about
Tony's
games, we are talking globaly. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

748. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6d6o8t$6a7$3@news.emw.ericsson.se>
Source record: 5212

Anthony Jacques wrote:

> > Well, I'm only suing some routines I got from Anthony. Nothing fancy at
> > all. :-)
>
> Hehehe... definately not. :)

But they work! :-)

> > BTW. Will these routines work on a STe as well?
>
> Well, if its the code I think you are talking about (soundcmd(), devconnect()
> etc) then no, its Falcon only stuff.

Yup. I figured it out by looking in the Commpendium.

> > which may cause problems. I turn off the keyclicks and as there are
> > no OS calls for making this I have to write directly to a register. Will
> > this work on a ST as well or have they changed it? Maybe I have to
> > remove that as well....
>
> You have to be careful with that one... it is the same on the ST, and
> other machines, but IIRC, there is other stuff in that register (like
> the Falcon's IDE on/off switch, and summat for the TT), so be sure that
> you only change the correct bit.
>
> Who knows what it'd do on a Hades/whatever...

Well, I removed it if it doesn't detect a Falcon (you can disable it in
the
settings dialog to try and see what happens on a ST/TT/Hades). I must
say
that the code was very strange in a few parts and I wonder what I was up
to.

Also, it looks like there migh be a problem when I'm trying to open the
game
window. Will a ST crash if have added the "SMALLER" button or will it
only
give a error message? On TOS 4.04 it's just ignored. There might be some
other
AES stuff which might clash with something.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |

| email: Magnus.Kollberg@emw.ericsson.se |
+--+

749. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f7e679.1200052@news.zetnet.co.uk>
Source record: 5213

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 27 Feb 1998 16:30:28 +0100 that you wrote:

>> Ya know, Tony loves scrolling. That's why he gets so excited by superfast

>Hehehe.. I would guess he loves scrolling bacause he uses such a low
>resolution. Even if he has got an area covering 2 screens in a pinball

Heartland uses the equivelant of around (ho dear, i cant
remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll
area :)

>game he still only have 320x400. I have atleas 800x600 minus menues and

ha!, try sticking 30 320x200 screens together and see what you get :)

>window borders taking it down to lets say, 800x540. Still plenty of room
>for the playarea. ;-)

Dont fink so!
>
>Also for those who would like to try my little attempt to a PacMan
>clone,I have now updated it and hopefully it now works on a regular ST....

So eerm where is it ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

750. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f8e746.1404217@news.zetnet.co.uk>
Source record: 5214

Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 27 Feb 1998 16:31:11 +0100 that you wrote:

>> walz_201.zip
>>
>> Runs in a gem window, but Falcon only, I think - the colors are
>> corrupted on my TT/Cr.dots.
>
>I guess it wont work on my Nova either then. :-\

Kinda defeats the whole object of pointing it out ?, sound's like my
stuff works on more setups ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

751. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34f9e7c4.1531093@news.zetnet.co.uk>
Source record: 5215

```
Hey! Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wasn't it
Fri, 27 Feb 1998 16:54:05 +0100 that you wrote:

>> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
>> ;-)
>
>Hehehe... I wonder why Tony removed that part? :-)

ahem!, you wanna talk screens?.. 4bit ? I am looking at 16bit now,
Dont show off until you have something to show off with :)))))

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
------------------------------------------------------------
```

752. I need help with F2C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: norway@interlog.com
Message-ID: <6d72sv$c9s@shell1.interlog.com>
Source record: 5216

Can someone try to compile the fortran code listed below using
the F2C code converter? I can convert it to C, but when I try to
compile it (gcc -v -O nbase.c -lf2cslow -lpml -o nbase.tos) using
the TOS 2.5.8 version of gnu-C I keep getting these error messages
from gcc-ld:

rsfe.o : Undefined symbol _rd_ed referenced from text
rsfe.o : Undefined symbol _rd_ned referenced from text

From the readme file:

This archive contains an Atari ST/TT implementation of a Fortran-to-C
compiler, developed by AT&T Bell Laboratories and Bellcore.

- notice information about copyright, warranty etc.
- f2c.ttp the compiler itself
- f2c.1 man page
- f2c.1t man page for nroff/troff
- f2c.ps Technical report about f2c
- f2c.h include file
- f2c.olb library for 68020/30 machines with 68881 (i.e. Atari TT)
- f2cslow.olb library for any Atari ST/TT (68000, no FPU)

The last three files depend on the C compiler being used to compile the
C programs produced by f2c. The versions included can be used with
GNU-C 1.40 and probably also later releases. In the following it is
assumed that you have a working installation of GNU-C on your system.

Perhaps the f2c utility and library code needs to be re-compiled
using a new version of GNU-C? I've tried to do this (God only knows
how I've tried!!) but have been unsuccessful.

Any help would be appreciated !

```
---snip here--------------snip here---------------snip here-----------
program nbase
c
c Written by Terry E. Koontz
c Original: Jan. 12, 1988 Revised: Jul. 20, 1989
c
c Description: Convert a number between bases 2 thru 62
c
character*32 a,b,userp1
integer*4 c,r1,r2,v,v2
double precision t
```

```
10 write(*,1)
1 format(' Convert the number (0 to quit) ',$)
read(*,2) a
2 format(a32)
v=ichar(a(1:1))
if (v.eq.48) goto 999

20 write(5,21)
21 format(' From base ',$)
read(*,*) r1
if ((r1.lt.2).or.(r1.gt.62)) then
write(*,*) '2 to 62 only'
goto 20
else
endif

30 write(5,31)
31 format(' To base ',$)
read(*,*) r2
if ((r2.lt.2).or.(r2.gt.62)) then
write(*,*) '2 to 62 only'
goto 30
else
endif

t=0
do 100 c=1,len(a)
v=ichar(a(c:c))
if (v.eq.32) goto 40
if ((v.ge.48).and.(v.le. 57)) v2=v-48
if ((v.ge.65).and.(v.le. 90)) v2=v-55
if ((v.ge.97).and.(v.le.122)) v2=v-61
if (v2.ge.r1) then
write(*,*) 'Character ',v,' invalid for base ',r1
goto 10
else
endif
t=t*r1+v2
100 continue

40 b=' '
c=20
200 if (t.eq.0) goto 300
v2=t-aint(t/r2)*r2
t=(t-v2)/r2
if (v2.le.9) v=v2+48
if ((v2.ge.10).and.(v2.le.35)) v=v2+55
if (v2.ge.36) v=v2+61
b(c:c)=char(v)
c = c-1
00
```

```
300 write(*,*) 'The answer is: ',b(c:20)
goto 10

999 end
---snip here--------------snip here---------------snip here-----------

--
-------------------------------------------------------------------------
norway@interlog.com David Snowdon (VA3DKS) Toronto, Ontario, CANADA
```

753. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980227190238809 56@zetnet.co.uk>
Source record: 5217

> > You dont - see my other post about Atari's lack of support for this. However,
> > STOS is aware of Falcon resolutions, and correctly handles these. Otherwise,
>
> It's been quite a while (many years in fact) ago that Atari officially
> announced that XBios is not to be used anymore for Video related things.

True, but you really cannot expect (timing dependent) games to be written in
resolution independent video modes.

> Since then at least, switching video modes via Setscreen, or inquiring
> video modes and screen addresses by XBios means is a no-no, i.e. to be

Yes, I agree that Atari said to do, but they didn't really give much choice!

> It can all be done in a 100 % portable way by using VDI, so it's that
> what is pretty much a must for portable programming. Pity that so many
> people here have a personal dislike for it, especially as it's really
> powerful.

So powerful you cannot even request that the machine changes video mode.
If a machine supports 16-bit graphics, shouldn't a game be able to request
that the machine use that mode?

> >> Do you think that Setscreen will work with ISA/PCI graphic cards?
> >
> > No, but what alternative is there? None. If a standard existed, there would
> > be not problem, but there IS NOT a standard way of handling it.
>
> Of course there is a standard : VDI !

It cannot change resolution though, which is what I was talking about.

> Newer NVDI even support switching
> resolution IIRC.

Well, I could find no mention of this in the NVDI 4.1 (english) documentation.
AES 4.x supports a resolution change, however, but this is not useful for this
purpose.

> >> "It is maintained fo backward compatibility with existing ST programs only.
> >
> > Yea, so it should WORK AS DEFINED FOR THE ST.
>
> The problem is it CAN'T.

If the machine can display ST Low, then it should be able to use setscreen
to change into it. If it doesn't, then the program wont work, as it clearly
requires ST compatible resolutions, but that isn't the programs support - if

the machine cannot do what an ST can do, users should EXPECT games designed
for the ST not to work.

> There are so many technological reasons why it
> must fail. With graphics hardware that does not support 320x200, there is
> no way a Setscreen could switch it to that. With graphics hardware that

Correct, but then people shouldn't complain that a game that was principally
designed for the ST doesn't work if your machine doesn't provide an ST
compatible video mode.

> keeps the screen buffer on the card and not main memory, there IS NO WAY
> one could access it by inquiring an address from Physbase.

Why not? you can write to video memory on the PC, so Physbase could easily
just return the address that the video ram is mapped to. Of course, moving
the physbase could be problematical.

> BTW You refuse to read :
>
> >> "It is maintained fo backward compatibility with existing ST programs only.
>
> This means : You must not use it anymore ! Even if you think with the program
> you're writing ST resolutions are enough. It means you cannot rely on

True, but then, STOS is an existing ST program...

> > WORK AS DEFINED FOR THE ST.
>
> It means if it fails for some old program than it's bad luck for the program,
> but then it's the program that's to be considered broken. That is what "back-
> ward compatibility" really means.

Well its not compatible if its not supported... surely you aren't saying that
its ok to drop OS calls as and when you want to, and still call it compatible?

If, say, Super()/Supexec() was removed from user programs (as has been
suggested!) under a multiuser environment, would you still call it TOS
compatible, even though many (most) programs would no longer work?

> > Yea, and prey tell, how does the VDI change in to ST-low then?
>
> If the hardware does not support ST-Low, you cannot switch to ST-Low. Period.

And if it does? How do I tell the VDI to change into ST low on an ST in medium
res? How do I do it on a Falcon [ignoring the hack in Vsetscreen, as you say
I shouldn't use this]? How do I tell the VDI to change into ST Low on a TT?

All of these machines support ST-Low, but the VDI cannot change into
it - either
telling the user to change into that mode or using the xbios or directly
accessing the hardware are the only options. Telling the user to change mode
has already been complained about in this thread (I think it was Magnus).

> So you'd better make your software deal with a variety of resolutions.

Why? this adds an extra variable to a game which can make it play incorrectly.
Next you'll be telling me that all games should make use of dithering in
mono.

> >> There is no working Setscreen call on the newer machines. All you can
> >> interrogate are VDI functions. (current resolution & color depth)
> >
> > Wrong - Falcon has Vsetscreen, and Vsetmode.
>
> No it's true. Or do you consider the Falcon a newer machine ?

I consider it significantly newer than the ST, and it was definately after
the TT, which is where the quote was taken from.

Anthony

754. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980227194048809 56@zetnet.co.uk>
Source record: 5218

rand@cd.chalmers.se (Johan Klockars) writes these words:
> In article <6crq32kts4@news.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
> >Anthony Jacques wrote:
> >> Well, in my experience, the VDI simply isn't quick enough. The routines that
> >> Tony uses are optimised specifically for the video mode, and do not have
> >> to be general purpose etc.
> >>
> >> I admit that I have not profiled the VDI, but you cannot tell me that the
>
> I've written a VDI profiler that does very accurate timing. If anyone
> wants to try it out, let me know.

Interesting. Until I've profiled the TML routines there isn't much to
compare it against (except for NVDI/fVDI/VDI which I guess you already
have done :)

> >> nice generic routines in the VDI are going to be anywhere near as fast.
> >> Particularly if you use Atari's VDI, rather than NVDI (plain standard ST,
>
> I don't know about Atari's VDI, but NVDI and fVDI have lots of very
> specialized routines. It shouldn't be possible to speed up the actual
> drawing operations very much for common operations.

I would guess this is one of the reasons why NVDI is faster than Ataris?

> >Ataris VDI will be way to slow. Now when Johan in working on the next
> >generation
> >VDI called fVDI, why not put in some optimized routines for games? So to
>
> Yes, why not?

Sounds a good idea to me.

> (By the way, the first public version of fVDI will very likely be released
> this week. Most of the information about it is already on my WWW pages.)

Excelent news. :-)

> The problem with NVDI/fVDI for games is not that they have slow drawing
> routines (they don't, in general), but that there's such a lot of overhead
> to deal with. That doesn't matter when you're scrolling an entire screen,
> but for 16x16 sprites it makes a _lot_ of difference. The current VDIs

Yea, and if the whole screen is made of a tile of 16x16 sprites, with many
further sprites plotted on top, the setup time could become pretty big...

> If you people could stop fighting and instead do some constructive thinking
> on this subject, I'm open to ideas for implementation in fVDI.

Good :)

> For example:
> - Reduced bitplane drawing
> - Masked blitting
> - Multiple blits

For anyone who doesn't know, all of these optimisations are used in The
Missing Link (STOS extension).

> Comments or suggestions, anyone?

Adding the above to the VDI would be nice. I would guess that blits are
also written in such a way that they run faster when word-aligned?

A way for a program to request a different video mode would be a big bonus.
something like v_requestmode(short xres, short yres, short planes). The
call could return the "closest match" to the requested resolution, and allow
the program to reject the mode if it is not good (or close) enough.

I guess this would need to be a "full-screen" mode, or whatever, so some
method of preventing other processes to write to the screen would be
necessary.

I'm sure there are a number of other things, but I cannot think of any
right now.

> Since I don't program games myself, I won't attempt to create a useful

Well, appart from the odd bit of Bad Mood. :)

> VDI extension for it. If something can be agreed on, though, I'll
> definitely help implement it in fVDI.

> If we're going to have any games at all for the TOS/MiNT/Fenix/MagiC/Dolmen
> platform in the future, we _have_ to make it possible to write them using
> a standard graphics interface.

I agree, we need a standard that is capable of supporting these things...

> >make
> >it work on any TOS box you just install fVDI and the correct driver and
> >off you go.
>
> Now, wouldn't that be nice? :-)

Yea, it would. :)

> >Maybe an extension to fVDI and why not OpenGL support with the help of
> >Doug. :-)
>
> Actually, 3D APIs were discussed a little at the beginning of the fVDI
> design phase. It's not in the current plan, though.

Hehehe... now that would be cool (as would fVDI with all the things you
have planned).

> >> If you read his post above, even Magnus doesn't believe games like Tonys
> >> are possible on a plain ST.
> >
> >Well a 8-way scrolling game is a bit much.... but still with a fast
>
> If hardware scrolling isn't used there's nothing that says it wouldn't be

Yea, Tony doesn't use this, as only a few extensions (mine included) support
this in the sprite routines.

> as fast in a window. It's the same memory, you can force the window to
> be word aligned and you could simply stop the game temporarily if its
> window gets overlapped by another. Naturally, you'd have to allow the
> game to change the palette colours when its window is on top, but there
> are ordinary GEM programs that do that already.

But I wonder what putting an event_multi() loop into a game would do...

> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
> ;-)

Yea, plenty on my 1152x864x16-bit with 17" display. :)

When using my Falcon I have a slightl lower res than yours though (~900x608).

Anthony

755. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980227195756809 56@zetnet.co.uk>
Source record: 5219

> >>> Maybe I should fix it then? This one is _realy_ easy to fix. Would
> >>> take me 5 minutes if I did it.
> >>
> >>Yea, but this is an EXCELENT example of why its stupid to try and
> >>write a game that is specifically designed for another machine. Magnus
> >
> Writing a game "that is specifically designed for" a machine is precisely

Well, a 256+ colour game is certainly not AT ALL designed for Tonys
development machine, which is what you were advocating.

Writing a 16-colour game that will run in any resolution with a big enough
colour-depth is one thing, writing a 256 colour game on a machine with only
16 colours is something completely different. That certainly is not a
portability issue.

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------

756. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980227195253809 56@zetnet.co.uk>
Source record: 5220

Magnus wrote:
> Well I think someone missed something here. I did never say that ALL
> games should be made to run in GEM, but many could and it would solve alot of
> problems and make some of them even nicer to run. Not to mention that
> a few people havn't access to ST-Low. We are not just talking about
> Tony's games, we are talking globaly. :-)

a quote from Peter (I'm sure I'll be accused of taking this out of
context, but...)

8<- - - - -

BTW You refuse to read :

>> "It is maintained fo backward compatibility with existing ST programs only.

This means : You must not use it anymore ! Even if you think with the program
you're writing ST resolutions are enough. It means you cannot rely on

8<- - - - -

Maybe I'm misunderstanding this, but to me it is pretty clear that Peter
thinks that *all* new programs should be written using the VDI (part of
GEM).

I agree with Magnus' above paragraph that some games would be enhanced
by the VDI (after all, I do have high-rez output), but I dont agree that
all programs should - particularly those developed on a lowly Ste with no
hard-disk and only a single 720k DD, where the intended majority of users
are ST users, and the games themselves are pushing the limits of the ST
hardware.

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

757. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980227200324809 56@zetnet.co.uk>
Source record: 5221

Magnus wrote:
> Anthony Jacques wrote:
> > > Well, I'm only suing some routines I got from Anthony. Nothing fancy at
> > > all. :-)
> > >
> > Hehehe... definately not. :)
> >
> But they work! :-)

Yea :)

> > You have to be careful with that one... it is the same on the ST, and
> > other machines, but IIRC, there is other stuff in that register (like
> > the Falcon's IDE on/off switch, and summat for the TT), so be sure that
> > you only change the correct bit.
> > >
> > Who knows what it'd do on a Hades/whatever...
> >
> Well, I removed it if it doesn't detect a Falcon (you can disable it in
> the settings dialog to try and see what happens on a ST/TT/Hades). I must

Probably a good idea.

> say that the code was very strange in a few parts and I wonder what I was up
> to.

hehehe... I know the feeling. :)

> Also, it looks like there migh be a problem when I'm trying to open the
> game window. Will a ST crash if have added the "SMALLER" button or will it
> only give a error message? On TOS 4.04 it's just ignored. There might be some

Its ignored on TOS 1.00. I haven't specifically tested this on any other
TOS version (well, except for TOS 4.92, in which you will get the SMALLER,
but it works differently so you will screw things up as you will not get any
WM_ICONIFY messages).

> other AES stuff which might clash with something.

Yea, maybe some Magic stuff. :)

Anthony
--
--+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.

http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

758. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f70f89.51147676@news.demon.co.uk>
Source record: 5222

On Fri, 27 Feb 1998 17:06:58 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Anthony Jacques wrote:
>
>> > Well, I'm only suing some routines I got from Anthony. Nothing fancy at
>> > all. :-)
>>
>> Hehehe... definately not. :)
>
>But they work! :-)
>
>> > BTW. Will these routines work on a STe as well?
>>
>> Well, if its the code I think you are talking about (soundcmd(), devconnect()
>> etc) then no, its Falcon only stuff.
>
>Yup. I figured it out by looking in the Commpendium.
>
>> > which may cause problems. I turn off the keyclicks and as there are
>> > no OS calls for making this I have to write directly to a register. Will
>> > this work on a ST as well or have they changed it? Maybe I have to
>> > remove that as well....
>>
>> You have to be careful with that one... it is the same on the ST, and
>> other machines, but IIRC, there is other stuff in that register (like
>> the Falcon's IDE on/off switch, and summat for the TT), so be sure that
>> you only change the correct bit.
>>
>> Who knows what it'd do on a Hades/whatever...
>
>Well, I removed it if it doesn't detect a Falcon (you can disable it in
>the
>settings dialog to try and see what happens on a ST/TT/Hades). I must
>say
>that the code was very strange in a few parts and I wonder what I was up
>to.
>
>Also, it looks like there migh be a problem when I'm trying to open the
>game
>window. Will a ST crash if have added the "SMALLER" button or will it
>only
>give a error message? On TOS 4.04 it's just ignored.

Same on older Tos's. You can be fairly certain when setting these extra attributes (ie OBJECT trees also) that older Gem's will ignore attributes it does not know about. It was designed like that so future versions could add extra features.

>There might be some other AES stuff which might clash with something.

The only major problem I've ever had was in using bits 10 and 11 of OBJECT.ob_flags for Pug's CHECKABLE, OUTLINEABLE and CROSSABLE attributes. This was before I got online and the docs I had then said they were reserved for the programmer. Unknown to me Atari went and used them, and as anyone whose tried to hack one of my resource files will know, when they set BACKGROUND OR ACTIVATOR on an object, they are also telling Pug to draw a check mark when the object was activated. ;-|

As I was certain these flags would never need to change they got hard coded into Pug all over the place (70+ source files involved). Needless to say, it is only with Pug version 0.9 that this has been fixed for sure. Now I can finally make 16 colour programs by golly!!

So the moral of the story is, assume it might change 'cos it darn well will if you don't cater for it!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

759. Re: Software needed for Review.

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Bernd_Mueller@du3.ohse.de
Message-ID: <199802272356.a52924@du3.maus.de>
Source record: 5223

Hey,

look at ftp.uni-erlangen.de! There should be a german review.

bye
/ Bernd /

/\ /-------------\ /\
/ \=^=^=^=^=^=^=^=^=^=/ Bernd Mueller \=^=^=^=^=^=^=^=^=^=/ \
/ \ http://www.geocities.com/SiliconValley/Horizon/8196 / \
/ \ for mails >16 Kb use Bernd_Mueller@bbs.vobis.de / \
/ Mega ST # Pak 68030 # Linux #### P75 # AMD K6 Overdrive # Linux \
/===\

760. Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <5da_9802280018@conchbbs.com>
Source record: 5224

```
g > To obtain the correct result you need to write ... (-1)[cp]

I stand corrected. I still prefer *(cp-1) unless cp really is an
array (in which case you shouldn't be trying to access the [-1]
entry).

BTW, one of my favorite tricks is to use pointer arrays to access 2
(or more) dimensional arrays:

double a[6][8],*pa[8];
for(i=0; i<8; i++) pa[i] = a[i];

Accessing pa[i][j] is faster than a[i][j] and can be passed as an
argument using variable dimensions.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

761. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Andrew Gower <acg29@cam.ac.uk>
Message-ID: <34F67179.51E9C0F4@cam.ac.uk>
Source record: 5344

Peter Rottengatter wrote:

> In article <350e03ca.9298860@news.zetnet.co.uk>,
> paxton@zetnet.co.uk (Tony Greenwood) writes:
>
> > Thats the problem with you two.. you keep talking about things that
> > dont exist :))
>
> The problem with you is your rantings. And your almost religious belief
> that VDI is no good.

Before I start I have to admit that I know next to nothing about falcon programming, However I know next to everything about ST programming, so that's what I'm going to talk about. :-)

I don't know what VDI is like on the falcon, but I can tell you that on the ST it complete and utter rubbish for writing games, it wasn't designed to be used for that sort of thing. There is absolutely NO-WAY you are going to write even a have a descent arcade game for the ST using VDI. I find it hard to believe it's much better on the falcon. OK, so the falcon is fast enough to make up for it, but you're just wasting huge amounts of power. You might be able to do a centipede or asteroids game in VDI, but that's hardly the limit of the falcons abilities. You might as well say. "Just about every computer has a spectrum emulator, so if everyone writes their games for the spectrum, everyone will be able to play them! no problems!".

So stop talking rubbish. If you REALLY want tony to write games that will run on your machines, re-write the missing-link so that all the graphics commands take IDENTICAL inputs, except work for 256 colour screens instead. Then there would be decent standard that people wanting to write cross-platform games could use. There is no-way you can expect other people who don't own falcons to write these routine for you, it just wouldn't be possible, but if you wrote them, and you wrote them well. Anyone could write a falcon enhanced game wihout needing a falcon.

Finally can you PLEASE stop moaning that you can't run ST games on your machine. If you've gone and upgraded it so much that it's no longer backwards comptible I'm not suprised! If you can't run Tony's games then I'll bet you can't run 99.99% of other ST games either. Again there is a solution.... If you could actually be bothered to do any programming, it wouldn't be that difficult to patch the operating system so that when it receives a request for a mode your computer can no longer do, it just emulates it instead.

Oh, and don't anyone think about the usual trick of accusing me of reading between the lines, or answering a question that isn't there. I've been

reading this newsgroup for ages now, (watching a really good games programmer, try to explain to 2 non-games programmers the problems with VDI or writing for a computer you don't have, for some bizzare reason under the subject heading C compiler??????). If i've misunderstood anyone's meaning then I strongly suggest you practice expressing yourselves a LOT more clearly, because that's certainly the way it comes across.

Andrew

>
>
> Cheers Peter
> --
> ---
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/~perot
> ---

762. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6d61pa$7q0$1@nyheter.chalmers.se>
Source record: 5345

In article <6crq32kts4@news.emw.ericsson.se>,
Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
>Anthony Jacques wrote:
...
>> > I can't even understand why anyone could think that such a game cannot be
>> > done under GEM. Could someone explain why everyone believes this? I would
>>
>> Well, in my experience, the VDI simply isn't quick enough. The routines that
>> Tony uses are optimised specifically for the video mode, and do not have
>> to be general purpose etc.
>>
>> I admit that I have not profiled the VDI, but you cannot tell me that the

I've written a VDI profiler that does very accurate timing. If anyone
wants to try it out, let me know.

>> nice generic routines in the VDI are going to be anywhere near as fast.
>> Particularly if you use Atari's VDI, rather than NVDI (plain standard ST,

I don't know about Atari's VDI, but NVDI and fVDI have lots of very
specialized routines. It shouldn't be possible to speed up the actual
drawing operations very much for common operations.

>Ataris VDI will be way to slow. Now when Johan in working on the next
>generation
>VDI called fVDI, why not put in some optimized routines for games? So to

Yes, why not?
(By the way, the first public version of fVDI will very likely be released
this week. Most of the information about it is already on my WWW pages.)

The problem with NVDI/fVDI for games is not that they have slow drawing
routines (they don't, in general), but that there's such a lot of overhead
to deal with. That doesn't matter when you're scrolling an entire screen,
but for 16x16 sprites it makes a _lot_ of difference. The current VDIs
also lack some features that are useful for games, such as single pass
masked blitting.

If you people could stop fighting and instead do some constructive thinking
on this subject, I'm open to ideas for implementation in fVDI.
For example:
- Reduced bitplane drawing
Forcing the VDI to draw in only four bitplanes on eight bit hardware,
for example. This has always been planned for fVDI (mostly to speed up
things like editors, which usually work fine with just black and white).
- Masked blitting

With the current VDI you have to do a masking pass on the destination
before you can blit the real graphics, if its not a rectangle (the
blitter has this same limitation in hardware).
This _will_ be in fVDI no matter what (will speed up icon drawing for
desktops that are aware of the functionality).
- Multiple blits
This would be the way to get around the overhead I mentioned. Instead
of using the VDI once for every single blit you would create some kind
of table with the necessary information and then tell the VDI to do it
all at once. I see no reason why this wouldn't be very nearly as fast
as any specialized library.

Comments or suggestions, anyone?
Since I don't program games myself, I won't attempt to create a useful
VDI extension for it. If something can be agreed on, though, I'll
definitely help implement it in fVDI.

If we're going to have any games at all for the TOS/MiNT/Fenix/MagiC/Dolmen
platform in the future, we _have_ to make it possible to write them using
a standard graphics interface.

>make
>it work on any TOS box you just install fVDI and the correct driver and
>off you go.

Now, wouldn't that be nice? :-)

>Should be possible to make some speedy routines in there especially for
>games.

See above.

>Maybe an extension to fVDI and why not OpenGL support with the help of
>Doug. :-)

Actually, 3D APIs were discussed a little at the beginning of the fVDI
design phase. It's not in the current plan, though.

>> If you read his post above, even Magnus doesn't believe games like Tonys
>> are possible on a plain ST.
>
>Well a 8-way scrolling game is a bit much.... but still with a fast

If hardware scrolling isn't used there's nothing that says it wouldn't be
as fast in a window. It's the same memory, you can force the window to
be word aligned and you could simply stop the game temporarily if its
window gets overlapped by another. Naturally, you'd have to allow the
game to change the palette colours when its window is on top, but there
are ordinary GEM programs that do that already.

On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

763. Looking for source code converter

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-27 00:00:00 UTC
From: Mike <mike@NOSPAM.heliovisionsproductions.fr>
Message-ID: <OBL7fB3Q9GA.184@upnetnews04>
Source record: 5346

```
-----------------------------------------------
Please, reply to ( mpointie@hol.fr )
-----------------------------------------------

Do you know if it is possible to find converter programs that can translate
680x0 source codes in C.
(Or better, than can translate 68000 source code in 6502)
Of course, I know that such a program will generate crappy code...
My objective is just to have something I can recompile, and that I will
optimise after.
If I cannot find, I will have to do it myself :(
This converter wouldn't have to handle self-modifying code. The syntax used
in assembler can be adapted by me, it's not really a trouble.
It should be able to locate and handle correctly CODE / DATA / BSS sections.

Thanks.
If you want to reply me, please send a copy directly to my following email:

~~~~~~~~~~~~~~~~~ Dbug's HomePage ~~~~~~~~~~~~~~~~~
Mike ( mpointie@hol.fr ) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!
```

764. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bd43fe$e8585860$d2aefcc1@p-d-mou>
Source record: 5225

> > How would you switch from 1024 x 768 x 24 bit true color at 80 Hz to
> > 320 x 200 x 16 at 50 Hz and back (!!!) via Setscreen?
> > Do you think that Setscreen will work with ISA/PCI graphic cards?

Dolmen o/s Xbios layer includes video mode
selection that accepts x,y and bit depth as a
parameter and functions to handle hardware
scrolling and virtual screens, runs on the
Falcon (with or without accelerating boards
extended resolution) and is also provided
for backward compatibility as a standalone
Auto folder program called "CentScreen 3.0"
it will handle correctly resolution switches
on video cards too....
developer information can be obtained by
requesting it by e-mail !

anyway SetScreen is not so bad when you
know how to use it...

bye,
DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.graphity.fr/centek/

765. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bd43ff$ac9c7c60$d2aefcc1@p-d-mou>
Source record: 5226

> > > the Falcon's IDE on/off switch

according to hardware specs,
this is not a On/Off switch but a RESET
switch, when it's low the drive(s) spin
down ,that's because people believe
it's a on/off switch,but don't keep it
low too long because it's not a normal
status for the drive and it may not
like it very much .....
there are Ide commands to spin down
in a cleaner way !

bye,
DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.graphity.fr/centek/

766. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6d91e7flo1@nyheter.chalmers.se>
Source record: 5227

In article <19980227194048809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> wrote:
> rand@cd.chalmers.se (Johan Klockars) writes these words:
>> In article <6crq32kts4@news.emw.ericsson.se>,
>> Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se> wrote:
>> >Anthony Jacques wrote:
...
>> I've written a VDI profiler that does very accurate timing. If anyone
>> wants to try it out, let me know.
>
>Interesting. Until I've profiled the TML routines there isn't much to

My profiler is mostly intended to examine the VDI in normal operation,
but the actual timing code could be used for other things as well. The
accuracy is somewhere around 1/30000s (I'm reading the timer registers
themselves as well as counting interrupts), which is enough to make even
the very fastest VDI routines (like line colour setting) register on my
AB040 (but it's down to one 'click' per call in that case).

>compare it against (except for NVDI/fVDI/VDI which I guess you already
>have done :)

So far the program has mainly been used to test the general VDI usage.
There is no reasonable VDI performance test program yet, that I know of.

>> I don't know about Atari's VDI, but NVDI and fVDI have lots of very
>> specialized routines. It shouldn't be possible to speed up the actual
>> drawing operations very much for common operations.
>
>I would guess this is one of the reasons why NVDI is faster than Ataris?

Yes, of course.

>> The problem with NVDI/fVDI for games is not that they have slow drawing
>> routines (they don't, in general), but that there's such a lot of overhead
>> to deal with. That doesn't matter when you're scrolling an entire screen,
>> but for 16x16 sprites it makes a _lot_ of difference. The current VDIs
>
>Yea, and if the whole screen is made of a tile of 16x16 sprites, with many
>further sprites plotted on top, the setup time could become pretty big...

It sure would.

>> For example:
>> - Reduced bitplane drawing
>> - Masked blitting
>> - Multiple blits

>
>For anyone who doesn't know, all of these optimisations are used in The
>Missing Link (STOS extension).

I would imagine so. ;-)

Any chance of some cooperation? I haven't written much of the low level
code beyond monochrome yet.

>Adding the above to the VDI would be nice. I would guess that blits are
>also written in such a way that they run faster when word-aligned?

I'm sure NVDI does that, but fVDI doesn't worry much about sub-'040
processors at this time (a shift or two takes no time compared to the
actual screen accesses with an AB040). There were quite enough versions of
the blitter code to write, anyway, just to make things _work_. I believe
that the monochrome blitter source (which should handle all the vro_cpyfm
operations) is more than 30kbyte assembly as it is.

>A way for a program to request a different video mode would be a big bonus.
>something like v_requestmode(short xres, short yres, short planes). The
>call could return the "closest match" to the requested resolution, and allow
>the program to reject the mode if it is not good (or close) enough.

Yes, something like that is needed.

>I guess this would need to be a "full-screen" mode, or whatever, so some
>method of preventing other processes to write to the screen would be
>necessary.

How about: wind_update(BEG_UPDATE) ;-)

That works just fine under MultiTOS etc.

Anyway, I think there should be a way to get at a private screen, since
games often need double buffering. The actual drawing operations in fVDI
already rely on the VDI handle (which is actually an index into a table
of pointers to VDI structures) for all information about where to draw.
Implementing things like off-screen bitmaps would be very simple.

In combination with the Fenix AES, fVDI is supposed to be able to deal
with switchable 'screens' in different sizes and with different colour
depths.

>Hehehe... now that would be cool (as would fVDI with all the things you
>have planned).

So, you've visited the WWW pages?
There are indeed quite a few nice ideas there, but if I don't get any
help with the programming...

>> as fast in a window. It's the same memory, you can force the window to
>> be word aligned and you could simply stop the game temporarily if its
>> window gets overlapped by another. Naturally, you'd have to allow the
>> game to change the palette colours when its window is on top, but there

>> are ordinary GEM programs that do that already.
>
>But I wonder what putting an event_multi() loop into a game would do...

As long as you use an AES that can return immediately when there are no
messages to process, there shouldn't be a problem (I wouldn't expect an
action game to run in a non-topped window). Some new mechanism to get at
keyboard/joystick/mouse input might be needed, though.
Perhaps we should take a look at DirectX?

Also, fDI is fully reentrant (and will later on be callable without using
TRAPs), so you can call it from an interrupt if you need to.

>> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
>> ;-)
>
>Yea, plenty on my 1152x864x16-bit with 17" display. :)

I'm using that on a 15" monitor on my PC, but I've got good eyes. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

767. Programming extensions for STOS query

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: Arfa <arfa@clara.net>
Message-ID: <6d9ctv$i81$1@eros.clara.net>
Source record: 5228

Hi

I'm writing an extension for STOS, but I can't find a way to get the commands in the compiler extension to talk to each other. I know it's possible because the Control Extension does it - there is a command which sets the screen size, and one that sets the cliping area: the rest of the screen commands use the variables set up by these two commands. I am after something similar...

Any ideas? All the docs I've got on extension writing say it's impossible.

Actually, an even better idea would be to use the commands to set up the screen from the Control extension. This would mean that you'd need Control to run my extension but it would save on an extra two clip commands, and everyone has Control anyway don't they?

Cheers,

James Arthur
jaa@arfa.clara.net

PS A beta of my extension will be available at my website at http://home.clara.net/arfa/stos from a few weeks time, and I am always on the lookout for new ideas so any suggestions would be appreciated.

768. Test Subject

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: Christian Andersson <faltrion@alfaskop.net>
Message-ID: <FN_34f86b8a_faltrion@news.alfaskop.net>
Source record: 5229

Hi all!

I was wonderingif someone here might be able to help me.

I need to have a function that returns a random value, and a function that initiates the randomizer.

I know that the system provides this to me, but I need one that is system-independent.

So can anyone help me with these functions?

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@bigfoot.com WWW: http://faltrion.home.ml.org
IRC : faltrion @ #Atari
Current Projects:
- FireNews: News-reader for STIK/STiNG/GlueSTiK
- Babel: News-Fetcher/Sender/Maintainer
- FireCall: Caller ID utility
- S.O.S (to be revealed in a couple of years :)

769. Re: Programming extensions for STOS query

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980228182357809 56@zetnet.co.uk>
Source record: 5230

```
Hi

> I'm writing an extension for STOS,

Welcome to the club. :)

BTW, do you know about the STOS mailing list?

> but I can't find a way to get the
> commands in the compiler extension to talk to each other. I know it's

You mean a common data area? Its a bit wierd at first, but once you've
sorted it out its not too bad.

> possible because the Control Extension does it - there is a command which
> sets the screen size, and one that sets the cliping area: the rest of the
> screen commands use the variables set up by these two commands. I am after
> something similar...

Right, after the "parameter lists", you have the Cold-Start routine, which
is called on start-up. well, simply use something like this...

* jump to the real COLDSTART routine
DATA bra COLDST

* here is our data area. Put as much as you like in here (although with older
* versions of the compiler there is an accidental limit...)
* note that adding stuff here expands the size of the binary...
planes dc.w 4
xres dc.w 320
yres dc.w 200

* The REAL initialisation code

COLDST lea END(pc),a2
rts

All sounds easy, so far, yes? well, here comes the slightly odd bit... At the
top of any instruction wishing to access this data area, use the following
code:

* set video(xres, yres, planes)
LIB1 dc.w 0 ; no external calls used...

move.l $92c(a5),a3 ; $92c is a predefined offset
move.l 0(a3,d1.w),a3 ; do not corrupt d1 before doing this
; and make sure you dont corrupt a3 after this!
```

```
move.l (a6)+,d2 ; get the parameters from STOS
move.l (a6)+,d1
move.l (a6)+,d0

move.w d0,xres-DATA(a3) ; move data into the global area
move.w d1,yres-DATA(a3) ; I think you can work out how to
move.w d2,planes-DATA(a3) ; get the data back out again.

rts ; drop back out...

Thats all you have to do...

There is another way to do it by manipulating a0 in the coldstart routine,
but personally I dont like this method - its only really suitable if you
want a chunk of memory, rather for global variables. Shout if you want
details of this...

> Any ideas? All the docs I've got on extension writing say it's impossible.

The Games Makers Manual description for how to do this is really poor, but
it does mention it... ISTR that there is an example of this in my "skeleton"
extension on my WWW pages.

> Actually, an even better idea would be to use the commands to set up the
> screen from the Control extension. This would mean that you'd need Control

This is something I haven't worked out. I'm sure it must be possible, but
I haven't worked out how to share common data between extensions (appart
from providing specific STOS commands such as:-

a=data_area_extn_1 : set_data_area_extn_2(a)

which would require that you get Les to update Control, and tell you about
his data formats... which isn't going to happen (I haven't heard from Les
for quite a while).

Actually, you could maybe do it using "internal library" instructions, but
there is very little documentation on this (and looking at disassembled
versions of various extensions, I am not aware of anyone who has implemented
these...)

I believe this is the reason why TML requires that you pass so many parameters
- I dont think TopNotch worked out how to share data between the 3 separate
extensions...

> to run my extension but it would save on an extra two clip commands, and
> everyone has Control anyway don't they?

No, I dont use the Control (although I have it... a pre-release beta).

> PS A beta of my extension will be available at my website at
> http://home.clara.net/arfa/stos from a few weeks time, and I am always on
> the lookout for new ideas so any suggestions would be appreciated.

I'll take a look at your pages to find out what you've already thought of.
```

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

770. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980228190453809 56@zetnet.co.uk>
Source record: 5231

> themselves as well as counting interrupts), which is enough to make even
> the very fastest VDI routines (like line colour setting) register on my
> AB040 (but it's down to one 'click' per call in that case).

Pretty impressive. :-)

> >compare it against (except for NVDI/fVDI/VDI which I guess you already
> >have done :)
>
> So far the program has mainly been used to test the general VDI usage.
> There is no reasonable VDI performance test program yet, that I know of.

'tis a shame...

> Any chance of some cooperation? I haven't written much of the low level
> code beyond monochrome yet.

Well I have some rather braindead 8/16bpp mode stuff, although I'm sure its
nothing you couldn't work out. I have quite a fast setpixel() routine that
that works in most planar modes (2->8).

I've (sort of) got access to the TML 4bpp modes, but theses are all hard
coded for 320x200, and are not too easy to understand (and appart from
putpixel/setpixel, and various copy ops, it doesn't have any non-sprite
based graphics routines)

As for time, if I'm going to get this BadC stuff working, I cannot really
write much code for fVDI...

> >Adding the above to the VDI would be nice. I would guess that blits are
> >also written in such a way that they run faster when word-aligned?
>
> I'm sure NVDI does that, but fVDI doesn't worry much about sub-'040
> processors at this time (a shift or two takes no time compared to the
> actual screen accesses with an AB040). There were quite enough versions of

Yea... same on a normal Falcon, I would guess... but it will definately
be needed for the ST.

> the blitter code to write, anyway, just to make things _work_. I believe
> that the monochrome blitter source (which should handle all the vro_cpyfm
> operations) is more than 30kbyte assembly as it is.

hmm... yea, pretty big...

> >I guess this would need to be a "full-screen" mode, or whatever, so some
> >method of preventing other processes to write to the screen would be
> >necessary.

>
> How about: wind_update(BEG_UPDATE) ;-)

well yea, there is that. :-)

> That works just fine under MultiTOS etc.

Hehehe. Why do I always forget about that call? I was actually thinking
about the proposed singletasking mode, but this is definately nicer. :)

> Anyway, I think there should be a way to get at a private screen, since
> games often need double buffering. The actual drawing operations in fVDI

Yea.

> Implementing things like off-screen bitmaps would be very simple.

Good. :)

> In combination with the Fenix AES, fVDI is supposed to be able to deal
> with switchable 'screens' in different sizes and with different colour
> depths.

Yea, I remember that... Any idea how fAES is going? I dont suppose you've
heard anything from Sven about the kernel have you?

> >Hehehe... now that would be cool (as would fVDI with all the things you
> >have planned).
>
> So, you've visited the WWW pages?

Yup, I certainly have. And I also have your Fenix VDI Plan from way back.

> There are indeed quite a few nice ideas there, but if I don't get any
> help with the programming...

Yea.... if I can make some time, I'll mail you...

> >But I wonder what putting an event_multi() loop into a game would do...
>
> As long as you use an AES that can return immediately when there are no
> messages to process, there shouldn't be a problem (I wouldn't expect an

I guess thats Magic, N.AES, oAESis, XaAES, and maybe AES 4.1?

> action game to run in a non-topped window). Some new mechanism to get at
> keyboard/joystick/mouse input might be needed, though.

Yea...

> Perhaps we should take a look at DirectX?

Perhaps. I haven't actually looked that the API myself, but I have heard
a lot of critism of the 3D api for ease of use, so I wouldn't bet on any
of it being any different...

> Also, fDI is fully reentrant (and will later on be callable without using
> TRAPs), so you can call it from an interrupt if you need to.

Excelent.

> >Yea, plenty on my 1152x864x16-bit with 17" display. :)
>
> I'm using that on a 15" monitor on my PC, but I've got good eyes. ;-)

Hehehe not like me then. :)

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

771. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f86e1a.406174@news.demon.co.uk>
Source record: 5232

```
>> other AES stuff which might clash with something.
>
>Yea, maybe some Magic stuff. :)

Bit of trivia ... ;-)

Iconification or lack thereof under MagiC would not cause any problems
but the gadget to send the window into the background might. This is
because MagiC handles it automatically unless your application
specifically takes over control of it. In effect, a game which thinks
it is running in the foreground might suddenly find itself covered by
other windows and be oblivious to the fact.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

772. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34f96eee.618289@news.demon.co.uk>
Source record: 5233

On Fri, 27 Feb 1998 11:47:10 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! rand@cd.chalmers.se (Johan Klockars) wasn't it 27 Feb 1998
>09:42:02 GMT that you wrote:
>
>
>>If you people could stop fighting and instead do some constructive thinking
>
> we are not fighting, we are having a heated debate :)

Damn. I missed Mrs Merton this week!

>>>make
>>>it work on any TOS box you just install fVDI and the correct driver and
>>>off you go.
>>
>>Now, wouldn't that be nice? :-)
>
> Sounds nice......
>
>>>> If you read his post above, even Magnus doesn't believe games like Tonys
>>>> are possible on a plain ST.
>>>
>>>Well a 8-way scrolling game is a bit much.... but still with a fast
>>
>>If hardware scrolling isn't used there's nothing that says it wouldn't be
>
> I never use hardware scrolling as my games work on one meg FM's as
>well,

Changing the subject away from compatibility for a moment (I think I'm
allowed, I started this thread <g>), why do you not use hardware
scrolling? It's the same on ST and ST(e) isn't it? And for all I know
the Falcon low-rez might be laid out the same anyway?

PS. I've got bigger bottles this weekend - some might even refer to
them as cans! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

773. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34fb7fa7.4899645@news.demon.co.uk>
Source record: 5234

On Fri, 27 Feb 1998 19:40:48 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

> rand@cd.chalmers.se (Johan Klockars) writes these words:
>> In article <6crq32kts4@news.emw.ericsson.se>,
[snip]
>> If you people could stop fighting and instead do some constructive thinking
>> on this subject, I'm open to ideas for implementation in fVDI.
>
>Good :)

What about emulating ST low with the vdi (or any rez for that matter
but we'll stick with lowrez for now)?

I'll elaborate ...

STOS writes to what it thinks is a low rez screen but this is in fact
a vdi memory block which has been described to the vdi exactly as a
low rez screen is layed out. The vdi then gets the job of translating
this into whatever applies to the screen of the machine in question.
Exactly *what* the machine in question does with this is up to it - it
could blit it to a 320x200 area on the physical screen or do something
more elaborate.

For various reasons we all agree STOS and Gem don't mix so why bother
arguing about it? Why not leave STOS oblivious to the fact and let the
horsepower of the host machine do the donkey work? Let the host
machine run the Gem application. Make this "stos" Gem application
supply STOS with the memory it needs for its screens and make the Gem
application responsible for producing the screen output from those
screens.

Okay, so this is not possible in practice *but* provided there is
enough power in the host machine then it could be if someone were to
write such a Gem application.

Assuming the above, then what I've suggested is the easy part. The
hard part would be for the Gem application to get at information it
requires and to prevent STOS making machine specific calls. This would
require an STOS extention, preferably where STOS only makes info
available to the Gem application, not where STOS has to obtain
information in return.

All in all though, if it could be done, then it would affect STOS (and
its programmers) not a bit (which is important for lower spec machines
like the ST) as they can carry on ignoring Gem but we (Royal 'we',
I've got an STE) get to play all the games we couldn't before!

Heck. It *might* even allow 256 colour sprites without Tony having to
write a line of code for them. All the host machine need do when it
sees a 16 colour sprite is replace it with its 256 colour equivilent!

>> For example:
>> - Reduced bitplane drawing
>> - Masked blitting
>> - Multiple blits
>
>For anyone who doesn't know, all of these optimisations are used in The
>Missing Link (STOS extension).
>
>> Comments or suggestions, anyone?

Yeah, I once made a half-hearted attempt at a mono Tetris type game in
C on my STFM. Nothing came of it (it flickered like hell) except that
the flickering made me realise there was a dire need to write some
offscreen vdi routines. I never went back to the game but I did
complete those routines, and made them so they worked in all three ST
screen modes. I'm certain they run on any screen and 95% certain
they'll run with any colour depth.

I'm willing to post these routines if I can be convinced of the
remaining 5% which would require me cobbling up a test program. Is
someone prepared to prepare a resource file with a 256 colour icon in
it? If so, make it thus ...

WHITE G_BOX as the ROOT
256 colour icon as object index 1
16 colour equivilent or it as object index 2

All I plan to do is draw it with objc_draw() then have my routines
grab it off the screen, invert it offscreen, then dump it back. If the
colour depth is wrong then it'll screw up right?

Such a routine will be short enough to post here for everybody to try.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

774. Test Subject

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <7b1_9802281626@conchbbs.com>
Source record: 5235

I believe the subject is discussed in Sedgewick (Algorithms). If
you don't already have a copy, shame on you!

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

775. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep3A51.Gn@suse.modem.stud.uni-hannover.de>
Source record: 5236

In article <35009ab8.2433511@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

> (I mean they havn't even looked at my software! thats the bit that
> sticks in my throat :( )

How could I ? I had to rearrange all my hardware to connect one of my STs
to my TV set. I do it on some rare occasions, but never had your games
lying around to try. Maybe you should send me a selection of them ? ;-)
So that next time the latter is not the case anymore. Where can I down-
load them ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

776. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep3Av6.J8@suse.modem.stud.uni-hannover.de>
Source record: 5237

In article <34f7e679.1200052@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

> Heartland uses the equivelant of around (ho dear, i cant
> remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll
> area :)
>
>>game he still only have 320x400. I have atleas 800x600 minus menues and
>
> ha!, try sticking 30 320x200 screens together and see what you get :)

Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in y direction. 5 * 6 tiles is 30 tiles, each covering a 320x200 area. That is 5 * 320 in x, gives 1600, while 6 * 200 in y, gives 1200 pixels. In total 1600x1200 is required. That is not really a problem for my Matrox Millennium, even though True-Colour is not possible anymore, I must go back to 65536 colours. But I'd just need to stick a bit more wRAM onto it to have True-Colour in that resolution too. Gives you whole Heartland without scrolling. :-))

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

777. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep34Iq.p9C@suse.modem.stud.uni-hannover.de>
Source record: 5238

In article <19980227200324809560@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> Also, it looks like there migh be a problem when I'm trying to open the
>> game window. Will a ST crash if have added the "SMALLER" button or will it
>> only give a error message? On TOS 4.04 it's just ignored. There might be some
>
> Its ignored on TOS 1.00. I haven't specifically tested this on any other
> TOS version (well, except for TOS 4.92, in which you will get the SMALLER,
> but it works differently so you will screw things up as you will not get any
> WM_ICONIFY messages).

ICONIFY is one of the few extensions that you can use in all programs without
checking for TOS versions. It's simply ignored by all older TOS versions.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

778. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep3449.p6C@suse.modem.stud.uni-hannover.de>
Source record: 5239

In article <19980227195756809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

> Well, a 256+ colour game is certainly not AT ALL designed for Tonys
> development machine, which is what you were advocating.
>
> Writing a 16-colour game that will run in any resolution with a big enough
> colour-depth is one thing, writing a 256 colour game on a machine with only
> 16 colours is something completely different. That certainly is not a
> portability issue.

Why not ? Why is everybody here against "graceful degradation", which is one
of the basic principles of portable programming ? Why not converting all 256
colour graphics into 16 colour ones at program start ? There are good dithering
algorithms around, what they achieve that only little worse the constructing
with 16 colours in the first place. This holds particularly if the original
256 colours graphics were created with this in mind.

Sure it's a bit more work, but is the capability of running on so much more
machines rewarding enough ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

779. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep38Es.BI@suse.modem.stud.uni-hannover.de>
Source record: 5240

In article <19980227190238809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> > You dont - see my other post about Atari's lack of support for this. However,
>> > STOS is aware of Falcon resolutions, and correctly handles these. Otherwise,
>>
>> It's been quite a while (many years in fact) ago that Atari officially
>> announced that XBios is not to be used anymore for Video related things.
>
> True, but you really cannot expect (timing dependent) games to be written in
> resolution independent video modes.

Why not ? The Atari features several mechanisms that you can use to built
whatever timing you want into your software.

>> Since then at least, switching video modes via Setscreen, or inquiring
>> video modes and screen addresses by XBios means is a no-no, i.e. to be
>
> Yes, I agree that Atari said to do, but they didn't really give much choice!

It wasn't really dictated by Atari. It was dictated by the hardware develop-
ments, and Atari's statement on that was only a sensible reaction to those.

>> It can all be done in a 100 % portable way by using VDI, so it's that
>> what is pretty much a must for portable programming. Pity that so many
>> people here have a personal dislike for it, especially as it's really
>> powerful.
>
> So powerful you cannot even request that the machine changes video mode.

That's been a minor design flaw that can easily be changed. AFAIK is HAS BEENhas
beenchanged already with recent NVDI.

BTW I find it seldomly desirable to have any software change resolution. It
should better adapt to the resolution it finds, or run in a window.

> If a machine supports 16-bit graphics, shouldn't a game be able to request
> that the machine use that mode?

Not really. Depends on what you mean by "request". IMHO the game should not
change video modes on it's own.

The better situation IMHO would be asking the user to change the video mode,
and if the user refuses to do so, gracefully running in the less desirable
(from the game's point of view) video mode. Sure the game might not be as
nice anymore, but the user's decision should be respected.

If some vital point REQUIRES a better video mode, sure the game may refuse
to run (but must tell so and leave properly then) if the user refused to
change video modes.

>> > Yea, so it should WORK AS DEFINED FOR THE ST.
>>
>> The problem is it CAN'T.
>
> If the machine can display ST Low, then it should be able to use setscreen
> to change into it. If it doesn't, then the program wont work, as it clearly

You really think so ??? Remember Johan Klockars

> On my 1008x608x4bit screen there's room for a lot of ST-low games at once.

This would work indeed if the games would run in windows, and used VDI.
But any setting of video mode by the game on it's own screws up the lot.

> requires ST compatible resolutions, but that isn't the programs support - if
> the machine cannot do what an ST can do, users should EXPECT games designed
> for the ST not to work.

Why design such games in the first place ? The Atari world is a lot bigger
nowadays (in terms of different models), and it's far from impossible to
design games such that they run on most if not all models.

>> keeps the screen buffer on the card and not main memory, there IS NO WAY
>> one could access it by inquiring an address from Physbase.
>
> Why not? you can write to video memory on the PC, so Physbase could easily
> just return the address that the video ram is mapped to. Of course, moving
> the physbase could be problematical.

Have you ever worked out how writing into a card's memory works on a PC ?
Why would every piece of hardware for PCs come with drivers ?

A video card's memory is not necessarily mapped into the CPU's address space !
So the simple scheme of writing into the memory by CPU write instructions
does not work.

Additionally, you cannot rely on any organisation of pixels in the memory.
Take just ST-Low as an example. The way the screen memory is organised in
ST-Low is most unusual.

>> BTW You refuse to read :
>>
>> >> "It is maintained fo backward compatibility with existing ST programs only.
>>
>> This means : You must not use it anymore ! Even if you think with the program
>> you're writing ST resolutions are enough. It means you cannot rely on
>
> True, but then, STOS is an existing ST program...
>
>> > WORK AS DEFINED FOR THE ST.
>>

>> It means if it fails for some old program than it's bad luck for the program,
>> but then it's the program that's to be considered broken. That is what "back-
>> ward compatibility" really means.
>
> Well its not compatible if its not supported... surely you aren't saying that
> its ok to drop OS calls as and when you want to, and still call it compatible?

It is an *attempt* to keep it compatible. How well an existing program works
with it depends on how it uses these calls. If the program relies on every-
thing to work like in a ST, then it won't work anymore, because it can't.
With newer video hardware 100 % compatibility is impossible.

It merely means the OS has done it's best to ensure compatibility. If the
program now really relies on everything to work like in a ST, then it is it's
own fault, and not the OS's. This is why I said in that case the program must
be considered broken.

> If, say, Super()/Supexec() was removed from user programs (as has been
> suggested!) under a multiuser environment, would you still call it TOS
> compatible, even though many (most) programs would no longer work?

That's not the point, there is no hardware dictated need to make Super()
Supexec() incompatible, or even remove them entirely.

But it's all up to the vendor. An OS changes with time. This means the mere
meaning of "compatibility with that OS" changes too. If Atari had not ceased
to exist, and proceeded on the way to a secure multitasking OS, they'd
eventually come up with a system (OS) where Super() and Supexec() would not
really switch to super mode anymore. They had the right to call this OS still
TOS, and a lot of nowadays software were not TOS compatible anymore. The term
compatibility is not a static one !

>> So you'd better make your software deal with a variety of resolutions.
>
> Why? this adds an extra variable to a game which can make it play incorrectly.
> Next you'll be telling me that all games should make use of dithering in
> mono.

Yep. The art of programming is controlling all those variables such that they
DO play correctly. And don't say dithering is too slow. You cannot know if
I got a 100 MHz 68060 in my machine !

Of course you can say the few users that will gain from it are not worth the
effort. That's your own decision of course. But don't tell others to decide
the same way !!! You should not assume that others are not ready to spend the
work just because you're not.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

780. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep39q2.E9@suse.modem.stud.uni-hannover.de>
Source record: 5241

In article <34F67179.51E9C0F4@cam.ac.uk>,
Andrew Gower <acg29@cam.ac.uk> writes:

> I don't know what VDI is like on the falcon, but I can tell you that on the
> ST it complete and utter rubbish for writing games, it wasn't designed to
> be used for that sort of thing. There is absolutely NO-WAY you are going to
> write even a have a descent arcade game for the ST using VDI. I find it

Nobody said you should do it with the original VDI ! There is NVDI which
is a hell faster. And there is the upcoming and promising fVDI project by
Johan Klockars. It is possible to write arcade games with NVDI, and it should
be possible with fVDI too, if it holds what Johan promises.

> So stop talking rubbish. If you REALLY want tony to write games that will
> run on your machines, re-write the missing-link so that all the graphics
> commands take IDENTICAL inputs, except work for 256 colour screens instead.
> Then there would be decent standard that people wanting to write
> cross-platform games could use. There is no-way you can expect other people
> who don't own falcons to write these routine for you, it just wouldn't be
> possible, but if you wrote them, and you wrote them well. Anyone could
> write a falcon enhanced game wihout needing a falcon.

Would like to know what I've got to do with Falcons. You're admitting clearly
here that you jumped into this threaded with hardly having read more than
five messages. Go back and read all the thread, then let's talk again. Until
then, I leave your rubbish uncommented.

> If you could actually be bothered to do any programming,

If you mentioned the word "game" in this sentence, it would make a little
bit of sense, just a bit. But the way it's there, I find this the most
ridicolous line I've ever read in Usenet, hahahahahahaha.

Go on if you really wanna make a fool of yourself.

> wouldn't be that difficult to patch the operating system so that when it
> receives a request for a mode your computer can no longer do, it just
> emulates it instead.

You'd be surprised. I did something very similar.

> Oh, and don't anyone think about the usual trick of accusing me of reading
> between the lines, or answering a question that isn't there. I've been
> reading this newsgroup for ages now,

They how comes that you missed most of this thread ?

> subject heading C compiler??????). If i've misunderstood anyone's meaning
> then I strongly suggest you practice expressing yourselves a LOT more
> clearly,

I should not judge my own capabilities, but quite a few people on c.s.a.s. appreciated some "well written" (as they said) mini tutorials by me. Looks as if rather you are not capable of understanding what I write, than my writing not being well worded.

Cheers Peter

PS.: Apologies to anyone (except Andrew Gower) who feels bored by this. But I felt unable to leave this entirely uncommented. Tony, it's not quite this what you call a heated debate, is it ? ;-)

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

781. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep35FG.4u@suse.modem.stud.uni-hannover.de>
Source record: 5242

In article <34fd9763.1580857@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

>>Tony you'd be far better off if you did not try to read "between the lines"
>>all the time. Read what's there, and try to understand what the writer meant,
>>not what is easiest to attack.
>
> But where would be the fun in that ? :))))))

:-))

> OK I agree I do have a tendancie to do this, But I try not to swear
> or personaly insult anyone or there efforts in the ATARI comminity, I
> just like to have a good heated debate.......its fun, its not real
> life and it doesnt actualy harm anyone,

But in real life (i.e. face to face) it's safer as it's easier to understand
how words are meant. On Usenet you gotta rely on smilies, which are easily
forgotten. Also I for one tend to ignore smilies more or less because in the
recent years there has been a huge inflation in their use, i.e. excessive use
of them, which means they've become pretty meaningless.

Also if someone misunderstands something and starts flaming, he might have
no chance to rectify it, if his computer breaks, or the ISP goes crazy etc.
IMHO Usenet is too unreliable for risking a reputation.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

782. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-02-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep34uJ.1t@suse.modem.stud.uni-hannover.de>
Source record: 5243

In article <34f70f89.51147676@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> The only major problem I've ever had was in using bits 10 and 11 of
> OBJECT.ob_flags for Pug's CHECKABLE, OUTLINEABLE and CROSSABLE
> attributes. This was before I got online and the docs I had then said
> they were reserved for the programmer. Unknown to me Atari went and
> used them,

Hahaha, Guy did you think by using the term "programmer" Atari referred to
you ? They've meant their own programmers of course, programmers of the AES.
The word "reserved" should tell enough, shouldn't it ? It doesn't make any
sense to "reserve" flags for the applications programmer, the user won't
be tempted to use it ! So take it for granted that if the word "reserved"
is used, the item in question is reserved for the vendor himself.

Concerning OBJECT data, the only bit a programmer is allowed to use freely
is the upper byte of ob_type. You can put your flags there.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

783. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bd44b8$f90a1260$160844c3@p-d-mou>
Source record: 5244

```
> WHITE G_BOX as the ROOT
> 256 colour icon as object index 1
> 16 colour equivilent or it as object index 2

bad idea !
256 colours icons don't display correctly
in truecolor mode on Falcon Tos !!!
if you want to know the structure of video
memories on different machines/cards it's
not difficult,there is Atari and Non-atari,
atari modes are bit-planed and others
are not...for example 16 colors on video
cards (specktrum,etc...) is organised 2
pixels per byte, and like any PC cards
the truecolor modes are ordered B/V/R
then,all the rest is easy,the only thing
to really take care is the palette order,
but everyone knows how to translate
Vdi index into Hard index, don't you ??
if you want more , just mail me ;-)

DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.graphity.fr/centek/
```

784. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: Andrew Gower <acg29@cam.ac.uk>
Message-ID: <34F9195E.551394DC@cam.ac.uk>
Source record: 5245

Peter Rottengatter wrote:

> Nobody said you should do it with the original VDI ! There is NVDI which
> is a hell faster. And there is the upcoming and promising fVDI project by
> Johan Klockars. It is possible to write arcade games with NVDI, and it should
> be possible with fVDI too, if it holds what Johan promises.

Well I don't think NVDI is the answer for 2 reasons. a) It take up a sizeable proportion of memory on the ST, and secondly, (unless I'm mistaken.) doesn't it cost quite a lot of money? It would hardly be ideal that anyone wanting to play that particular game has to fork out huge amounts of money first to get the upgrade. The fVDI does sound very promising though. How expensive is it likely to be though? I really can't afford to be forking out large dollops of money, poor student that I am :-). (If this issue has already been raised I apologise, my memory is terrible, and I don't want to have to read about 200 messages again just to find out :-)

> Would like to know what I've got to do with Falcons. You're admitting clearly
> here that you jumped into this threaded with hardly having read more than
> five messages. Go back and read all the thread, then let's talk again. Until
> then, I leave your rubbish uncommented.

No, I really have read all the messages my news-server would give to me. Obviously the really old ones have expired, which is a bit inconveniant. I've just quickly re-read all your messages now, and I still can't work out what you have to do with falcons though!, do you have any cool projects on the go at the moment? It is apparent that you know quite a lot about them :-)

> If you mentioned the word "game" in this sentence, it would make a little
> bit of sense, just a bit. But the way it's there, I find this the most
> ridicolous line I've ever read in Usenet, hahahahahahaha.

Yes, when I re-read my message after sending it I was a bit shocked that, that line had been left in! I meant to take it out - honest :-) It's quite obviously not true, so I hope you weren't too insulted :-) I was just getting a bit upset that people were becoming rather insulting towards tony, and his programs, and he IS a really good programmer too. :-)

> > wouldn't be that difficult to patch the operating system so that when it
> > receives a request for a mode your computer can no longer do, it just
> > emulates it instead.
>
> You'd be surprised. I did something very similar.
>

You mean I'd be suprised that is would be quite difficult? I can't see why it should be that hard, after all on the ST there was an excellent little program

called sebra which could emulate a monochrome screen on a colour monitor. I thought this would be much harder to do, as you're emulating a resolution of a HIGHER detail than the one you're really in, so you have to use clever dithering, and you haven't got lots of spare CPU power to do it in, like you would on a falcon emulting an ST screen.

Surely all the falcon would have to do is install an interrupt which runs a certain number of times a second, and each time looks at physbase to find out where the ST thinks the screen is, and then just convert and copy it to the real falcon screen. You can override any resoultion switches the program makes which you don't want, just by making patches to the x-bios. If the program starts writing directly to video-registers you may be in trouble, but I doubt STOS programs do that. How much of this sort of thing did the 'backwards' emulator do anyway? I assume you can't use this as it still relies on the computer supporting st-low ?

> They how comes that you missed most of this thread ?

I didn't, I've just got a terrible memory. :-)

> PS.: Apologies to anyone (except Andrew Gower) who feels bored by this. But
> I felt unable to leave this entirely uncommented. Tony, it's not quite
> this what you call a heated debate, is it ? ;-)

Is this a little knock at me by any chance? Ok so I admit one of my lines wasn't very nice, and I was shocked as you were when I realised I'd left it in, but what was wrong with the rest of my message? I even made some suggestions as how to try and improve compatability issues, so I thought I was contributing. :-(

BTW: Does anyone know if any java applet viewers have been written for the atari range of computers? And how fast are they? Java seems rather slow even on my PC, although with each new version things improve. Java's looking like it might be the next big thing, if it's supported well on the atari, the fact that it is platform independant means you could potentially have a whole load of new software coming out once more. I am currently engaged in writing java games, and I'd love to see how they work on other computers, java currently has a lot of the same problems with VDI, in that it is a bit slow for games writing, but it's what I'm getting paid to do. :-)

Andrew

785. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: Andrew Gower <acg29@cam.ac.uk>
Message-ID: <34F91BCE.4F1E3130@cam.ac.uk>
Source record: 5246

Peter Rottengatter wrote:

> In article <35009ab8.2433511@news.zetnet.co.uk>,
> paxton@zetnet.co.uk (Tony Greenwood) writes:
>
> > (I mean they havn't even looked at my software! thats the bit that
> > sticks in my throat :( )
>
> How could I ? I had to rearrange all my hardware to connect one of my STs
> to my TV set. I do it on some rare occasions, but never had your games
> lying around to try. Maybe you should send me a selection of them ? ;-)
> So that next time the latter is not the case anymore. Where can I download
> them ?

I don't think the problem is that you haven't looked at the games, but rather
the factthat you passed judgement on them (to a certain extent) without
trying them first. :-)

Try the URL which is at the bottom of all of tony's messages :-)
Then click on STOSSER software, then downloads.

Andrew

786. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fa47f1.725482@news.zetnet.co.uk>
Source record: 5247

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Sat, 28 Feb 1998 10:36:09 GMT that you wrote:

>algorithms around, what they achieve that only little worse the constructing
>with 16 colours in the first place. This holds particularly if the original
>256 colours graphics were created with this in mind.
>
>Sure it's a bit more work, but is the capability of running on so much more
>machines rewarding enough ?

I don't think the trade off is worth it and I doubt very much the
artist does, It would have to be a damm near perfect conversion :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

787. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fb486b.847135@news.zetnet.co.uk>
Source record: 5248

```
Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Sat, 28 Feb 1998 12:46:13 GMT that you wrote:

>In article <35009ab8.2433511@news.zetnet.co.uk>,
> paxton@zetnet.co.uk (Tony Greenwood) writes:
>
>> (I mean they havn't even looked at my software! thats the bit that
>> sticks in my throat :( )

>So that next time the latter is not the case anymore. Where can I down-
>load them ?

My web page may give you a hint, also all available on funet.fi and
90% of titles are on suzyb2 cd and all titles avaioable in any uk pdl
:)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
-------------------------------------------------------------
```

788. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980301122023809 56@zetnet.co.uk>
Source record: 5249

Peter wrote:
> > True, but you really cannot expect (timing dependent) games to be written in
> > resolution independent video modes.
>
> Why not ? The Atari features several mechanisms that you can use to built
> whatever timing you want into your software.

Well, for one thing (minor point), if you are sitting on a TT, Falcon, or whatever with a VGA monitor, its 70vbl's per sec, unlike the 50/60 you get on an ST - so if the game is running at 1vbl then you could potentially be playing a game that is running 40% faster than it should be.

Also, in general, the higher the resolution, the slower the machine gets. So, how do you know if the machine is fast enough to cope with the game at the "intended" speed?

> >> Since then at least, switching video modes via Setscreen, or inquiring
> >> video modes and screen addresses by XBios means is a no-no, i.e. to be
> >
> > Yes, I agree that Atari said to do, but they didn't really give much choice!
>
> It wasn't really dictated by Atari. It was dictated by the hardware develop-
> ments, and Atari's statement on that was only a sensible reaction to those.

It was their failure to provide a generic call in the ST that has caused this problem. However, they then made another mistake by not creating such a generic routine in the TT or the Falcon - each time they tied the video mode selection down to the specific hardware, which means that there is no standard method across machines.

> >> It can all be done in a 100 % portable way by using VDI, so it's that
> >> what is pretty much a must for portable programming. Pity that so many
> >> people here have a personal dislike for it, especially as it's really
> >> powerful.
> >
> > So powerful you cannot even request that the machine changes video mode.
>
> That's been a minor design flaw that can easily be changed.

"Minor design flaw" that is the a major part of the subject of this thread?

> AFAIK is HAS
> BEENhas beenchanged already with recent NVDI.

Please tell me what call to use then. As I mentioned in another post, I couldn't
find this call in the NVDI Programming docs, so if you can shed some light

on this I would be very grateful.

> BTW I find it seldomly desirable to have any software change resolution. It
> should better adapt to the resolution it finds, or run in a window.

I disagree completely.

If I want to play an arcade game, I dont want it running in a small window
in the top-left corner of the screen (or whatever), I want it full-screen
no distractions. Find my someone who likes playing Quake no the PC in a window
- you certainly wont find many who dont play full-screen.

Equally, its hassle for me as a user to be TOLD to change resolution by
a program, when I know full well that it is capable of doing it for itself.

> > If a machine supports 16-bit graphics, shouldn't a game be able to request
> > that the machine use that mode?
>
> Not really. Depends on what you mean by "request". IMHO the game should not
> change video modes on it's own.

This is where we disagree.

> The better situation IMHO would be asking the user to change the video mode,
> and if the user refuses to do so, gracefully running in the less desirable
> (from the game's point of view) video mode. Sure the game might not be as
> nice anymore, but the user's decision should be respected.

This seems a very strange way of doing it... IMO not what the games-playing
public want.

> > If the machine can display ST Low, then it should be able to use setscreen
> > to change into it. If it doesn't, then the program wont work, as it clearly
>
> You really think so ??? Remember Johan Klockars

Did you finish this? Anyway... yes, I do think that setscreen() should be
made to work if the machine can do it. It would be quite possible to make a
little patch to store the current mode somewhere else, and the screenmode
being restored to reset it to the mode it was in before.

> > On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
>
> This would work indeed if the games would run in windows, and used VDI.
> But any setting of video mode by the game on it's own screws up the lot.

But then, would anyone actually try and PLAY that many games at once? The
answer is of course no, you would only want to play one game at a time,
so why have it only taking up 1/9th of your screen, with the rest displaying
the desktop?

> > requires ST compatible resolutions, but that isn't the programs support - if
> > the machine cannot do what an ST can do, users should EXPECT games designed
> > for the ST not to work.

>
> Why design such games in the first place ? The Atari world is a lot bigger
> nowadays (in terms of different models), and it's far from impossible to
> design games such that they run on most if not all models.

Yea, but the "most if not all" models are the low end STs, on which many
of these games are developed! No games programmer is going to write games
which they cannot run on their own machines.

> > Why not? you can write to video memory on the PC, so Physbase could easily
> > just return the address that the video ram is mapped to. Of course, moving
> > the physbase could be problematical.
>
> Have you ever worked out how writing into a card's memory works on a PC ?
> Why would every piece of hardware for PCs come with drivers ?

Well, there is this thing called standardisation, and it exists on the PC...
Yes, they all come with drivers - but these are principally for driving
the acceleration logic that is on the cards nowadays rather than changing
video mode - they all use a standard (VESA 1.2 or 2) which means that any
program can ask what the graphics card is capable of, and switch into the
closest mode to what is requested.

> A video card's memory is not necessarily mapped into the CPU's address space !
> So the simple scheme of writing into the memory by CPU write instructions
> does not work.

Well, that certainly works on the NOVA (if Bad Mood is anything to go by).

> Additionally, you cannot rely on any organisation of pixels in the memory.
> Take just ST-Low as an example. The way the screen memory is organised in
> ST-Low is most unusual.

Yes, it is, which is why I keep saying "if possible". If the machine supports
ST-Low, then it should be possible to request it.

> It merely means the OS has done it's best to ensure compatibility. If the
> program now really relies on everything to work like in a ST, then it is it's
> own fault, and not the OS's. This is why I said in that case the program must
> be considered broken.

I'm sorry, but I can see this when it comes to directly accessing the hardware
etc. but when simply calling an OS call? I dont think you can blame a program
for using an OS call, when the only other mechanism for doing what it wants
is to directly access the hardware. Now, if there were another OS call that
was more appropriate, then yes, I would agree - but there isn't (except for
this possible NVDI one, which certainly is not well documented, and is from
after Atari left us).

> > If, say, Super()/Supexec() was removed from user programs (as has been
>
> That's not the point, there is no hardware dictated need to make Super()
> Supexec() incompatible, or even remove them entirely.

But on a machine that is capable of displaying ST-Low, there is no need
to break setscreen() either. If the hardware vendor has made the decision
not to provide ST-low compatibility, then you could take it up with them.

> But it's all up to the vendor. An OS changes with time. This means the mere
> meaning of "compatibility with that OS" changes too. If Atari had not ceased
> to exist, and proceeded on the way to a secure multitasking OS, they'd
> eventually come up with a system (OS) where Super() and Supexec() would not
> really switch to super mode anymore. They had the right to call this OS still
> TOS, and a lot of nowadays software were not TOS compatible anymore. The term
> compatibility is not a static one !

I take your point, but then, if this stable-m/t'ing OS were not retro-fitted
to STs, people would STILL be making software for the ST, and people would
be complaining as you are right now that it wouldn't work on their machines.
Well, tough, is all I would say to those people... if software developed and
designed on a low end machine doesn't run, then go and buy the programmer
a new super-duper flash computer instead of complaining.

> Yep. The art of programming is controlling all those variables such that they
> DO play correctly. And don't say dithering is too slow. You cannot know if
> I got a 100 MHz 68060 in my machine !

Yea, and someone with a 1040st with a SM-124 is going to be happy? Most
STOS games are developed on a plain ST[e], remember...

> Of course you can say the few users that will gain from it are not worth the
> effort. That's your own decision of course. But don't tell others to decide
> the same way !!! You should not assume that others are not ready to spend the
> work just because you're not.

Oh, I'm not the one advocating that you change the way you program... thats
you, telling Tony to switch to using the VDI, which will not benefit him one
iota, appart from making you happy...

Its fine with me if people want to write VDI based games, but people who
choose not to should not be "attacked" (too strong a word, I know... I just
cannot think of the right word atm...) for this.

If Hades/Medusa/Milan owners want games that make use of their systems,
then they should consider writing them themselves, rather than expecting
people with a bottom of the range ST to write them...

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

789. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <6dci73dil4@newsbell.bellglobal.com>
Source record: 5250

```
On 24 Feb 1998 09:53:38, Peter Rottengatter wrote:
>
>BTW.: There is a fix for the harddisk folders problems in TOS 1.0x !
>

What fix is that? Something other than folderxxx.prg? Because the 40folder
bug really gets you fast with CAB. I imagine that a TOS1.04 machine only
delays the problem.

>
>Cheers Peter
>--
>-------------------------------------------------------------------------
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/~perot
>-------------------------------------------------------------------------
>.

---------------------------------------------------------------------
__\ C /-\ /\ /^\||\ |/^\ () 520ST,2.5meg ram
/172`__/ ;\> Y | / /__\ | || ||| __ )( TOS 1.0, SH204 hd
(+)`====='(+) B | \/ \\_/|| |/\_/ () SLM 804 LASER prt.
********** R ********** [and SURF HAPPY! :-)]
---------------------------------------------------------------------
```

790. wdialog in english and for lattice

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: bdc2@po.cwru.edu
Message-ID: <6dcjhehdj1@alexander.INS.CWRU.Edu>
Source record: 5251

```
1) Does a version of wdialog exist in english, and where can it be gotten?
2) Does a version of the files, possibly including the sample files exist
in english?
Any help will be appreciated

Boris

--------------------------------------------------------------------------
bdc2@bdc2-ra.cwru.edu
--------------------------------------------------------------------------
```

791. Re: Test Subject

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-01 00:00:00 UTC
From: Christian Andersson <faltrion@alfaskop.net>
Message-ID: <FN_34f95eae_faltrion@news.alfaskop.net>
Source record: 5252

in message <7b1_9802281626@conchbbs.com>,
John Kormylo wrote:

> I believe the subject is discussed in Sedgewick (Algorithms). If
> you don't already have a copy, shame on you!

why should I be ashamed? how can you be shure that this book (I assume it is
a book) can be found in Sweden where I live, and Why should I ahve bought
it, even if it does exist?

Instead of giving me "poiters" of where to look, Why not be helpfull and
tell me what that book says.....

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@bigfoot.com WWW: http://faltrion.home.ml.org
IRC : faltrion @ #Atari
Current Projects:
- FireNews: News-reader for STIK/STiNG/GlueSTiK
- Babel: News-Fetcher/Sender/Maintainer
- FireCall: Caller ID utility
- S.O.S (to be revealed in a couple of years :)

792. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6ddj70sdm1@nyheter.chalmers.se>
Source record: 5253

In article <34F9195E.551394DC@cam.ac.uk>,
Andrew Gower <acg29@cam.ac.uk> wrote:
>Peter Rottengatter wrote:
>
>> Nobody said you should do it with the original VDI ! There is NVDI which
>> is a hell faster. And there is the upcoming and promising fVDI project by
>> Johan Klockars. It is possible to write arcade games with NVDI, and it should
>> be possible with fVDI too, if it holds what Johan promises.

If anyone wants to try it out, fVDI v0.80 has now been released.
I've included both a monochrome and a four plane device driver, but the
latter is _very_ slow (everything but lines and solid fills are done pixel
by pixel).

As I've said before, the current code is mainly written for the '040, so
don't expect the best possible speed on normal Atari machines even for
things like blitting and filling.
Text drawing is done via internal calls to vrt_cpyfm (the routine that's
used to draw monochrome images) and is therefore a lot slower than it will
be when real font support is added.
Naturally, many things are still not supported, but most things I've tried
actually work well. Please, let me know what you find out.

I would be interested in some performance numbers (monochrome) from users
of more ordinary machines than my Falcon+AB040.

>upgrade. The fVDI does sound very promising though. How expensive is it likely to
>be though? I really can't afford to be forking out large dollops of money, poor

Like all software I write in my free time, fVDI is FreeWare.
It's possible, however, that third party device drivers (if any ever
are written) will cost money.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

793. GPIC 1A

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FA6ADD.2545@mst.tn.utwente.nl>
Source record: 5254

```
Game programming in C Part 1A

Legal stuff

Game programming in C Part 1A
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Introduction

This is a series of articles about writing
games for the Atari ST in C. The articles
were posted by Hans Wessels in the newsgroup
comp.sys.atari.programmer
Back issues are available at:
www.dejanews.com
Planned number of articles: CLASSIFIED
Release date of next article: CLASSIFIED

Getting started

First off all you need a ANSI C compiler,
secondly some experience with your C compiler.
You should a least have compiled and executed
the 'hello world' program when you start with
this series.

C is an excelent language to write portable
programs but as this is exactly what we are
```

NOT going to do, some modifications of the
source code might be necessarry to get the
program working on an other C compiler as the
Pure C 1.1 compiler I am using for this series.
To make everything as compiler independent as
possible I tried to handle all compiler
specifics in the include file 'general.h'.
Project files are also very compiler specific,
it is assumed that you know how to make a
project file for the C compiler you are using.

Further this is not a course in writing very
portable and resolution independent programs.
The targert is to make an arcade game running
in ST low on an Atari ST. This means that most
routines are written for a 320 x 200 display
with 4 interleaved bitplanes. But most routines
should easily be adapted to an other resolution
with a different number of bitplanes (for example
TT medium or TT low). You will have to start all
over again if you want to code for a graphics
mode without bitplanes (for example Falcon
high color).

GENERAL.H

The include file 'general.h' is at this moment:
file: general.h

```
--------------->8------------------------------
/* some general definitions */

#ifndef GENERAL_H__
#define GENERAL_H__

#include <tos.h>

/* bytes words and longwords */
typedef unsigned char uint8;
typedef unsigned short int uint16;
typedef unsigned long int uint32;

typedef signed char int8;
typedef signed short int int16;
typedef signed long int int32;

/* special functions */
void move_sr(int16 value) 0x46c0; /* move D0,SR */

#endif
--------------->8------------------------------
```

The headerfile 'tos.h' is included. This header file
contains all OS specific variables and routines, as
long as it isn't a part of the VDI and AES.

The typedefs are to get signed and unsigned 8, 16
and 32 bit integers. ANSI C specifies only the
minimum number of bits for integers. With these
typedefs I make sure everybody (especially C
compilers) knows what I am talking about when I
say uint16. As far as I know all Atari C compilers
will generate variables with the right size when
I use these typedefs. Note the on some Atari C
compilers the size of an int is 16 bits (Pure C)
and on some others 32 bits (GNU C).

The function
void move_sr(int16 value) 0x46c0;
is in Pure C an assembly inline fuction moving
the argument in D0 to the processor's status
register. On systems without an inline possibility
like this the function can be replaced by it's
assembley equvalent:

```
; move_sr(int16 value)

EXPORT move_sr ; make this label extern

move_sr:
move D0,SR
rts
```

The function is used to disable the interrupts when
manipulating interrupt routines and/or vectors. The
function can be omitted but this might result in a
program that crashes so now end then.

Getting player input

The most important part of an arcade game is
interaction with the player. So I will start with
some routines to read the keyboard and joysticks.
All this work is done in 'joystick.c'.

file: joystick.c
```
--------------->8-----------------------------
#include <stdio.h>

#include "general.h"
#include "joystick.h"

key_handler_info key_info;
static void *old_kbd;

void key_handle(void);

void init_keyboard(int mouse)
{
Bconout(4, 0x13); /* stop data transfer */
```

```
Vsync();
Vsync();
Vsync(); /* Voodoo code */
{ /* flush keyboard */
uint8 *p=(uint8 *)0xfffffc00UL;
move_sr(0x2700);
while(*p&1)
{
uint8 tmp=p[2];
(void) tmp;
}
}
{ /* install routines */
KBDVBASE *base;
base=Kbdvbase();
old_kbd=base->kb_kbdsys;
base->kb_kbdsys=key_handle;
move_sr(0x2300);
}
if(mouse==0)
{ /* disable mouse, enable joystick */
Bconout(4, 0x14);
}
else
{
Bconout(4, 0x08); /* enable mouse */
}
Vsync();
Vsync();
Vsync();
}

void restore_keyboard(void)
{
Bconout(4, 0x13); /* stop data transfer */
Vsync();
Vsync();
Vsync(); /* Voodoo code */
{ /* flush keyboard */
uint8 *p=(uint8 *)0xfffffc00UL;
move_sr(0x2700);
while(*p&1)
{
uint8 tmp=p[2];
(void) tmp;
}
}
{ /* restore keyboard */
KBDVBASE *base;
base=Kbdvbase();
```

```
base->kb_kbdsys=old_kbd;
move_sr(0x2300);
}
Bconout(4, 0x08); /* enable mouse */
Vsync();
Vsync();
Vsync();
}

void key_handle(void)
{
uint8 key;
key=*(uint8*)0xfffffc02UL;
if(key_info.status==0)
{
switch(key)
{
case 0xff:
key_info.status=-1; /* joy 1 is comming */
break;
case 0xfe:
key_info.status=1; /* joy 0 is comming */
break;
case 0xf8:
key_info.buttons=0; /* no mouse buttons */
key_info.status=3; /* mouse packet is comming */
break;
case 0xf9:
key_info.buttons=1; /* mouse buttons */
key_info.status=3; /* mouse packet is comming */
break;
case 0xfa:
key_info.buttons=2; /* mouse muis buttons */
key_info.status=3; /* mouse packet is comming */
break;
case 0xfb:
key_info.buttons=3; /* mouse muis buttons */
key_info.status=3; /* mouse packet is comming */
break;
case 72: /* cursor up */
key_info.joy2|=JOY_UP;
break;
case 72+128:
key_info.joy2&=~JOY_UP;
break;
case 75: /* cursor left */
key_info.joy2|=JOY_LEFT;
break;
case 75+128:
key_info.joy2&=~JOY_LEFT;
```

```
break;
case 77: /* cursor right */
key_info.joy2|=JOY_RIGHT;
break;
case 77+128:
key_info.joy2&=~JOY_RIGHT;
break;
case 80: /* cursor down */
key_info.joy2|=JOY_DOWN;
break;
case 80+128:
key_info.joy2&=~JOY_DOWN;
break;
case 57: /* space */
key_info.joy2|=JOY_FIRE;
break;
case 57+128:
key_info.joy2&=~JOY_FIRE;
break;
default:
key_info.last_key=key;
break;
}
}
else
{
if(key_info.status<0)
{ /* joy1 */
key_info.joy1=key;
key_info.status=0;
}
else
{
if(key_info.status==1)
{ /* joy0 */
key_info.joy0=key;
key_info.status=0;
}
else
{
if(key_info.status==2)
{ /* mouse y */
key_info.status=0;
key_info.mousey+=(signed char)key;
}
else
{ /* mouse x */
key_info.status=2;
key_info.mousex+=(signed char)key;
}
```

```
}
}
}
}
--------------->8------------------------------
```

There are three functions in this file. The first,
void init_keyboard(int mouse);
initializes our own keyboard hanler. The parameter
'int mouse' indentifies whether wil will use 2
joystick inputs (mouse==0) or joystick and mouse
(mouse!=0).
First the routine disables all keyboard output.
The Vsync()s create a delay that should be long
enhough to complete the Bconout.
Then the interrupts are disabled and data is
being read from the keyboard until no more
packets are send.
Then the new keyboard handler is installed in the
keyboard vector. The old vector is saved.
As last the routine enables the keyboard output by
enable either the mouse or joystick mode.

The installed function key_handle() is now called by
the OS every time a keyboard packed arrives. The routine
reads the data directly from the ACIA data register. The
key_info.status determines what to do with the data:
0: a new packed is received
if the packet is a normal scan code the scancode
is stored in key_info.last_key. The scancodes of the
cursor keys and the space bar are used to emulate
a keyboard joystick, called joy2.
Mouse and joystick announce packets change the
key_info.status into the appropiate value.
-1: a joystick 1 packed is comming
1: a joystick 0 packed is comming
2: mouse y info is comming
3: mouse x info is comming

The last function restore_keyboard restores the original
keyboard vector the same way as init_keyboard changed
it to our own.

The headerfile that comes with this C file defines the
external interface of the routines.

file: joystick.h

```
--------------->8------------------------------
/* interface to joystick.c */

#ifndef JOYSTICK_H__
#define JOYSTICK_H__
```

```
#define JOY_UP 1
#define JOY_LEFT 4
#define JOY_RIGHT 8
#define JOY_DOWN 2
#define JOY_FIRE 128

/* key handeler info */
typedef struct
{
volatile uint8 joy0;
volatile uint8 joy1;
volatile uint8 joy2; /* cursor joystick */
volatile uint8 last_key;
volatile int mousex;
volatile int mousey;
volatile uint8 buttons; /* muis knoppen */
int status;
} key_handler_info;

extern key_handler_info key_info;

/* functions */
void init_keyboard(int mouse);
void restore_keyboard(void);

#endif
---------------->8-----------------------------
```

The values for joystic up, down, left and right are
defined, the key_handler_info struct is defined and
the prototype of the external keyboard functions is
here.

The only thing missing is a program to test the
routines:
file: game0.c

```
---------------->8-----------------------------
/* game0.c, the game routines */

#include <stdio.h>

#include "general.h"
#include "joystick.h"

#define MOUSEMODE 0 /* 0=2 joystick, 1= mouse and joystick */

void main_game(void);
void read_kbd(void);

int main(void)
{
Supexec((long)(main_game));
return 0;
}
```

```
static int stop=0;

void main_game(void)
{
init_keyboard(MOUSEMODE);
for(;;)
{
read_kbd();
if(stop)
{
break;
}
}
restore_keyboard();
}

void read_kbd(void)
{
#if MOUSEMODE
printf("Mouse x: %05i Mouse y: %05i Buttons: %02i\r",
key_info.mousex, key_info.mousey, key_info.buttons);
#else
printf("joy0: %02X joy1: %02X joy2: %02X key: %02X\r",
key_info.joy0, key_info.joy1, key_info.joy2,
key_info.last_key);
#endif
if(key_info.last_key==1)
{ /* Escape key pressed? */
stop=1;
}
}
---------------->8-------------------------------
```

This C file includes both headerfiles we made. The only thing the main routine does is executing the function main_game() in supervisor mode.
The function main_game() first installs the keyboard routines. The macro MOUSEMODE defines whether the keyboard routines are installed in mouse or joystick mode.
Then comes a endless loop calling the function read_kbd(). If the (global) variable stops becomes true (1) the loop is exited by a break. The original keyboard routine is restored and the function finishes.
The function read_kbd prints the values in the key_info struct. Now you can see what happens to the key_info variables by pressing keys and moving the joysticks.
The variable stop is set to one by pressing the escape key (==scancode 1).

Last but not least the project file I used:
file: game.prj

```
---------------->8-------------------------------
; game.prj
```

```
game.tos ; name of executable program
.C [ -Y ]
.L [ -L -Y ]
.S [ -Y ]
= ; list of modules follows...

e:\pc\lib\original\PCSTART.s ; startup code

game0.c (general.h, joystick.h)
joystick.c (general.h, joystick.h)

PCFLTLIB.LIB ; floating point library
PCSTDLIB.LIB ; standard library

PCEXTLIB.LIB ; extended library
PCTOSLIB.LIB ; TOS library
PCGEMLIB.LIB ; AES and VDI library
--------------->8-----------------------------

Have fun with trying this code.

Hans Wessels
-------------------------------------------------------------------------
/| /\/\/\ |\ Hans Wessels
/ | / /\/\ \ | \ mr_ni@mbh.org
/ | / / /\ \ \ | \ mr_ni@mst.tn.utwente.nl
/ |/ / / \ \ \| \
\ |\ \ \ / / /| / a.k.a. Mr Ni! (the Great)
\ | \ \ \/ / / | / member of the TOS-crew
\ | \ \/\/ / | / Fidelus Bittus et Fuckus Clockcyclus!
\| \/\/\/ |/
```

794. GPIC 1B

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FA6C27.7DED@mst.tn.utwente.nl>
Source record: 5255

```
Game programming in C Part 1B

Legal stuff

Game programming in C Part 1B
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Introduction

This is a serie of articles about writing
games for the Atari ST in C. The articles
were posted by Hans Wessels in the newsgroup
comp.sys.atari.programmer
Back issues are available at:
www.dejanews.com
Planned number of articles: CLASSIFIED
Release date of next article: CLASSIFIED

Making a game

Now we have some working keyboard routines. Let's
try them in a little game. Because we haven't any
graphics routines yet we'll use the OS to display
some graphics. We will do it the clean way using
the VDI.
file: plotrout.c
--------------->8-----------------------------
/* plot routines */
```

```
#include <vdi.h>
#include <aes.h>
#include <stdlib.h>

void do_exit(void);

int
work_in[] = { 1,1,1,1,1,1,1,1,1,1,2 },
work_out[57],
gr_handle,
clippts[] = { 0,0,639,399 }; /* clipping rectangle */

GRECT
desk;

void cls(void)
{
v_clrwk(gr_handle);
}

void line(int x1, int y1, int x2, int y2, int color)
{
int array[4];
array[0] = x1;
array[1] = y1;
array[2] = x2;
array[3] = y2;
vsl_color(gr_handle, color);
v_pline(gr_handle, 2, array);
}

void getwindow(int *x, int *y, int *w, int *h)
{
*x=clippts[0];
*y=clippts[1];
*w=clippts[2];
*h=clippts[3];
}

void setpixel(int x, int y, int color)
{
int array[2];
array[0] = x;
array[1] = y;
vsm_color(gr_handle, color);
v_pmarker(gr_handle, 1, array);
}

int getpixel(int x, int y)
{
int pel, index;
v_get_pixel(gr_handle, x, y, &pel, &index);
return index;
}
```

```
void init_plotrout(void)
{
appl_init();
atexit(do_exit);
v_opnvwk(work_in, &gr_handle, work_out);
/* set clipping and other stuff */
/* get screen size */
wind_get(0, WF_CURRXYWH, &desk.g_x,&desk.g_y,&desk.g_w,&desk.g_h);
clippts[0] = desk.g_x;
clippts[1] = desk.g_y;
clippts[2] = desk.g_x + desk.g_w;
clippts[3] = desk.g_y + desk.g_h;
vs_clip(gr_handle, 1, clippts);
/* modes for following function
* MD_REPLACE 1 Replace
* MD_TRANS 2 Transparent
* MD_XOR 3 Xor
* MD_ERASE 4 Reverse Transparent
*/
vswr_mode(gr_handle, MD_REPLACE);
/* influences set pixel type */
vsm_type(gr_handle, 1); /* mark with points */
/* influences lines */
vsl_type(gr_handle, 1); /* straight line */
vsl_ends(gr_handle, 0, 0); /* begin and end style */
vsl_width(gr_handle, 1); /* line width */
}

void set_mode(int mode)
{
/* modes for following function
* MD_REPLACE 1 Replace
* MD_TRANS 2 Transparent
* MD_XOR 3 Xor
* MD_ERASE 4 Reverse Transparent
*/
vswr_mode(gr_handle, mode);
}

void do_exit(void)
{
appl_exit();
}
---------------->8-------------------------------
This C file defines some usefull functions for displaying
graphics. How they work can be read in any good ST
programming book. We only want to use them. A short
overview is given in the interface definition of the
code; plotrout.h.
file: plotrout.h
---------------->8-------------------------------
/* interface to plotroutines */
```

```
#ifndef PLOTROUT_H__
#define PLOTROUT_H__

void init_plotrout(void);
void cls(void);
void line(int x1, int y1, int x2, int y2, int color);
void setpixel(int x, int y, int color);
int getpixel(int x, int y);
void set_mode(int mode);
void getwindow(int *x, int *y, int *w, int *h);

#endif
```

---------->8----------

We now have the following functions:
init_plotrout(): initializes the graphics functions.
cls(): clear screen
line(x1, y1, x2, y2, color): draw a line from x1,y1 to
x2,y2 in color color.
setpixel(x, y, color): plot a pixel at x,y in color color.
getpixel(x, y): get the pixel color at x,y.
set_mode(mode): set drawing mode:
MD_REPLACE 1 Replace
MD_TRANS 2 Transparent
MD_XOR 3 Xor
MD_ERASE 4 Reverse Transparent
getwindow(x, y, width, height) get the size of the screen.

These functions are resolution independent. You can inquire
the size of the screen with get window. The routines are
far from complete, but there is enough for a simple game
like Tron.
file: game1.c

---------->8----------

```
/* game1.c, the game routines */
/* Tron */

#include <stdio.h>

#include "general.h"
#include "joystick.h"
#include "plotrout.h"

void main_game(void);
void read_kbd(void);

int main(void)
{
init_plotrout();
Supexec((long)(main_game));
return 0;
}

void main_game(void)
{
```

```
int sx;
int sy;
int sw;
int sh;
init_keyboard(0);
getwindow(&sx, &sy, &sw, &sh);
for(;;)
{
int stop=0;
int p1x=sx+sw/4;
int p1y=sy+sh/2;
int p1dir=0;
int p2dir=2;
int p2x=sx+(sw*3)/4;
int p2y=sy+sh/2;
cls();
/* draw playfield */
line(sx, sy , sx+sw-1, sy , 3);
line(sx+sw-1, sy , sx+sw-1, sy+sh-1, 3);
line(sx+sw-1, sy+sh-1, sx , sy+sh-1, 3);
line(sx, sy+sh-1, sx , sy , 3);
for(;;)
{
if(getpixel(p1x, p1y)!=0)
{
fprintf(redir, "Game over! Player 2 Wins!\nPress fire to
restart.\n");
while((JOY_FIRE & (key_info.joy0 | key_info.joy1 |
key_info.joy2))==0)
{
;
}
break;
}
setpixel(p1x, p1y, 1);
if(getpixel(p2x, p2y)!=0)
{
printf("Game over! Player 1 Wins!\nPress fire to restart.\n");
while((JOY_FIRE & (key_info.joy0 | key_info.joy1 |
key_info.joy2))==0)
{
;
}
break;
}
setpixel(p2x, p2y, 2);
Vsync();
{
uint8 key=key_info.joy0 | key_info.joy2;
switch(p1dir)
```

```
{
case 0:
case 2:
if(key&JOY_UP)
{
p1dir=3;
}
else
{
if(key&JOY_DOWN)
{
p1dir=1;
}
}
break;
case 1:
case 3:
if(key&JOY_LEFT)
{
p1dir=2;
}
else
{
if(key&JOY_RIGHT)
{
p1dir=0;
}
}
break;
}
}
{
uint8 key=key_info.joy1;
switch(p2dir)
{
case 0:
case 2:
if(key&JOY_UP)
{
p2dir=3;
}
else
{
if(key&JOY_DOWN)
{
p2dir=1;
}
}
break;
case 1:
```

```
case 3:
if(key&JOY_LEFT)
{
p2dir=2;
}
else
{
if(key&JOY_RIGHT)
{
p2dir=0;
}
}
break;
}
}
switch(p1dir)
{
case 0:
p1x++;
break;
case 1:
p1y++;
break;
case 2:
p1x--;
break;
case 3:
p1y--;
break;
}
switch(p2dir)
{
case 0:
p2x++;
break;
case 1:
p2y++;
break;
case 2:
p2x--;
break;
case 3:
p2y--;
break;
}
if(key_info.last_key==1)
{ /* Escape key pressed? */
stop=1;
break;
}
```

```
}
if(stop)
{
break;
}
}
restore_keyboard();
}
--------------->8------------------------------
In main the graphics routines are initialized and
the function main_game() is called in supervisor mode.
The function main_game() installs the keyboard routines
in joystick mode.
The size of the screen is determined.
In an endless loop (which is exited by a break when
the variable stop becomes true), the start coordinates
and directions of the two players are initialized.
The screen is cleared and the playfield is drawn in
color 3.
Then the game loop is entered. Before a pixel is plotted
on the current position of the players it is checked
whether the pixel already has been set. When this is the
case the game is finished and de winning player is printed
on the screen, pauzing the game until fire is pressed.
Then a Vsync, waiting for the next screen to be displayed.
without the Vsync the game would be too fast.
Then the new directions of the players are determined using
the values in the key_info struct.
0 is right
1 is down
2 is left
3 is up.
Player 1 can use the joystick in the mouse port or the arrow
keys. Player 2 uses the joystick in the joystick port.
After the new directions of the players is determined the
new coordinates are calculated.
Then it is checked if escape has been pressed, when this is
the case the game is stopped.
Then loop is looped.
On exit the original keyboard routines are restored.

For those who wnat to know, the project file
--------------->8------------------------------
; game.prj

game.tos ; name of executable program
.C [ -Y ]
.L [ -L -Y ]
.S [ -Y ]
= ; list of modules follows...
```

```
e:\pc\lib\original\PCSTART.s ; startup code

game1.c (general.h, plotrout.h, joystick.h)
plotrout.c (general.h, plotrout.h)
joystick.c (general.h, joystick.h)

PCFLTLIB.LIB ; floating point library
PCSTDLIB.LIB ; standard library

PCEXTLIB.LIB ; extended library
PCTOSLIB.LIB ; TOS library
PCGEMLIB.LIB ; AES and VDI library
--------------->8-----------------------------
It's almost exactly the same as the privious one, only the
plotrouts are added and the name of the game file is changed.

Interesting additions to this program are a smart computer
player and/or the addition of more human or computer players.
It is possible to add extra 'virtual' joysticks to the
keyboard routines, making keyboard joysticks for extra players.

Have fun with trying this simple game.

Hans Wessels
-------------------------------------------------------------------------
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\ |\ \ \ / / /| / a.k.a. Mr Ni! (the Great)
\ | \ \ \/ / / | / member of the TOS-crew
\ | \ \/\/ / | / Fidelus Bittus et Fuckus Clockcyclus!
\| \/\/\/ |/
```

795. Selecting a Programming Language

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34fa6f65.0@comnet.co.nz>
Source record: 5256

[Article crossposted from rec.humor.funny.reruns]
[Author was Brian Wilson]
[Posted on Thu, 29 Jan 98 19:20:03 EST]

Selecting a Programming Language Made Easy
Daniel Solomon & David Rosenblueth
Department of Computer Science, University of Waterloo
Waterloo, Ontario, Canada N2L 3G1

With such a large selection of programming languages it can be difficult to choose one for a particular project. Reading the manuals to evaluate the languages is a time consuming process. On the other hand, most people already have a fairly good idea of how various automobiles compare. So in order to assist those trying to choose a language, we have prepared a chart that matches programming languages with comparable automobiles.

{point Assembler } A Formula I race car. Very fast, but difficult to drive and expensive to maintain.

{point FORTRAN II } A Model T Ford. Once it was king of the road.

{point FORTRAN IV } A Model A Ford.

{point FORTRAN 77 } A six-cylinder Ford Fairlane with standard transmission and no seat belts.

{point COBOL } A delivery van. It's bulky and ugly, but it does the work.

{point BASIC} A second-hand Rambler with a rebuilt engine and patched upholstry. Your dad bought it for you to learn to drive. You'll ditch the car as soon as you can afford a new one.

{point PL/I } A Cadillac convertible with automatic transmission, a two- tone paint job, white-wall tires, chrome exhaust pipes, and fuzzy dice hanging in the windshield

{point C} A black Firebird, the all-macho car. Comes with optional seat belts (lint) and optional fuzz buster (escape to assembler).

{point ALGOL 60 } An Austin Mini. Boy, that's a small car.

{point Pascal } A Volkswagon Beetle. It's small but sturdy. Was once popular with intellectuals.

{point Modula II} A Volkswagon Rabbit with a trailer hitch.

{point ALGOL 68 } An Astin Martin. An impressive car, but
not just anyone can drive it.

{point LISP} An electric car. It's simple but slow. Seat
belts are not available.

{point PROLOG/LUCID} Prototype concept-cars.

{point Maple/MACSYMA} All-terrain vehicles.

{point FORTH} A go-cart.

{point LOGO} A kiddie's replica of a Rolls Royce. Comes with
a real engine and a working horn.

{point APL} A double-decker bus. Its takes rows and columns
of passengers to the same place all at the same time. But,
it drives only in reverse gear, and is instrumented in Greek.

{point Ada} An army-green Mercedes-Benz staff car. Power
steering, power brakes and automatic transmission are all
standard. No other colors or options are available. If it's
good enough for the generals, it's good enough for you.
Manufacturing delays due to difficulties reading the design
specification are starting to clear up.

--
From the RHF archives as selected by Brad Templeton, Maddi Hausmann and
Jim Griffith. This newsgroup posts former jokes from the newsgroup
rec.humor.funny. Visit http://comedy.clari.net/rhf to browse the RHF pages
and archives on the web.

Join and contribute to the Electronic Frontier Foundation (EFF) today.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

796. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ddtee$j5o$1@news.emw.ericsson.se>
Source record: 5257

Tony Greenwood wrote:

> >Hehehe.. I would guess he loves scrolling bacause he uses such a low
> >resolution. Even if he has got an area covering 2 screens in a pinball
>
> Heartland uses the equivelant of around (ho dear, i cant
> remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll
> area :)

Ehhhh.. but wasn't we talking about a pinball game now? You are quick to
change game type so that you can pick on us. :-)

> >game he still only have 320x400. I have atleas 800x600 minus menues and
>
> ha!, try sticking 30 320x200 screens together and see what you get :)

Wow, so Obsession is build up of 30 320x200 screens! I didn't know that!
;-)

> >window borders taking it down to lets say, 800x540. Still plenty of room
> >for the playarea. ;-)
>
> Dont fink so!

You must have a super duper version of Obsession which I have never even
heard of. :-)

> >Also for those who would like to try my little attempt to a PacMan
> >clone,I have now updated it and hopefully it now works on a regular ST....
>
> So eerm where is it ?

I wont tell you, but if you managed to read my signature you would find
it.
I still suspect that it might fail on ST's... :-(

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

797. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ddu8bjbo1@news.emw.ericsson.se>
Source record: 5258

Peter Rottengatter wrote:

> > So powerful you cannot even request that the machine changes video mode.
>
> That's been a minor design flaw that can easily be changed. AFAIK is HAS BEEN
> has beenchanged already with recent NVDI.

Lot's of "AFAIK" here, but still noone has said how it's done, so how
can people
do it when noone knows how to do it?

It; like shooting on a dead horse.

> BTW I find it seldomly desirable to have any software change resolution. It
> should better adapt to the resolution it finds, or run in a window.

This is starting to get out of hands, even for me. So you can't live
with the
fact that some games are mroe playbale if they cover the whole screen in
a
lower resolution? Not even I wold like to run all games in a 320x200
window
on my 1024x768 desktop. It would just be to small! Some games are fine
to
run in a window but some just aint. Also shifint 1024x768 16-bit even on
the
fastest TOS clone is but much. Even most PCs will chooke.

> > If a machine supports 16-bit graphics, shouldn't a game be able to request
> > that the machine use that mode?
>
> Not really. Depends on what you mean by "request". IMHO the game should not
> change video modes on it's own.
>
> The better situation IMHO would be asking the user to change the video mode,
> and if the user refuses to do so, gracefully running in the less desirable
> (from the game's point of view) video mode. Sure the game might not be as
> nice anymore, but the user's decision should be respected.

Yes, this is one solution. Also some games on the PC have got 2 modes.
Either
full screen (a resultion change is most often necessary) or in a window.
But
in order to make this possiblen and not being forced to write 2 versions
of the
game some pwoerfull library would be needed. Maybe fVDI could handle

that as
well by adding a games library.

> > Why not? you can write to video memory on the PC, so Physbase could easily
> > just return the address that the video ram is mapped to. Of course, moving
> > the physbase could be problematical.
>
> Have you ever worked out how writing into a card's memory works on a PC ?
> Why would every piece of hardware for PCs come with drivers ?

Isn't this how Bad Mood does it, writing directly into Video RAM on the
Nova?
I still havn't been able to test it as I can't get the damned thing to
compile
for Nova, or compile at all for that matter. :-\

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

798. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ddufvjbo2@news.emw.ericsson.se>
Source record: 5259

Anthony Jacques wrote:

> If Hades/Medusa/Milan owners want games that make use of their systems,
> then they should consider writing them themselves, rather than expecting
> people with a bottom of the range ST to write them...

Well, I would say that we would need a army of games prpgrammers. Not
just
one lone rider called Tony, even thought he try to work like a small
army
on his own. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

799. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6ddv7djfi1@news.emw.ericsson.se>
Source record: 5260

Anthony Jacques wrote:
>

> > There are indeed quite a few nice ideas there, but if I don't get any
> > help with the programming...
>
> Yea.... if I can make some time, I'll mail you...

It sure would be nice if we all could cooperate. If fVDI gets usefull
for games maybe even some old STOS coders cold be persuaded to code
with it. And a good way to do a resolution change would certainly be
needed as well as an extended ent_multi() with joystick and joypad
support.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

800. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6de03njfi2@news.emw.ericsson.se>
Source record: 5261

Anthony Jacques wrote:

> > But they work! :-)
>
> Yea :)

Maybe I should add, They work on a Falcon. :-)

> > say that the code was very strange in a few parts and I wonder what I was up
> > to.
>
> hehehe... I know the feeling. :)

Some code was _very_ weird indeed, like the dialog handling. Very
strange and
I still don't know what I do. :-)

> > Also, it looks like there migh be a problem when I'm trying to open the
> > game window. Will a ST crash if have added the "SMALLER" button or will it
> > only give a error message? On TOS 4.04 it's just ignored. There might be some
>
> Its ignored on TOS 1.00. I haven't specifically tested this on any other
> TOS version (well, except for TOS 4.92, in which you will get the SMALLER,
> but it works differently so you will screw things up as you will not get any
> WM_ICONIFY messages).

Hmm... I wonder what the problem is under STonX then.

> > other AES stuff which might clash with something.
>
> Yea, maybe some Magic stuff. :)

I don't use any as there isn't much to use. :-)

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

801. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6de07jjfi3@news.emw.ericsson.se>
Source record: 5262

Peter Rottengatter wrote:

> >> Also, it looks like there migh be a problem when I'm trying to open the
> >> game window. Will a ST crash if have added the "SMALLER" button or will it
> >> only give a error message? On TOS 4.04 it's just ignored. There might be some
> >
> > Its ignored on TOS 1.00. I haven't specifically tested this on any other
> > TOS version (well, except for TOS 4.92, in which you will get the SMALLER,
> > but it works differently so you will screw things up as you will not get any
> > WM_ICONIFY messages).
>
> ICONIFY is one of the few extensions that you can use in all programs without
> checking for TOS versions. It's simply ignored by all older TOS versions.

Okey, thanks. That was what I suspected but I got a bit wondering as it
did not work under STonX. I guess there is something else going on.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

802. Re: GPIC 1B

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6de0rpjfi4@news.emw.ericsson.se>
Source record: 5263

Hans Wessels wrote:
>
> Game programming in C Part 1B

I'm not sure if it say waht type of game this is, but could
you make something else than a PacMan clone (if that is what
it is)? Mario has already done a very good PacMan running in
GEM window, so it would be nice without something which we
don't have right now.

Bomberman clone?
Breakout clone?
Pinball cone?
xxx clone?

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

803. Re: wdialog in english and for lattice

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Michael Clemmetsen <m.clemmetsen@sunderland.ac.uk>
Message-ID: <34FA9397.AFD764AF@sunderland.ac.uk>
Source record: 5264

Hi Boris,

IIRC wdialog.prg comes with cops (COntrol Panel Server) the Xcontrol
replacement. Try:

http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

Michael

boris d. cahan wrote:
>
> 1) Does a version of wdialog exist in english, and where can it be gotten?
> 2) Does a version of the files, possibly including the sample files exist
> in english?

804. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6de65l$14m$1@nyheter.chalmers.se>
Source record: 5265

In article <19980228190453809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> wrote:
>> themselves as well as counting interrupts), which is enough to make even
>> the very fastest VDI routines (like line colour setting) register on my
>> AB040 (but it's down to one 'click' per call in that case).
>
>Pretty impressive. :-)

Actually, it seems my memory isn't what it should be. When I checked
a few things yesterday it turned out that while vsl_color did indeed get
clocked for one 'click' on most calls, there were a few faster calls.

I think I could increase the timer frequency, but for all useful VDI
operations it seems allright as it is, even with an '040.

>Well I have some rather braindead 8/16bpp mode stuff, although I'm sure its
>nothing you couldn't work out. I have quite a fast setpixel() routine that

It's not so much a question about whether I can work something out (which
I definitely can), as how quickly fVDI will develop if I have to write
every single line of code for it.

>that works in most planar modes (2->8).

The speed of set_pixel is, unfortunately, not very relevant for the current
fVDI since there's such a lot of overhead anyway when that is needed.
Still, it would be interesting to see if I might have missed something
in my own implementations.

>I've (sort of) got access to the TML 4bpp modes, but theses are all hard
>coded for 320x200, and are not too easy to understand (and appart from

Hard-coding is usually not difficult to remove and I think it's an
inherent characteristic of fast bitplane drawing code (especially for
multiple interleaved bitplanes) that it's difficult to understand...

>putpixel/setpixel, and various copy ops, it doesn't have any non-sprite
>based graphics routines)

Sprite drawing routines should be mostly the same as normal vro_cpyfm
(D = S mode) blitting. Perhaps with some masking added.

>As for time, if I'm going to get this BadC stuff working, I cannot really
>write much code for fVDI...

I understand that. The BadC module interface is used for the device
drivers in the current fVDI, though, so if you have any new ideas... ;-)

>> that the monochrome blitter source (which should handle all the vro_cpyfm
>> operations) is more than 30kbyte assembly as it is.
>
>hmm... yea, pretty big...

Fortunately, that includes four very similar duplicates of large parts
of the code (S = D code, generic code and shadow screen versions for all
of that).

>Yea, I remember that... Any idea how fAES is going? I dont suppose you've

The Fenix developer mailing list has been quiet for more than three
months, so I'm not sure _anything_ is happening.

>heard anything from Sven about the kernel have you?

Heard from Sven? Are you joking? ;-)

>> There are indeed quite a few nice ideas there, but if I don't get any
>> help with the programming...
>
>Yea.... if I can make some time, I'll mail you...

Anyone else?

>> As long as you use an AES that can return immediately when there are no
>> messages to process, there shouldn't be a problem (I wouldn't expect an
>
>I guess thats Magic, N.AES, oAESis, XaAES, and maybe AES 4.1?

I don't know about Magic or N.AES and would be surprised if Atari managed
it, but last time I looked at oAESis it seemed fine. The test version of
XaAES that I released long ago also returned quickly, but I think
something happened later on to slow things down again.

There is a small program called LINES.PRG (IIRC) that runs a _lot_ faster
with an AES that has quick evnt_multi calls. I'm not sure if it was the one
Atari included with MultiTOS or the one in the XaAES distribution, though.

>> Perhaps we should take a look at DirectX?
>
>Perhaps. I haven't actually looked that the API myself, but I have heard
>a lot of critism of the 3D api for ease of use, so I wouldn't bet on any

I don't think the other parts (DirectDraw, DirectSound etc) have received
that much criticism, but I haven't looked at them myself yet. Currently
I'm mostly looking into Win32/GDI (I intend to write a graphics test
program for the PC and Atari at the same time) and RRedline (the native
3D API for the Rendition graphics chips).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

805. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FAA182.4E68@mst.tn.utwente.nl>
Source record: 5266

Peter Rottengatter wrote:
> But for that I have the other games that I described in some parallel message.
> And this is also the reason why I still play C64 games from time to time. In
> terms of ideas they are so much superior to anything that exists today. Of
> course technologically speaking they are inferior, but the inferior hardware
> was one of the reasons the programmer concentrated on a sophisticated (in
> terms of game ideas) implementation, rather than superfast scrolling, 3d
> shading etc. etc. Sure technologically speaking Tony's games are superior,
> but if I want to play technologically superior games, then I switch my Linux
> box (Pentium 133, Matrox Millenium) into DOS mode and play games with a tech-
> nological quality Tony can only dream of.

Don't agree to this. Most DOS game are on implementation technology
inferior to most Atari games. The implementation relies on brute
force power of the computer. Great games like 'No second price',
'Wings of death' and 'Enchanted land' get the maximum from the ST
hardware. DOS games more or less work.

Bye, Hans

806. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FAA8F0.11CE@mst.tn.utwente.nl>
Source record: 5267

Andrew Gower wrote:
> So stop talking rubbish. If you REALLY want tony to write games that will
> run on your machines, re-write the missing-link so that all the graphics
> commands take IDENTICAL inputs, except work for 256 colour screens instead.

Some of the writers of messages requesting Tony to write 256 color
games assumed the STOS routines were universal enough that a change
from 16 to 256 color sprites would be enough to create those games.
They didn't know that most of the STOS extensions only work in ST LOW.

> Then there would be decent standard that people wanting to write
> cross-platform games could use. There is no-way you can expect other people
> who don't own falcons to write these routine for you, it just wouldn't be
> possible, but if you wrote them, and you wrote them well. Anyone could
> write a falcon enhanced game wihout needing a falcon.

Ack! I will try to design the C routines in my GPIC series to do
exactly that!

Bye, Hans

807. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FAAF15.402@mst.tn.utwente.nl>
Source record: 5268

Tony Greenwood wrote:
> Heartland uses the equivelant of around (ho dear, i cant
> remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll
> area :)

I know, Have got the C source right in front of me :-)

The resolution of the heartlan map is 8640x1600 pixels, or,
to speak in ST low screen sizes 27 screens horizontal and
8 screens vertical.

Peter Rottengatter wrote:
> Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in
> y direction. 5 * 6 tiles is 30 tiles, each covering a 320x200 area. That is
> 5 * 320 in x, gives 1600, while 6 * 200 in y, gives 1200 pixels. In total
> 1600x1200 is required. That is not really a problem for my Matrox Millennium,
> even though True-Colour is not possible anymore, I must go back to 65536
> colours. But I'd just need to stick a bit more wRAM onto it to have True-
> Colour in that resolution too. Gives you whole Heartland without scrolling.
> :-))

Sorry Peter, even the milennium won't do this, the maximum horizontal
resolution of a milennium is 2000 pixels (Ok, don't know the specs by
head, could also be 3000 or even 4000, but I think it was 2000), so
there is now way you can get it on your milennium.

Bye Hans

BTW Tony: if you call Heartland fast scrolling, how would you
call a game that scrolls twice as fast? (I mean here a screen
update every vbl in stead of every second vbl.)

808. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FAB0F0.1D7@mst.tn.utwente.nl>
Source record: 5269

Peter Rottengatter wrote:
>
> In article <34F442EA.6DA@mst.tn.utwente.nl>,
> Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:
>
> > KAOS. I am totally addicted to the genial drop back
> >
> > Also harddisk performance is great with KAOS. My
>
> All what you ask for exists in MagiC too ... and CAB likes MagiC very
> much. ;-)

Might be, but I also need also a lot of RAM to debug ARJ. This
weekend I had to switch off all autofolder programs and
accessoiries to find a nasty bug. For normal runs (without
debuger) I am just on the right side of the memory limit. So
I can't spend some extra memory on thing like magic and why
should I Kaos works fine for me, it's Cab that had problems.

Hans

809. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FAB2A8.2B5D@mst.tn.utwente.nl>
Source record: 5270

Guy Harrison wrote:
> Changing the subject away from compatibility for a moment (I think I'm
> allowed, I started this thread <g>), why do you not use hardware
> scrolling? It's the same on ST and ST(e) isn't it? And for all I know
> the Falcon low-rez might be laid out the same anyway?

No! A normal ST has no harware scrolling. The only thing that comes
close is an complex scheme of opening upper left and right borders to
get the screen start on word alignment, but you can't get that to
work on accelarated ST's.

The STe has real hardware scrolling. You can set the screenbase on
a word boundary and delay the screen output for n pixels, getting
scrolling on pixel level both in x and y directions.

Bye, Hans

810. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FABA1F.22E@mst.tn.utwente.nl>
Source record: 5271

Tony Greenwood wrote:
> This is what I do.............
>
> <start>--------------------------------------
>
> A standard Arcade style game
>
> 1) 8 way scrolling.
> 2) Optimum screen size of 200x200 remainder taken by info
> 3) 32x32 main charactor sprite
> 4) 20 individual free roaming sprites (Free roaming does NOT mean set
> paths, the sprites act on object placed or removed by main sprite)
> also this is per level,

I am afraid I don't understand this part, please elaborate.

> 5) 16 Colours
> 6) Screen overlay, so sprites move behind scenery
> 7) Full one meg of memory (to include standard floppy disk setups)
> 8) Background Music AND Sampled sound for FX, split into following
> FM=Background sound only

Why not playing a chip tune?

> STe=Background sound and sampled FX
> Falcon and above Sampled FX only
> Falcon to have enhanced sound quality

Where are the effects? Even in Heartland I did them on the Falcon.
What do you do on a TT?

> 9) Animated backdrops, Unlimited animation on game backgrounds
> 10) Joystick support
> 11) Support for Minimum 1 meg FM to Falcons with Nemesis or other
> fingies?, Also TT's and megas
>
> STOSSER Software games support all the above, Older releases may of
> course not, but the last half dozen games will implement at least some
> of the obove, with at least one game supporting ALL of the above thus
> proving it can be done,

And it's speed, screen updates every VNL, second VBL, 3rd VBL...?

>
> <end>--
>
> 1) If you can do all of the above AND better, then please do give me

> the benefit of your knowledge and I will gladly read and learn and be
> thankfull :))

Mmmm, must have missed something, where are you doing this?
Especially those 20 extra sprites sound quite impressive, are
they all visible at the same time? Do they also move behind
backgroud objects?

Well, you know what my specs are:
8 way scrolling, 160x320 playfield, chip music and sound FX on ST,
STe, TT and Falcon. DMA music on STe, TT and Falcon. 32x21 sprite,
screen overlay. Running in 512kB. All in two vbl's, on Falcon and
TT one vbl mode.

Do I qualify?

Bye, Hans

811. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6dedqc$7jq@balaena.bio.vu.nl>
Source record: 5272

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >Oh dear, what is the world comming to?

: An abrupt end if you happen to be unlucky enough to be wired up to a
: machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))

Nah. In our hospital they use Sun Sparc workstations in intensive care. :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The devil finds work for idle circuits to do.

812. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6def5m$7jq@balaena.bio.vu.nl>
Source record: 5273

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Iconification or lack thereof under MagiC would not cause any problems
: but the gadget to send the window into the background might. This is
: because MagiC handles it automatically unless your application
: specifically takes over control of it. In effect, a game which thinks
: it is running in the foreground might suddenly find itself covered by
: other windows and be oblivious to the fact.

Hmmm, what's the best way around that? (coz' it means some of my software
isn't 100% Magic-compliant :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The devil finds work for idle circuits to do.

813. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fdcffb.6339584@news.zetnet.co.uk>
Source record: 5274

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
14:22:48 +0100 that you wrote:

>> scrolling? It's the same on ST and ST(e) isn't it? And for all I know
>> the Falcon low-rez might be laid out the same anyway?
>
>No! A normal ST has no harware scrolling. The only thing that comes

We call it "Cheap Hardware scrolling" on the FM, I can show you full
screen cheap hardware scrolling on a fm easy in one vbl, but only
vertical :) and its not real ...IYSWIM

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

814. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fed045.6413689@news.zetnet.co.uk>
Source record: 5275

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
14:07:33 +0100 that you wrote:

>> Heartland uses the equivelant of around (ho dear, i cant
>> remember..<smile>) eeerm around 30 PI1 screens, thats a BIG scroll

>I know, Have got the C source right in front of me :-)

HEHE, Mine is on disk for the ATARI, and I was too lazy to boot up,
find disk and load STOS then load the BASIC then find the info, just
to answer an email, so I guessed :)
>
>The resolution of the heartlan map is 8640x1600 pixels, or,

Sounds better, now who is going to show that without scrolling :)))

>to speak in ST low screen sizes 27 screens horizontal and
>8 screens vertical.

8x27 pi1 screens... well it was a few years ago... but I was well off
wasn't I :)

>
>Peter Rottengatter wrote:
>> Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in

Sorry Peter as above, I was a mile off....27 screens by 8 screens, on
a One meg FM from floppy..... hehehe

>BTW Tony: if you call Heartland fast scrolling, how would you
>call a game that scrolls twice as fast? (I mean here a screen
>update every vbl in stead of every second vbl.)

You have to remember I never said "THE fastest" just fast, and I know
you agree it is :), Compared to a lot of games I have seen then it is,
and as everyone expects STOS to equal jerky and flip screen, then
"fast" seemed to be appropriate ?

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

815. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3500d64e.7958704@news.zetnet.co.uk>
Source record: 5276

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
14:54:39 +0100 that you wrote:

>> 4) 20 individual free roaming sprites (Free roaming does NOT mean set
>> paths, the sprites act on object placed or removed by main sprite)
>> also this is per level,
>
>I am afraid I don't understand this part, please elaborate.

A lot of games have baddies that will move on set paths, maybe 100
pixels to left then 100 to right, just set paths, this is simple to do
and not to heavy on the processor time....

However in H.E.R.O. the baddies look where they are going, if they
reach a door then they stop... however if Jim our main sprite has
opened that door, then the next time the baddie reaches it, it will go
through the door until it reaches the next thing to stop it,

Drops of green goo drip from broken pipes and cielings, lets say some
is dripping onto a lift, if you send the lift down a couple of
screens, then the drips will drip down to wherever the lift is,

OK not exactly state of the art IE but it does take a lot more proc
time and its not something you see too often is it!, its an
enhancenebt to the game... and thus mentioned,

>> 8) Background Music AND Sampled sound for FX, split into following
>> FM=Background sound only
>
>Why not playing a chip tune?

eeerm thats what it is... FM has a chipmusic playing in the
background...no sampled sound, or it has no music but uses chip sfx,
of which I only know one ands thats from the Killing game show, wish
there where more..

>> Falcon to have enhanced sound quality
>
>Where are the effects? Even in Heartland I did them on the Falcon.

better sound quality I said.. there should be the same sample, but
sampled at a better rate, if extra memory or falcon is detected then
it loads and uses the better sample, pretty sure this was implemented
for diamond Ice, cant remeber for heartland.. :)
I could have used bigger and better sampled, BUT what everyone seems
to forget when talking about enhancements, is that we still have to
support the lower machine, and floppy disk users, what floppy disk

user wants extra couple of meg sample files that he cant even hear ?

>What do you do on a TT?

Seems to play them all according to game testers ? chip music and
samples... and as a TT always has more memory then it gets the
enhanced sound,

>> of the obove, with at least one game supporting ALL of the above thus
>> proving it can be done,
>
>And it's speed, screen updates every VNL, second VBL, 3rd VBL...?

hmmm I don't see the need for this question.. beauty is in the eye of
the beholder surely?.... <smile> a game player does not care how many
vbl's, he does not care if the code is speghetti (like mine is) and he
doesnt care what language was used (this is supposing he is a little
more mature than to refuse to try it just because its STOS)

>Mmmm, must have missed something, where are you doing this?
>Especially those 20 extra sprites sound quite impressive, are

HERO has 20 baddies in every level, all are being drawn, not all are
on screen at the same time, that would be SILLY!,

BTW to maybe impress you even more, the 20 sprites consist of 5
different types of baddies, all that move and act differently so must
have seperate routines, eg: flying or floor walking or droping from
cieling etc..
The above 20 sprites not include the animated burning water or the
animated lazer beams :))

>they all visible at the same time? Do they also move behind
>backgroud objects?

None..not even the main charactor moves behind objects in this
example, hmmm did I say at least one game features everything ?... I
amy have said that.. whoops sorry my mistake :)
>
>Well, you know what my specs are:
>8 way scrolling, 160x320 playfield, chip music and sound FX on ST,

But your version was no more compatable than my version, also your
version did not have everything in it when I saw it..???

You proved beyond doubt that it could be achieved in C, but as for
compatability, yours would not run on more machines than my version..
and theres no prrof it would even run on as many ?

>STe, TT and Falcon. DMA music on STe, TT and Falcon. 32x21 sprite,
>screen overlay. Running in 512kB. All in two vbl's, on Falcon and
>TT one vbl mode.
>
>Do I qualify?

You already qualify, because you are the ONLY person in this
newsgroup who has the balls to back up what he says :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

816. Test Subject

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d1d_9803021146@conchbbs.com>
Source record: 5277

```
f > why should I be ashamed? how can you be shure that this book
f > (I assume it is a book) can be found in Sweden where I live,
f > and Why should I ahve bought it, even if it does exist?

"Algorithms" by Sedgewick is one of the best references on
programming ever written. Another is "The Art of Computer
Programming" by Knuth.

f > Instead of giving me "poiters" of where to look, Why not be
f > helpfull and tell me what that book says.....

He devotes an entire chapter to the subject. However, the most
commonly used method is as follows:

a[0] = seed;
for(i=1; i<N, i++) a[i] = mod( a[i-1]*b + 1, m);

for some constants b and m. The trick is finding a good value for b
(for a particular m). This is usually done by trial and error.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

817. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FAF569.5675@mst.tn.utwente.nl>
Source record: 5278

Tony Greenwood wrote:
>
> Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
> 14:54:39 +0100 that you wrote:
> >> of the obove, with at least one game supporting ALL of the above thus
> >> proving it can be done,
> > >
> > >And it's speed, screen updates every VBL, second VBL, 3rd VBL...?
> >
> > hmmm I don't see the need for this question.. beauty is in the eye of
> > the beholder surely?.... <smile> a game player does not care how many

Setting standards like this you need to say something
about the speed. It is possible to do it all, including
20 free moving sprites in a GEM window, screen updates
will cost some time, but you didn't say anything about
speed, so anyone doing this in a GEM window will
satisfy to your challenge.

> vbl's, he does not care if the code is speghetti (like mine is) and he
> doesnt care what language was used (this is supposing he is a little
> more mature than to refuse to try it just because its STOS)

Nor does he care for the number of sprites and so on. You set
here a technical challenge so you have to specify something
about speed.

BTW: going from two VBL to one VBL code makes a great
difference in gameplay.

> > >Mmmm, must have missed something, where are you doing this?
> > >Especially those 20 extra sprites sound quite impressive, are
> >
> > HERO has 20 baddies in every level, all are being drawn, not all are
> > on screen at the same time, that would be SILLY!,

Why would dat be silly? Ever played Llamatron? That has a real
huge baddy count and is definitly not silly.

> BTW to maybe impress you even more, the 20 sprites consist of 5
> different types of baddies, all that move and act differently so must
> have seperate routines, eg: flying or floor walking or droping from
> cieling etc..

Doesn't impress me at all.

> >they all visible at the same time? Do they also move behind
> >backgroud objects?
>
> None..not even the main charactor moves behind objects in this
> example, hmmm did I say at least one game features everything ?... I
> amy have said that.. whoops sorry my mistake :)

You surely have said that. Time to rewrite the original specs:
---------->8-----------------------
Tony Greenwood wrote:
This is what I do.............

<start>--------------------------------------

A standard Arcade style game

1) 8 way scrolling.
2) Optimum screen size of 200x200 remainder taken by info
3) 32x32 main charactor sprite
4) 20 individual free roaming sprites (Free roaming does NOT mean set
paths, the sprites act on object placed or removed by main sprite)
also this is per level,

Number of sprites visible at the same time:
( ) 1
( ) 2
( ) 3

5) 16 Colours
6) Screen overlay, so sprites move behind scenery
Not always
7) Full one meg of memory (to include standard floppy disk setups)
8) Background Music AND Sampled sound for FX, split into following
FM=Background sound only
STe=Background sound and sampled FX
Falcon and above Sampled FX only
Falcon to have enhanced sound quality
9) Animated backdrops, Unlimited animation on game backgrounds
10) Joystick support
11) Support for Minimum 1 meg FM to Falcons with Nemesis or other
fingies?, Also TT's and megas

12) gamespeed: screen updated every second VBL?
---------------8<---------------------------------------

> >Well, you know what my specs are:
> >8 way scrolling, 160x320 playfield, chip music and sound FX on ST,
>
> But your version was no more compatable than my version, also your
> version did not have everything in it when I saw it..???
>
> You proved beyond doubt that it could be achieved in C, but as for
> compatability, yours would not run on more machines than my version..
> and theres no prrof it would even run on as many ?

My version runs on 512kB STs too, yours didn't.

>
> >STe, TT and Falcon. DMA music on STe, TT and Falcon. 32x21 sprite,
> >screen overlay. Running in 512kB. All in two vbl's, on Falcon and
> >TT one vbl mode.
> >
> >Do I qualify?
>
> You already qualify, because you are the ONLY person in this
> newsgroup who has the balls to back up what he says :)

Thank you!

Bye, Hans

818. Atari ST Owners

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Robert Davis <robert.davis@donut.demon.co.uk>
Message-ID: <P3Vt5FAynv+0EwKC@donut.demon.co.uk>
Source record: 5279
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Dear Atari owners,

I am wondering if anyone can help me.

I own an Atari Mega 1 that I use for music. It originally came with Microsoft Word for ST and I currently need to do some word processing on it.

Unfortunately, though I still have the mauals and documentation, the Word disk was stolen and I need to get a replacement. Does anyone have a copy of Word for ST they can send me or email me?

Please email me directly since I do not receive all postings to the group.

Thank you for your assistance,

Robert Davis

p.s. Please don't flame me about software piracy. I have purchased all the software I use, I do own a licence for this package and this package is not currently sold commercially.

Robert Davis
---
robert.davis@donut.demon.co.uk
---

819. Re: GPIC 1B

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980302185531809 56@zetnet.co.uk>
Source record: 5280

> Hans Wessels wrote:
> >
> > Game programming in C Part 1B
>
> I'm not sure if it say waht type of game this is, but could
> you make something else than a PacMan clone (if that is what
> it is)?

Magnus, shame on you... read the message - its a TRON clone. :-)

Nice one Hans... keep going. :)

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

820. Atomic Compression routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Andrew Gower <acg29@cam.ac.uk>
Message-ID: <34FB11D9.7E3FDCD3@cam.ac.uk>
Source record: 5281

Hi everyone,
I've got a question which has been bugging me for some time now. I've heard that the atomic decompression routines, (as used in quite a lot of demos/games) aren't compatible with the falcon. Is this true? If so can anyone explain why? They don't seem to do a lot hardware specific calls, they mainly just do a lot of complicated bit operations, and rely on the flag resgister an awful lot, does the falcon flag register behave slightly differently or something, or am I just missing something really obvious? :-)

Andrew

P.S I think I was a bit rude in my previous messages, (sorry Peter!) I don't know what came over me! Rest assured that I am now sane once again! :-)

821. menu in infoline?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <6dfadl$ga5$1@news1.tor.acc.ca>
Source record: 5282

I was wondering if anyone knows of C bindings that will allow
putting a menu in the GEM window infoline?

I know GFA has some library functions that do it, but I haven't
been able to locate C bindings to achieve a similar result...

Otherwise, how could one install a menu within a dialogue, with
proper handling of the menu's pulldown?

Please Cc reply through e-mail. Thanks.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

822. Re: wdialog in english and for lattice

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Thomas.Much@stud.uni-karlsruhe.de
Message-ID: <6dfcat$46u$1@nz12.rz.uni-karlsruhe.de>
Source record: 5283

>Does a version of wdialog exist in english, and where can it be gotten?

There's a separate archive with WDIALOG 1.98 on my home page:

http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

bye, Thomas

823. Re: Atomic Compression routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980302230517809 56@zetnet.co.uk>
Source record: 5284

Hi

> I've got a question which has been bugging me for some time now. I've
> heard that the atomic decompression routines, (as used in quite a lot of
> demos/games) aren't compatible with the falcon. Is this true?
For the self extracting routines, yes. I believe the "extract an atomic
archive" routines work ok, but not as useful...

If so can
> anyone explain why? They don't seem to do a lot hardware specific calls,

They use self modifying code, IIRC, which screws up if you have separate
data and instruction caches, like in the 030, because the data cache holds
the modified code, and the instruction cache holds the original code.

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

824. Re: menu in infoline?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980302230743809 56@zetnet.co.uk>
Source record: 5285

Hi Qfunk

> I was wondering if anyone knows of C bindings that will allow
> putting a menu in the GEM window infoline?

The last release of FLDLIB (0.94b?) had menus attached to the windowed dialogues. Personally I dont like these, so I haven't really looked at how it works in detail, although I do remember that FLDLib used AES 3.4 popups in its implementation (for simplicity, I guess... you could write generic versions if you wanted to).

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

825. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep6u6w.oH1@suse.modem.stud.uni-hannover.de>
Source record: 5286

In article <19980301122023809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> Why not ? The Atari features several mechanisms that you can use to built
>> whatever timing you want into your software.
>
> Well, for one thing (minor point), if you are sitting on a TT, Falcon, or
> whatever with a VGA monitor, its 70vbl's per sec, unlike the 50/60 you get
> on an ST - so if the game is running at 1vbl then you could potentially be
> playing a game that is running 40% faster than it should be.

I wasn't talking about the VBLs of course, they are bad for this. But the
200 Hz interrupt runs far more precise than is required.

If just a defined delay is required, one could also simply access the 200 Hz
counter, for which one does not need to install interrupt handlers.

> Also, in general, the higher the resolution, the slower the machine gets. So,
> how do you know if the machine is fast enough to cope with the game at the
> "intended" speed?

That's not the programmer's worry. Maybe you should mention it in your readme
files that goes with the game, that it may be too slow with the chosen reso-
lution, and the player should switch resolution in order to enhance speed.

I can ask the other way round : How do you know the machine is too slow to
cope with the game at the given resolution ? There is no point in refusing
to run a game in 1024x800 on a Hades entirely due to speed assumptions,
because the Hades is fast enough to handle it.

I should add : There is no point in refusing to run a game in 1024x800 on any
Atari, because you cannot know if the player has miraculously sped up the
machine a lot.

Then I should add, there are machines out there where CPU speed is not
affected by screen resolution, because all the graphics work is handled by
a graphics coprocessor.

So making such assumptions is bad programming style. I'm not saying that your
style is bad, but your statement above might mislead some other programmers
to using such style, which should be avoided.

> It was their failure to provide a generic call in the ST that has caused this
> problem.

I guess we can agree on this. ;-) But if they had, the problem would still
be there, only slightly relieved. This is because different hardware supports
usually not just additional resolution settings, but supports *different*

settings. So on some hardware 800x600 will exist, but no 1024x800, then
other hardware might support the latter but not the former. This is why it's
important that software is able to adapt.

>> AFAIK is HAS
>> BEENhas beenchanged already with recent NVDI.
>
> Please tell me what call to use then. As I mentioned in another post,
> I couldn't
> find this call in the NVDI Programming docs, so if you can shed some light
> on this I would be very grateful.

I've been told it's in NVDI V4. I don't have V4, just V3.02, and that's why
I said AFAIK. I gotta ask others for this.

> If I want to play an arcade game, I dont want it running in a small window
> in the top-left corner of the screen (or whatever), I want it full-screen
> no distractions.

That should be the user's choice, don't you think so ? Or are you thinking
everybody else will think the same way as you do ?

I will usually play such a game when I have some idle time, waiting for an
FTP download to finish or similar. In such a case I want the FTP window on
the screen next to my game so that I know when it's done. Mario Becroft's
Pacman is very nice in this respect, it is an arcade game running exactly
the way some people here are saying is impossible.

> Find my someone who likes playing Quake no the PC in a window
> - you certainly wont find many who dont play full-screen.

Because they can't. I'm sure I'd find some who would if it were possible.

> Equally, its hassle for me as a user to be TOLD to change resolution by
> a program, when I know full well that it is capable of doing it for itself.

If you "know" that, then - sorry - you're entirely wrong on this. No program
can be sure if it will be capable of switching resolutions properly by it's
own. Sure it can attempt to, but it's likely the program will not have any
chance to tell if it succeeded, only the user can tell when he sees a garbled
screen output.

> This seems a very strange way of doing it... IMO not what the games-playing
> public want.

Because they aren't aware of the situation. But you, as a programmer, are,
and you should be able to teach them on this, by writing an appropriate
paragraph in the README. The user is not in the situation of dictating what
is possible - if he were then I'd ask my hardware to support 3000x2000
True-Color modes ;-) Some improvements can be done by using hacks (this is
what I call fiddling with hardware to set video modes), but it leads to
the situation that few users can use the program. I know, people don't care
if their favourite program works on their neighbors machine, but I do not
think this is something that should be encouraged. People should be made

understand that the little hassle (if it's needed in the first place) is
essential in order to let others have fun too with that program.

>> > On my 1008x608x4bit screen there's room for a lot of ST-low games at once.
>>
>> This would work indeed if the games would run in windows, and used VDI.
>> But any setting of video mode by the game on it's own screws up the lot.
>
> But then, would anyone actually try and PLAY that many games at once? The

Depends on the type of games. I'm not a fanatic of arcade games, and as such,
the type of game I usually prefer is that of which several ones can be played
at the same time.

> answer is of course no, you would only want to play one game at a time,

There is an often made mistake. People tend to think their own opinion
would hold for the whole world. This is an assumption that has led to so
much hardship in the history of our planet, that I had guessed everyone
nowadays should be ready to accept that other people in other circumstances
will grow entirely different opinions and habits.

So please accept that for this reason the line of yours that I quoted above
is rubbish, especially the "of course".

> so why have it only taking up 1/9th of your screen, with the rest displaying
> the desktop?

There are more reasons for one or the other than you can remotely guess.
Therefore it's pretty arrogant to dismiss half of them, by denying existence
of reasons to restrict a game to only 1/9th of the screen.

>> > requires ST compatible resolutions, but that isn't the programs support - if
>> > the machine cannot do what an ST can do, users should EXPECT games designed
>> > for the ST not to work.

There are programming techniques that make such expectations obsolete. It
CAN be done, games that run on all machines. So there is no reason to expect
such a thing. The current situation merely makes me *suspect* that a given
game won't run, and as it can be done, I'd be happy if this could be changed.
Currently it's sadly prevented by certain people simply refusing to try other
techniques, techniques that in some cases even save work.

>> Why design such games in the first place ? The Atari world is a lot bigger
>> nowadays (in terms of different models), and it's far from impossible to
>> design games such that they run on most if not all models.
>
> Yea, but the "most if not all" models are the low end STs,

Sorry but this is rubbish, especially the "if not all" in your sentence.
If it holded then there were no other models, and the discussion had never
started in the first place.

You might be judging from the situation in the UK, maybe the "most" is true
there, but here in Germany the situation is entirely different, and in other
countries the situation is different again. I thought only bloody germans
are so self centered when it comes to Atari software, but I begin to realise
that UK people can do just as "well". ;-)

>> > If, say, Super()/Supexec() was removed from user programs (as has been
>>
>> That's not the point, there is no hardware dictated need to make Super()
>> Supexec() incompatible, or even remove them entirely.
>
> But on a machine that is capable of displaying ST-Low, there is no need
> to break setscreen() either. If the hardware vendor has made the decision
> not to provide ST-low compatibility, then you could take it up with them.

Agreed. But it doesn't help. A system that does not provide any ST video
mode may still make Setscreen behave is if ST-Low is used (or were present).
This was a descision by Atari to not break older software that cannot deal
with getting other video modes as return values from those XBios calls.

> Oh, I'm not the one advocating that you change the way you program... thats
> you, telling Tony to switch to using the VDI, which will not benefit him one
> iota, appart from making you happy...

Oh, I'm not telling him to do so. I'm merely trying to convince him to just
try once to program using GEM methods. The experience might let him use
it for programs that do not require super-fast scrolling on small machines.
If he only does that then I'm happy ;-)

> If Hades/Medusa/Milan owners want games that make use of their systems,
> then they should consider writing them themselves, rather than expecting
> people with a bottom of the range ST to write them...

All what I'm saying is that there are many types of games that can be
developed on a basic off-the-shelf 8 MHz ST to run even on the fasted
machines in a sensible and enjoyable way. It merely needs a little
discipline and use of standardized methods to achieve this.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

826. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep6uw4.oJF@suse.modem.stud.uni-hannover.de>
Source record: 5287

In article <34F9195E.551394DC@cam.ac.uk>,
Andrew Gower <acg29@cam.ac.uk> writes:

>> Nobody said you should do it with the original VDI ! There is NVDI which
>> is a hell faster. And there is the upcoming and promising fVDI project by
>> Johan Klockars. It is possible to write arcade games with NVDI, and it should
>> be possible with fVDI too, if it holds what Johan promises.
>
> Well I don't think NVDI is the answer for 2 reasons. a) It take up a sizeable
> proportion of memory on the ST,

Only if you install vector fonts. This might be a problem though with 512 k
machines, are there many of them left ?

> and secondly, (unless I'm mistaken.) doesn't it
> cost quite a lot of money?

No. It costs money, so much is true, but I think it's rather cheap compared
to what it does.

> It would hardly be ideal that anyone wanting to play
> that particular game has to fork out huge amounts of money first to get the
> upgrade.

NVDI is installed on about 70% to 85% of all german Ataris that are still
in use. So even though I don't know the numbers elsewhere, I think this is
not too much an issue, especially as I do not consider the price a "huge
amount of money".

>> Would like to know what I've got to do with Falcons. You're admitting clearly
>> here that you jumped into this threaded with hardly having read more than
>> five messages. Go back and read all the thread, then let's talk again. Until
>> then, I leave your rubbish uncommented.
>
> No, I really have read all the messages my news-server would give to me.
> Obviously the really old ones have expired, which is a bit inconveniant. I've
> just quickly re-read all your messages now, and I still can't work out what you
> have to do with falcons though!, do you have any cool projects on the go at the
> moment? It is apparent that you know quite a lot about them :-)

Does that mean I do a lot on Falcons ? I don't own even one of them. Thorough
knowledge of all systems that potentially run one's software is a rather
desirable prerequisite for writing good portable software.

>> If you mentioned the word "game" in this sentence, it would make a little
>> bit of sense, just a bit. But the way it's there, I find this the most
>> ridicolous line I've ever read in Usenet, hahahahahahaha.

>
> Yes, when I re-read my message after sending it I was a bit shocked that, that
> line had been left in! I meant to take it out - honest :-) It's quite obviously
> not true, so I hope you weren't too insulted :-) I was just getting a bit upset

An insulted person won't laugh, would he ? This was to much ridicolous to
be any insulting for me.

> that people were becoming rather insulting towards tony, and his programs, and he
> IS a really good programmer too. :-)

I do not say that he is not a good programmer. I only say that he is a fair
bit stubborn when it comes to using GEM methods.

>> > wouldn't be that difficult to patch the operating system so that when it
>> > receives a request for a mode your computer can no longer do, it just
>> > emulates it instead.
>>
>> You'd be surprised. I did something very similar.
>
> You mean I'd be suprised that is would be quite difficult? I can't see why it

No, in the context of me never doing any programming, you'd be surprised
that I wrote such patches.

>> PS.: Apologies to anyone (except Andrew Gower) who feels bored by this. But
>> I felt unable to leave this entirely uncommented. Tony, it's not quite
>> this what you call a heated debate, is it ? ;-)
>
> Is this a little knock at me by any chance? Ok so I admit one of my lines wasn't

Maybe, so here is a special "sorry" for you ;-)

> BTW: Does anyone know if any java applet viewers have been written for the atari
> range of computers? And how fast are they? Java seems rather slow even on my PC,

Craig Graham has done it, but the rights are with his employer if I under-
stood correctly, therefore he can't release it.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

827. Re: Atari ST Owners

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: Nicholas Bales <bales@GET.THIS.OUT.hol.fr>
Message-ID: <6dga7r$l55$1@news3.isdnet.net>
Source record: 5288
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Robert Davis a crit dans le message ...
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>

```
Maybe you could ask the Microsoft hotline

Huh, haha, HAAHAA, MMHHHAAAHHAAHAAAAA <hysteric laughter> ;-)

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

828. Re: 68k buserr

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-02 00:00:00 UTC
From: rincewind@tubul.dascon.de
Message-ID: <6df24t$1s2$1@tubul.dascon.de>
Source record: 5289

In article <EoxDrn.9u@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

>Taking strictly what Gaven wrote in his recent message (mentioning restarting
>an instruction), you're right. Maybe Centek jumped on that too. But that was
>not the issue here. I may cite from the message that started the thread (by
>Gaven too) :

Since you quoted exactly that part, I responded to exactly that. There were
multiple question in the original posting, and these needed to be answered
separate.

>This while talking about code that checks for RAM.

I read that, and I think I stated that this will work.

>If he wanted to do a RERUN, then "the 68000 doesn't put enough info into its
>BUSERR stack frame to allow it to continue/restart the failing instruction"
>is still rubbish since in this context it implies that the 68000 could do it
>if just enough info were there. It requires a little more in the CPU core.

No - it is sufficient to put enough information in the stack frame so that
the expection handler can do what is necessary without restarting the
instruction. If only the address of the faulting instruction were p�resent
in the stack frame, the exception handler could do what is necessary
(although this would require some effort).

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

829. ANN: Glasnost

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: Nicklas Larsson <kilsmo@lysator.liu.se>
Message-ID: <6dh614qhg1@newsy.ifm.liu.se>
Source record: 5147

```
Glasnost is a game programming language.
Visit the home page at:
http://www.lysator.liu.se/~kilsmo/glasnost/

// Nicklas Larsson
```

830. Re: Atomic Compression routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: Mike <mike@NOSPAM.heliovisionsproductions.fr>
Message-ID: <eX3KRbsR9GA.322@upnetnews02.moswest.msn.net>
Source record: 5148

>I've got a question which has been bugging me for some time now. I've
>heard that the atomic decompression routines, (as used in quite a lot of
>demos/games) aren't compatible with the falcon. Is this true? If so can
>anyone explain why? They don't seem to do a lot hardware specific calls,
>they mainly just do a lot of complicated bit operations, and rely on the
>flag resgister an awful lot, does the falcon flag register behave
>slightly differently or something, or am I just missing something really
>obvious? :-)
If I remember well, it's a trouble with self modifying code. There is a
version
of the Atomic packer that works fine on Falcon. I do not remember wich one.

Mike.

~~~~~~~~~ Dbug's Atari/Oric HomePage ~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!
~~~~~~~~~

831. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980303193554809 56@zetnet.co.uk>
Source record: 5149

> > Well, for one thing (minor point), if you are sitting on a TT, Falcon, or
> > whatever with a VGA monitor, its 70vbl's per sec, unlike the 50/60 you get
> > on an ST - so if the game is running at 1vbl then you could potentially be
> > playing a game that is running 40% faster than it should be.
>
> I wasn't talking about the VBLs of course, they are bad for this. But the
> 200 Hz interrupt runs far more precise than is required.

Sorry, but this just shows your ignorance of games programming. Games
are usually
"tied" to a VBL so that artifacts are not created by allowing screen-redraw
of data while it is still being written to by the game engine...

> If just a defined delay is required, one could also simply access the 200 Hz
> counter, for which one does not need to install interrupt handlers.

Yea, and then you get some great effects with redrawing the screen while the
play watches...

> > Also, in general, the higher the resolution, the slower the machine gets. So,
> > how do you know if the machine is fast enough to cope with the game at the
> > "intended" speed?
>
> That's not the programmer's worry. Maybe you should mention it in your readme
> files that goes with the game, that it may be too slow with the chosen reso-
> lution, and the player should switch resolution in order to enhance speed.

Maybe, but it is up to the programmer to make sure the game is playable, and
runs as intended - which includes the speed that it runs.

> I should add : There is no point in refusing to run a game in 1024x800 on any
> Atari, because you cannot know if the player has miraculously sped up the
> machine a lot.

Maybe...

> Then I should add, there are machines out there where CPU speed is not
> affected by screen resolution, because all the graphics work is handled by
> a graphics coprocessor.

Yea, and that is done infinately quick, and so doesn't take any time?

> So making such assumptions is bad programming style. I'm not saying that your
> style is bad, but your statement above might mislead some other programmers
> to using such style, which should be avoided.

Hehehe.... yea, right. :-)

Maybe it isn't good programming style, with regards to portability, but making
it so generic/flexible that it doesn't run properly on slower machines, and
not being able to say whether a given machine is good enough is equally
bad style when it comes to games...

eg. Say I wrote a (generic, any-machine) doom game that runs fine on a Falcon,
but runs at FPS. Should I say "for all Ataris"? I dont think so.

> > It was their failure to provide a generic call in the ST that has caused this
> > problem.
>
> I guess we can agree on this. ;-)

Good. :)

> But if they had, the problem would still
> be there, only slightly relieved. This is because different hardware supports
> usually not just additional resolution settings, but supports *different*
> settings. So on some hardware 800x600 will exist, but no 1024x800, then
> other hardware might support the latter but not the former. This is why it's
> important that software is able to adapt.

Thats why an "enquire available modes" (as I suggested in another post) call
is a good idea, IMO.

> I've been told it's in NVDI V4. I don't have V4, just V3.02, and that's why
> I said AFAIK. I gotta ask others for this.

Somebody, please speak up...

> > If I want to play an arcade game, I dont want it running in a small window
> > in the top-left corner of the screen (or whatever), I want it full-screen
> > no distractions.
>
> That should be the user's choice, don't you think so ? Or are you thinking

No, I think it should be the PROGRAMMERS choice. The environment that the
game uses, what it looks like, and the options available to the gamer should
all (IMO) be controlled by the programmer, and not the user.

> everybody else will think the same way as you do ?

No, but it should be up to the programmer, not to the user, IMO.

> > Find my someone who likes playing Quake no the PC in a window
> > - you certainly wont find many who dont play full-screen.
>
> Because they can't. I'm sure I'd find some who would if it were possible.

Sorry, but you clearly haven't hit <CNTL>-Enter in Quake (or Quake2, or
even Heretic and other games of its age) as DOES work. [3dfx users can
only have full-screen mode due to limitations of their hardware, unless
they install WGlide, which is a third party driver]

It should probably be pointed out that it is significantly slower...

> > Equally, its hassle for me as a user to be TOLD to change resolution by
> > a program, when I know full well that it is capable of doing it for itself.
>
> If you "know" that, then - sorry - you're entirely wrong on this. No program
> can be sure if it will be capable of switching resolutions properly by it's
> own.

"as a user".

ie. If I run a game from 640x480x4bit on my Falcon, and the game needs a 16bpp
mode, I *know* that it is possible for the program to change into
this resolution
cleanly on my machine, using documented OS calls. I would be rather pissed
if it came up with a dialogue saying "Sorry, I refuse to change into 16bpp,
do it yourself".

> > This seems a very strange way of doing it... IMO not what the games-playing
> > public want.
>
> Because they aren't aware of the situation. But you, as a programmer, are,
> and you should be able to teach them on this, by writing an appropriate
> paragraph in the README.

Maybe... but in my experience, nobody reads the documentation anyway :-)
[I know I dont...]

> The user is not in the situation of dictating what
> is possible - if he were then I'd ask my hardware to support 3000x2000
> True-Color modes ;-)

Yea, but you want everything. :)

> Some improvements can be done by using hacks (this is
> what I call fiddling with hardware to set video modes), but it leads to
> the situation that few users can use the program. I know, people don't care

So what do you call using documented OS calls?

As for compatibility, shouldn't gfx cards be changing the _VDO cookie to show
that they cannot cope with the facilities of the machine? This is surely
what atari intended this for...

> if their favourite program works on their neighbors machine, but I do not
> think this is something that should be encouraged. People should be made
> understand that the little hassle (if it's needed in the first place) is
> essential in order to let others have fun too with that program.

Yea, point taken... but again, if it causes problems on the low end machines,
its a decision that must be made by the programmer on a game by game basis.

> > But then, would anyone actually try and PLAY that many games at once? The
>
> Depends on the type of games. I'm not a fanatic of arcade games, and as such,
> the type of game I usually prefer is that of which several ones can be played
> at the same time.

Yea, but do you ever really try and play solitare, patience, landmine etc.
all at once? You must have a really good ability to concentrate on many things
at once. :-)

> > answer is of course no, you would only want to play one game at a time,
>
> There is an often made mistake. People tend to think their own opinion
> would hold for the whole world.

Yea... maybe it is a silly assumption to think that people only want to
play one game at once, but then maybe its silly to assume people are
sensible...

> So please accept that for this reason the line of yours that I quoted above
> is rubbish, especially the "of course".

Yea, the "of course" maybe was a little over the top, but I am supprised
that people actually try to play > 1 game at a time...

> > so why have it only taking up 1/9th of your screen, with the rest displaying
> > the desktop?
>
> There are more reasons for one or the other than you can remotely guess.
> Therefore it's pretty arrogant to dismiss half of them, by denying existence
> of reasons to restrict a game to only 1/9th of the screen.

Yea, but if you are just interested in playing the game (do you accept that
this should be the primary purpose of a game?) then you usually dont want
to strain your eyes...

> >> > requires ST compatible resolutions, but that isn't the programs support - if
> >> > the machine cannot do what an ST can do, users should EXPECT games designed
> >> > for the ST not to work.
>
> There are programming techniques that make such expectations obsolete. It
> CAN be done, games that run on all machines. So there is no reason to expect

Yea, by limiting the functionality available to the programmer. For a start,
the STe/TT/Falcon's hardware scrolling cannot be used.

> such a thing. The current situation merely makes me *suspect* that a given
> game won't run, and as it can be done, I'd be happy if this could be changed.
> Currently it's sadly prevented by certain people simply refusing to try other
> techniques, techniques that in some cases even save work.

It certainly wouldn't save tony any work, as he would have to write a bunch
of new sprite routines, not to mention learn a new language (or wait for
someone to finish GEMMA).

> >> Why design such games in the first place ? The Atari world is a lot bigger
> >> nowadays (in terms of different models), and it's far from impossible to
> >> design games such that they run on most if not all models.
> >
> > Yea, but the "most if not all" models are the low end STs,
>

> Sorry but this is rubbish, especially the "if not all" in your sentence.
> If it holded then there were no other models, and the discussion had never
> started in the first place.

Sorry, I didn't write what I meant too say.... I was quoting from your sentence
"such that they run on most if not all models". "most" implies that there
are some which it may not work, which (probably) means the low end ST, which
is what Tony (and others) is (are) developing on.

> You might be judging from the situation in the UK, maybe the "most" is true
> there,

I have no idea. I only know one other local Atari owner (Falcon).

> Agreed. But it doesn't help. A system that does not provide any ST video
> mode may still make Setscreen behave is if ST-Low is used (or were present).
> This was a descision by Atari to not break older software that cannot deal
> with getting other video modes as return values from those XBios calls.

I wonder how many programs there are? I have an idea, and will report back
here in a few days (hopefully) with results...

> > Oh, I'm not the one advocating that you change the way you program... thats
> > you, telling Tony to switch to using the VDI, which will not benefit him one
> > iota, appart from making you happy...
>
> Oh, I'm not telling him to do so. I'm merely trying to convince him to just
> *try* once to program using GEM methods. The experience might let him use

Erm, so whats the difference? you are trying to convince him to change,
aren't you?

> it for programs that do not require super-fast scrolling on small machines.
> If he only does that then I'm happy ;-)

Hehehe...

Unfortunately, as has already been pointed out (quite a while ago... probably
around message 20-50), STOS doesn't provide access to GEM in a compiled
environment (the GEMMA extension provides it in the interpreter, but the
compiler code isn't finished. Source code is available though), and Tony
doesn't know C.

> > If Hades/Medusa/Milan owners want games that make use of their systems,
> > then they should consider writing them themselves, rather than expecting
> > people with a bottom of the range ST to write them...
>
> All what I'm saying is that there are many types of games that can be
> developed on a basic off-the-shelf 8 MHz ST to run even on the fasted
> machines in a sensible and enjoyable way.

"many". so you recognise that for some software this isn't possible
in this environment? In particular, this software is (IMO) a large chunk
of the topic of this thread... Heartland, Diamond Ice, Billy Boy...

> It merely needs a little
> discipline and use of standardized methods to achieve this.

And a significant amount of work from myself/Paul Jones/anyone else to
make GEMMA a reality for compiled software, for this to be practical
under STOS.

[btw, I have no intention of doing any more code on GEMMA, having written
90% of the interpreted code... I believe Paul has also stopped.]

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

832. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980303193951809 56@zetnet.co.uk>
Source record: 5150

> > Well I don't think NVDI is the answer for 2 reasons. a) It take up a sizeable
> > proportion of memory on the ST,
>
> Only if you install vector fonts. This might be a problem though with 512 k
> machines, are there many of them left ?

Many ST games cannot even be run from Desktop because of the extra memory
requirements imposed by GEM...

> > and secondly, (unless I'm mistaken.) doesn't it
> > cost quite a lot of money?
>
> No. It costs money, so much is true, but I think it's rather cheap compared
> to what it does.

Yes, although fVDI does very well on my machine in mono, and is free.

> > BTW: Does anyone know if any java applet viewers have been written for the atari
> > range of computers? And how fast are they? Java seems rather slow even on my PC,
>
> Craig Graham has done it, but the rights are with his employer if I under-
> stood correctly, therefore he can't release it.

Yes, and IIRC, he said it was pretty fast on his Falcon ("fast" is a relative
term, so who knows...)

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

833. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34fd56f4.3320895@news.demon.co.uk>
Source record: 5151

On Mon, 02 Mar 1998 14:22:48 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>> Changing the subject away from compatibility for a moment (I think I'm
>> allowed, I started this thread <g>), why do you not use hardware
>> scrolling? It's the same on ST and ST(e) isn't it? And for all I know
>> the Falcon low-rez might be laid out the same anyway?
>
>No! A normal ST has no harware scrolling. The only thing that comes
>close is an complex scheme of opening upper left and right borders to
>get the screen start on word alignment, but you can't get that to
>work on accelarated ST's.
>
>The STe has real hardware scrolling. You can set the screenbase on
>a word boundary and delay the screen output for n pixels, getting
>scrolling on pixel level both in x and y directions.

[blush]

I dunno what possesed me to write the above paragraph. Well, I do
actually. Too much "amber nectar" ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

834. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34fe573c.3392688@news.demon.co.uk>
Source record: 5152

On 1 Mar 1998 02:16:12 GMT, "Centek" <Acces.Journaliste@wanadoo.fr>
wrote:

>> WHITE G_BOX as the ROOT
>> 256 colour icon as object index 1
>> 16 colour equivilent or it as object index 2
>
>bad idea !
>256 colours icons don't display correctly
>in truecolor mode on Falcon Tos !!!

I'm not pretending to know anything about the Falcon specific screen
modes but truecolour isn't 256 colours is it? Besides, if 256 colour
icons do not display properly in truecolour then that is a falcon
problem surely?

>if you want to know the structure of video
>memories on different machines/cards it's
>not difficult,there is Atari and Non-atari,
>atari modes are bit-planed and others
>are not...for example 16 colors on video
>cards (specktrum,etc...) is organised 2
>pixels per byte, and like any PC cards
>the truecolor modes are ordered B/V/R

BVR? I can't think offhand what this means but I guess it means
"luminance, saturation and hue" iyswim?

>then,all the rest is easy,the only thing
>to really take care is the palette order,
>but everyone knows how to translate
>Vdi index into Hard index, don't you ??

I might but then again I might not. I understand the relationship for
16 colours and less, but have no idea one way or the other if it holds
true for 256 colours.

>if you want more , just mail me ;-)

Thanks for the offer but it was the desire to avoid going into this
sort of detail that prompted me to request a resource file. <G>

As it happens, no-one has obliged by sending me one so it looks like
people are more interested in debating the subject than actually doing
anything about it!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

835. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35036778.7548033@news.demon.co.uk>
Source record: 5153

On 2 Mar 1998 14:19:34 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Iconification or lack thereof under MagiC would not cause any problems
>: but the gadget to send the window into the background might. This is
>: because MagiC handles it automatically unless your application
>: specifically takes over control of it. In effect, a game which thinks
>: it is running in the foreground might suddenly find itself covered by
>: other windows and be oblivious to the fact.
>
>Hmmm, what's the best way around that? (coz' it means some of my software
>isn't 100% Magic-compliant :)

iirc (and its been a long while) it goes like this ...

mask in BACKDROP (from magx.h) when you create the window (but see
below).

#define BACKDROP 0x2000
eg
KIND =(NAME | CLOSER | BACKDROP)
wind_create(KIND...)

so now MagiC lets your app deal with the message, which you would
simply ignore. If you did want to handle it then you're looking at two
messages which are WM_M_BDROPPED (from magx.h) and WM_BOTTOM (from
wherever your aes messages are)

#define WM_M_BDROPPED 100
#define WM_BOTTOM 33

Version 3 upward (iirc) use the normal WM_BOTTOM message but lower
versions use the KAOS WM_M_BDROPPED value. It doesn't matter which
version uses what if you implement both which is nothing more complex
than

```
switch (message_number) {
/* blah */
case WM_M_BDROPPED:
case WM_BOTTOM:
Handle_Bottomed(); /* possibly do nothing */
break;

default:
break;
}
```

What I'm not sure about is, if MagiC versions >2 automatically bottom the windows or not, or if it is limited to versions less than 3 (ie the ones sending WM_M_BDROPPED) only. It doesn't really matter. If you implement the above you have all situations covered.

The only caveat, is when I glanced in the pug code I find that I specifically check if MagiC is present before masking BACKDROP into "KIND" which leads to a slight worry - that BACKDROP is not associated with the "bottom" gadget at all, but that it is associated with allowing a background window to receive mouse clicks without bringing it to the top. This has slipped my mind 'til just now.

Unfortunately, as there are no english docs (and I don't even have the MagiC2 manual to hand) I am unable to give a definitive answer. :-(

The worst case scenario with the above solution is that you will be implementing code which is not required for your purposes (ie you're keeping the window on top). Even though you have enabled background messages (MU_BUTTON) this will be irrelevent because you won't be allowing the window to be put into the background, or if you do, the game will be informed of the fact and act appropriately.

Sorry about waffling so much!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

836. Re: Game writing in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35005b09.4365987@news.demon.co.uk>
Source record: 5154

On Sat, 28 Feb 1998 10:51:55 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <34f70f89.51147676@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> The only major problem I've ever had was in using bits 10 and 11 of
>> OBJECT.ob_flags for Pug's CHECKABLE, OUTLINEABLE and CROSSABLE
>> attributes. This was before I got online and the docs I had then said
>> they were reserved for the programmer. Unknown to me Atari went and
>> used them,
>
>Hahaha, Guy did you think by using the term "programmer" Atari referred to
>you ?

Yes. The MWC lexicon uses the term "programmer" throughout
specifically in reguard to (me) the programmer so it is an
understandable mistake!

>They've meant their own programmers of course, programmers of the AES.
>The word "reserved" should tell enough, shouldn't it ? It doesn't make any
>sense to "reserve" flags for the applications programmer, the user won't
>be tempted to use it ! So take it for granted that if the word "reserved"
>is used, the item in question is reserved for the vendor himself.

I can't be certain exactly what was written 'cos I ain't reading all
my manuals again!

>Concerning OBJECT data, the only bit a programmer is allowed to use freely
>is the upper byte of ob_type. You can put your flags there.

Yep, I've known that since flinny first tried to "16 colourise" the
resource file for the original www installer 2 or 3 years ago. I'm
ordinarily very quick on fixing bugs but not with this one!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

837. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3501634f.6483242@news.demon.co.uk>
Source record: 5155

On 2 Mar 1998 13:56:28 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: >Oh dear, what is the world comming to?
>
>: An abrupt end if you happen to be unlucky enough to be wired up to a
>: machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))
>
>Nah. In our hospital they use Sun Sparc workstations in intensive care. :-)

Not a line of cobol in sight then? ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

838. Re: Atari ST Owners

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: Brian Grier <reirgjb@ac.letron>
Message-ID: <6dhvo3$r4q@brtph500.bnr.ca>
Source record: 5156
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Robert Davis wrote:

> Dear Atari owners,
>
> I am wondering if anyone can help me.
>
> I own an Atari Mega 1 that I use for music. It originally came with
> Microsoft Word for ST and I currently need to do some word processing on
> it.
>
> Unfortunately, though I still have the mauals and documentation, the
> Word disk was stolen and I need to get a replacement. Does anyone have a
> copy of Word for ST they can send me or email me?
>
> Please email me directly since I do not receive all postings to the
> group.
>
> Thank you for your assistance,
>
> Robert Davis

I think we have had enough fun at his expense, so to answer his question...

What you have is most likely Microsoft WRITE, not WORD. Microsoft dropped
support for this product within a year of introducing it. They reasoned that
if the
Atari users were not willing to support Microsoft they would not support
Atari.
This was the result of really bad reviews of the software, and a general
bashing
of the product by those that claimed to have purchased it.

I have not seen a copy of this in years. You would do much better by
getting
yourself a copy of WordUp.

Brian

839. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34fc65a0.72612451@news.demon.co.uk>
Source record: 5157

On 27 Feb 98 23:05:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>g > To obtain the correct result you need to write ... (-1)[cp]
>
>I stand corrected. I still prefer *(cp-1) unless cp really is an
>array (in which case you shouldn't be trying to access the [-1]
>entry).

I know, but I still do it! :-)

>BTW, one of my favorite tricks is to use pointer arrays to access 2
>(or more) dimensional arrays:
>
> double a[6][8],*pa[8];
> for(i=0; i<8; i++) pa[i] = a[i];
>
>Accessing pa[i][j] is faster than a[i][j] and can be passed as an
>argument using variable dimensions.

I agree. I've used quite similar to good effect myself. It beats declaring 'a' as a register variable by a large margin (on Mwc at least). Actually I do both because Mwc has no register optimisation schemes of its own. This is quite good in a way because when I do need to use registers I know it is not going to screw it up for me behind the scenes!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

840. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep8HLK.np1@suse.modem.stud.uni-hannover.de>
Source record: 5158

In article <34fed045.6413689@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

>>> Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in
>
> Sorry Peter as above, I was a mile off....27 screens by 8 screens, on
> a One meg FM from floppy..... hehehe

Aha, that is 8 * 27 = 216 screens, thats indeed a mile off 30 screens ;-)
That's more than seven times as much. True, there is probably only about
a dozen sets of hardware being able to do that in the world.

But, wait a moment. Take a PC mainboard well fitted with PCI slots, then
stick seven high-end graphics cards like the Millennium into it, let each
have it's own monitor, and put all the monitors in a row - Now ? :-))

To be serious again, it entirely depends on the complexity of those screens
if they all fit onto one disk.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

841. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep8H0q.nMn@suse.modem.stud.uni-hannover.de>
Source record: 5159

In article <34FAAF15.402@mst.tn.utwente.nl>,
Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> jsh.4 oi-.4t352tz5pok��2=?
> ojwnvreens vertical.

What's this ?

> Peter Rottengatter wrote:
>> Let's see. 30 times ST-Low, that's 5 times ST-Low in x and 6 times ST-Low in
>> y direction. 5 * 6 tiles is 30 tiles, each covering a 320x200 area. That is
>> 5 * 320 in x, gives 1600, while 6 * 200 in y, gives 1200 pixels. In total
>> 1600x1200 is required. That is not really a problem for my Matrox Millennium,
>> even though True-Colour is not possible anymore, I must go back to 65536
>> colours. But I'd just need to stick a bit more wRAM onto it to have True-
>> Colour in that resolution too. Gives you whole Heartland without scrolling.
>> :-))
> Sorry Peter, even the milennium won't do this, the maximum horizontal
> resolution of a milennium is 2000 pixels

Can you read ?? Nowhere I mentioned any resolution above 2000. I said
1600x1200 is required, which is 30 times the area of a 320x200 screen,
which is what Tony stated for Heartland. Any my Millenium is absolutely
capable of displaying that, it can do even more !

> (Ok, don't know the specs by
> head, could also be 3000 or even 4000, but I think it was 2000), so
> there is now way you can get it on your milennium.

You can be very sure that I know pretty well what my hardware is capable
of !

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

842. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ep8I03.nrG@suse.modem.stud.uni-hannover.de>
Source record: 5160

In article <34FAF569.5675@mst.tn.utwente.nl>,
Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> Setting standards like this you need to say something
> about the speed. It is possible to do it all, including
> 20 free moving sprites in a GEM window, screen updates
> will cost some time, but you didn't say anything about
> speed, so anyone doing this in a GEM window will
> satisfy to your challenge.

Hmm, seems that what I'm saying all the time. And even for the most
demanding games (scrolling etc) let it execute by some high clocked
68040 or '060 and you'll even have speed.

Tony:

> You already qualify, because you are the ONLY person in this
> newsgroup who has the balls to back up what he says :)

Sounds as if one has to release a game before you'd acknowledge that
it makes sense what one says. Simple logical argueing is not enough.
:-(

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

843. TLBX (was: DLLs on the Atari, Part 2)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34fb5ecc.0@comnet.co.nz>
Source record: 5290

The Toolbox is a 32k TSR which runs from the AUTO folder during bootup.

Once it initialises itself, it will then go looking for libraries to load
(in the "\TLBX" folder of the boot drive)

It will search this location and then checks each file it finds there to
see if it fits the profile of a library. If so, it will be loaded (if it
has the "boot me" flag set)

The Toolbox will then go TSR, with all libraries loaded so far being kept.

Later on, an application can use the Toolbox to call existing libraries,
to load or release libraries it may have loaded, to query library files
on disc and so forth.

To do so, one must first locate the Toolbox. This is done by calling
XBIOS function xtlbxID() (number 0x7462, 'tb').

The interface for this function is as follows:

```
uint32 xtlbxID( uint32 zero );

xtlbxID:
clr.l -(sp)
move.w #'tb',-(sp)
trap #14
addq.w #2+4,sp
```

This will return 0x545C5268 ("TLBX") in data register D0. Any other value
means that The Toolbox does not exist.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

844. Looking for SozobonX programmers

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: flux@stack.nl
Message-ID: <6dfrcq$66j@toad.stack.nl>
Source record: 5291

```
[ Article crossposted from comp.sys.atari.st ]
[ Author was Mark van der Aalst ]
[ Posted on 3 Mar 1998 03:49:43 +0100 ]

G'day, I've been trying to find the guys who upgraded the Sozobon 2.0
compiler (to SozobonX) - all email adresses seem to have gone invalid,
does anybody know where I could find any of these guys ?

Cheers, flux.
```

845. Re: Atari ST Owners

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: Krister Sundstr&#65533;m <support@axxess.se>
Message-ID: <34fbc9a7.0@d2o1.telia.com>
Source record: 5292
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>
>Please email me directly since I do not receive all postings to the
>group.
>
>Thank you for your assistance,
>
>Robert Davis
>
>p.s. Please don't flame me about software piracy. I have purchased all
>the software I use, I do own a licence for this package and this package
>is not currently sold commercially.
```

Ohh, you are using Microsoft Word. Now, that&#65533;s a cool program!!! Call Bill Gates, he probobly has a copy in his pocket!

```
Krister

>
>-----------------------------------
>Robert Davis
>-----------------------------------
>robert.davis@donut.demon.co.uk
>-----------------------------------
```

846. Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6dgkfu$f12$1@laas.laas.fr>
Source record: 5293

Hi, everybody,

I have written for my own usage a utility program. Its operation needs to be able to obtain the current alphanumeric (VT52) cursor position (row, column). To do this, I make at the initialisation phase the LineA call 0 to get the address of the LineA data structure. This structure contains the information that I need.

The program runs fine.
However, I would like to get rid of LineA. Well, but I am unable to figure out how to do what I want without it.

--> Who knows a "legal" method for obtaining the current X-Y position of the text cursor?

Incidentally, what is exactly the situation with LineA for '030 and up Atari computers. I have heard inconsistent things on the subject.

Thanks in advance.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

847. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6dgq4r$cpi@balaena.bio.vu.nl>
Source record: 5294

Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:

: Also, having a Falcon it's realy sad to try st games as you want more
: than 16 colours, so I usually doesn't bother.

Tisk, tisk...

: excist. Actually I think most Falcon owners thinks like me. Atleast 256
: colours or it's not worth it. Maybe we are narrow minded, but who cares?

I haven't seen many _good_ Falcon-only games yet (except the ones by the
Reservoir Gods, good stuff!). I have tons of really good ST-games.

Anyway, I *hate* that awful Falcon 256 colour mode, with its 8-interleaved
bitplanes. I once wrote some assembly code to handle this bitplane format.
Not surprisingly, it ended up being *at lot* bigger (and slower!) than
the code for a 'normal' 256 colour mode.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The devil finds work for idle circuits to do.

848. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6dgqtl$cpi@balaena.bio.vu.nl>
Source record: 5295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hans Wessels (mr_ni@mst.tn.utwente.nl) wrote:

: Levien van Zon wrote:
: Wow, that was some time ago... Phew, what was it called? Mod player
: the luxe or something like that?

Er, could be... It ran in ST-high though, which I thought was pretty cool at
the time :)

: Did you ever see it's successor,
: with nice Gem shell and functions to play Mad Max and Count Zero
: .mus files?

Er, no, I think I missed that one. I got most of my Atari stuff from BBS
Waterland at the time, and they mostly had old stuff. Actually, I think I'm
still a co-sysop there for the Atari SIG ;)

: Well, that's in the same building as the physics department. That's
: where I am right now (TN = Technische Natuurkunde, MST = Meet en
: Systeem Techniek).

Wow, TN, that's cool... :)
Although I once knew a guy who had done TN in Delft, and he wasn't very
bright... But then, that was in Delft. ;)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Put your Nose to the Grindstone!
-- Amalgamated Plastic Surgeons and Toolmakers, Ltd.

849. Re: GPIC 1B

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6dgu6tfbs1@news.emw.ericsson.se>
Source record: 5296

```
Anthony Jacques wrote:
>
> > Hans Wessels wrote:
> > >
> > > Game programming in C Part 1B
> >
> > I'm not sure if it say waht type of game this is, but could
> > you make something else than a PacMan clone (if that is what
> > it is)?
>
> Magnus, shame on you... read the message - its a TRON clone. :-)

It is? I didn't read through it as I know he was talking about PacMan
erlier. :-)

Forgive me for my ignorance, but for someone who has never played
TRON, what kind of game is it? :-)

> Nice one Hans... keep going. :)

Yup. Great!!!!

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

850. Re: menu in infoline?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Message-ID: <rw5pvk2btmc.fsf@ozone.inria.fr>
Source record: 5161

q-funk@megacom.net (Martin-Eric Racine) writes:

> I was wondering if anyone knows of C bindings that will allow
> putting a menu in the GEM window infoline?
>
> I know GFA has some library functions that do it, but I haven't
> been able to locate C bindings to achieve a similar result...
>
> Otherwise, how could one install a menu within a dialogue, with
> proper handling of the menu's pulldown?
>
> Please Cc reply through e-mail. Thanks.

Hi,
there is no easy way to add a menu in a window. Most of customized
Gem libraries supportes this feature, and my own Gem lib too.
You can uses it because the source are included in the distrib.
My version works with all TOS.

Looks at:
http://www-air.inria.fr/People/bereziat/windom.html

yours
--
Dominique Bï¿½rï¿½ziat

851. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fd1d6b.672531@news.zetnet.co.uk>
Source record: 5162

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 3 Mar 1998 08:24:03 GMT that you wrote:

>Tony:
Peter::)

>> You already qualify, because you are the ONLY person in this
>> newsgroup who has the balls to back up what he says :)
>
>Sounds as if one has to release a game before you'd acknowledge that
>it makes sense what one says. Simple logical argueing is not enough.
>:-(

Yes and no, I learn a lot from these postings, I would never deny
that, But if we get to a stale mate where one side believes one thing
and the other side believes another... then the deciding factor has to
be the actual proof, It certainly is not a case of me ignoring
everything said because there is no proof, thats unfair.. only when we
reach a stalemate.......

Look at it in black and white for a moment,

I make lots of arcade style games.
AFAIK? You have made none.

I say this is the correct way.
You say that is the correct way.

I can show you the results of my argument.
You can only talk.

Thus yes you are correct the deciding factor would have to be the
actual proof, I have learnt over the years of game making that a lot
of things look very nice on paper, but when it comes down to
implimenting them.. thats another story. I am sure you have come
accross this in your line of programming so you understand my
meaning..

I have no personal reason for not wanting to make Falcon enhanced
games, I have made every effort to support machines I do not own, thus
if I could go a step furthur then surely I would, I just do not
believe it is possible to make "Enhanced" games for higher spec
machines... on an STe..... Because even if all your suggestion
work.... I can NOT test them... and even the people advocating that
testing is not needed have inadvertantly proved beyound doubt that I
am right and testing is neaded :)

```
Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
------------------------------------------------------------
```

852. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34fe24b3.2536251@news.zetnet.co.uk>
Source record: 5163

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Tue, 3 Mar 1998 08:15:20 GMT that you wrote:

>> Sorry Peter as above, I was a mile off....27 screens by 8 screens, on
>> a One meg FM from floppy..... hehehe
>
>Aha, that is 8 * 27 = 216 screens, thats indeed a mile off 30 screens ;-)

Yup sorry..In my defence this was a couple of years ago and I have
made 3 major games, one updated game and a couple of utilities since
then....Plus two games and two utilities on the go at the moment.I
just recall it being big..

>That's more than seven times as much. True, there is probably only about
>a dozen sets of hardware being able to do that in the world.

I may be missing something.. but even if it where 30...or 20 screens
and you could display them.. you wouldn't be able to see the detail
needed to complete the game in the puzzle type one at least...

>To be serious again, it entirely depends on the complexity of those screens
>if they all fit onto one disk.

hmm you won't find any screens on disk (I said the play area is the
equivelant of)... and had it not verged on the rediculous then I could
have doubled the size or even tripled and it still worked on one meg
fm and one floppy, and before you ask... all reviews made a special
mention of the excellent graphics and background scenery of the
maps...I can assure you that none of the 216 screen where repeated..or
randomly generated,

OK you have not seen my games..But you maybe have seen Sonic the
hedgehog?, well thats a big play area... but investigate the graphics,
all areas are different... but investigate more and you will see that
its the same set of graphics throughout the game but placed
differently like a Jigsaw, Thats the concept used in my games, I have
a set of background graphics and place them on screen where and when
needed.........this is why I mention the reviews saying the background
where good, I dont want you thinking they would be boring and repeated
:)

All the peices of the jigsaw are 16x16 and preshifted, every screen
update we have to know what every block has to be and place it on the
screen, this is yet more work for the game that people do not know
about..

If you havn't learnt anything from the above, then I am sure someone reading must....

OK you cant or wont try the games...but there are plenty of colour screen shots of them on my web pages that would give you a better idea ?..I wish you would take the time to at least look :)
.

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

853. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6djgkm$pms@balaena.bio.vu.nl>
Source record: 5164

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >: An abrupt end if you happen to be unlucky enough to be wired up to a
: >: machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))
: >
: >Nah. In our hospital they use Sun Sparc workstations in intensive care. :-)

: Not a line of cobol in sight then? ;-))

I surely hope not.
I wouldn't want my life to be hanging on to a line of Cobol :)
Only lines in sight are graphs of someone's hartbeat
and body temperature ;)

-=El V.

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

854. Re: GPIC 1B

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6djgnn$pms@balaena.bio.vu.nl>
Source record: 5165

Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:

: > Magnus, shame on you... read the message - its a TRON clone. :-)
: Forgive me for my ignorance, but for someone who has never played
: TRON, what kind of game is it? :-)

I believe it is the one involving one or more lines and a wall. :)

-=L.

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

855. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6dji8ggqp2@news.emw.ericsson.se>
Source record: 5166

Guy Harrison wrote:

> >bad idea !
> >256 colours icons don't display correctly
> >in truecolor mode on Falcon Tos !!!
>
> I'm not pretending to know anything about the Falcon specific screen
> modes but truecolour isn't 256 colours is it? Besides, if 256 colour
> icons do not display properly in truecolour then that is a falcon
> problem surely?

..and MagiC's and N.AES and probably all versions of TOS, not only TOS 4.04. I have been told that version 5.2 of MagiC has this fixed, but what does that help me when I still havn't got my MagiC update!!!!

I guess I have to order MagiC 6, when it's available, directly from ASH.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

856. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6dji1sgqp1@news.emw.ericsson.se>
Source record: 5167

Anthony Jacques wrote:

> > I've been told it's in NVDI V4. I don't have V4, just V3.02, and that's why
> > I said AFAIK. I gotta ask others for this.
>
> Somebody, please speak up...

I have looked through the documentation which you cand find on the net
for NVDI
4.1 (both the english and german release) and I can't find anything
about this
anywhere and these docs are listing all the VDI calls available from
NVDI 1 and up.
So Peter is apperently talking about something he hasn't to a clue
about. I don't
think such call exist, if it does, please tell us, as I can't find
anything about
this.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

857. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980304012353809 56@zetnet.co.uk>
Source record: 5168

I wrote:
> > > Find my someone who likes playing Quake no the PC in a window
> > > - you certainly wont find many who dont play full-screen.
> >
> > Because they can't. I'm sure I'd find some who would if it were possible.
>
> Sorry, but you clearly haven't hit <CNTL>-Enter in Quake (or Quake2, or
> even Heretic and other games of its age) as DOES work. [3dfx users can

Spot the mistake... its ALT-ENTER of course (assuming you haven't disabled
this keyboard shortcut in the PIF options). Oh, and insert the "it" in
"as it DOES work"...

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

858. Re: ANN: Glasnost

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980304183226809 56@zetnet.co.uk>
Source record: 5169

"Nicklas Larsson" <kilsmo@lysator.liu.se> wrote these words:
> Glasnost is a game programming language.

I remember. :)

> Visit the home page at:
> http://www.lysator.liu.se/~kilsmo/glasnost/

Right, I'll update my link... how goes the coding?

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

859. Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <309_9803041305@conchbbs.com>
Source record: 5170

```
g > Actually I do both because Mwc has no register optimisation
g > schemes of its own. This is quite good in a way because when I
g > do need to use registers I know it is not going to screw it up
g > for me behind the scenes!

I use Pure C (which also optimizes the FPU registers). I can always
check the register usage using the debugger (which can show you the
assembler translation for each line of C code).

I used to declare register variables all the time, but I found that
Pure C did as good a job itself. Just remember that arrays,
structures and unions will always be treated as volatile.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

860. Re: Atomic Compression routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: Rich Davey <rich@fatal-design.com>
Message-ID: <34fdbcd4.0@london.netkonect.net>
Source record: 5171

```
Mike wrote in message ...
>If I remember well, it's a trouble with self modifying code. There is a
>version
>of the Atomic packer that works fine on Falcon. I do not remember wich one.

3.5 IIRC
Used to use it all the time on my Falcon.

Cheers,

Rich
http://www.fatal-design.com
```

861. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-04 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EpAM1x.noL@suse.modem.stud.uni-hannover.de>
Source record: 5172

In article <19980303193554809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:

>> > Well, for one thing (minor point), if you are sitting on a TT, Falcon, or
>> > whatever with a VGA monitor, its 70vbl's per sec, unlike the 50/60 you get
>> > on an ST - so if the game is running at 1vbl then you could potentially be
>> > playing a game that is running 40% faster than it should be.
>>
>> I wasn't talking about the VBLs of course, they are bad for this. But the
>> 200 Hz interrupt runs far more precise than is required.
>
> Sorry, but this just shows your ignorance of games programming.

Thank you, but this merely shows your limited understanding of what I said.

> Games
> are usually
> "tied" to a VBL so that artifacts are not created by allowing screen-redraw
> of data while it is still being written to by the game engine...

This is an entirely different issue. Avoiding flicker is one thing, timing
is another one. At first they've got nothing to do with each other. I have
nowhere said that all the game should run in the 200 Hz interrupt. I only
said that timing should be done there.

True, a lazy programmer combines them completely, accepting the drawback
of the game running at different speed on different video hardware. Heck,
even the same video hardware can run at two different speeds ! I can make
ST-Low work with 50 Hz and with 60 Hz. Already this should be reason
enough to do timing not in the VBL, but choose an independent source. Your
statements above only shows your ignorance of this, actually pretty basic,
issue, which is a big one for sophisticated programming.

>> If just a defined delay is required, one could also simply access the 200 Hz
>> counter, for which one does not need to install interrupt handlers.
>
> Yea, and then you get some great effects with redrawing the screen while the
> play watches...

If you do it such that those effects remain that you should perhaps take a
course in programming ! This is pretty fundamental stuff.

>> > Also, in general, the higher the resolution, the slower the machine gets. So,
>> > how do you know if the machine is fast enough to cope with the game at the
>> > "intended" speed?
>>
>> That's not the programmer's worry. Maybe you should mention it in your readme

>> files that goes with the game, that it may be too slow with the chosen reso-
>> lution, and the player should switch resolution in order to enhance speed.
>
> Maybe, but it is up to the programmer to make sure the game is playable, and
> runs as intended - which includes the speed that it runs.

Ok, but it involves doing a couple of timing loops at the beginning of the
game, using a proper reference like the 200 Hz clock, to find out. But I
doubt that you'd be ready to spend that effort. Still this judgement by the
code is unreliable, as data access to other RAM areas might be of different
speed (Fast-RAM compared to ST-RAM) etc.

>> Then I should add, there are machines out there where CPU speed is not
>> affected by screen resolution, because all the graphics work is handled by
>> a graphics coprocessor.
>
> Yea, and that is done infinately quick, and so doesn't take any time?

No but that's not the point. The point is you can't tell unless you do
extensive timing measurement like I said above.

>> So making such assumptions is bad programming style. I'm not saying that your
>> style is bad, but your statement above might mislead some other programmers
>> to using such style, which should be avoided.
>
> Hehehe.... yea, right. :-)
>
> Maybe it isn't good programming style, with regards to portability, but making
> it so generic/flexible that it doesn't run properly on slower machines, and
> not being able to say whether a given machine is good enough is equally
> bad style when it comes to games...

I'm saying the latter holds for all software, so adopting this definition,
all software is badly programmed. Software *simply isn't* able to tell if
it will run fast enough. This is mainly for machine dependencies.

Being consequent, and accepting this, means that games should be designed
such that it's timing won't vary significantly amongst machines. This can
only be achieved by using a fixed reference, like the 200 Hz timer. This
does not necessarily slow down the games significantly, if done properly,
but it ensures that the game is playable not only on the machine it was
designed for, but all machines, provided there is enough CPU power. So
your example of the TT's VGA with 70 Hz does not cause problems anymore,
the box has plenty CPU power compared to most other Ataris, and since
timing is not derived from VBL but the fixed 200 Hz clock, the games works
with the same speed as on a small ST.

> eg. Say I wrote a (generic, any-machine) doom game that runs fine on a Falcon,
> but runs at FPS. Should I say "for all Ataris"? I dont think so.

What's FPS ?

>> settings. So on some hardware 800x600 will exist, but no 1024x800, then
>> other hardware might support the latter but not the former. This is why it's
>> important that software is able to adapt.
>
> Thats why an "enquire available modes" (as I suggested in another post) call
> is a good idea, IMO.

Definitely agreed. But a method like the one provided by Setscreen is trash,
as minor changes to a mode would require another mode code, which then again
is not known by software. What is needed is an extensive get_mode_info call
that fills in a structure with all relevant information.

>> That should be the user's choice, don't you think so ? Or are you thinking
>
> No, I think it should be the PROGRAMMERS choice. The environment that the
> game uses, what it looks like, and the options available to the gamer should
> all (IMO) be controlled by the programmer, and not the user.

Ok, but then you end up with the current situation with lots of games that
are not acceptable for many users. A user that wants it full-screen can still
extend to window to cover the whole screen, while it gives additional flexi-
bility for those who want it.

It's a bit more effort for the programmer, I guess that's all what you're
afraid of.

>> everybody else will think the same way as you do ?
>
> No, but it should be up to the programmer, not to the user, IMO.

That's the lazy programmer's position. It makes virtually no difference for
the user, only for the programmer.

>> > Find my someone who likes playing Quake no the PC in a window
>> > - you certainly wont find many who dont play full-screen.
>>
>> Because they can't. I'm sure I'd find some who would if it were possible.
>
> Sorry, but you clearly haven't hit <CNTL>-Enter in Quake (or Quake2, or
> even Heretic and other games of its age) as DOES work. [3dfx users can

Oh, good. Is it a true window, i.e. allowing other software use the freed
space ?

As I said, I'm not much of an action game player, I never played Quake.

>> Because they aren't aware of the situation. But you, as a programmer, are,
>> and you should be able to teach them on this, by writing an appropriate
>> paragraph in the README.
>
> Maybe... but in my experience, nobody reads the documentation anyway :-)

I know, it's a nuisance.

>> Some improvements can be done by using hacks (this is
>> what I call fiddling with hardware to set video modes), but it leads to
>> the situation that few users can use the program. I know, people don't care
>
> So what do you call using documented OS calls?

Sticking to official documents of the institution that provides the standards.
The latter is a bit of a problem for the Atari world, as Atari doesn't exist
anymore, but earlier on they released an official paper that said "Don't use
Setscreen anymore."

> As for compatibility, shouldn't gfx cards be changing the _VDO cookie to show
> that they cannot cope with the facilities of the machine? This is surely
> what atari intended this for...

I'm not sure what gfx cards can do, but I suppose they should.

>> > But then, would anyone actually try and PLAY that many games at once? The
>>
>> Depends on the type of games. I'm not a fanatic of arcade games, and as such,
>> the type of game I usually prefer is that of which several ones can be played
>> at the same time.
>
> Yea, but do you ever really try and play solitare, patience, landmine etc.
> all at once? You must have a really good ability to concentrate on many things
> at once. :-)

Practising is everything ;-)

Try writing another game while playing all those games !
:-))

> Yea, the "of course" maybe was a little over the top, but I am supprised
> that people actually try to play > 1 game at a time...

As I said, it solely depends on the type of games. Note a good game of chess
can go on for weeks or months. Should I refrain from touching other games
meanwhile ?

>> > so why have it only taking up 1/9th of your screen, with the rest displaying
>> > the desktop?
>>
>> There are more reasons for one or the other than you can remotely guess.
>> Therefore it's pretty arrogant to dismiss half of them, by denying existence
>> of reasons to restrict a game to only 1/9th of the screen.
>
> Yea, but if you are just interested in playing the game (do you accept that
> this should be the primary purpose of a game?) then you usually dont want
> to strain your eyes...

I don't understand that "strain your eyes" people come up with so often.
My developing machine has 960x544 on an SM124, still I prefer to use a smaller
font than the system font, yet I can sit there for hours and work with it.

A friend of mine, however, has a 17 inch monitor, uses 800x600 (a PC), and
still prefers a larger font than usual.

The point is, it depends on the user. There are so many different users with
different habits with different machines in different parts of the world,
a programmer *cannot* take all into account. The only escape it making every-
thing configurable.

"Everything" is a strong word of course, but at least the important issues
should be covered that way. The part of the screen is one of those for all
software IMHO.

>> >> > requires ST compatible resolutions, but that isn't the programs support - if
>> >> > the machine cannot do what an ST can do, users should EXPECT games designed
>> >> > for the ST not to work.
>>
>> There are programming techniques that make such expectations obsolete. It
>> CAN be done, games that run on all machines. So there is no reason to expect
>
> Yea, by limiting the functionality available to the programmer. For a start,
> the STe/TT/Falcon's hardware scrolling cannot be used.

You're free to check if the hardware in question is there. If you need it,
just add a bit of code that emulates the function on machines that haven't
got it. Don't say emulated fine scrolling is too slow, be aware of the
100 MHz 68060 machine. It is happens to be too slow on some machine, well,
provided you optimised the code, this is something not even the programmer
can do anything about.

>> such a thing. The current situation merely makes me *suspect* that a given
>> game won't run, and as it can be done, I'd be happy if this could be changed.
>> Currently it's sadly prevented by certain people simply refusing to try other
>> techniques, techniques that in some cases even save work.
>
> It certainly wouldn't save tony any work, as he would have to write a bunch
> of new sprite routines, not to mention learn a new language (or wait for
> someone to finish GEMMA).

I wasn't specifically referring to Tony. I do not understand his situation
well enough (in fact I think, considering all the praise he gets he seems to
be a pretty good programmer for the limited (by STOS) means). But I've seen
stuff in C that had all the discussed drawbacks, so there are such people.

>> > Oh, I'm not the one advocating that you change the way you program... thats
>> > you, telling Tony to switch to using the VDI, which will not benefit him one
>> > iota, appart from making you happy...
>>
>> Oh, I'm not telling him to do so. I'm merely trying to convince him to just
>> *try* once to program using GEM methods. The experience might let him use
>
> Erm, so whats the difference? you are trying to convince him to change,
> aren't you?

Ok, in this very wide notion I try to change you too, as I'm trying to
convince you of certain things. In that way, all discussion is aimed at
"changing people".

I'm trying to change that Tony turns down GEM methods for games whereever
they are mentioned.

> Unfortunately, as has already been pointed out (quite a while ago... probably
> around message 20-50), STOS doesn't provide access to GEM in a compiled
> environment (the GEMMA extension provides it in the interpreter, but the
> compiler code isn't finished. Source code is available though), and Tony
> doesn't know C.

As STOS is a compiler language, it can't be too difficult to provide a
reasonably fast GEM library, I'd guess. Provided all the usual elements
are there, arrays of 16 bit integers, inquiring the address of such an
array etc.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

862. All issues of STOSSER availible for download.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <3500f225.18425390@news.zetnet.co.uk>
Source record: 5173

```
All issues of STOSSER are now availible for download at
http://www.users.zetnet.co.uk/sillysoftware/stosser.htm

-----------------------------------------------
Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
-----------------------------------------------
Visit The Silly Software Web Site
http://www.users.zetnet.co.uk/sillysoftware/
The Silly Site for Silly people
-----------------------------------------------
```

863. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35015098.4089830@news.demon.co.uk>
Source record: 5174

On 3 Mar 1998 10:02:38 GMT, prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) wrote:

>
>Hi, everybody,
>
>I have written for my own usage a utility program. Its operation needs to be
>able to obtain the current alphanumeric (VT52) cursor position (row, column).
>To do this, I make at the initialisation phase the LineA call 0 to get
>the address of the LineA data structure. This structure contains the information
>that I need.
>
>The program runs fine.
>However, I would like to get rid of LineA. Well, but I am unable to figure out
>how to do what I want without it.

I don't know of a way without having to keep track of it yourself.

>--> Who knows a "legal" method for obtaining the current X-Y position of the text
>cursor?

If you place a virtual vdi workstation into proper text mode (v_enter_cur) then delve through the related functions you might get lucky and find a cursor position call. I don't remember ever having seen one however. On the other hand, I've only ever used v_enter_cur once just to see what it did.

What I *can* say, is that it's no use attempting to directly access the vdi virtual workstation structures in case it crosses your mind to try it. I spent an age doing/hacking this once in order to find where each workstation stored its clipping rectangle so that I could preserve the current settings (I forget why but it was important at the time). This worked very nicely up until I bought nvdi whereupon it all dropped dead. The workstation structures are not the same. I had hoped that although undocumented to us, they were documented to developers/DRI. No such luck!

I remember this was the point where I decided to dump all the LineA stuff (and I had wrote a *lot* of it) and migrate to the vdi properly.

>Incidentally, what is exactly the situation with LineA for '030 and up Atari
>computers. I have heard inconsistent things on the subject.

You and me both. Some people say not to use it on "pain of death" whilst others don't seem to mind. The only thing which definately is lacking is definate information. [!?!!?]

Hopefully someone knows for certain although I have a suspicion that
the only way to really find out is to get people to test it. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

864. Re: BubbleGem and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34fda776.1328450@news.demon.co.uk>
Source record: 5175

On 4 Mar 1998 12:15:18 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: >: An abrupt end if you happen to be unlucky enough to be wired up to a
>: >: machine in intensive care, come 23:59.59 1999 !!! [aledgedly] ;-))
>: >
>: >Nah. In our hospital they use Sun Sparc workstations in intensive care. :-)
>
>: Not a line of cobol in sight then? ;-))
>
>I surely hope not.
>I wouldn't want my life to be hanging on to a line of Cobol :)
>Only lines in sight are graphs of someone's hartbeat
>and body temperature ;)

Are you sure? I mean it could just be the Windows NT task manager
showing cpu performance? [hehe] !!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

865. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34feaad1.2187986@news.demon.co.uk>
Source record: 5176

On Fri, 27 Feb 1998 16:30:28 +0100, Magnus Kollberg
<magnus.kollberg**@**emw.ericsson.se> wrote:

>Also for those who would like to try my little attempt to a PacMan
>clone,
>I have now updated it and hopefully it now works on a regular ST....
>it did crash under STonX (and so does Marios game) so maybe I use
>something
>that the ST doesn't like.... could be some AES 4 stuff. But I don't have
>time
>to try it out more.

Still doesn't work. :-(

There still seems to be problems with the sound. I booted my STE off
floppy and it wouldn't unlock the sound system. Oddly it must have got
a little further when MagiC was running because no such alert
appeared, but it did bomb out out with either an illegal instruction
or a double bus error (ie 4 bombs).

Can you just disable the sound completely. All I want to see is if the
animation works? <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

866. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <34FE7895.DB1F7886@emw.ericsson.se>
Source record: 5177

Guy Harrison wrote:
>
> On Fri, 27 Feb 1998 16:30:28 +0100, Magnus Kollberg
> <magnus.kollberg**@**emw.ericsson.se> wrote:
>
> >Also for those who would like to try my little attempt to a PacMan
> >clone,
> >I have now updated it and hopefully it now works on a regular ST....
> >it did crash under STonX (and so does Marios game) so maybe I use
> >something
> >that the ST doesn't like.... could be some AES 4 stuff. But I don't have
> >time
> >to try it out more.
>
> Still doesn't work. :-(

Arrghhh....

> There still seems to be problems with the sound. I booted my STE off
> floppy and it wouldn't unlock the sound system. Oddly it must have got
> a little further when MagiC was running because no such alert
> appeared, but it did bomb out out with either an illegal instruction
> or a double bus error (ie 4 bombs).

So you still get it??? Are you sure you are using the latest version? It
should
be 0.21 I think. You should not get that alert anymore if it's not a
Falcon. I
do not get it under STonX using TOS 2.06.

> Can you just disable the sound completely. All I want to see is if the
> animation works? <G>

Okey I will do it...

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

867. Re: GPIC 1B

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <34FE797B.8CC91418@emw.ericsson.se>
Source record: 5178

```
Levien van Zon wrote:
>
> Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:
>
> : > Magnus, shame on you... read the message - its a TRON clone. :-)
> : Forgive me for my ignorance, but for someone who has never played
> : TRON, what kind of game is it? :-)
>
> I believe it is the one involving one or more lines and a wall. :)

Ah, that one. ;-)

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

868. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6dmc6nmht1@laas.laas.fr>
Source record: 5179

Hi, Guy,

Thank you for your sound answer.

In article <35015098.4089830@news.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>However, I would like to get rid of LineA. Well, but I am unable to figure out
>>how to do what I want [knowing text cursor position] without it.
>I don't know of a way without having to keep track of it yourself.
I can't reliably.

>>--> Who knows a "legal" method for obtaining the current X-Y position of the text
>>cursor?
>If you place a virtual vdi workstation into proper text mode
>(v_enter_cur) then delve through the related functions you might get
>lucky and find a cursor position call.
Yes, it is vq_curaddress().
I cannot use it, see below.

>What I *can* say, is that it's no use attempting to directly access
>the vdi virtual workstation structures in case it crosses your mind to
>try it.
No, it didn't. I want to use only documented features...

>The workstation structures are not the same. I had hoped that although
>undocumented to us, they were documented to developers/DRI. No such luck!
I am not surprised. ;-)

>>Incidentally, what is exactly the situation with LineA for '030 and up Atari
>>computers. I have heard inconsistent things on the subject.
>You and me both. Some people say not to use it on "pain of death"
>whilst others don't seem to mind. The only thing which definately is
>lacking is definate information. [!?!!?]
Oh, thanks a lot. Maybe I am not so ignorant after all!

>Hopefully someone knows for certain although I have a suspicion that
>the only way to really find out is to get people to test it. :-(
Yes. I suspect that my thing will end up that way...

Now, I would like to describe more accurately my problem.
Originally, I didn't want to inflate my first message, but I should have.

I have written a patch for the driver of my Nova graphics card. This patch
works very well. I am using it constantly. Let's even say that I can't live
without it! So, I have decided to make it public. And then came the question
of having it programmed as cleanly as possible, as opposed as just working

for ME!

The patch deals with bugs in the VT52 emulator. Here is how it works, briefly.
The patch steals the Bconout(console) vector and sits there. When a non-bugged
escape sequence comes in, it just let the original handler do the work.
If it is a bugged one, then it does its own stuff and returns. To operate,
the patch MUST know the current text cursor position (as well as character
cell sizes). I obtain a lot of information via a cookie installed by the
card driver, but cursor position is given ONLY by LineA, to my knowledge.

Let me insist. The information is needed from WITHIN A BIOS HANDLER. I can't
make any VDI call, for example, from there...

Any idea, anyone?

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

869. ? Back Up PSX CDs via SCSI with Atari ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Jo'ogn <joogn.o@fhtw-berlin.de>
Message-ID: <34FEBAF0.327F@fhtw-berlin.de>
Source record: 5180

is there any software that can back up Playstation CDs to HD ?
or copy them directly to another CD, like the PC DAO software ?

--
****
* Please answer NEWS with personal emails ! Thank you !
* PLEASE USE: joogn.o@fhtw-berlin.de
* http://www.f4.fhtw-berlin.de/people/joogn/
* 606 91 85 (:
****

870. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FEE4DE.6D4@mst.tn.utwente.nl>
Source record: 5181

Peter Rottengatter wrote:
>
> In article <19980303193554809 56@zetnet.co.uk>,
> Anthony Jacques <jacquesa@zetnet.co.uk> writes:
> > Games
> > are usually
> > "tied" to a VBL so that artifacts are not created by allowing screen-redraw
> > of data while it is still being written to by the game engine...
>
> This is an entirely different issue. Avoiding flicker is one thing, timing
> is another one. At first they've got nothing to do with each other. I have
> nowhere said that all the game should run in the 200 Hz interrupt. I only
> said that timing should be done there.

>
> True, a lazy programmer combines them completely, accepting the drawback
> of the game running at different speed on different video hardware. Heck,
> even the same video hardware can run at two different speeds ! I can make
> ST-Low work with 50 Hz and with 60 Hz. Already this should be reason
> enough to do timing not in the VBL, but choose an independent source. Your
> statements above only shows your ignorance of this, actually pretty basic,
> issue, which is a big one for sophisticated programming.

Forcing a game rate compareble to 50 frames per second on a 60 Hz
updated screen would result in a very annoying hickup, because every
sixth screen 2 screens will be the same. This is very visible. Changing
the graphics so that they will move at 5/6 of the 50Hz speed in a 60Hz
screen mode is not possible (unless you start with floating point
operations in a game). The best solution is to run the game at 6/5
of it's intended speed. This won't make a game unplayable.

> Being consequent, and accepting this, means that games should be designed
> such that it's timing won't vary significantly amongst machines. This can
> only be achieved by using a fixed reference, like the 200 Hz timer. This
> does not necessarily slow down the games significantly, if done properly,
> but it ensures that the game is playable not only on the machine it was
> designed for, but all machines, provided there is enough CPU power. So
> your example of the TT's VGA with 70 Hz does not cause problems anymore,

TT VGA is 60Hz.

> the box has plenty CPU power compared to most other Ataris, and since
> timing is not derived from VBL but the fixed 200 Hz clock, the games works
> with the same speed as on a small ST.

It will, but the smoothness of the animations will be lost and that is more important then splaying exactly at the same speed.

I think the best way to get games written for th ST running on the more exotic mordern hardware will be a coversio routine converting ST low screens somewhere in the memory at 50 frames per second to a VDI screen, or even better a GEM window. For a good game on a ST you have to program directly on the hardware with all tricks you can find otherwise the game will be too slow.

Bye, Hans Wessels

871. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FEE803.3E8D@mst.tn.utwente.nl>
Source record: 5182

Tony Greenwood wrote:
>
> Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Mon, 02 Mar 1998
> 14:22:48 +0100 that you wrote:
>
> >> scrolling? It's the same on ST and ST(e) isn't it? And for all I know
> >> the Falcon low-rez might be laid out the same anyway?
> >
> >No! A normal ST has no harware scrolling. The only thing that comes
>
> We call it "Cheap Hardware scrolling" on the FM, I can show you full
> screen cheap hardware scrolling on a fm easy in one vbl, but only
> vertical :) and its not real ...IYSWIM

I suppose you mean moving the screen start adres eight lines up
or down? (By adding 1280 to shte screen adres.)

BTW: Full screens in my terminology are 400x240 screens. You know,
those screens without borders. Using the same techniques needed
for fullscreens you can start the screen adres at word boundarys.

For a good examble have a look at "The dark side of the spoon"
demo by ULM. The main menu is fast 8 way scrolling in 400x200
resolution and they are playing a MOD file at the same time. And
all this on a play 8 MHz ST.

Bye, Hans

872. Re: GPIC 1B

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <34FEE900.2424@mst.tn.utwente.nl>
Source record: 5183

Magnus Kollberg wrote:
> Forgive me for my ignorance, but for someone who has never played
> TRON, what kind of game is it? :-)

Compile the sources in the articles and you know.

Hans

873. My WWW Pages

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980305183430809 56@zetnet.co.uk>
Source record: 5184

Hi

I've just posted an update on my WWW pages... please read/respond (by email, preferably)...

Thanks

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

874. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <34feeb6f.9233879@news.zetnet.co.uk>
Source record: 5185

Hey! Hans Wessels <mr_ni@mst.tn.utwente.nl> wasn't it Thu, 05 Mar 1998
18:59:31 +0100 that you wrote:

>Tony Greenwood wrote:

>> We call it "Cheap Hardware scrolling" on the FM, I can show you full
>> screen cheap hardware scrolling on a fm easy in one vbl, but only

>I suppose you mean moving the screen start adres eight lines up
>or down? (By adding 1280 to shte screen adres.)

:) you can get 4 pixel but it takes twice the memory..but yes thats
the trick.. not a great lot of use.. accept you can mkae yourself a
nice little ripper program by loading a game or something into memory
and scrolling through it :)

>BTW: Full screens in my terminology are 400x240 screens. You know,

just the way its said.. when I say full screen i usualy mean standard
work area..however it is open to confusion..

>those screens without borders. Using the same techniques needed
>for fullscreens you can start the screen adres at word boundarys.

I can display full screen and made a program called SHOWTIME... quite
a few years ago.. that would search your hard drive and take all your
neo or pi1 pictures and plonk them on the screen stretched and
displayed at 100% overscan.. a long time ago and its only value was as
stated in the docs.. a novelty slide show ..
However I never tried moving one...I find removing borders or
whatever to be far too unstable....probably STOS fault..:)
>
>For a good examble have a look at "The dark side of the spoon"
>demo by ULM. The main menu is fast 8 way scrolling in 400x200

arrrgh... sorry but I dont have any demos, dont know where to get
demos and have never wasted my time looking at demos... I have never
actualy seen the point of a demo...

(Now watch the feathers fly! <grin>)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

875. FS: Atari 1040STf and Monitor

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Steve Brown <maxdaisy@nospam.arn.net>
Message-ID: <34FF11B2.5173@nospam.arn.net>
Source record: 5186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi, I have some Atari stuff for sale.

Atari 1040STf for $60.00
Atari SC1224 Color Monitor for $40.00
Marcus Trackball (RB2-114) for $10.00

Or all three for $90.00

Please contact me at maxdaisy@<nospam>arn.net. (without the <nospam>)

Thanks,
Steve Brown

876. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980305205737809 56@zetnet.co.uk>
Source record: 5187

Hans wrote:
> operations in a game). The best solution is to run the game at 6/5
> of it's intended speed. This won't make a game unplayable.

Which is why I described it as a "minor point" when I raised this subject.

> > designed for, but all machines, provided there is enough CPU power. So
> > your example of the TT's VGA with 70 Hz does not cause problems anymore,
>
> TT VGA is 60Hz.

I think the Falcon's VGA is 70Hz (well, maybe not, as everything is different,
but official "vga" is 73.xHz, IIRC...)

> I think the best way to get games written for th ST running on
> the more exotic mordern hardware will be a coversio routine converting

As Peter is fond of saying, there should be no problem doing this
on a 100Mhz 060.

> ST low screens somewhere in the memory at 50 frames per second to a
> VDI screen, or even better a GEM window. For a good game on a ST
> you have to program directly on the hardware with all tricks you can
> find otherwise the game will be too slow.

Well said.

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
---------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ |
| Please read the latest update
jacquesa@zetnet.co.uk | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
---------------------------------------+------------------------------

877. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980305213728809 56@zetnet.co.uk>
Source record: 5188

> >> If just a defined delay is required, one could also simply access the 200 Hz
> >> counter, for which one does not need to install interrupt handlers.
> >
> > Yea, and then you get some great effects with redrawing the screen while the
> > play watches...
>
> If you do it such that those effects remain that you should perhaps take a
> course in programming ! This is pretty fundamental stuff.

right, so in a GEM game, where you cannot page-flip, and you are not aware of
when the VBL takes place (unless you are recommending that a GEM program
should call a blocking call such as Vsync, which IMO destroys many of the
benefits of using a modern GEM! [multitasking]), how do you make sure this
doesn't happen?

> > Maybe it isn't good programming style, with regards to portability, but making
> > it so generic/flexible that it doesn't run properly on slower machines, and
> > not being able to say whether a given machine is good enough is equally
> > bad style when it comes to games...
>
> I'm saying the latter holds for all software, so adopting this definition,
> all software is badly programmed. Software *simply isn't* able to tell if
> it will run fast enough. This is mainly for machine dependencies.

Yea, but if it works on the slowest machine, as my examples do, it is possible,
as there isn't a machine not capable. You are saying that we should take these
programs, slow them down, and then not be able to easily identify
which machines
it wont be playable on... right...

> the box has plenty CPU power compared to most other Ataris, and since
> timing is not derived from VBL but the fixed 200 Hz clock, the games works
> with the same speed as on a small ST.

Yea, except you get jerky animation.

> > eg. Say I wrote a (generic, any-machine) doom game that runs fine on a Falcon,
> > but runs at FPS. Should I say "for all Ataris"? I dont think so.
>
> What's FPS ?

sorry, I missed a few words out... "runs 1 FPS on an ST". FPS=Frames
Per Second.
"Speed" would perhaps have been a better word.

> > Thats why an "enquire available modes" (as I suggested in another post) call
> > is a good idea, IMO.

>
> Definitely agreed. But a method like the one provided by Setscreen is trash,
> as minor changes to a mode would require another mode code, which then again
> is not known by software. What is needed is an extensive get_mode_info call
> that fills in a structure with all relevant information.

But surely it is better than nothing? The VDI does not (currently) offer
any equivelent...

> > No, I think it should be the PROGRAMMERS choice. The environment that the
>>
> Ok, but then you end up with the current situation with lots of games that
> are not acceptable for many users.

"many". I still haven't been convinced that Hades/Medusa/Nova users are a
significant portion of the games "market".

> A user that wants it full-screen can still
> extend to window to cover the whole screen, while it gives additional flexi-
> bility for those who want it.

Yea, at a significant cost.

> It's a bit more effort for the programmer, I guess that's all what you're
> afraid of.

No, I'm not afraid of anything in this area... but

> > No, but it should be up to the programmer, not to the user, IMO.
>
> That's the lazy programmer's position. It makes virtually no difference for
> the user, only for the programmer.

So why should it up to the users if it makes virtually no difference?

> >> > Find my someone who likes playing Quake no the PC in a window
> >> > - you certainly wont find many who dont play full-screen.
> >>
> >> Because they can't. I'm sure I'd find some who would if it were possible.
> >
> > Sorry, but you clearly haven't hit <CNTL>-Enter in Quake (or Quake2, or
<ALT>
> > even Heretic and other games of its age) as DOES work. [3dfx users can
>
> Oh, good. Is it a true window, i.e. allowing other software use the freed
> space ?

Yes, of course - I just tested it while writing this email.

> As I said, I'm not much of an action game player, I never played Quake.

Well, it drops down from about 30fps to ~5fps on my machine. Now tell me
that writing to a window is just as fast (using the PC's API there is no
difference to the game, except for the fact that when it requests a window

it may set a flag for FULLSCREEN mode).

> >> Some improvements can be done by using hacks (this is
> >> what I call fiddling with hardware to set video modes), but it leads to
> >> the situation that few users can use the program. I know, people don't care
> >
> > So what do you call using documented OS calls?
>
> Sticking to official documents of the institution that provides the standards.
> The latter is a bit of a problem for the Atari world, as Atari doesn't exist
> anymore, but earlier on they released an official paper that said "Don't use
> Setscreen anymore."

True, but that was with the release of the TT. In the Falcon, they extended the
functionality of Setscreen. Why, if it wasn't supposed to be used anymore?

> > Yea, but do you ever really try and play solitare, patience, landmine etc.
> > all at once? You must have a really good ability to concentrate on many things
> > at once. :-)
>
> Practising is everything ;-)

Hehehe :)

> Try writing another game while playing all those games !
> :-))

Well I've played Tetris while coding before...

> > Yea, the "of course" maybe was a little over the top, but I am supprised
> > that people actually try to play > 1 game at a time...
>
> As I said, it solely depends on the type of games. Note a good game of chess
> can go on for weeks or months. Should I refrain from touching other games
> meanwhile ?

True, but then if its an on-going game, you aren't really playing it - you
just have it open at the same time (maybe).

> > Yea, but if you are just interested in playing the game (do you accept that
> > this should be the primary purpose of a game?) then you usually dont want
> > to strain your eyes...
>
> I don't understand that "strain your eyes" people come up with so often.

Maybe its because I have dodgy eyes...

> My developing machine has 960x544 on an SM124, still I prefer to use a smaller
> font than the system font, yet I can sit there for hours and work with it.

Wow... I couldn't use that on a regular basis... I guess you sit pretty close
to your monitor?

> A friend of mine, however, has a 17 inch monitor, uses 800x600 (a PC), and
> still prefers a larger font than usual.

I use 1152x864 on a 17" with the standard font size...

> The point is, it depends on the user. There are so many different users with
> different habits with different machines in different parts of the world,
> a programmer *cannot* take all into account. The only escape it making every-
> thing configurable.

> "Everything" is a strong word of course, but at least the important issues
> should be covered that way. The part of the screen is one of those for all
> software IMHO.

> >> There are programming techniques that make such expectations obsolete. It
> >> CAN be done, games that run on all machines. So there is no reason to expect
> >
> > Yea, by limiting the functionality available to the programmer. For a start,
> > the STe/TT/Falcon's hardware scrolling cannot be used.
>
> You're free to check if the hardware in question is there. If you need it,
> just add a bit of code that emulates the function on machines that haven't
> got it.

Yea, fine...

> Don't say emulated fine scrolling is too slow, be aware of the
> 100 MHz 68060 machine.

Sorry, but I really dont see why every programmer working on a lower-end
Atari should have to write all this sort of routine for the high end machines,
when it could be emulated at the system level by hades owners/programmers...

> > Erm, so whats the difference? you are trying to convince him to change,
> > aren't you?
>
> Ok, in this very wide notion I try to change you too, as I'm trying to
> convince you of certain things. In that way, all discussion is aimed at
> "changing people".

Yea, true...

> I'm trying to change that Tony turns down GEM methods for games whereever
> they are mentioned.

I agree to some extent. Tony wouldn't like a GEM based file-viewer - but
this is largely influenced by the fact that running on an STe in ST-Medium
with TOS 2.06 really isn't the best environment for this...

> > around message 20-50), STOS doesn't provide access to GEM in a compiled
> > environment (the GEMMA extension provides it in the interpreter, but the
> > compiler code isn't finished. Source code is available though), and Tony
>
> As STOS is a compiler language, it can't be too difficult to provide a
> reasonably fast GEM library, I'd guess. Provided all the usual elements

> are there, arrays of 16 bit integers, inquiring the address of such an
> array etc.

yea, thats all present... but STOS does some rather odd things, which
makes it pretty difficult to make it work (if you saw their memory management
routines, you would go mad! Until I patched it, it caused a bus error just
to find out what TOS version you used!)

For many years, it was stated as FACT that it was impossible to call GEM
from STOS (even the authors said this). This has been shown to be incorrect,
but it certainly isn't simple.

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
---------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ |
| Please read the latest update
jacquesa@zetnet.co.uk | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
---------------------------------------+------------------------------

878. Re: My WWW Pages

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <35021bee.21650456@news.zetnet.co.uk>
Source record: 5189

Hey! Anthony Jacques <jacquesa@zetnet.co.uk> wasn't it Thu, 5 Mar 1998 18:34:30 GMT that you wrote:

>Hi
>
>I've just posted an update on my WWW pages... please read/

Read it.. welcome to ATARI IRC.. one side of which use and enjoy irc, the other side just sit there.... watching.. waiting... I even had one so called ATARIan attack me as soon as I went on the channel because I was using mirc... what!...four fecking yrs I have been using channel atari .. then some arsehole tells me off.. suggests that the channel is for real ATARIns and not for ex ATARI users.... what a bunch of tossers......

Well I carry on using the channel.. I was there before most of them and will be there long after they have moved on.. No one can have a dig at me for not supporting ATARI and I suggest you take the same line.. anyone having a dig at you for not supporting the platform are just sad know nothings... wish I had been there mate :)

Ignore them is what I say...or wind them up... Thats the advice you gave me when I got some nasty emails about downloads on my page...

You have angoing ATARI projects.. most of us do.. let the sad tossers who spend all day on #atari irc keep attacking us because we also have a PC... they simply dont have the brains to compete mate... deep breath , count to ten... then slap'em :)))

>respond (by email,preferably)...

What and miss all the fun ? :)

.

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

879. Re: Atari ST Owners

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6dnrmb$pme@bgtnsc02.worldnet.att.net>
Source record: 5190
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian Grier wrote:
>
> Robert Davis wrote:
>
> > Dear Atari owners,
> >
> > I am wondering if anyone can help me.
> >
> > I own an Atari Mega 1 that I use for music. It originally came with
> > Microsoft Word for ST and I currently need to do some word processing on
> > it.
> >
> > Unfortunately, though I still have the mauals and documentation, the
> > Word disk was stolen and I need to get a replacement. Does anyone have a
> > copy of Word for ST they can send me or email me?
> >
> > Please email me directly since I do not receive all postings to the
> > group.
> >
> > Thank you for your assistance,
> >
> > Robert Davis
>
> I think we have had enough fun at his expense, so to answer his question...
>
> What you have is most likely Microsoft WRITE, not WORD. Microsoft dropped
> support for this product within a year of introducing it. They reasoned that
> if the
> Atari users were not willing to support Microsoft they would not support
> Atari.
> This was the result of really bad reviews of the software, and a general
> bashing
> of the product by those that claimed to have purchased it.
>
> I have not seen a copy of this in years. You would do much better by
> getting
> yourself a copy of WordUp.
>
> Brian

I concur. If you ever actually _used_ MS Write and got any kind of
decent output, you're a far better man than I. Write was way worse than
worthless (damn! what's a synonym for than that starts with w?). Even

Word Writer would be better, though WordUp is a good replacement.
Personally, I would go with a cheap copy of Calamus 1.09n or Pagestream.
They're overkill, but they're cheap!

Why Gates would ever think that users of computers with a Digital
Research based OS would use an MS product is beyond me...

Dan

880. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EpC9Hv.MMs@suse.modem.stud.uni-hannover.de>
Source record: 5191

> OK you cant or wont try the games...but there are plenty of colour
> screen shots of them on my web pages that would give you a better idea
> ?..I wish you would take the time to at least look :)
>
> http://www.users.zetnet.co.uk/paxton/

Hmm, something wrong here ? Couldn't find any screen shots. Found all sorts of neat things, but no screen shots, looking in every corner where the link sounded remotely like it could lead to shots. So you'd need to give me the direct URL for the shots.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

881. Re: JPEG DSP

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-05 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6dmatn$e6u@balaena.bio.vu.nl>
Source record: 5192

```
Centek (Acces.Journaliste@wanadoo.fr) wrote:

Wow! This is useful info! :)
Still a few questions though...

: JPGDVersion RS.L 1
: JPGDOpenDriver RS.L 1
: JPGDCloseDriver RS.L 1
: JPGDGetStructSize RS.L 1
: JPGDGetImageInfo RS.L 1
: JPGDGetImageSize RS.L 1
: JPGDDecodeImage RS.L 1

I assume these functions all have a long return value.
Is it negative for errors?

: JPGDInComponents RS.W 1 * JPEG Image Components Number (1->4)
: JPGDOutComponents RS.W 1 * Output Components Number (1->4)
: JPGDOutPixelSize RS.W 1 * Output Pixel Size (1->4)

What about support for Greyscale JPEG's? What are/should be these values for
greyscale output?

: JPGDUser1 RS.L 4 * Pointer to User Routine / NULL

What does this do?

: JPGDComp1GammaPtr RS.L 1 * Component 1 Gamma Table / NULL

What is the format for these tables?

: hope this will help many
: of you using this fine decoder...

Thanks!

-=Levien

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

Labor, n.:
One of the processes by which A acquires property for B.
-- Ambrose Bierce, "The Devil's Dictionary"
```

882. Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <889197421.85648@tornado.itea.ntnu.no>
Source record: 5097

```
Is it possible to use both a icon and a string as a meny-entry? And if
so, how?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

883. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: Mark Slagell <bald_soprano@usa.net>
Message-ID: <35003D57.3C4A@usa.net>
Source record: 5098

I'm not convinced that all use of line-A is ill advised, especially when there seems no other way to do what you are doing. Using $Axxx calls to create graphics or text should no longer be done, true. But once you know where the line-a variables are, I don't see a problem with accessing them from within a BIOS handler, or wherever; because that has long been a common practice, I think all TOS versions and all existing display drivers and accelerators support those variables, at least those documented variables having to do with VT52 (does anyone here know otherwise?). You probably want to keep your $a000 call in the installation phase, rather than invoking it on the fly later, again to keep line-A calls out of the bios handler. Probably you already are doing this.

Roland Prajoux wrote:
>

> The patch deals with bugs in the VT52 emulator. Here is how it works, briefly.
> The patch steals the Bconout(console) vector and sits there. When a non-bugged
> escape sequence comes in, it just let the original handler do the work.
> If it is a bugged one, then it does its own stuff and returns. To operate,
> the patch MUST know the current text cursor position (as well as character
> cell sizes). I obtain a lot of information via a cookie installed by the
> card driver, but cursor position is given ONLY by LineA, to my knowledge.
>
> Let me insist. The information is needed from WITHIN A BIOS HANDLER. I can't
> make any VDI call, for example, from there...
>
> Any idea, anyone?

--
"Apart from the known and the unknown, what else is there?"
-- Harold Pinter

884. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: noSPAMdwilga@mtholyoke.edu
Message-ID: <noSPAMdwilga-0603981359150001@wilga.mtholyoke.edu>
Source record: 5099

In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
<joska@nuts.edu> wrote:

> Is it possible to use both a icon and a string as a meny-entry? And if
> so, how?

The only way I can think of to do this and have it work would be to use
G_PROGDEFs and roll your own. The AES is very picky about the hierarchy of
menus, and you can't just add a new object.

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

885. Microsoft and Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6dphhe$i24@james.hwcn.org>
Source record: 5100
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <6dnrmb$pme@bgtnsc02.worldnet.att.net>, Dan Phillips <xiting@worldnet.att.net> wrote:

>Why Gates would ever think that users of computers with a Digital
>Research based OS would use an MS product is beyond me...
~^~^~^

886. TOS documentation

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: Marco Lagendijk <marcola@xs4all.nl>
Message-ID: <6dpkat$9s3$1@news2.xs4all.nl>
Source record: 5101
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.software

Anyone an idea where to find commented TOS assembler documentation? I've
been searching the world for this.

Gratefully yours,
Marco

887. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <35006319.14478317@news.zetnet.co.uk>
Source record: 5102

Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Thu, 5 Mar 1998 09:10:43 GMT that you wrote:

I hope I havn't missed anything.. ZETNET not given any news for 24hrs
and now the news is back... it looks like the ones for last 24 hrs are
lost :(

>> OK you cant or wont try the games...but there are plenty of colour
>> screen shots of them on my web pages that would give you a better idea
>> ?..I wish you would take the time to at least look :)
>>
>> http://www.users.zetnet.co.uk/paxton/
>
>Hmm, something wrong here ? Couldn't find any screen shots. Found all sorts
>of neat things, but no screen shots, looking in every corner where the link
>sounded remotely like it could lead to shots. So you'd need to give me the
>direct URL for the shots.

ho dear...sorry

http://www.users.zetnet.co.uk/paxton/stosser/home.htm

This will take you to the main STOSSER pages.. as could have got to
from paxton :)

From here simple choose STOSSER Titles, there you will get a list of
all titles.. you click on and get a full rundown including screen
shots and independant reviews where applicable,

OR....you can simple download the whole STOSSER site as a zip file for
offline reading at
http://www.users.zetnet.co.uk/paxton/zips/stosser.zip
Its 736kb but holds maybe 70 gifs and about 70+ html files all
pertaining to stosser software :)

I take it you saw the ST+Fanzine site... its doing well. lots of
companies are now taking it and giving copies away with orders...
advertising is FREE .<SMILE>

You can grab the whole ST+ Fanzine site for offline reading as well
http://www.users.zetnet.co.uk/paxton/zips/stp.zip

>Cheers Peter

HTH :)

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

---

888. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EpEA2u.M37@suse.modem.stud.uni-hannover.de>
Source record: 5103

In article <19980305213728809 56@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:
>> >> If just a defined delay is required, one could also simply access the 200 Hz
>> >> counter, for which one does not need to install interrupt handlers.
>> >
>> > Yea, and then you get some great effects with redrawing the screen while the
>> > play watches...
>>
>> If you do it such that those effects remain that you should perhaps take a
>> course in programming ! This is pretty fundamental stuff.
>
> right, so in a GEM game, where you cannot page-flip, and you are not aware of
> when the VBL takes place (unless you are recommending that a GEM program
> should call a blocking call such as Vsync, which IMO destroys many of the
> benefits of using a modern GEM! [multitasking]), how do you make sure this
> doesn't happen?

<Course in fundamental programming on> ;-)

Write your drawing routing such that it can be executed from the VBL queue.
This avoids flicker as drawing is done during the flyback gap, and still
does not exclude system calls if done properly. There is no requirement at
all to *wait* for the VBL. Let the drawing be done *by* the VBL, and only
do the game progress be done in the main program, but use an independent
timing source. This way, even the effect mentioned by Hans of duplicated
output is avoided.

Consider a jump'n-run game. Your little sprite is moved by joystick, mouse,
whatever. The main program does a loop :

1) Watch the 200 Hz system variable until it has changed (increased by one).
This means 5 ms have elapsed since this point was done last time.
2) Inquire about the state of the joystick.
3) Apply the state to some internal coordinates of your jump'n-run thing,
but do not draw anything !
4) Handle all other stuff, like collisions, "gun fire" etc. etc. but make
sure this is finished before the 5 ms time slice is over.
5) Go back to point 1).

Now hook a VBL routine into the VBL queue, that does the following :

a) Get last sprite position as saved by point e).
b) Undraw the sprite at position determined in point a).
c) Sample the new sprite coordinate from the internal variable mentioned
in point 3).
d) Draw the sprite at position determined by point c).

e) Save the position determined by point c) into some internal variable.

With this scheme, all the game will always be of the same speed regardless
of the video hardware, since point 1) ensures that each movement takes
precisely 5 ms.

With this scheme, no flicker can happen, as all drawing is done in the VBL
exclusively.

With this scheme, it cannot happen that any two successive "screens" show
the same picture, as the screen is updated each 20 ms (ST-Low 50 Hz), 16 ms
(ST-Low 60 Hz) or 14 ms (VGA/ST-High, 70 Hz), while a movement takes place
each 5 ms, which gives at least two, or even more, movements before a "screen"
refresh happens, therefore no "jerky animation".

<Course in fundamental programming off> ;-)

Of course this is pretty basic, and for a fully grown game a fair bit of
other stuff is required, but I think it shows how a game can be constructed
that has all the discussed advantages, but does not suffer from the mentioned
drawbacks.

> Yea, but if it works on the slowest machine, as my examples do, it is possible,
> as there isn't a machine not capable.

No there are machines "not capable", as speed will depend on either CPU power
or video hardware. And as Tony has pointed out, even with the latter the speed
variances can well be intolerable.

>> the box has plenty CPU power compared to most other Ataris, and since
>> timing is not derived from VBL but the fixed 200 Hz clock, the games works
>> with the same speed as on a small ST.
>
> Yea, except you get jerky animation.

No. Only if you do it wrong.

>> > eg. Say I wrote a (generic, any-machine) doom game that runs fine on a Falcon,
>> > but runs at FPS. Should I say "for all Ataris"? I dont think so.
>>
>> What's FPS ?
>
> sorry, I missed a few words out... "runs 1 FPS on an ST". FPS=Frames
> Per Second.
> "Speed" would perhaps have been a better word.

It's my whole point that FPS is not an appropriate speed unit, as it is not
constant but depends badly on hardware.

>> > Thats why an "enquire available modes" (as I suggested in another post) call
>> > is a good idea, IMO.
>>
>> Definitely agreed. But a method like the one provided by Setscreen is trash,
>> as minor changes to a mode would require another mode code, which then again

>> is not known by software. What is needed is an extensive get_mode_info call
>> that fills in a structure with all relevant information.
>
> But surely it is better than nothing? The VDI does not (currently) offer
> any equivelent...

It provides every information that is possible with the *current* resolution.
In the context of multitasking (which is the very context that also leads
to the desire of games running in a GEM window) this is all what is needed.
v_opnwk() / v_opnvwk() both provide a fair bit of information on what is
possible. vq_extnd() provides an additional lot.

>> > No, I think it should be the PROGRAMMERS choice. The environment that the
>>>
>> Ok, but then you end up with the current situation with lots of games that
>> are not acceptable for many users.
>
> "many". I still haven't been convinced that Hades/Medusa/Nova users are a
> significant portion of the games "market".

Do you really lack the imagination to find out yourself, why this is the
case ? It is because you guys have abandoned their hardware long ago. It
is because they've given up on the hope that games programmer might one
day become open minded enough to write the games such that they will run
on their hardware too, they simply don't bother anymore to ask each time
a new game comes out if it does run on their hardware too. But they are
there, and as every human being they like games too. Get into the business
of software that is not games (like networking in my case), and you'll see
how many people are there with hardware that does not support ST-Low anymore.
I'd bet you'd be surprised.

>> A user that wants it full-screen can still
>> extend to window to cover the whole screen, while it gives additional flexi-
>> bility for those who want it.
>
> Yea, at a significant cost.

You've never tried.

>> >> Some improvements can be done by using hacks (this is
>> >> what I call fiddling with hardware to set video modes), but it leads to
>> >> the situation that few users can use the program. I know, people don't care
>> >
>> > So what do you call using documented OS calls?
>>
>> Sticking to official documents of the institution that provides the standards.
>> The latter is a bit of a problem for the Atari world, as Atari doesn't exist
>> anymore, but earlier on they released an official paper that said "Don't use
>> Setscreen anymore."
>
> True, but that was with the release of the TT. In the Falcon, they extended the
> functionality of Setscreen. Why, if it wasn't supposed to be used anymore?

No, not for that purpose. It was just as said in official documents : To
enhance the likelyhood that old software will run on the new machine. For
nothing more it was extended.

>> My developing machine has 960x544 on an SM124, still I prefer to use a smaller
>> font than the system font, yet I can sit there for hours and work with it.
>
> Wow... I couldn't use that on a regular basis... I guess you sit pretty close
> to your monitor?

50 to 80 cm, is that close ? It's closer than I'm to my TV set when
watching TV. ;-)

>> Don't say emulated fine scrolling is too slow, be aware of the
>> 100 MHz 68060 machine.
>
> Sorry, but I really dont see why every programmer working on a lower-end
> Atari should have to write all this sort of routine for the high end machines,
> when it could be emulated at the system level by hades owners/programmers...

The latter is not possible, that's the difference. Think twice and you'll
see why.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

889. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EpEAq3.M8L@suse.modem.stud.uni-hannover.de>
Source record: 5104

In article <35015098.4089830@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>I have written for my own usage a utility program. Its operation needs to be
>>able to obtain the current alphanumeric (VT52) cursor position (row, column).
>>To do this, I make at the initialisation phase the LineA call 0 to get
>>the address of the LineA data structure. This structure contains the information
>>that I need.
>>
>>The program runs fine.
>>However, I would like to get rid of LineA. Well, but I am unable to figure out
>>how to do what I want without it.
>
> I don't know of a way without having to keep track of it yourself.

There is one, see below.

>>--> Who knows a "legal" method for obtaining the current X-Y position of the text
>>cursor?
>
> If you place a virtual vdi workstation into proper text mode

That's the proper way. Use VDI exclusively ! Enter alpha mode by calling
v_enter_cur(), then do a vq_curaddress() which returns the cursor's row
and column position. There is VDI functions for all moving and setting
cursors, erasing parts or whole screen, and outputting text (the latter
being faster than calling GEMDOS Cconws() or others !).

>>Incidentally, what is exactly the situation with LineA for '030 and up Atari
>>computers. I have heard inconsistent things on the subject.

The $a000 function (initialisation) is kept so that programs can find out
about system fonts, and can read the VDI escape variables which are docu-
mented for read access only by Atari in the S.A.L.A.D. document. All other
LineA functions are gone or about to go away.

Personally I'd discourage people from using the $a000 function too, but
definitely it's not wise to use any of the other LineA functions.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
----

890. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <6do9p5$i3i$1@news.emw.ericsson.se>
Source record: 5193

Hans Wessels wrote:

> > True, a lazy programmer combines them completely, accepting the drawback
> > of the game running at different speed on different video hardware. Heck,
> > even the same video hardware can run at two different speeds ! I can make
> > ST-Low work with 50 Hz and with 60 Hz. Already this should be reason
> > enough to do timing not in the VBL, but choose an independent source. Your
> > statements above only shows your ignorance of this, actually pretty basic,
> > issue, which is a big one for sophisticated programming.
>
> Forcing a game rate compareble to 50 frames per second on a 60 Hz
> updated screen would result in a very annoying hickup, because every
> sixth screen 2 screens will be the same. This is very visible. Changing
> the graphics so that they will move at 5/6 of the 50Hz speed in a 60Hz
> screen mode is not possible (unless you start with floating point
> operations in a game). The best solution is to run the game at 6/5
> of it's intended speed. This won't make a game unplayable.

Talking about VBLs, will you even have a correct VBL with a graphics
card?
I can't imagine that the Nova card can provide a true VBL, or can it? I
would guess that you will get the "old" VBL and not the VBL from the
Nova
card.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

891. Re: JPEG DSP

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: MCP574@news.salford.ac.uk
Message-ID: <6dp5d3$fio_001@salford.ac.uk>
Source record: 5194

Sorry, missed the start of this thread...

I've been hacking around the JPEG decoder by myself without any documentation, but have got some code to work, including using the executable within your program rather than relying on the AUTO-folder program. The code will be in the next issue of Maggie which is due out in about 2 weeks (assuming Chris Holland gets all the other stuff in time)

I wish I had had that documentation about a month ago!

Steve (tat)

892. Re: Atari ST Owners

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6dp224$nrk@bgtnsc02.worldnet.att.net>
Source record: 5195
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Dan,

> Why Gates would ever think that users of computers
> with a Digital Research based OS would use an MS
> product is beyond me...

The problem wasn't that Microsoft Write (or more commonly known as "Microsoft Wrong") was a MS product --- the problem was that its was BAD software (even by Microsoft standards). About the only way that Atari could help promote it was to give it away for free by bundling it with its systems in the late 80's.

As an Atari dealer, I found it much less aggrevating to REMOVE it, throw it in the trash can and substitute Word Writer in the bundle before delivering new systems to buyers. There's nothing worse than delivering a new Atari system to a customer and then having to try to explain why he or she couldn't get the bundled software to work properly and have face needless hours of total frustration.

Atarians didn't buy their systems to have to face that kind of aggrevation. We EXPECT our systems and software to install and work easily and properly WITHOUT having to read exhaustive manuals, 'made-easy' books, or undergo hours of needless frustration.

Most ANYTHING would be a better choice for word processing than Microsoft Wrong!

Sheldon (Computer STudio - Asheville, NC)

893. I'm looking for .S files !

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-06 00:00:00 UTC
From: spro68000@aol.com
Message-ID: <19980306144700.JAA12984@ladder02.news.aol.com>
Source record: 5196

I own GenST (DEVPAC assembler) but I don' have anymore three files (missing,
and I have to work with them) : XBIOS.S, GEMDOS.S, EZMAC.S.
I you have these (those ?) three files, or if you know where I could buy again
DEVPAC assembler, please tell it to me !
Many thanks to you all.

894. HD DRIVER

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-07 00:00:00 UTC
From: Marc <ema@imaginet.fr>
Message-ID: <6dq408$be8$1@news.imaginet.fr>
Source record: 5105

Could someone help me :
I am looking for a HD driver for Falcon to be able to make big patitions of
the HD (more than 1 Giga) ?
Thanks
Marc

895. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-07 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <7SPVC7C@tos.pl.net>
Source record: 5106

Jo Even Skarstein (joska@nuts.edu) wrote:

: Is it possible to use both a icon and a string as a meny-entry? And if
: so, how?

You can simply place an icon in a menu, in the same way that you would
place it in any other form. You may have problems when the icons are not
scaled for different font sizes etc. I guess it might not be a good idea
to put icons in menus at all.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

896. Re: JPEG DSP

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-07 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6dr00a$h22$1@nyheter.chalmers.se>
Source record: 5107

In article <6dp5d3$fio_001@salford.ac.uk>,
S.J.Tattersall <MCP574@news.salford.ac.uk> wrote:
>
>Sorry, missed the start of this thread...

I did too for some reason.

>I've been hacking around the JPEG decoder by myself without any documentation,
>but have got some code to work, including using the executable within your
>program rather than relying on the AUTO-folder program. The code will be in

Uhm, I don't follow you there. AFAICR, the AUTO-folder program is where
the DSP code is loaded from. How would you make it work without that?

>I wish I had had that documentation about a month ago!

It's always a good idea to ask on Usenet about these kinds of things.
MGIF has had support for using JPGD for a long (might well be two years
or more) time, and the sources for that are available. The code I use is
based on the reverse engineering which was done even earlier by another guy.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

897. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-07 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <3$ThZVAPRZA1Qwxu@shaw1.demon.co.uk>
Source record: 5108

In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
<joska@nuts.edu> writes
>
>Is it possible to use both a icon and a string as a meny-entry? And if
>so, how?
>
>

I *could* be really complicated now, and say yes, if you want it to be
the TITLE of the menu. (what appears when not selected. Inverted when
selected)

Here's how: (This theary tested using GFA BASIC only)

1) Make the menu pop up.
2) Make sure there's enough room to place the icon/string
3) Put the icon/string where you want it to go.
4) Let the user play!

Any colours will be inverted.

(BTW - you can see this in action in the next version of CDSdraw, out
next year)

--
Clair Shaw (alias CDS) | When there's a
Mailto:Clair@Shaw1.demon.co.uk | will there's
ICQ: 1043359 | almost NEVER a
ICQ Pager mailto:1043359@pager.mirabilis.com | way.
WWW: http://www.shaw1.demon.co.uk |

898. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6dsh4e$tj@bgtnsc02.worldnet.att.net>
Source record: 5109
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris Cracknell <ad329@james.hwcn.org> wrote in article
<6dphhe$i24@james.hwcn.org>...
> In article <6dnrmb$pme@bgtnsc02.worldnet.att.net>, Dan Phillips
<xiting@worldnet.att.net> wrote:
>
> I have an old Antic magazine that says Atari considered using Microsoft's
> Windows OS before they decided on GEM. I wonder how history would have
> played out if that had been the case?

There was a good article on Atari's history in one of the mainstream computer magazines a year or so ago that talked about that fact in more detail (sorry, I can't remember which magazine it was, but I probably still have a copy of it at the office somewhere if anyone's interested). From what I remember, Microsoft couldn't produce a Windows OS within the timeframe Atari required for introduction of the ST. Microsoft wanted a year or so for development, while GEM was essentially ready to go. And, at that time, the Tramiels were anxious to produce a new system to help revive the company they had just taken over and take it back from the ashes of its former glory.

Sheldon (Computer STudio - Asheville, NC)

899. MagiC PC and DMA sound

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-07 00:00:00 UTC
From: David Knight <David@ritter.demon.co.uk>
Message-ID: <889310624.12501.0.nnrp-07.9e9805e3@news.demon.co.uk>
Source record: 5110

Has anyone else noticed that MagiC PC reports that it has 8 bit DMA sound capability in the _SND cookie?

Despite claiming to have this capability DMA sound does not play.

David

900. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-07 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EpGnKu.M5s@suse.modem.stud.uni-hannover.de>
Source record: 5111

In article <35006319.14478317@news.zetnet.co.uk>,
paxton@zetnet.co.uk (Tony Greenwood) writes:

> http://www.users.zetnet.co.uk/paxton/stosser/home.htm
>
> This will take you to the main STOSSER pages.. as could have got to
> from paxton :)

Found it this time. Nice graphics actually. Will try next time I hook up
an ST to my TV set.

HTML is lousy however, you should work on it. With Netscape Gold, part of
the text is hardly readable.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

901. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-08 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6dsuvdmfk1@nyheter.chalmers.se>
Source record: 5112

In article <EpEAq3.M8L@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <35015098.4089830@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>I have written for my own usage a utility program. Its operation needs to be
>>>able to obtain the current alphanumeric (VT52) cursor position (row, column).
>>>To do this, I make at the initialisation phase the LineA call 0 to get
...
>>>However, I would like to get rid of LineA. Well, but I am unable to figure out
...
>> If you place a virtual vdi workstation into proper text mode
>
>That's the proper way. Use VDI exclusively ! Enter alpha mode by calling
>v_enter_cur(), then do a vq_curaddress() which returns the cursor's row

If this is done from within a real TRAP handler (as opposed to via some
vectored routine) , it's quite possible to call the VDI. TOS's reentrancy
problems don't come into play then (you haven't yet entered TOS).

>and column position. There is VDI functions for all moving and setting
>cursors, erasing parts or whole screen, and outputting text (the latter
>being faster than calling GEMDOS Cconws() or others !).

Does anyone know of any programs that use those VDI routines?
(I'd like to have something to test fVDI with when I get around to
implementing them.)

>The $a000 function (initialisation) is kept so that programs can find out
>about system fonts, and can read the VDI escape variables which are docu-
...
>Personally I'd discourage people from using the $a000 function too, but

That's indeed a good idea.

fVDI will not be able to support the lineA variables fully (among other
things, there will not necessarily be _one_ screen).
For compatibility, a call to $a000 is planned to set up a memory block
with much the same information (some may not be available), but those
values will not be updated as they would with standard lineA/VDI.
This means that if you want to access the current values (such as in the
program discussed in this thread), you can't rely on an address supplied
by an earlier $a000 call. You have to make a call before every read or
you may well read the same cursor coordinates over and over again.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

902. Re: HD DRIVER

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-08 00:00:00 UTC
From: Chris Reijnen <pe1nib@telebyte.nl>
Message-ID: <3502D9B3.99C35575@telebyte.nl>
Source record: 5113

Marc wrote:

> Could someone help me :
> I am looking for a HD driver for Falcon to be able to make big patitions of
> the HD (more than 1 Giga) ?
> Thanks
> Marc

check out HD driver from Uwe Seimet, demo available at
http://www.acp5.chemie.uni-kl.de/seimet/hddriver_english.html

this is the best driver around...and it is available for a fair price.

greetz Chris

Email: pe1nib@telebyte.nl

903. Programming the Atari 2600 with an Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-08 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6dumjv$77i@james.hwcn.org>
Source record: 5114

No doubt many of you Atari ST enthusiast remember the old Atari 2600 VCS.
If you're like me it was probably the first video game system you ever
had.

It may suprise some of you to know that there are still people out there
who collect for and play these old machines and it may suprise some of
you even more that there are people who actually write new programmes
for this machine (even producing them on cartridges, of course they're
Eprom based instead of Rom).

The easiest method to write new games for the Atari 2600 is to use the
Starpath Supercharger. It's a device that plugged into the cartridge
port of the Atari 2600 and then had a plug that went into a cassette deck.

Currently there are Atari 2600 development platforms on almost every
computer except, ironically enough, the Atari computers.

You can find 2600 development tools for:

The C-64 (Playbin.prg - a programme that takes binary files and turns
them into audio for the Supercharger Tapes)

The Apple][(This was the machine used to originally develope Supercharger
games for the 2600. As with the C-64, the bulk of the work
is just done with whatever 6502 assembler you like. But with
the Apple][, no special programme was needed to save the
programme to cassette tape since the Supercharger uses the
same tape format as the Apple][)

The Amiga (Distella - a programme that disassembles 2600 BINary files
DASM - a 6502 assembler
Make Wav - a programme that turns 2600 BINs into WAVs to
be played to the Supercharger
Cheetah - similar to Make Wav, but allows you to enter game
codes before playing.)

The Macintosh (Bin2tape - A programme that turns 2600 BINs into WAVs for
playing into the Supercharger)

The PC (Distella, DASM, Make Wav, Cheetah and
Win PlayBin - a programme that turns 2600 BINs directly into
audio to be played into a Superchrager through
your sound card, or recorded onto cassette tape)

I've been using my PC to develope new games for the old Atari 2600 and
have no complaints about the development system, but it just strikes
me as odd that there isn't a development system for at least one

Atari computer. The development tools for the 2600 are all public domain and the source codes for many of them are available on Bob Colbert's Atari 2600 programming webpage.

http://www.novia.net/~rcolbert/

Bob wrote or ported many of the PC and Amiga development tools. And is currently working on a visual 2600 development system for Windows 95.

Anyways, I was wondering if there happened to be any ambitious Atari ST programmers here who would also like to write games for the Atari 2600 (It's a 6507 processor, almost the same as a 6502. It's also an extremely challenging machine to write for) and would be interested in porting the development tools over to the Atari ST platform.

One of the biggest advantages the PC and Mac 2600 developers have is working Atari 2600 emulators on their machines. But a 2600 emulator would likely be beyond the capabilities of any of the atari machines.

If you're interested in learning to programme the Atari 2600 there are two mailing lists...

stella@biglist.com (an Atari 2600 only programming E-mail List)
gametech@rbkc.gov.uk (an E-mail list for programming all classic machines)

and two newsgroups

rec.games.video.classic
alt.atari.2600.programming (this is a new group)

I hope there are some Atari ST users/programmers out there who also have an interest in developing new games for the old Atari 2600.

CRACKERS
(Programming with no video memory from hell!!!!!!)

--

Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
NEW CrAB URL http://www.hwcn.org/~ad329/crab.html ***| \^^/
Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=

904. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-08 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EpIMIL.L9n@suse.modem.stud.uni-hannover.de>
Source record: 5115

In article <6dsuvdmfk1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) writes:

>>and column position. There is VDI functions for all moving and setting
>>cursors, erasing parts or whole screen, and outputting text (the latter
>>being faster than calling GEMDOS Cconws() or others !).
>
> Does anyone know of any programs that use those VDI routines?
> (I'd like to have something to test fVDI with when I get around to
> implementing them.)

You have it too ! The standard desktop uses them for displaying a file's
contents. I'm not entirely sure if that desktop jumps via the trap #2,
or calls the ROM VDI internally. I'd guess the latter, but - who knows ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

905. STOS Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-08 00:00:00 UTC
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Message-ID: <6dvpc8$ps0@bgtnsc03.worldnet.att.net>
Source record: 5116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello everyone,

I've have a game I wrote in STOS that is practically finished (I have 10% to go) except that my version on the compiler will not compile the Ninja Tracker code correctly. I was wondering if anyone (Tony?) who has the latest version of the compiler could send it to me?

When I'm finished with the game, I'm planning to release it as freeware (like I could get any money out of it anyway...) I just want to finish this thing which has been on my conscience for a long time (almost 2 years)!

Thanks,

Greg George
greggeorge@worldnet.att.net

Visit my message board!
http://venus.beseen.com/boardroom/c/17653/Date

906. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3503349c.1547761@news.tmisnet.com>
Source record: 5117

There was a Clever Hack in the past, in which you
placed the string as the menu entry, then edited
the entry, changing it from the "string" object to
an "icon" object.

I've forgotten the details, but maybe this will
trigger someone else's memory...!

-- George Crissman
-- strads@tmisnet.com

The San Diego Trolley -- Under Budget, Ahead of Schedule
http://www.tmisnet.com/~strads/trolley/index.html

On Sat, 7 Mar 1998 09:41:12 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>Jo Even Skarstein (joska@nuts.edu) wrote:
>
>: Is it possible to use both a icon and a string as a meny-entry? And if
>: so, how?
>
>You can simply place an icon in a menu, in the same way that you would
>place it in any other form. You may have problems when the icons are not
>scaled for different font sizes etc. I guess it might not be a good idea
>to put icons in menus at all.
>
>--
>Mario Becroft Auckland, New Zealand
>mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
>Tariland, Atari Support in New Zealand _.|o o |_))
>tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

907. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6e0bcu$d6$1@nyheter.chalmers.se>
Source record: 5118

In article <EpIMIL.L9n@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <6dsuvdmfk1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) writes:
>
>>>and column position. There is VDI functions for all moving and setting
>>>cursors, erasing parts or whole screen, and outputting text (the latter
>>>being faster than calling GEMDOS Cconws() or others !).
>>
>> Does anyone know of any programs that use those VDI routines?
...
>You have it too ! The standard desktop uses them for displaying a file's

Ah!
I never knew that, but I guess it makes sense.

Still, that would only test the text output routine and possibly the
full screen clear, right? There is a whole bunch of other routines I'd
like to test as well.

>contents. I'm not entirely sure if that desktop jumps via the trap #2,
>or calls the ROM VDI internally. I'd guess the latter, but - who knows ?

Just give me two minutes with my VDI profiler and I'll know. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

908. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6e0dcelh1@nyheter.chalmers.se>
Source record: 5119

In article <34fb7fa7.4899645@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On Fri, 27 Feb 1998 19:40:48 GMT, Anthony Jacques
><jacquesa@zetnet.co.uk> wrote:
>
>> rand@cd.chalmers.se (Johan Klockars) writes these words:
>>> In article <6crq32kts4@news.emw.ericsson.se>,
>[snip]
>>> If you people could stop fighting and instead do some constructive thinking
>>> on this subject, I'm open to ideas for implementation in fVDI.
...
>What about emulating ST low with the vdi (or any rez for that matter
...
>STOS writes to what it thinks is a low rez screen but this is in fact
>a vdi memory block which has been described to the vdi exactly as a
>low rez screen is layed out. The vdi then gets the job of translating

If the destination screen is in the same colour mode, just another
resolution, there already is a VDI function that can do such a blit.
Just give it a properly set up MFBD and blit away.

I guess it would be useful to have more general support, though.

>machine run the Gem application. Make this "stos" Gem application
>supply STOS with the memory it needs for its screens and make the Gem
>application responsible for producing the screen output from those
>screens.

Something like that should indeed be possible.

>Assuming the above, then what I've suggested is the easy part. The

;-)

>hard part would be for the Gem application to get at information it
>requires and to prevent STOS making machine specific calls. This would
>require an STOS extention, preferably where STOS only makes info
>available to the Gem application, not where STOS has to obtain

How does STOS switch screens as it is?
Couldn't you 'just' replace the switch call with a 'blit to GEM window'
call?

>Heck. It *might* even allow 256 colour sprites without Tony having to
>write a line of code for them. All the host machine need do when it
>sees a 16 colour sprite is replace it with its 256 colour equivilent!

A simple blitting scheme like above would of course not handle that,
but a replacement of the sprite routines could. There's not much
difference between a 4 bit plane and an 8 bit plane blitting routine.
For chunky screen modes blitting is incredibly simple, but then you
need to convert all the sprites in advance.

>the flickering made me realise there was a dire need to write some
>offscreen vdi routines. I never went back to the game but I did
>complete those routines, and made them so they worked in all three ST
>screen modes. I'm certain they run on any screen and 95% certain
>they'll run with any colour depth.

Sounds like something I'd be interested in for fVDI.

>I'm willing to post these routines if I can be convinced of the
>remaining 5% which would require me cobbling up a test program. Is

Perhaps you wouldn't need to do much extra work at all if those routines
could be incorporated in an fVDI device driver.
What kind of routines are you talking about?

>someone prepared to prepare a resource file with a 256 colour icon in
>it? If so, make it thus ...

I've never done any colour icons (apart from adding/modifying a few in my
desktop resource file), but I may be able to do it, if necessary.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

909. Re: STOS Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3506b6bf.1244140@news.zetnet.co.uk>
Source record: 5120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey! "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net> wasn't it
Sun, 08 Mar 1998 22:57:33 -0500 that you wrote:

>Ninja Tracker code correctly. I was wondering if anyone (Tony?) who has
>the latest version of the compiler could send it to me?

Replied by email :))

.
Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/
---

910. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <3503DD36.D52BAC23@NO.SPAM.emw.ericsson.se>
Source record: 5121

Peter Rottengatter wrote:

> <Course in fundamental programming on> ;-)
>
> Write your drawing routing such that it can be executed from the VBL queue.
> This avoids flicker as drawing is done during the flyback gap, and still
> does not exclude system calls if done properly. There is no requirement at
> all to *wait* for the VBL. Let the drawing be done *by* the VBL, and only
> do the game progress be done in the main program, but use an independent
> timing source. This way, even the effect mentioned by Hans of duplicated
> output is avoided.

Still, with a Nova card I don't belive that you will get a correct VBL.
With the
Falcon you even switch of the Videl to get extra performance (no point
with having
the Videl take clock cycles to update a screen which doesn't even exist)
and I
would belive that it's the Videl which handles the VBL on a Falcon. The
same would
apply ot a ST or TT with a gfx card. Maybe I'm wrong but I don't think
so.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

911. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6e0o72$9a7$1@laas.laas.fr>
Source record: 5122

Mark Slagell:
>You probably want to keep your $a000 call in the
>installation phase, rather than invoking it on the fly later, again to
>keep line-A calls out of the bios handler. Probably you already are
>doing this.
Yes, this is exactly what I am doing! The only thing done from within the bios handler is just reading cursor position into the Line-A array.

Peter Rottengatter:
>The $a000 function (initialisation) is kept so that programs can find out
>about system fonts, and can read the VDI escape variables which are docu-
>mented for read access only by Atari in the S.A.L.A.D. document. All other
>LineA functions are gone or about to go away.
Well, very interesting. I do have a developer's doc bought in 93 (I think), but I don't remember that document. Anyway I will stick to that and keep my program unchanged...
(BTW, sorry Peter, the rest of your message about vq_curraddress() was killed by my 2nd message telling why I can't use that call).

Johan Klockars:
>If this is done from within a real TRAP handler (as opposed to via some
>vectored routine) , it's quite possible to call the VDI. TOS's reentrancy
>problems don't come into play then (you haven't yet entered TOS).
Sorry, you cannot speak of "TOS reentrancy". BIOS and XBIOS are reentrant up to 3 levels (to some extent, but I don't want to elaborate on this here), provided that you operate in a manner documented by Atari (the reentrancy is not automatically handled!). GEMDOS and AES are not reentrant, and probably not VDI as well.
Anyway, in my case, I am not directly inside a VDI trap handler, but inside a BIOS handler. However, the BIOS was called by the VDI... I won't dare making a VDI call from there.

>fVDI will not be able to support the lineA variables fully (among other
>things, there will not necessarily be _one_ screen).
Perhaps you could provide an array of Line-A structures, one for each screen, the 1st one being the 'main' screen. This would provide some sort of compatibility, if what I am saying makes sense (?).
>For compatibility, a call to $a000 is planned to set up a memory block
>with much the same information
Yes, I think this is really needed, many programs use $A000.
>but those values will not be updated as they would with standard lineA/VDI.
Why not?
>you can't rely on an address supplied by an earlier $a000 call.
Why again? Forgive my ignorance about fVDI internals, but I don't see the necessity to change that address once it has been set up.

>>contents. I'm not entirely sure if that desktop jumps via the trap #2,
>>or calls the ROM VDI internally. I'd guess the latter, but - who knows ?
>Just give me two minutes with my VDI profiler and I'll know. ;-)
My guess is that the desktop uses a regular VDI call, otherwise desktop windows
will not show up properly with graphics cards.

Thanks a lot to all of you who answered.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

912. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6e119l$44j$1@nyheter.chalmers.se>
Source record: 5123

In article <6e0o72$9a7$1@laas.laas.fr>,
Roland Prajoux <prajoux@REMOVE_THIS.laas.fr> wrote:
...
>Johan Klockars:
>>If this is done from within a real TRAP handler (as opposed to via some
>>vectored routine) , it's quite possible to call the VDI. TOS's reentrancy
>>problems don't come into play then (you haven't yet entered TOS).
>Sorry, you cannot speak of "TOS reentrancy". BIOS and XBIOS are reentrant

TOS has reentrancy problems, which is what I said. I didn't specify any
specific part of TOS, since I've never checked if some might actually be
written in a reasonable way.

>up to 3 levels (to some extent, but I don't want to elaborate on this here),
>provided that you operate in a manner documented by Atari (the reentrancy

I've seen TOS use three separate stacks. I'd _really_ like to know why
anyone thought that was a good idea.

>is not automatically handled!). GEMDOS and AES are not reentrant, and probably
>not VDI as well.

If they have written the VDI in any kind of sensible way, it would be quite
safe to use the query functions from inside any other part of TOS.
I'm not saying they did, though. The TOS TRAP dispatchers can make you weep.

In fVDI or NVDI I can't think of any reason to worry about it. AFAIK, neither
writes anything in their internal structures at such calls and they don't
set up any new stacks.

Perhaps we should check out all the usual VDIs and 'retro document' that
it's safe? Anything to get rid of those nasty lineA calls!

>Anyway, in my case, I am not directly inside a VDI trap handler, but inside
>a BIOS handler. However, the BIOS was called by the VDI... I won't dare making
>a VDI call from there.

I can quite understand that (even if I'd be surprised if there was a
problem with the cursor position call under NVDI or fVDI).
How about if I guarantee that it will be safe under fVDI? Then you could
special case that and all will be well. ;-)

Why would the VDI want to call the BIOS, by the way. That doesn't sound
very reasonable to me. Keyboard I/O?

>Perhaps you could provide an array of Line-A structures, one for each screen,
>the 1st one being the 'main' screen. This would provide some sort of
>compatibility, if what I am saying makes sense (?).

I've not yet decided on how to do this. The main problem is that you don't
know _which_ screen an application is interested in when it does that $a000.

>>For compatibility, a call to $a000 is planned to set up a memory block
>>with much the same information
>Yes, I think this is really needed, many programs use $A000.

Even the current version of fVDI itself. ;-)

I wonder what lineA variables are commonly used?
Screen size and graphics mode are probably common, but I doubt the cursor
coordinates interest many. Anything else?

>>but those values will not be updated as they would with standard lineA/VDI.
>Why not?

Take your cursor coordinate thing as an example. There would be a separate
set of such coordinates for every physical screen workstation, while $a000
can't ask for a specific one.

I guess I _could_ update some of the variables, but there's still no way
to make sure the $a000 call gets access to the values for the screen the
application was really interested in.

>>you can't rely on an address supplied by an earlier $a000 call.
>Why again? Forgive my ignorance about fVDI internals, but I don't see
>the necessity to change that address once it has been set up.

With current VDIs there is indeed no need. If I do what I plan with fVDI,
however, the lineA variables in question don't really exist. The $a000
call will just set up a table of some, hopefully, adequate numbers.
Half a second later those numbers may be totally wrong, since the screen
they referred to may no longer exist.

If there is a good solution to all this, I really want to know about it.
It would be a pity to break applications only because they use a few
lineA variables.

>My guess is that the desktop uses a regular VDI call, otherwise desktop windows
>will not show up properly with graphics cards.

The desktop certainly uses TRAP #2 for normal VDI calls (otherwise VDI
replacements wouldn't be able to display anything). The question was if the
text 'browser' did too, which seems likely.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

913. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: Michael Olin <molin@smurfy.tcimet.net>
Message-ID: <350429CD.C0DA4C3B@smurfy.tcimet.net>
Source record: 5124
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Sheldon H. Winick wrote:

> what I remember, Microsoft couldn't produce a Windows OS within the
> timeframe Atari required for introduction of the ST. Microsoft wanted a
> year or so for development, while GEM was essentially ready to go. And, at
> that time, the Tramiels were anxious to produce a new system to help revive
> the company they had just taken over and take it back from the ashes of its
> former glory.

Ashes to ashes, dust to dust. The world, according to Atari...

--
._____. http://people.mw.mediaone.net/olinm/ ._____.
|||
Keep up the fight ||| I love my country but
or lose the right / | \ I fear my government

It only stands to reason that where there's sacrifice, there's someone
collecting the sacrificial offerings. Where there's service, there is
someone being served. Make no mistake about it, the man who speaks to
you of sacrifice is speaking of slaves and masters - and he intends to
be the master.
-- Ayn Rand

914. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <350430A3.4DF@mst.tn.utwente.nl>
Source record: 5125

Anthony Jacques wrote:
> I think the Falcon's VGA is 70Hz (well, maybe not, as everything is different,
> but official "vga" is 73.xHz, IIRC...)

The old VGA standard is 60Hz (Even the Matrox millenium starts
by default in a 60Hz mode). The Falcon right out of the box will
produce a 60Hz VGA (AFAIK). You can change the refresh rate on
a Falcon to almost any value you like.

Bye, Hans

915. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <350431B5.78AF@mst.tn.utwente.nl>
Source record: 5126

Magnus Kollberg wrote:
> Talking about VBLs, will you even have a correct VBL with a graphics
> card?
> I can't imagine that the Nova card can provide a true VBL, or can it? I
> would guess that you will get the "old" VBL and not the VBL from the
> Nova
> card.

Most PC graphics card do have something like a vsync indicator. I
don't know wether it can be used to generate an interrupt. There
has to be something like the VBL interrupt for the OS to work.

Bye, Hans

916. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <350433F7.D4C@mst.tn.utwente.nl>
Source record: 5127

Tony Greenwood wrote:
> >For a good examble have a look at "The dark side of the spoon"
> >demo by ULM. The main menu is fast 8 way scrolling in 400x200
>
> arrrgh... sorry but I dont have any demos, dont know where to get
> demos and have never wasted my time looking at demos... I have never
> actualy seen the point of a demo...

Well, you shoud have a look at
http://grelb.src.gla.ac.uk:8000/~mjames/computers/atari/
"The dark side of the spoon" is available overthere too. You
will be suprised what you ST can do.
Some other good ones are:
"Flippo demo", "Ooh Crickey, Wot A Scorcher!" and
"Synergy mega demo".

I consider a demo like a pice of artwork. Suppose you
don't like art either.

Bye, Hans

917. Re: Atari ST Owners

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-09 00:00:00 UTC
From: Bsmith@ix.netcom.com
Message-ID: <6e1fip$mhs2@eccws1.dearborn.ford.com>
Source record: 5128
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I can probably get you a copy of that disk. Please verify if it is MS
Write or not.

In article <P3Vt5FAynv+0EwKC@donut.demon.co.uk>,
robert.davis@donut.demon.co.uk says...
>
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>
>Please email me directly since I do not receive all postings to the
>group.
>
>Thank you for your assistance,
>
>Robert Davis
>
>p.s. Please don't flame me about software piracy. I have purchased all
>the software I use, I do own a licence for this package and this package
>is not currently sold commercially.
>
>-----------------------------------
>Robert Davis
>-----------------------------------
>robert.davis@donut.demon.co.uk
>-----------------------------------

918. Re: Atari ST Owners (word processors)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: Rudy <pax@golden.net>
Message-ID: <Pine.BSI.3.96.980310063138.22154C-100000@shell.golden.net>
Source record: 5129
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Hi

Saw the replies and noted no mention of "Edhack" which can be both an accessory and Program. Good old Word Writer St, St Writer, St writer Elete 1ST Word & 1ST Word +

Though Pagestream is great; as a word processor it is clumsy, as is WordUP, Calamus etc (there are others) these are for desktop publishing

Word Writer has both Dictionary & Thesaurus capability is O L D came out when the 1st ST's did but for simplistic writing is fine.

Has anyone checked with Toad to see if they have something good.

Edhack is by far the nicest little editor/word processor

Rudy <pax@golden.net>

919. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6e3gc7$o4d@balaena.bio.vu.nl>
Source record: 5130
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris Cracknell (ad329@james.hwcn.org) wrote:

: (was Windows 3.1 even out at that
: time).

In 1985? 3.1? I doubt it...

: With Microsoft pushing the ST over the PC would the machine
: still be around today? Or would Windows on the ST have been just as crappy
: as Windows on the PC if not worse, bringing an even earlier demise to the
: ST.

I don't think it would have been worse... :)

: (Scary thought from hell!!!)

Yep...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

They spell it "da Vinci" and pronounce it "da Vinchy". Foreigners
always spell better than they pronounce.
-- Mark Twain

920. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6e40e4$5rp$1@laas.laas.fr>
Source record: 5131

Johan Klockars:
>Why would the VDI want to call the BIOS, by the way. That doesn't sound
>very reasonable to me.
Well, I am not sure. It is apparently the case with Nova VDI, when that VDI outputs text in _alphanumeric_ mode.

>If I do what I plan with fVDI,
>however, the lineA variables in question don't really exist. The $a000
>call will just set up a table of some, hopefully, adequate numbers.
Yes, this is the correct thing to do.

>Half a second later those numbers may be totally wrong, since the screen
>they referred to may no longer exist.
>If there is a good solution to all this, I really want to know about it.
>It would be a pity to break applications only because they use a few
>lineA variables.
Here is what I propose.
- For 'old' applications, we speak here only of applications reading values. Those writing values, in view of a $A00x call, x!=0, cannot be supported anyway.
- Set up at boot time an array of Line-A structures.
- Don't modify the address of that array later on, and make its address public with the $A000 call.
- Each structure in the array will correspond to a given physical screen. Since there is a unique VDI handle for a given physical screen, there will be a de facto one-to-one correspondance between VDI handles and structure indexes. Provide a call to obtain the index corresponding to a handle.
- An application aware of this mechanism knows which screens it has opened, thus will know which indexes correspond to these screens. The application can therefore access to the correct structures inside the array returned by $A000, and only these ones.
- If you keep at index 0 the main screen, i.e. the one on which the desktop runs, an old application launched from the desktop will access the correct Line-A structure, without even knowing that there are others...

A final remark. The Line-A structure contains a read area, the one we are dealing with here, and a write area for parameter passing. Normally, preserving only the read area would be sufficient. However, I would suggest to keep also the write area in place. That way, any unsupported old program can write its garbage there. The program will not work, but perhaps not crash the system.

What do you think?

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

921. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <350a30e2.17530587@news.demon.co.uk>
Source record: 5132

On 04 Mar 98 10:54:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>g > Actually I do both because Mwc has no register optimisation
>g > schemes of its own. This is quite good in a way because when I
>g > do need to use registers I know it is not going to screw it up
>g > for me behind the scenes!
>
>I use Pure C (which also optimizes the FPU registers). I can always
>check the register usage using the debugger (which can show you the
>assembler translation for each line of C code).
>
>I used to declare register variables all the time, but I found that
>Pure C did as good a job itself.

Out of interest, how does it cope with this sort if situation?

```
main()
{register int i,j;
register blah a[][],b[][]; /* whatever */

for (j = 0; j < jj; j += 1) {
for (i = 0; i < ii; i += 1) {
a[i][j] = b[i][j]
foo();
}
}
}

foo()
{
/* whatever */
}
```

I'm thinking of what PureC does with the register variables when it has to call foo()?

Mwc promptly stacks all the stuff it has in registers at foo() then unstacks them when foo() returns, causing more overhead than if there were no register variables used in the first place.

I read somewhere that modern compilers tend to ignore all the programmer's register variable declarations because, as you said, they can do better.

>Just remember that arrays,
>structures and unions will always be treated as volatile.

I take it that is part of the definition of C? I was aware that Mwc
does this but never thought about it in its wider context.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

922. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3505f697.2607499@news.demon.co.uk>
Source record: 5133

On 6 Mar 1998 15:18:04 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:

>
>Is it possible to use both a icon and a string as a meny-entry? And if
>so, how?

That would depend entirely on the AES being used. If you're thinking what I think you are thinking then no. The structure of a menu is quite rigid and there is no requirement for it to support anything but G_TITLE, G_STRING and G_BOX (iirc). This in itself might not be the problem however. You could well find (and I suspect you would) that all AES happen to use objc_draw() say, to implement the menu and thus be capable of drawing any object type. The problem I'm thinking of is the depth that it makes its objc_draw calls to might cause parts of the menu never to be drawn. Example ...

Standard drop down menu consists of a G_BOX which is completely covered by G_STRING objects. If you were to cover the G_BOX with (say) a G_IBOX for each G_STRING then have each G_IBOX posess a G_STRING and a G_ICON as children of each respective G_IBOX then you could well find the aes only draws the drop down G_BOX plus all the G_IBOX's without their children. So you would never see the drop down contents.

Looking at it from another angle, you could make do with the G_STRING objects as per normal but widen the underlying G_BOX to make space for your G_ICON objects. You could then link in each G_ICON as a sibling to its respective G_STRING (iyswim). This would make no changes to the depth and would stand the bext chance of getting drawn. The disadvantage would be that the icon and the text would return two distinct values whereas the first method (if it worked) *might* return a single index (the underlying G_IBOX) and if you were amazingly lucky, might even do this with all Aes's. Certainly worth checking.

A third method would be to use a font which contains the desired icons as characters.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

923. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3506fe7f.4631860@news.demon.co.uk>
Source record: 5134

On Sat, 7 Mar 1998 18:39:11 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
><joska@nuts.edu> writes
>>
>>Is it possible to use both a icon and a string as a meny-entry? And if
>>so, how?
>>
>>
>
>I *could* be really complicated now, and say yes, if you want it to be
>the TITLE of the menu. (what appears when not selected. Inverted when
>selected)
>
>Here's how: (This theary tested using GFA BASIC only)
>
>1) Make the menu pop up.
>2) Make sure there's enough room to place the icon/string
>3) Put the icon/string where you want it to go.
>4) Let the user play!
>
>Any colours will be inverted.

But what happens when MagiC changes context to another application
which posesses a menubar? ;-)

You see, MagiC has to keep track of all the different menubars and
draws the menubar which belongs to whatever application has just
become the foreground application. Thus, when MagiC redraws the
menubar for your application the icon/text you placed there yourself
will vanish - it must be part of the menubar! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

924. Re: TOS documentation

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <350806b8.6736506@news.demon.co.uk>
Source record: 5135

On Fri, 6 Mar 1998 20:54:25 +0100, "Marco Lagendijk"
<marcola@xs4all.nl> wrote:

>Anyone an idea where to find commented TOS assembler documentation? I've
>been searching the world for this.

Many of the books written for C programmers do in fact possess
assembler bindings for making the calls. The Compendium for instance.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

925. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35072d89.16673204@news.demon.co.uk>
Source record: 5136

On 9 Mar 1998 09:39:26 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <34fb7fa7.4899645@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On Fri, 27 Feb 1998 19:40:48 GMT, Anthony Jacques
>><jacquesa@zetnet.co.uk> wrote:
>>
>>> rand@cd.chalmers.se (Johan Klockars) writes these words:
>>>> In article <6crq32kts4@news.emw.ericsson.se>,
>>[snip]
>>>> If you people could stop fighting and instead do some constructive thinking
>>>> on this subject, I'm open to ideas for implementation in fVDI.
>...
>>What about emulating ST low with the vdi (or any rez for that matter
>...
>>STOS writes to what it thinks is a low rez screen but this is in fact
>>a vdi memory block which has been described to the vdi exactly as a
>>low rez screen is layed out. The vdi then gets the job of translating
>
>If the destination screen is in the same colour mode, just another
>resolution, there already is a VDI function that can do such a blit.
>Just give it a properly set up MFBD and blit away.

It should work with STOS. I assume it writes directly to the screen
thus the vdi should have no trouble in this respect as it would be low
medium or high rez.

>I guess it would be useful to have more general support, though.
>
>>machine run the Gem application. Make this "stos" Gem application
>>supply STOS with the memory it needs for its screens and make the Gem
>>application responsible for producing the screen output from those
>>screens.
>
>Something like that should indeed be possible.
>
>>Assuming the above, then what I've suggested is the easy part. The
>
>;-)
>
>>hard part would be for the Gem application to get at information it
>>requires and to prevent STOS making machine specific calls. This would
>>require an STOS extention, preferably where STOS only makes info
>>available to the Gem application, not where STOS has to obtain

>
>How does STOS switch screens as it is?

Anthony will have to answer this although I suspect all it does is
fiddle with the physical screen base.

>Couldn't you 'just' replace the switch call with a 'blit to GEM window'
>call?

Hopefully!

>>Heck. It *might* even allow 256 colour sprites without Tony having to
>>write a line of code for them. All the host machine need do when it
>>sees a 16 colour sprite is replace it with its 256 colour equivilent!
>
>A simple blitting scheme like above would of course not handle that,
>but a replacement of the sprite routines could. There's not much
>difference between a 4 bit plane and an 8 bit plane blitting routine.
>For chunky screen modes blitting is incredibly simple, but then you
>need to convert all the sprites in advance.

Yes. I made the assumption that the 16 colour sprites would be
ordered/named in some way so that 256 colour ones could be substituted
for the 16 colour ones - I just forgot to mention it! :-)

>>the flickering made me realise there was a dire need to write some
>>offscreen vdi routines. I never went back to the game but I did
>>complete those routines, and made them so they worked in all three ST
>>screen modes. I'm certain they run on any screen and 95% certain
>>they'll run with any colour depth.
>
>Sounds like something I'd be interested in for fVDI.

There's not that much to them - except it took an age to figure out
what parameters went where. I had no vdi docs to speak of at the time.
Not many now!

>>I'm willing to post these routines if I can be convinced of the
>>remaining 5% which would require me cobbling up a test program. Is
>
>Perhaps you wouldn't need to do much extra work at all if those routines
>could be incorporated in an fVDI device driver.
>What kind of routines are you talking about?

Nothing more complex than vro_cpyfm() in various easy to call
disguises. They came about from wanting to drag my own custom built
windows around. There's the usual one to copy a rectangle from one
place on the screen to another. Then I built one to grab an image off
the screen into memory (which can allocate the memory as well),
another to blit it back to the screen.

Like I said, the flickering that was associated with restoring a
complete window whilst dragging it annoyed me. This is where we come

to the useful routines as far as our vdi animation purposes are concerned. They treat the offscreen image as a screen (the same size as the "grabbed" image) in its own right which allows portions of the screen to transferred to/from portions of the offscreen image. Thus moving a window around in real time became a job of saving the portion which was about to be covered, copying the onscreen image to its new position, then restoring the little bit of background that had been uncovered by this action.

>>someone prepared to prepare a resource file with a 256 colour icon in
>>it? If so, make it thus ...
>
>I've never done any colour icons (apart from adding/modifying a few in my
>desktop resource file), but I may be able to do it, if necessary.

It doesn't matter now. I've put together a little test program (using the above routines) which I've posted in a separate thread. Rather than an icon, it just draws a red box with v_bar() then animates that. If the test program doesn't get any reports of glitches on exotic machines then I'd be happy to dig out the sources for them. You'd probably understand the source code better than me!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

926. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <350b313e.17622740@news.demon.co.uk>
Source record: 5137

On Thu, 05 Mar 1998 11:04:05 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>Guy Harrison wrote:
>>
>> On Fri, 27 Feb 1998 16:30:28 +0100, Magnus Kollberg
>> <magnus.kollberg**@**emw.ericsson.se> wrote:
>>
>> >Also for those who would like to try my little attempt to a PacMan
>> >clone,
>> >I have now updated it and hopefully it now works on a regular ST....
>> >it did crash under STonX (and so does Marios game) so maybe I use
>> >something
>> >that the ST doesn't like.... could be some AES 4 stuff. But I don't have
>> >time
>> >to try it out more.
>>
>> Still doesn't work. :-(
>
>Arrghhh....
>
>> There still seems to be problems with the sound. I booted my STE off
>> floppy and it wouldn't unlock the sound system. Oddly it must have got
>> a little further when MagiC was running because no such alert
>> appeared, but it did bomb out out with either an illegal instruction
>> or a double bus error (ie 4 bombs).
>
>So you still get it??? Are you sure you are using the latest version? It
>should
>be 0.21 I think. You should not get that alert anymore if it's not a
>Falcon. I
>do not get it under STonX using TOS 2.06.

It did still say 0.20 but I just assumed you'd forgotten to update the
html. Odd though if you hadn't updated it because it beahved
differently to the last one I downloaded.

One of those "strange" occurrences it is best not to dwell on for too
long I suppose!

>> Can you just disable the sound completely. All I want to see is if the
>> animation works? <G>
>
>Okey I will do it...

Goody!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

927. Re: Text cursor coordinates

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <350c31d1.17769591@news.demon.co.uk>
Source record: 5138

On 5 Mar 1998 14:17:59 GMT, prajoux@REMOVE_THIS.laas.fr (Roland
Prajoux) wrote:

>
>Hi, Guy,
>
>Thank you for your sound answer.

No problem!

[snip]
>I have written a patch for the driver of my Nova graphics card. This patch
>works very well. I am using it constantly. Let's even say that I can't live
>without it! So, I have decided to make it public. And then came the question
>of having it programmed as cleanly as possible, as opposed as just working
>for ME!
>
>The patch deals with bugs in the VT52 emulator. Here is how it works, briefly.
>The patch steals the Bconout(console) vector and sits there. When a non-bugged
>escape sequence comes in, it just let the original handler do the work.
>If it is a bugged one, then it does its own stuff and returns. To operate,
>the patch MUST know the current text cursor position (as well as character
>cell sizes). I obtain a lot of information via a cookie installed by the
>card driver, but cursor position is given ONLY by LineA, to my knowledge.
>
>Let me insist. The information is needed from WITHIN A BIOS HANDLER. I can't
>make any VDI call, for example, from there...

I've only one more idea. Hook into the <esc>Y cursor move sequence
then follow the driver code until you locate where the Nova driver
stores its cursor position information. Ordinarily this would be a
very bad idea but in the case of a patch like this it is quite
acceptable imo.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

928. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <aN$JAQAvCcB1Ewma@thedruid.demon.co.uk>
Source record: 5139

Hi,

> BTW Tony: if you call Heartland fast scrolling, how would you
> call a game that scrolls twice as fast? (I mean here a screen
> update every vbl in stead of every second vbl.)

Very fast scrolling? :)

John.

--

929. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <KaaXraAFGcB1QwMC@shaw1.demon.co.uk>
Source record: 5140

```
In article <3506fe7f.4631860@news.demon.co.uk>, Guy Harrison
<guy@swampdog.demon.co.uk> writes
>On Sat, 7 Mar 1998 18:39:11 +0000, Clair Shaw
><Clair@shaw1.demon.co.uk> wrote:
>
>>In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
>><joska@nuts.edu> writes
>>>
>>>Is it possible to use both a icon and a string as a meny-entry? And if
>>>so, how?
>>>
>>>
>>
>>I *could* be really complicated now, and say yes, if you want it to be
>>the TITLE of the menu. (what appears when not selected. Inverted when
>>selected)
>>
>>Here's how: (This theary tested using GFA BASIC only)
>>
>>1) Make the menu pop up.
>>2) Make sure there's enough room to place the icon/string
>>3) Put the icon/string where you want it to go.
>>4) Let the user play!
>>
>>Any colours will be inverted.
>
>But what happens when MagiC changes context to another application
>which posesses a menubar? ;-)
>
>You see, MagiC has to keep track of all the different menubars and
>draws the menubar which belongs to whatever application has just
>become the foreground application. Thus, when MagiC redraws the
>menubar for your application the icon/text you placed there yourself
>will vanish - it must be part of the menubar! <G>
>
>

Gah! *why* did they have to invent MagiC?

I *hate* it!

--
Clair Shaw (alias CDS) | A Atarian's Quote:
Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
```

ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs
WWW: http://www.shaw1.demon.co.uk | Gates and Windows?

930. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-10 00:00:00 UTC
From: djneo <djneo@blkbox.com>
Message-ID: <3505A217.1BFD6F08@blkbox.com>
Source record: 5141
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

They should have just put it on ebay.

Richard Mauren wrote:
>
> Actually for $5000 about 50 of us would be FIGHTING for it :)

--
Visit my new web page at:
http://www.geocities.com/TimesSquare/Fortress/6223/

931. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35069046.938E35AA@NO.SPAM.emw.ericsson.se>
Source record: 5047

```
Levien van Zon wrote:
>
> Petter Toneff (pettert@notam.uio.no) wrote:
>
> : There's a good breakout at:
> : ftp.uni-regensburg.de/pub/freeware/software/atari/falcon/games/
> : walz_201.zip
>
> : Runs in a gem window, but Falcon only, I think - the colors are
> : corrupted on my TT/Cr.dots.
>
> Runs in a window on resolutions >320x200. Works on ST's as well IIRC...

Hmmm... looks like the complete atari directory is gone!
Anyone who could mail this program to me? Please...

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

932. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6e62q4$t72@balaena.bio.vu.nl>
Source record: 5048

Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:

: Talking about VBLs, will you even have a correct VBL with a graphics
: card?
: I can't imagine that the Nova card can provide a true VBL, or can it? I
: would guess that you will get the "old" VBL and not the VBL from the
: Nova card.

Wasn't there some kind of "VBL emulation" on the Falcon as well?

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'll rob that rich person and give it to some poor deserving slob.
That will *prove* I'm Robin Hood."
-- Daffy Duck, "Robin Hood Daffy", [1958, Chuck Jones]

933. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6e62gc$t72@balaena.bio.vu.nl>
Source record: 5049

Anthony Jacques (jacquesa@zetnet.co.uk) wrote:

: > TT VGA is 60Hz.

: I think the Falcon's VGA is 70Hz (well, maybe not, as everything is different,
: but official "vga" is 73.xHz, IIRC...)

The VGA reate can be anything your monitor and video hardware can handle...
IIRC "standard" VGA is something like 65 Hz, it flickers like hell.
(You'd be surprised at how many PC owners leave their video settings
at standard VGA, while having hardware capable of at least 90 Hz!)
Standard SVGA might be the 73.xHz you mentioned, I don't know about that.
I myself use 78Hz on my Falcon...

: As Peter is fond of saying, there should be no problem doing this
: on a 100Mhz 060.

Can a 060 do 100Mhz?

: > you have to program directly on the hardware with all tricks you can
: > find otherwise the game will be too slow.

: Well said.

Indeed...

: PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...

That desperate, eh?

-=El V.

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'll rob that rich person and give it to some poor deserving slob.
That will *prove* I'm Robin Hood."
-- Daffy Duck, "Robin Hood Daffy", [1958, Chuck Jones]

934. Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3506DA34.FB7D3F06@aol.com>
Source record: 5050
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Hello to all,

I was given an email earlier this morning from an individual who gave me a link for the Techstocks website, within the website it reference that JTS had filed an 8K form for the sale of assets, specifically Atari to Hasbro Interactive.

I decided the only way to know for sure if this was fact or fiction was to go to the source, since JTS is a publicly traded I went to the SEC site at www.sec.gov

So go to www.sec.gov, go to the Edgar Archives, select 8K and type in JTS for the ticker and Viola!!! You get for February 23, 1998 the sale of most Atari assests to
Hasbro for (GET THIS!!!) only $5,000,00!!!

Its real, its true and its official, Atari has been sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Curt Vendel
Atari Prototypes & Vaporwares Site
www.atari.nu

935. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: jdfix@thompson-grp.ns.com
Message-ID: <6e6ol5$pn3$1@uuneo.neosoft.com>
Source record: 5051
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com>, cvendel@aol.com says...
>
>Hello to all,

>Its real, its true and its official, Atari has been
>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>Curt Vendel
>Atari Prototypes & Vaporwares Site
>www.atari.nu

Here is the link, if you're interested:

http://www.sec.gov/Archives/edgar/data/941167/0001047469-98-009085.txt

-Joe

936. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <3506E669.429F@mst.tn.utwente.nl>
Source record: 5052

```
Guy Harrison wrote:
> Out of interest, how does it cope with this sort if situation?
>
> main()
> {register int i,j;
> register blah a[][],b[][]; /* whatever */
>
> for (j = 0; j < jj; j += 1) {
> for (i = 0; i < ii; i += 1) {
> a[i][j] = b[i][j]
> foo();
> }
> }
> }

> I'm thinking of what PureC does with the register variables when it
> has to call foo()?

I didn't compile the stuff, but Pure C will allocate i and j in
D3 and D4, a and b will go into A2 and A3, and for each a[][]=b[][]
the whole adres calculation will be done in d0 and d1. As foo() will
only distroy D0-D2 and A0-A1 there is no need for saving registers.

Well, I did put it through PC:

void foo(void)
{
(void) 0;/* whatever */
}

int main(void)
{
register int i,j,jj,ii;
register int a[8][8],b[8][8]; /* whatever */
jj=8;
ii=8;
for (j = 0; j < jj; j += 1)
{
for (i = 0; i < ii; i += 1)
{
a[i][j] = b[i][j];
foo();
}
}
return 0;
}
```

```
; void foo(void)
foo:
rts

; int main(void)
movem.l d3-d6/a3,-(a7)
lea.l -$100(a7),a7
; jj=8
moveq #$08,d3
move.w d3,d4 ; this is ii=8
; for (j=0; j<jj; j+=1)
clr.w d5 ; j=0
lea $80(a7),a3
bra.s .label0
; for (i=0; i<ii; i+=1)
.loop0:
clr.w d6; ; i=0
bra.s .label1
; a[i][j] = b[i][j];
.loop1:
move.w d6,d0
lsl.w #4,d0
move.w d5,d1
add.w d1,d1
add.w d1,d0
move.w d6,d2
lsl.w #4,d2
add.w d1,d2 ; surprising, it still knows
move.w (a7,d0.w),(a3,d2.w)
; foo();
bsr foo
; for (i=0; i<ii; i+=1)
addq.w #1,d6
label1:
cmp.w d6,d4
bgt.s .loop1
; for (j=0; j<jj; j+=1)
addq.w #1,d5
.label0:
cmp.w d5,d3
bgt.s .loop0
; return 0;
clr.w d0
lea $100(a7),a7
movem.l (a7)+,d3-d6/a3
rts
```

> Mwc promptly stacks all the stuff it has in registers at foo() then
> unstacks them when foo() returns, causing more overhead than if there
> were no register variables used in the first place.

Well, not so smart. Why saving all registers? Are they completely
free in MWC functions?

> I read somewhere that modern compilers tend to ignore all the
> programmer's register variable declarations because, as you said, they
> can do better.

Pure C does AFAIK.

> >Just remember that arrays,
> >structures and unions will always be treated as volatile.
>
> I take it that is part of the definition of C? I was aware that Mwc
> does this but never thought about it in its wider context.

Not AFAIK.

Bye, Hans

937. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Siren <beruche@concentric.net>
Message-ID: <7cCN.103$hW6.99365@newsgate.direct.ca>
Source record: 5053
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

>>Its real, its true and its official, Atari has been
>>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

>Here is the link, if you're interested:
>
>http://www.sec.gov/Archives/edgar/data/941167/0001047469-98-009085.txt
>

You know, I've seen some trades that are that complicated. o.o;

- Siren

938. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980311201046809 56@zetnet.co.uk>
Source record: 5054

> Anthony Jacques (jacquesa@zetnet.co.uk) wrote:
> : > TT VGA is 60Hz.
> :
> : I think the Falcon's VGA is 70Hz (well, maybe not, as everything is different,
> : but official "vga" is 73.xHz, IIRC...)
>
> The VGA reate can be anything your monitor and video hardware can handle...
> IIRC "standard" VGA is something like 65 Hz, it flickers like hell.
> (You'd be surprised at how many PC owners leave their video settings
> at standard VGA, while having hardware capable of at least 90 Hz!)

Heehe yea.. :-)

> Standard SVGA might be the 73.xHz you mentioned, I don't know about that.
> I myself use 78Hz on my Falcon...

I cannot for the life of me remember where I got it from, but I'm sure
I heard that figure somewhere :-)

Maybe its just my memory...

> : As Peter is fond of saying, there should be no problem doing this
> : on a 100Mhz 060.
>
> Can a 060 do 100Mhz?

I assume so, as thats what Peter keeps quoting (isn't it double-clocked 50Mhz?)

> : PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
>
> That desperate, eh?

You haven't read the update then, I take it.

I have been *seriously* questioning whether to stay with the Atari,
or to jump ship, and wanted to know peoples opinions on the subject...
I am still interested in comments, although I have 99% decided which
route to go...

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
---------------------------------------+-------------------------------
Anthony Jacques IRC: AnthonyJ |
| Please read the latest update
jacquesa@zetnet.co.uk | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |

```
---------------------------------------+-------------------------------
```

939. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980311201435809 56@zetnet.co.uk>
Source record: 5055

> >If the destination screen is in the same colour mode, just another
> >resolution, there already is a VDI function that can do such a blit.
> >Just give it a properly set up MFBD and blit away.
>
> It should work with STOS. I assume it writes directly to the screen
> thus the vdi should have no trouble in this respect as it would be low
> medium or high rez.

It depends what you mean by STOS... The original STOS graphics routines
(line, box, that sort of thing) use line-a. All extensions, and I
believe the original STOS sprite routines all write directly to screen
memory.

> >>hard part would be for the Gem application to get at information it
> >>requires and to prevent STOS making machine specific calls. This would
> >>require an STOS extention, preferably where STOS only makes info
> >>available to the Gem application, not where STOS has to obtain
> >
> >How does STOS switch screens as it is?
>
> Anthony will have to answer this although I suspect all it does is
> fiddle with the physical screen base.

I am not 100% certain on this, but I believe that it does it by directly
accessing the physbase register (not sure though). Still, wouldn't be
that hard to search through it and replace accesses to these regs with
another (cleaner) routine...

> >Couldn't you 'just' replace the switch call with a 'blit to GEM window'
> >call?
>
> Hopefully!

Maybe, although I've found that STOS does some *very* strange things to
GEM. Before something like this could actually be put into practice (for
STOS) you would probably have to re-write a chunk of memory-management
routines (it [wrongly] assumes it can use any RAM from the end of the
executable to the end of RAM). There are other issues that come into
play when dealing with STOS...

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
--+-------------------------------
Anthony Jacques IRC: AnthonyJ |
| Please read the latest update

jacquesa@zetnet.co.uk | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
---------------------------------------+--------------------------------

940. Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <44b_9803111449@conchbbs.com>
Source record: 5056

```
void foo(void) {return;}

main()
{
register int i,j;
register long a[4][4],b[4][4];

for (j = 0; j < 4; j += 1) {
for (i = 0; i < 4; i += 1) {
a[i][j] = b[i][j];
foo();
}
}
return(0);
}
```

I've never defined a register array before, but I assume that what it does is assign an address register to the array address, rather than attempt to define a data register to every element.

You get the exact same code in the above example with or without using register variables. Removing the call to foo() only changes the use of A3 to A1 (Pure C requires that functions preserve A2-A7 and D3-D7).

However, I have found cases where adding register variables does make a difference, so Pure C doesn't totally ignore the "register" keyword. It only comes into play when you start running out of registers.

> Just remember that arrays, structures and unions will always
> be treated as volatile.

g > I take it that is part of the definition of C? I was aware
g > that Mwc does this but never thought about it in its wider
g > context.

Beats the heck out of me. But since all have defined relationships between their components wrt their locations in RAM, one could get into big trouble if the value in RAM was not kept current. So the compiler might as well treat them as volatile and avoid possible bugs.

```
___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
```

```
|
| Standard disclaimer: The views of this user are strictly his own.
```

941. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6e6v4k$pv2$1@gte1.gte.net>
Source record: 5057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Cool! Now A toy company(Hasbro) owns Atari!!!

942. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6e6v03ctm2@usenet41.supernews.com>
Source record: 5058
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic
Body handling: HTML body converted to readable text

```
-----BEGIN PRIVACY-ENHANCED MESSAGE-----
Proc-Type: 2001,MIC-CLEAR
Originator-Name: webmaster@www.sec.gov
Originator-Key-Asymmetric:
MFgwCgYEVQgBAQICAf8DSgAwRwJAW2sNKK9AVtBzYZmr6aGjlWyK3XmZv3dTINen
TWSM7vrzLADbmYQaionwg5sDW3P6oaM5D3tdezXMm7z1T+B+twIDAQAB
MIC-Info: RSA-MD5,RSA,
QkM4EqqAoa1U+HuUC3jX/k2u49BiVFHGiVRt8mtgp+Z7bId8qoR7sXHHTmEmmd//
gsNZ74SUeHqc8WKeTl6sXA==

0001047469-98-009085.txt : 19980310
0001047469-98-009085.hdr.sgml : 19980310
ACCESSION NUMBER: 0001047469-98-009085
CONFORMED SUBMISSION TYPE: 8-K
PUBLIC DOCUMENT COUNT: 2
CONFORMED PERIOD OF REPORT: 19980223
ITEM INFORMATION:
ITEM INFORMATION:
FILED AS OF DATE: 19980309
SROS: NASD

FILER:

COMPANY DATA:
COMPANY CONFORMED NAME: JTS CORP
CENTRAL INDEX KEY: 0000941167
STANDARD INDUSTRIAL CLASSIFICATION: COMPUTER STORAGE
DEVICES [3572]
IRS NUMBER: 770364572
FISCAL YEAR END: 0202

FILING VALUES:
FORM TYPE: 8-K
SEC ACT:
SEC FILE NUMBER: 001-14442
FILM NUMBER: 98560313

BUSINESS ADDRESS:
STREET 1: 166 BAYPOINTE PARKWAY
CITY: SAN JOSE
STATE: CA
ZIP: 95134
BUSINESS PHONE: 4084681800
```

FORMER COMPANY:
FORMER CONFORMED NAME: JT STORAGE INC
DATE OF NAME CHANGE: 19960508

8-K
1
FORM 8-K

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-

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SECURITIES AND EXCHANGE COMMISSION
WASHINGTON, D.C. 20549

FORM 8-K

CURRENT REPORT PURSUANT TO SECTION 13 OR 15(D) OF THE
SECURITIES EXCHANGE ACT OF 1934

DATE OF REPORT
(DATE OF EARLIEST EVENT REPORTED)

FEBRUARY 23, 1998

JTS CORPORATION
(EXACT NAME OF REGISTRANT AS SPECIFIED IN ITS CHARTER)

DELAWARE COMMISSION FILE NUMBER 77-0364572
(STATE OR OTHER JURISDICTION OF 0-21085 (IRS EMPLOYER
INCORPORATION OR ORGANIZATION) IDENTIFICATION NO.)

166 BAYPOINTE PARKWAY, SAN JOSE, CA 95134
(ADDRESS OF PRINCIPAL EXECUTIVE OFFICES, INCLUDING ZIP CODE)

(408) 468-1800
(REGISTRANT'S TELEPHONE NUMBER, INCLUDING AREA CODE)

-

--
-

--

Item 2. Acquisition or Disposition of Assets.
- --

On February 23, 1998, JTS Corporation (the "Company") sold substantially
all of the assets of the Company's Atari Division, consisting primarily of
Atari
home computer games and the intellectual property rights and license
agreements
associated with such games (the "Atari Assets"), to HIACXI, Corp. ("HIAC"), a

wholly-owned subsidiary of Hasbro Interactive, Inc., for $5,000,000 in cash. The purchase price was determined based upon arm's-length negotiations between the Company and HIAC. The Atari Assets were acquired by the Company in July 1996 when the Company merged with Atari Corporation. There is no material relationship between HIAC and the Company, any of its affiliates, any director or officer of the Company, or any associate of any such director or officer.

Item 7. Financial Statements and Exhibits.
- --

(a) Financial statements of business acquired.

Not applicable.

(b) Pro forma financial information.

Unaudited Pro Forma Condensed Combined Financial Statements of the Company.

(c) Exhibits

99.1 Asset Purchase Agreement, dated February 23, 1998, between the Company
and HIAC.

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, JTS Corporation has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

JTS CORPORATION
Date: March 9, 1998 BY /s/ Joseph Prezioso

Joseph Prezioso
Chief Financial Officer

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

The following unaudited pro forma condensed financial statements give effect to the disposition of the Atari Division which was consummated on February 23, 1998. The accompanying pro forma condensed balance sheet as of November 2, 1997 assumes that the disposition of the Atari Division by the Company took place on November 2, 1997. The accompanying pro forma condensed statements of operations for the year ended February 2, 1997 and the nine months ended November 2, 1997 assumes that the disposition took place as of the beginning of the periods. The pro forma condensed statements of operations do not include the effect of any nonrecurring charges directly attributable to the disposition. The results are not necessarily indicative of what would have occurred had the disposition actually been made at the beginning of each of the respective periods presented or of future operations of the Company.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED BALANCE SHEET
(IN THOUSANDS)

AS OF NOVEMBER 2, 1997

HISTORICAL PRO FORMA PRO

JTS ADJUSTMENTS FORMA

ASSETS

CURRENT ASSETS:
Cash, and cash equivalents and
restricted cash. . . . . .
$ 1,986 5,000 (b) $ 6,986
Trade and other receivable. . . . . .
6,644 6,644
Inventories . . . . . .
7,463 7,463
Prepaid and other current assets. . . . . .
1,006 1,006

--------- ---------
Total current assets . . . . . .
17,099 22,099

EQUIPMENT AND LEASEHOLD IMPROVEMENTS, NET . . . . . .
26,440 26,440
OTHER INTANGIBLES . . . . . .
383 383

--------- ---------
TOTAL . . . . . .
43,922 48,922

--------- ---------

--------- ---------
LIABILITIES AND STOCKHOLDERS' DEFICIT

CURRENT LIABILITIES:
Bank line of credit and short-term borrowing. . . . . .
$ 8,833 $ 8,833
Accounts payable -- Trade . . . . . .
60,553 60,553
Accrued liabilities . . . . . .
23,836 23,836
Current portion of capitalized lease obligations and long-term debt . .
3,152 3,152

--------- ---------
Total current liabilities . . . . . .

96,374 96,374
LONG-TERM LIABILITES. . . . . .
52,305 52,305
STOCKHOLDERS' DEFICIT:
Preferred stock. . . . . .
-- --
Common stock . . . . . .
165 165
Additional paid-in capital. . . . . .
364,317 364,317
Notes receivable from stockholders. . . . . .
(2,460) (2,460)
Accumulated deficit . . . . . .
(466,779) 5,000 (b) (461,779)

--------- ---------
Total Stockholders Equity. . . . . .
(104,757) (99,757)

--------- ---------
TOTAL. . . . . .
43,922 48,922

--------- ---------

--------- ---------

See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED STATEMENT OF OPERATIONS
(IN THOUSANDS, EXCEPT PER SHARE DATA)

FOR THE NINE MONTHS ENDED NOVEMBER 2,
1997

HISTORICAL PRO FORMA PRO
FORMA
JTS ADJUSTMENTS

REVENUES..... 125,806 (1,689)(a) 124,117
COST OF SALES..... (174,092) (174,092)
--------- ---------

GROSS MARGIN (DEFICIT)..... (48,286) (49,975)
OPERATING EXPENSES:
Write off of in process R&D..... (38,008) (38,008)
Research and development..... (15,880) (15,880)
Selling, general and
administrative..... (17,488) 879 (a) (16,609)
Amortisation of existing
technology & goodwill..... (2,388) (2,388)

--------- ---------

OPERATING LOSS..... (122,050) (122,860)
OTHER INCOME (EXPENSE):
Interest expense..... (6,038) (6,038)
Other, net..... (2,566) 5,000 (b) 2,433
--------- ---------
NET LOSS..... (130,654) (126,464)
Dividends..... (975) (975)
NET LOSS ATTRIBUTABLE TO COMMON
STOCKHOLDERS..... (131,629) (127,439)
--------- ---------
--------- ---------

NET LOSS PER COMMON SHARE..... $ (1.04) $ (1.01)
SHARES USED IN COMPUTING NET LOSS
PER SHARE..... 126,429 126,429
--------- ---------
--------- ---------

See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION
NOTES TO UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

NOTE 1.

The disposition of the Atari Division assets was effective February 23, 1998. These pro forma condensed financial statements illustrate the impact on the nine months ended November 2, 1997 as if the disposition occurred on November 2, 1997 for the pro forma condensed balance sheet and as at February 2, 1997 for the pro forma condensed statement of operations.

NOTE 2. PRO FORMA ADJUSTMENTS

Certain pro forma adjustments have been made to the accompanying pro forma
condensed balance sheet and statement of operations as described below:

(a) Elimination of the revenue and expenses for the Atari Division.

(b) Reflects the profit on disposal of the Atari Assets.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED STATEMENT OF OPERATIONS
(IN THOUSANDS, EXCEPT PER SHARE DATA)

FOR
THE YEAR ENDED FEBRUARY 2, 1997

HISTORICAL
PRO FORMA PRO FORMA
JTS

ADJUSTMENTS

REVENUES..... 90,530
(4,479)(a) 86,051
COST OF SALES..... (100,328)
5,655 (a) (94,673)

GROSS MARGIN (DEFICIT)..... (9,798)
(8,622)
OPERATING EXPENSES:.....
Write off of in process R&D..... (110,012)
(110,012)
Research and development..... (12,849)
679 (a) (12,170)
Selling, general and administrative..... (13,067)
3,647 (a) (9,420)
Amortization of existing technology & goodwill..... (3,923)
(3,923)

OPERATING LOSS..... (149,649)
(144,147)
OTHER INCOME (EXPENSE):
Interest expense..... (3,545)
(3,545)
Other, net..... 699
5,000 (b) 1,564

(4,135)(a)

NET LOSS..... (152,495)
(146,128)
DIVIDENDS..... (227)
(227)

NET LOSS ATTRIBUTABLE TO COMMON
STOCKHOLDERS..... (152,722)
(146,355)

NET LOSS PER COMMON SHARE..... $ (1.81)
$ (1.74)
SHARES USED IN COMPUTING NET LOSS
PER SHARE..... 84,322
84,322

See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION
NOTES TO UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

NOTE 1.

The disposition of the Atari Division assets was effective February 23, 1998. These pro forma condensed financial statements illustrate the impact on the year ended February 2, 1997 as if the disposal occurred at the beginning of
the period.

NOTE 2. PRO FORMA ADJUSTMENTS

Certain pro forma adjustments have been made to the accompanying pro forma
condensed balance sheet and statement of operations as described below:

(a) Elimination of the Atari Division revenue and associated cost of sales and expenses from the 1997 results.

(b) Reflects the gain on sale of the Atari Assets.

EX-99.1
2
EXHIBIT 99.1

Exhibit 99.1

ASSET PURCHASE AGREEMENT

THIS ASSET PURCHASE AGREEMENT (THIS "AGREEMENT") IS ENTERED INTO ON FEBRUARY 23, 1998, BY HIAC XI, CORP., A DELAWARE CORPORATION ("BUYER"), AND JTS
CORPORATION, A DELAWARE CORPORATION ("SELLER").

RECITALS

This Agreement contemplates a transaction in which Buyer shall purchase certain assets (and assume certain future obligations) of Seller in return for the consideration described herein. Buyer is a wholly-owned subsidiary of Hasbro Interactive, Inc.

NOW, THEREFORE, the parties, intending to be legally bound, hereby agree as
follows:

I. CERTAIN DEFINITIONS. As used in this Agreement, the following terms have the meaning given to them below:

"Acquired Assets" means the following assets of Seller:

A. All right, title and interest in and to the Seller's Products;

A. All Intellectual Property associated with the Seller's Products, including the Intellectual Property identified on SCHEDULE 1, and remedies past and future against infringements thereof and rights to protection of interest therein;

A. The license agreements listed on SCHEDULE 2 (the "License Agreements");

(d) All of Seller's claims, causes of action, choses in action, rights of recovery, set-off and recoupment relating to or arising out of any right, property or asset included in the Acquired Assets; and

(e) all business and financial records, books, files, plans, documents, correspondence, lists, drawings, notebooks, specifications, creative materials, advertising and promotional materials, marketing materials, studies and reports of Seller, whether written or electronically stored or otherwise recorded if, and only to the extent, that such foregoing items relate to the Acquired Assets (not including the items of this clause (e) for these purposes) or Assumed Liabilities (subject to Section 5(b)).

Notwithstanding the foregoing, the Acquired Assets shall not include the Excluded Assets.

"Assumed Liabilities" means only liabilities and obligations arising after the Closing under each License Agreement actually assigned to Buyer pursuant to this Agreement.

"Atari Hardware Platforms" means the following hardware platforms: Atari 2600, 5200, 7800, Lynx hand-held and Jaguar game system hardware, Atari 800, ST and Falcon 030 computer family hardware, TOS operating system, 8-bit operating system, and Portfolio palmtop computer.

"Excluded Assets" means the following assets:

(a) inventory, receivables, furniture, fixtures and equipment;

(b) any tax assets of Seller, including pre-paid taxes, tax credits and tax carryovers;

(c) all tax returns and tax records whether or not related to the Acquired Assets;

(d) the $45,000 balance of the royalty guarantee owed to Seller on December 31, 1997 by Interplay Productions, Inc. under Amendment One to the Game License Agreement dated July 29, 1996, between Atari Corporation and Interplay Productions, Inc. and as otherwise identified in SCHEDULE 3;

(e) software developed by or for Seller or its predecessor under license of intellectual property rights from a third party or third parties for use on the Atari Hardware Platforms to the extent that such software is not related to or associated with any of the trademarks and copyrights set forth in SCHEDULE 1 or any of the game titles set forth in SCHEDULE 3;

(f) Hardware embodying Intellectual Property (other than Seller's Intellectual Property) that is licensed from third Persons.

(g) all assets associated with or related to Seller's disk drive business.

"Hardware" means equipment, components, circuitry, integrated circuits, processors, casings, layouts (including synthesizable code), mask works, manufacturing data, and all designs, schematics, tooling, formulae, processes, and know how therefor (whether or not any such items are presently embodied in physical components) and related Intellectual Property.

"Intellectual Property" means any or all of the following and all statutory and/or common law rights throughout the world in, arising out of, or associated therewith: (i) all patents and applications therefor and all reissues, divisions, renewals, extensions, provisionals, continuations and continuations-in-part thereof; (ii) all inventions (whether patentable or not), invention disclosures and improvements, all trade

secrets, proprietary information, know-how and technology; (iii) all works of authorship, "moral rights", copyrights (including derivative works thereof), mask works, copyright and mask work registrations and applications; (iv) all industrial designs and any registrations and applications therefor; (v) all trade names, logos, trademarks and service marks, trademark and service mark registrations and applications together with the good will of the business symbolized by the names and the marks; (vi) all computer software including all source code, object code, firmware, development tools, files, records and data, all media on which any of the foregoing is recorded; (vii) Uniform Resource Locators, World Wide Web site addresses and domain names; (viii) any similar, corresponding or equivalent rights to any of the foregoing; (ix) all documentation related to any of the foregoing; and (x) all goodwill associated with any of the foregoing.

"Key Marks" means each of the following marks: Atari, the Fuji logo, Asteroids, Battlezone, Breakout, Centipede, Combat, Crystal Castles, Millipede, Missile Command, Night Driver, Pong, Ultra Pong, Tempest, Warlords and Yar's Revenge.

"Knowledge" means actual knowledge of (i) the senior executives of Seller or (ii) John Skruch.

"Lien" means any mortgage, pledge, lien, security interest, charge, claim, equity, encumbrance, restriction on transfer, conditional sale or other title retention device or arrangement (including a capital lease), transfer for the purpose of subjection to the payment of any indebtedness, or restriction on the creation of any of the foregoing, whether relating to any property or right or the income or profits therefrom.

"Person" means an individual, a partnership, a corporation, an association, a joint stock company, a trust, a joint venture, an unincorporated organization, or a governmental entity (or any department, agency, or political subdivision thereof).

"Registered Intellectual Property" means all United States, international and foreign: (i) utility and design patents, design registrations and utility models and all pending applications (both regular and provisional) for any of the foregoing; (ii) registered trademarks, service marks or trade names, applications to register trademarks, service marks or trade names, intent-to-use applications, or other registrations or applications related to trademarks, service marks or trade names; (iii) registered copyrights and applications for copyright registration; (iv) any mask work registrations and applications to register mask works; (v) Uniform Resource Locators, World Wide Web site addresses and domain names and (vi) any other Seller Intellectual Property that is the subject of an application, certificate, filing, registration or other document issued by, filed with, or recorded by, any state, government or other public legal authority.

"Seller Hardware" means Hardware included in the Acquired Assets.

"Seller's Intellectual Property" means Intellectual Property of Seller that constitutes an Acquired Asset.

"Seller's Products" means (i) those products of Seller acquired by Seller pursuant to the merger of Atari Corporation, a Nevada corporation, with and into Seller on July 30, 1996, and any other products of Seller thereafter derived therefrom, including products relating to or associated with the trademarks set forth in SCHEDULE 1 (including video and computer games, games for handheld devices, consoles, Internet play, all other games for play on any platform whatsoever (subject to the License Agreements), and merchandise bearing any Intellectual Property relating to or associated with the foregoing, whether now offered for sale or license by Seller or discontinued) and (ii) all of Seller's products that are listed on SCHEDULE 3.

I. SALE AND PURCHASE; ASSUMPTION OF LIABILITIES; PURCHASE PRICE; CLOSING.

A. SALE AND PURCHASE OF THE ACQUIRED ASSETS. At the Closing (as defined below), on the terms and subject to the conditions of this Agreement, Seller shall sell and Buyer shall purchase all of the Acquired Assets for the sum of $5 million to be paid at the Closing by wire transfer to an account designated by Seller.

A. ASSUMPTION OF LIABILITIES. In addition, at the Closing, on the terms and subject to the conditions of this Agreement, Buyer agrees to assume and become responsible for all of the Assumed Liabilities at the Closing. Buyer shall not assume or have any responsibility, however, with respect to any other obligation or liability of Seller that is not an Assumed Liability. Without limiting the foregoing, Buyer shall not assume or be responsible for any liabilities relating to events arising or occurring prior to the Closing, regardless of when payable, and all such liabilities shall be for the account of Seller.

A. CLOSING; CLOSING DELIVERABLES. The closing shall occur in the offices of Wilson Sonsini Goodrich & Rosati, 650 Page Mill Road, Palo Alto, California 94304 upon the execution and delivery of this Agreement by the parties hereto ("Closing"). At the Closing the parties will deliver the following documents, and such additional documents as the parties may agree to transfer ownership of the Acquired Assets to Buyer (which shall be in form satisfactory to both parties) :

1. Seller shall deliver:

(A) A bill of sale for the Acquired Assets.

(B) Global trademark assignments.

(C) Country-specific trademark assignments.

(D) Patent assignments in recordable form.

(E) Assignment of the License Agreements.

(F) Copyright assignment.

(G) Global powers of attorney respecting trademarks.

(H) Country-specific powers of attorney respecting trademarks.

(I) Assignment of Internet domain name.

(J) Disclosure Schedule (as defined below).

1. Buyer shall deliver:
(A) The purchase price by wire transfer.

(B) An instrument of assumption of the Assumed
Liabilities.

A. ASSIGNMENT OF CONTRACTS AND RIGHTS. Anything in this Agreement
to the contrary notwithstanding, neither this Agreement nor the consummation
of
the transactions contemplated hereby shall constitute an assignment, or an
agreement to assign, any Acquired Asset or any claim or right or any benefit
arising thereunder or resulting therefrom (a "Consent-Required Asset") if an
attempted assignment of such Consent-Required Asset, without consent of one or
more third parties, would constitute a breach or other contravention thereof
or
would in any way adversely affect the rights of Buyer or Seller thereunder;
PROVIDED, HOWEVER, that once all such consents are obtained, this Agreement
shall automatically effect an immediate assignment of such Consent-Required
Asset without further action by either party hereto. Buyer and Seller will
use
their commercially reasonable efforts (which shall not be deemed to require
any
payment of money or other value by Seller or Buyer) to obtain the consent of
the
other parties to any such Consent-Required Asset for the assignment thereof to
Buyer as Buyer may reasonably request. If such consent is not obtained, or if
an attempted assignment thereof would be ineffective or would adversely affect
the rights of Seller thereunder so that Buyer would not in fact receive all
such
rights, Seller and Buyer will cooperate in a mutually agreeable arrangement
under which Buyer would obtain the benefits and assume the obligations
thereunder in accordance with this Agreement, including sub-contracting or
sub-licensing to Buyer, or under which Seller would enforce for the benefit of
Buyer, with Buyer assuming Seller's obligations, any and all rights of Seller
against a third party thereto. Seller will promptly pay or assign to Buyer
when
received all monies received by Seller with respect to any Consent-Required
Asset and any claim or right or any benefit arising thereunder, except to the
extent the same

represents an Excluded Asset. Nothing in this Section 2(d) shall be construed
to diminish the representations, warranties and covenants of Seller respecting
such consents.

I. REPRESENTATIONS AND WARRANTIES OF SELLER. Seller represents and
warrants to Buyer that the statements contained in this Section 3 are correct
and complete as of the Closing, except as set forth in the disclosure schedule
separately delivered by Seller to Buyer with this Agreement, which schedule
shall be initialed for identification by the parties (the "Disclosure
Schedule"). Except as expressly set forth in this Agreement and the
Disclosure
Schedule, Seller hereby expressly disclaims any and all other warranties of
any
kind or nature, whether express, implied or statutory, relating to the
Acquired

Assets, including the implied warranties of title, non-infringement, merchantability and fitness for a particular purpose. Buyer acknowledges that the Seller Hardware is transferred "as is" and that, notwithstanding anything to the contrary in this Agreement and the Disclosure Schedule, Seller makes no representation or warranty of any kind with respect to the Seller Hardware.

A. ORGANIZATION OF SELLER. Seller is a corporation duly organized, validly existing, and in good standing under the laws of the State of Delaware.

A. AUTHORIZATION OF TRANSACTION. Seller has full corporate power and authority to execute and deliver this Agreement and to perform its obligations hereunder. Without limiting the generality of the foregoing, Seller has taken all corporate and other action required for the execution, delivery and performance of this Agreement by Seller, including the sale of the Acquired Assets as provided herein. This Agreement constitutes the valid and legally binding obligation of Seller, enforceable in accordance with its terms. The persons who have executed this Agreement on behalf of Seller have been duly authorized to do so.

A. NONCONTRAVENTION. Neither the execution and the delivery of this Agreement, nor the consummation of the transactions contemplated hereby, shall (i) violate any statute, regulation, rule, judgment, order, decree, stipulation, injunction, charge, or other restriction of any government, governmental agency, or court to which Seller is subject or any provision of the charter or bylaws of Seller or (ii) conflict with, result in a breach of, constitute a default under, result in the acceleration of, create in any party the right to accelerate, terminate, modify, or cancel, or require a notice under any contract, lease, sublease, license, sublicense, franchise, permit, indenture, agreement or mortgage for borrowed money, instrument of indebtedness, security interest, or other arrangement to which Seller is a party or by which it is bound or to which any of its assets is subject, except where the violations, conflicts, breaches, defaults, accelerations, terminations, modifications, cancellations or failures to give notice, individually or in the aggregate, would not have a material adverse effect on the Acquired Assets, the Assumed Liabilities or the ability of the parties to consummate the transactions contemplated by this Agreement (a "Material Adverse Effect"). Seller need not give any notice to, make any filing

with, or obtain any authorization, consent, or approval of any government or governmental agency in order for the parties to consummate the transactions

contemplated by this Agreement, except where the failure to do so, individually
or in the aggregate, would not have a Material Adverse Effect.

A. CONSENTS. No approvals or consents of or assignments by any person (including any federal, state or local governmental or administrative authorities) are necessary in connection with the execution, delivery or performance of this Agreement.

A. TITLE TO THE ACQUIRED ASSETS. Seller has good and marketable title, free and clear of all Liens, (i) to the Acquired Assets identified on SCHEDULE 1 (other than copyrights that are not identified on SCHEDULE 4), SCHEDULE 3 and SCHEDULE 4 and (ii) to its Knowledge, to all other Acquired Assets. At the Closing, Buyer shall obtain good and marketable title, free and
clear of all Liens (i) to the Acquired Assets identified on SCHEDULE 1 (other than copyrights that are not identified on SCHEDULE 4), SCHEDULE 3 and SCHEDULE
4 and (ii) to its Knowledge, to all other Acquired Assets.

A. MATERIAL CONTRACTS. True, correct and complete copies of the License Agreements have been delivered to Buyer. Seller has performed in all material respects all obligations required to be performed by Seller under the License Agreements. To the Knowledge of Seller, each of the other parties to the License Agreements has performed in all material respects all the obligations required to be performed by them thereunder to date. Each License Agreement (i) is valid, binding and enforceable in accordance with its terms, (ii) is in full force and effect with no default or dispute existing or, to the
Knowledge of Seller, threatened with respect thereto, and (iii) shall not be terminated or otherwise affected by the execution and delivery of this Agreement
or the consummation of the transactions contemplated hereby. No consent of any
third party is required for the assignment of any License Agreement to Buyer. Seller has provided Buyer with a complete and accurate list of payments paid to
Seller by each licensee under the License Agreements, indicating the licensee and the month paid, from June 30, 1996 to present. Seller has not received any
advanced payments (including prepayments of royalties, or other payments by reason of which a licensee is entitled to reduce its current or future royalty or payment obligations) under the License Agreements which have not been earned
by Seller.

A. INTELLECTUAL PROPERTY.

1. To the Knowledge of Seller, SCHEDULE 1 contains a list of
all trademarks and service marks and applications therefor included in the
Acquired Assets that have not lapsed and that are, except as qualified
therein,
Registered Intellectual Property (the "Registered Marks"), all patents and
applications therefor that are included in the Acquired Assets that are
Registered Intellectual Property (the "Registered Patents"), and United States
copyrights included in the Acquired Assets, certain of which are Registered
Intellectual Property. SCHEDULE 3 contains certain game titles that are
included in the Acquired Assets. To the Knowledge of Seller, (A) the
description of the Registered Marks on SCHEDULE 1 contains, to the extent set
forth and

except as qualified therein, the true and accurate date of registration,
registration number, registered owner and the class of the Registered Marks,
(B) the description of the Registered Patents on SCHEDULE 1 contains the true
and accurate patent number and file date of the Registered Patents, and (C)
the
description of the United States registered copyrights on SCHEDULE 1 included
in
the Acquired Assets that are Registered Intellectual Property contains the
number of such copyright registration.

1. Since July 30, 1996, to the extent that any Seller's
Intellectual Property has been developed by any Person other than Seller for
which Seller has, directly or indirectly, paid, Seller has a written agreement
with such Person with respect thereto and thereby has obtained ownership of,
and
recordable title to, and is the exclusive owner of, all developed Seller's
Intellectual Property by operation of law or by valid assignment.

1. Except as set forth in any License Agreement, Seller has
not
transferred ownership of or granted any license of or right to use or
authorized
the retention of any rights to use any Seller's Intellectual Property to any
other Person.

1. The Seller's Intellectual Property constitutes all
Intellectual Property used in and/or necessary to the conduct of Seller's
Atari
division business as currently being conducted by Seller.

1. To the Knowledge of Seller, neither Seller's Products
included in the Acquired Assets nor the use of Seller's Intellectual Property,
(A) infringes upon or misappropriates the Intellectual Property of any Person,
(B) violates the rights of any Person (including rights to privacy or
publicity), or (C) constitutes unfair competition or trade practices under the
laws of any jurisdiction. Seller has received no notice from any Person
claiming that Seller's Products included in the Acquired Assets nor the use of
Seller's Intellectual Property infringes upon or misappropriates the
Intellectual Property of any Person or constitutes unfair competition or trade
practices under the laws of any jurisdiction (nor, to the Knowledge of Seller,

is there any basis therefor).

1. There are no contracts, licenses or agreements between Seller and any other Person with respect to Seller's Intellectual Property under which there is, to the Knowledge of Seller, any dispute or any threatened dispute regarding the scope of such agreement, or performance under such agreement including with respect to any payments to be made or received by Seller thereunder.

1. To the Knowledge of Seller, no Person is infringing or misappropriating any Key Mark, other than such infringements or misappropriations that, individually or in the aggregate, would not have a Material Adverse Effect on such Key Mark.

1. Seller and, to the Knowledge of Seller, each prior owner of the Seller's Intellectual Property have taken whatever reasonable steps that are required to protect rights in confidential information and trade secrets of such Person and its successors.

1. None of the Seller's Intellectual Property is subject to any proceeding or outstanding decree, order, judgment, agreement or stipulation that restricts in any manner the use, transfer or licensing thereof by Seller or may affect the validity, use or enforceability of such Seller's Intellectual Property.

1. Seller is not required to make or accrue any royalty payment to any third party in connection with the sale, distribution, license, transfer or other disposition or exploitation of any of the Acquired Assets.

1. Seller has not developed any new video game software since July 30, 1996.

1. Seller owns no Intellectual Property not included in the Acquired Assets that is directly or indirectly competitive with the Seller's Intellectual Property.

1. (A) Alan Helbush is the Administrative Contact listed in the domain name record on file with Network Solutions, Inc./InterNIC Registration Services, and (B) Seller controls the domain name "ATARI.COM".

1. None of the Intellectual Property associated with the Seller's Products, including the Intellectual Property identified on SCHEDULE 1, or remedies past and future against infringements thereof and rights to

protection of interest therein is an asset specified in clause (g) of the definition of "Excluded Assets" set forth in Section 1.

A. SUFFICIENCY OF ASSETS. The Acquired Assets include all assets, properties and rights necessary for compliance by Buyer with all obligations relating to the Assumed Liabilities.

A. LITIGATION. There is no claim, dispute, action, proceeding (including arbitration), suit or appeal, or investigation, at law or in equity,
pending (other than those, if any, with respect to which service of process or similar notice has not yet been made and which are not within the Knowledge of Seller) or, to the Knowledge of Seller, threatened against Seller or involving any of the assets or properties of Seller before any court, agency, authority, arbitration panel or other tribunal that would have a Material Adverse Effect.

There is no outstanding order, writ, injunction or decree of any court, agency,
authority, arbitration panel or other tribunal, and Seller is not in default with respect to any notice, order, writ, injunction, or decree, in each case relating to, or affecting the Acquired Assets, the Assumed Liabilities or the Seller's Products.

A. UNDERLYING DOCUMENTS. Copies of all documents listed or described in the Disclosure Schedule and the Schedules hereto have been furnished or made available to Buyer. All such documents are true, correct and
complete copies, and there are no amendments or modifications thereto.

A. BROKERS' FEES. Seller has no liability or obligation to pay any
fees or commissions to any broker, finder, or agent with respect to the transactions contemplated by this Agreement for which Buyer or its affiliates could become liable or obligated.

A. COMPLIANCE WITH BULK SALES LAWS. The sale, transfer and assignment by Seller to Buyer hereunder and the consummation of the other transactions contemplated hereby do not constitute a "bulk sale" by Seller, and
it is not necessary under the laws of any jurisdiction that Seller comply with the bulk sales laws of such jurisdiction.

A. DISCLOSURE. Neither this Agreement nor any of the Schedules nor,
to the Knowledge of Seller, any other documents delivered by Seller in connection with this Agreement contains any untrue statement of a material fact
or omits a material fact necessary to make the statements contained herein or therein, in light of the circumstances in which they were made, not misleading,
and, to the Knowledge of Seller, there is no fact that has not been disclosed to

Buyer that materially affects adversely or could reasonably be anticipated to materially affect adversely the Acquired Assets, or the operation of the Acquired Assets by Buyer as currently conducted by Seller.

I. REPRESENTATIONS AND WARRANTIES OF BUYER. Buyer represents and warrants to Seller that the statements contained in this Section 4 are correct and complete as of the Closing.

A. ORGANIZATION OF BUYER. Buyer is a corporation duly organized, validly existing, and in good standing under the laws of the state of Delaware.

A. AUTHORIZATION OF TRANSACTION. Buyer has full power and authority
(including full corporate power and authority) to execute and deliver this Agreement and to perform its obligations hereunder. This Agreement constitutes
the valid and legally binding obligation of Buyer, enforceable in accordance with its terms. The person who has executed this Agreement on behalf of Buyer has been duly authorized to do so.

A. BROKERS' FEES. Buyer has no liability or obligation to pay any fees or commissions to any broker, finder, or agent with respect to the transactions contemplated by this Agreement for which Seller or its affiliates could become liable or obligated.

A. NONCONTRAVENTION. Neither the execution and delivery of this Agreement by Buyer, nor the consummation by Buyer of the transactions contemplated hereby, will violate (a) any provision of the Certificate of Incorporation or bylaws, as amended, of Buyer or (b) any statute, regulation, rule, judgment, order, decree, stipulation, injunction, charge or other restriction of any government, governmental agency or court to which Buyer is subject.

A. ASSESSMENT OF VALUE. Buyer has been authorized by its ultimate parent entity to make a good faith assessment of the fair market value of the Acquired Assets, has made such assessment, and has determined that the fair market value of the Acquired Assets as of the Closing is less than $15,000,000.

I. POST-CLOSING COVENANTS AND AGREEMENTS.

A. COOPERATION. Each party shall, at all times following the Closing, not take any action inconsistent with the satisfaction of its obligations hereunder and, subject to the following sentence, shall promptly take any further action necessary or desirable to carry out the purposes of this
Agreement (including the execution and delivery of such further instruments and
documents) as the other party may reasonably request. Seller shall take all actions reasonably requested by Buyer, at Buyer's expense (provided that Buyer shall not be obligated for any cost to Seller in respect of the time of Seller's

employees, officers or directors), to enable Buyer to establish a recordable chain of title to the Acquired Assets, including contacting prior owners of items thereof to request appropriate instruments for recordation.

A. DELIVERY. Immediately following the Closing Seller shall deliver to Buyer, and Buyer shall accept and remove from Seller's premises at Buyer's expense within 30 days of the date of Closing, all copies of tangible embodiments of Acquired Assets transferred to Seller (other than software and code, and such other items as the parties may mutually agree, which shall be transferred electronically on or immediately following the Closing and all tangible embodiments of which shall thereafter be destroyed by Seller); PROVIDED, HOWEVER, that (i) any information contained in such materials listed in clause (e) of the definition of "Acquired Assets" that does not relate to the Acquired Assets may be deleted by Seller before such materials are delivered to Buyer and (ii) Seller may make copies of any business or financial documents (other than documents containing Seller Intellectual Property) prior to delivering them to Buyer. Except as provided in Section 5(c), Seller shall cease use of the Seller's Intellectual Property, including the name Atari and the "Fuji" logo relating thereto.

A. SELLER INVENTORY. Seller owns certain unsold inventory of games bearing the Atari and/or Fuji trademark, and certain other Registered Marks and containing other Seller's Intellectual Property (the "Inventory"). Buyer hereby grants to Seller an irrevocable, worldwide, royalty-free license, for a period of one year from the date of the Closing to use the Registered Marks and other applicable Seller's Intellectual

Property relating to such Inventory solely for the purpose of selling the Inventory. Except as set forth in the previous sentence, after the Closing Seller shall have no right to exploit the Seller's Intellectual Property. Without limiting the foregoing, Seller shall not, following the expiration of the one-year license period set forth above, sell any product referred to in clause (e) of the definition of "Excluded Assets" set forth in Section 1. Seller warrants that the Inventory sold pursuant to this Section 5(c) shall be of like kind and quality to that previously sold by Atari Corporation in the ordinary course of its business.

A. NOTICE OF DEVELOPMENTS. Seller shall give prompt written notice to Buyer of any material development that could have a Material Adverse Effect. Each party shall give prompt written notice to the other of any material development affecting the ability of the parties to perform their post-Closing obligations under this Agreement.

A. ENFORCEMENT OF RIGHTS. In connection with the enforcement of its rights of ownership of the Acquired Assets and the enjoyment thereof, Buyer may bring actions in the name of Seller, or cause Seller to join any such action as a party, as reasonably necessary, provided that Buyer shall indemnify Seller with respect thereto.

A. MAINTENANCE OF INTELLECTUAL PROPERTY; DELIVERY OF NOTICES. After the Closing, Seller shall not be responsible for the maintenance or renewal of any registration with respect to the Acquired Assets, such responsibility to belong to Buyer as the owner of the Acquired Assets; PROVIDED, HOWEVER, that Seller shall promptly forward to Seller any and all notices and correspondence which it may receive pertaining to the Acquired Assets; and FURTHER PROVIDED that Seller shall remain responsible for the maintenance and renewal of registration with respect to all of the Consent-Required Assets retained by Seller pursuant to Section 2(d) of this Agreement as a consequence of the failure to obtain a required consent of a third party until such time as the applicable consent is obtained.

A. LITIGATION SUPPORT. In the event and for so long as Seller actively is contesting or defending against any action, suit, proceeding, hearing, investigation, charge, complaint, claim or demand in connection with any fact, situation, circumstance, status, condition, activity, practice, plan, occurrence, event, incident, action, failure to act, or transaction involving the Acquired Assets or the Assumed Liabilities, Buyer will provide access upon prior request and during its regular business hours to the books, records and other items specified in clause (e) of the definition of Acquired Assets set forth in Section 1 as shall be reasonably necessary in connection with the contest or defense, all at the sole cost and expense of Seller and subject to Seller's execution and delivery of Buyer's standard form of confidentiality agreement with respect to such items.

I. INDEMNIFICATION.

A. INDEMNIFICATION AND REIMBURSEMENT OF BUYER'S LOSSES. Seller shall indemnify Buyer and its affiliates, together with their respective officers, directors and employees (each a "Seller's Indemnitee") against Losses (as defined below) as set forth in this Section 6. If a Seller's Indemnitee shall have suffered a Loss by reason of (i) the breach of any of the representations or warranties made by Seller herein, (ii) any matter arising prior to the Closing with respect to the Seller's business, an Acquired Asset or an Assumed Liability, (iii) any liability of Seller that is not an Assumed Liability or (iv) any breach of a covenant of Seller hereunder, Seller's Indemnitee shall be reimbursed for such Loss by Seller as set forth in this Section 6. For purposes hereof, "Loss" shall mean any losses, liabilities, claims, damages and expenses incurred or reasonably expected to be incurred,

including penalties, fines, interest, amounts paid in settlement and reasonable fees and disbursements of counsel, and expenses incurred in connection with any investigation, action, suit or proceeding instituted against an indemnified party. Notwithstanding the foregoing, Seller shall have no obligation to indemnify Seller's Indemnitees for Losses which, cumulatively, total less than $25,000; PROVIDED, HOWEVER, that if cumulative Losses equal or exceed said $25,000, then Seller shall indemnify Seller's Indemnitees for all of such Losses. Liquidated Claims (as defined below) actually paid by Seller under this Section 6 shall be limited to an aggregate of $5 million.

A. INDEMNIFICATION AND REIMBURSEMENT OF SELLER'S LOSSES. Buyer shall indemnify Seller and its affiliates, together with their respective officers, directors and employees (each a "Buyer's Indemnitee") against Losses as set forth in this Section 6. If a Buyer's Indemnitee shall have suffered a Loss by reason of (i) the breach of any of the representations or warranties made by Buyer herein, (ii) any matter arising after the Closing with respect to the Buyer's business, an Acquired Asset or an Assumed Liability, provided such matter is not related to or arising from any breach of a covenant, representation or warranty of Seller or any act or omission by Seller involving wilful misconduct, fraud or bad faith, or (iii) any breach of a covenant of Buyer hereunder, Buyer's Indemnitee shall be reimbursed for such Loss by Buyer as set forth in this Section 6. Notwithstanding the foregoing, Buyer shall have no obligation to indemnify Buyer's Indemnitees for Losses which, cumulatively, total less than $25,000, provided however that if cumulative Losses equal or exceed said $25,000, then Buyer shall indemnify Buyer's Indemnitees for all of such Losses. Liquidated Claims actually paid by Buyer under this Section 6 shall be limited to an aggregate of $5 million.

A. PAYMENT. At such time as the reimbursable amount of a Claim or a Third Party Claim has been determined in accordance with this Section 6 (a "Liquidated Claim"), the indemnifying party shall immediately pay the Person to be indemnified hereunder (an "Indemnitee") the amount of the Liquidated Claim.

No forbearance of an Indemnitee in demanding payment from the indemnifying party shall act as a waiver of any right of an Indemnitee to receive payment from the indemnifying

party, nor shall it relieve the indemnifying party of any obligation to an Indemnitee under this Agreement.

A. NOTICE OF CLAIMS. In the event an Indemnitee has any claim for indemnification under Section 6(a) or Section 6(b) (a "Claim"), it shall give

prompt written notice thereof to the indemnifying party, including in such notice a brief description of the facts upon which such claim is based and the amount thereof.

A. THIRD PARTY CLAIMS.

1. If any third party shall notify an Indemnitee with respect to any matter (a "Third Party Claim") that may give rise to a claim for indemnification against a party hereto (the "Indemnifying Party") under this Section 6, then the Indemnitee shall promptly notify the Indemnifying Party thereof in writing; PROVIDED, HOWEVER, that no delay on the part of the Indemnitee in notifying the Indemnifying Party shall relieve the Indemnifying Party from any obligation hereunder, unless (and then solely to the extent) that the Indemnifying Party is prejudiced.

1. The Indemnifying Party shall have the right to defend the Indemnitee against the Third Party Claim with counsel of the Indemnifying Party's choice reasonably satisfactory to the Indemnitee so long as (A) the Indemnifying Party notifies the Indemnitee within 15 days after the Indemnitee has given notice of the Third Party Claim that the Indemnifying Party will indemnify the Indemnitee as required by (and subject to the limitations of) this Section 6 for Losses arising out of, relating to, in the nature of, or caused by the Third Party Claim; (B) the Indemnifying Party provides the Indemnitee with evidence reasonably acceptable to the Indemnitee that the Indemnifying Party will have the financial resources to defend against the Third Party Claim and fulfill its indemnification obligations hereunder; (C) the Third Party Claim involves only money damages and does not seek an injunction or other equitable relief; (D) settlement of, or an adverse judgment with respect to, the Third Party Claim is not, in the good faith judgment of the Indemnitee, likely to establish a precedential custom or practice materially adverse to the continuing business interest of the Indemnitee; and (E) the Indemnifying Party conducts the defense of the Third Party Claim actively and diligently.

1. So long as the Indemnifying Party is conducting the defense of the Third Party Claim in accordance with Section 6(e)(ii) above, (A) the Indemnitee may retain separate co-counsel at its sole cost and expense and participate in the defense of the Third Party Claim; (B) the Indemnitee shall not consent to the entry of any judgment or enter into any settlement with respect to the Third Party Claim without the prior written consent of the Indemnifying Party (not to be withheld unreasonably); and (C) the Indemnifying Party shall not consent to the entry of any judgment or enter into any settlement with respect to the Third Party Claim without the prior written consent of the Indemnitee (not to be withheld unreasonably).

1. In the event any of the conditions in Section 6(e)(ii) above

is or becomes unsatisfied, however, (A) the Indemnitee may defend against, and consent to the entry of any judgment or enter into any settlement with respect to, the Third Party claim in any manner it reasonably may deem appropriate (and
the Indemnitee need not consult with or obtain any consent from, any Indemnifying Party in connection therewith); (B) the Indemnifying Party shall reimburse the Indemnitee promptly and periodically for the reasonable costs of defending against the Third Party Claim (including attorneys' fees and expenses), and (C) the Indemnifying Party shall remain responsible for any Losses the Indemnitee may suffer resulting from, arising out of, relating to, in
the nature of, or caused by the Third Party Claim to the fullest extent provided
in this Section 6.

A. DISPUTED CLAIMS. If Seller objects to any Claim or Third Party Claim, it shall give written notice of such objection and brief statement of the
grounds of such objection to Indemnitee within 20 business days after notice is
received. If no such objection is given, such Claim or Third Party Claim, as the case may be, shall be a Liquidated Claim. If such objection is made, Indemnitee and Seller shall meet and use their best efforts to settle the dispute in writing that when resolved shall be a Liquidated Claim.

A. SURVIVAL. The provisions of this Section 6 shall survive the Closing. Notwithstanding anything to the contrary in this Agreement, no Claim or Third Party Claim may be asserted by a Seller's Indemnitee under this Section
6: (i) with respect to Losses arising in connection with the obligation to pay
taxes, following the date of the expiration of the applicable statute of limitations for such obligation; (ii) with respect to a Loss arising out of or in connection with a License Agreement, following the termination of such License Agreement in accordance with its terms; and (iii) with respect to all other Losses, following August 31, 2000. No Claim or Third Party Claim may be asserted by a Buyer's Indemnitee under this Section 6, other than Losses arising
with respect to the Assumed Liabilities, following August 31, 2000. Notwithstanding the preceding sentence, an Indemnitee may assert a Claim or Third Party Claim under this Section 6 with respect to Losses that are the result of fraud or wilful misconduct by the Indemnifying Party at any time within the applicable statute of limitations for such claim.

A. The right of each party hereto to assert Claims and receive indemnification payments pursuant to this Section 6 shall be the sole and exclusive right and remedy exercisable by such party with respect to any breach
by the other party hereto of any representation or warranty or failure to perform any covenant required to be performed by such other party; PROVIDED, HOWEVER, that the above shall not prevent a party hereto from seeking specific

performance of a covenant which another party hereto has failed to perform under
this Agreement.

I. MISCELLANEOUS.

A. NO THIRD PARTY BENEFICIARIES. Except as otherwise specified herein, this Agreement shall not confer any rights or remedies upon any person other than the parties and their respective successors and permitted assigns.

A. ENTIRE AGREEMENT. This Agreement (including the documents referred to herein) constitutes the entire agreement between the parties and supersedes any prior understandings, agreements, or representations by or between the parties, written or oral, that may have related in any way to the subject matter hereof.

A. SUCCESSION AND ASSIGNMENT. This Agreement shall be binding upon
and inure to the benefit of the parties named herein and their respective successors and permitted assigns. Seller shall not assign any of its rights, interests or obligations hereunder without the prior written consent of Buyer.

Buyer may assign its right, interests and obligations hereunder to any Person provided that such permitted assignee agrees to be bound by the terms hereof and
to assume all obligations of Buyer hereunder.

A. COUNTERPARTS. This Agreement may be executed in one or more counterparts, each of which shall be deemed an original but all of which together shall constitute one and the same instrument.

A. HEADINGS. The section headings contained in this Agreement are inserted for convenience only and shall not affect in any way the meaning or interpretation of this Agreement.

A. NOTICES. All notices, requests, demands, claims, and other communications hereunder in writing. Any notice, request, demand, claim, or other communication hereunder shall be deemed duly given five business days after mailing if sent by registered or certified mail, return receipt requested,
postage prepaid and addressed to the intended recipient as set forth below:

If to Seller:

JTS Corporation
1661 Baypointe Parkway
San Jose, California 95134
Attention: President

Copy to:

Cooley Godward LLP
5 Palo Alto Square
Palo Alto, California 94306

Attention: Andrei M. Manoliu, Esq.

If to Buyer:

HIAC XI, Corp.
1027 Newport Avenue
Pawtucket, Rhode Island 02862
Attention: President

Copy to:

Hasbro, Inc.
1027 Newport Avenue
Pawtucket, Rhode Island, 02862
Attention: General Counsel

Copy to:

Wilson Sonsini Goodrich & Rosati
650 Page Mill Road
Palo Alto, California 94304
Attention: Eric W. Wright, Esq.

Any party may give any notice, request, demand, claim, or other communication hereunder using any other means (including personal delivery, expedited courier, messenger service, facsimile, telex, ordinary mail, or electronic mail), but no such notice, request, demand, claim, or other communication shall be deemed to have been duly given unless and until it is received by the person for whom it is intended. Any party may change the address to which notices, requests, demands, claims, and other communications hereunder are to be delivered by giving the other party notice in the manner herein set forth.

A. GOVERNING LAW. This Agreement shall be governed by and construed in accordance with the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California by California residents.

A. AMENDMENTS AND WAIVERS. No amendment of any provision of this Agreement shall be valid unless the same shall be in writing and signed by Buyer and Seller.

A. EXPENSES. Each of Buyer and Seller shall bear its own costs and expenses (including legal fees and expenses) incurred in connection with the negotiation and preparation of this Agreement and the transactions contemplated hereby. Buyer shall, pursuant to Section 5(a) of this Agreement, bear all costs

and expenses of the recordation of chain of title to the Acquired Assets, including preparation and recordation of appropriate assignments of the Acquired
Assets.

A. CONSTRUCTION. The language used in this Agreement shall be deemed to be the language chosen by the parties to express their mutual intent,
and no rule of strict construction shall be applied against any party. Any reference to any federal, state, local, or foreign statute or law shall be deemed also to refer to all rules and regulations promulgated thereunder, unless
the context requires otherwise. Except as otherwise specified, references in this Agreement to Sections and Schedules are to Sections of, and Schedules attached to, this Agreement. Except where the context clearly requires to the contrary, "including" shall mean "including, without limitation".

A. SCHEDULES. The Schedules identified in this Agreement are incorporated herein by reference and made a part hereof.

A. TRANSFER TAXES. Any and all sales, use or other transfer taxes arising from the transactions contemplated by this Agreement shall be paid by Seller.

A. CONFIDENTIALITY OF INFORMATION. All information given to a party
by the other party in connection with this Agreement ("Confidential Information") shall be used only for purposes related to the consummation of the
transactions contemplated herein, and shall be disclosed to the receiving party's employees and representatives only on a "need to know" basis in connection with such purposes. If the Closing does not occur for any reason, each party shall maintain in confidence all Confidential Information of the other party, shall return to the disclosing party all tangible embodiments (and
all copies) of such Confidential Information and shall not use such Confidential
Information for any purpose; PROVIDED, HOWEVER, that the forgoing restrictions shall not apply to: (i) information that is or becomes a matter of public knowledge through no act or failure to act of the receiving party, its representatives or employees, (ii) information that becomes available to the receiving party from a source not under an obligation of confidentiality to the
disclosing party, or (iii) information that was known to receiving party prior to its disclosure to the receiving party by the disclosing party.

IN WITNESS WHEREOF, the parties have executed this Asset Purchase Agreement
on the date first above written.

HIAC XI, CORP.

By:

Title:

JTS CORPORATION

By:
D. Thomas Mitchell
President & Chief Executive
Officer

By:
John Skruch
Director of Licensing

-----END PRIVACY-ENHANCED ME

943. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6e6vfq$pv2$2@gte1.gte.net>
Source record: 5059
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

I wonder what plans Hasbro has for atari. Theres' $$ in the arcade division and home console games division. Hehe MAybe we'll see a new atari console; then again maybe not hehehe.

944. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6e6vssbfp1@news1.Radix.Net>
Source record: 5060
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Now, the question is, will Hasbro Interactive do anything worthwhile with Atari. I did notice that the computers were specifically listed as being part of the deal. It makes me curious that they specifically mentioned the computers (8-bit, ST, Falcon, and TOS), so does that mean there is some plan to use this for something? I mean, $5 million for Atari is a good chunk of money. I wonder who we can get to tell more of this deal. Sure enough $5 mil is not worth it for Atari's management......

Maybe Hasbro has a game system in the works and wants to use the Atari label.......

I'm sure in the coming months rumors will start to appear everywhere!

Curt Vendel (cvendel@aol.com) wrote:
: Hello to all,

: I was given an email earlier this morning from an individual who
: gave me a link for the Techstocks website, within the website it
: reference that JTS had filed an 8K form for the sale of assets,
: specifically Atari to Hasbro Interactive.

: I decided the only way to know for sure if this was fact or fiction
: was to go to the source, since JTS is a publicly traded I went to the
: SEC site at www.sec.gov

: So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
: JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
: of most Atari assests to
: Hasbro for (GET THIS!!!) only $5,000,00!!!

: Its real, its true and its official, Atari has been
: sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

: Curt Vendel
: Atari Prototypes & Vaporwares Site
: www.atari.nu

945. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e72eb$9u9@dfw-ixnews7.ix.netcom.com>
Source record: 5061
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

$5 million is actually a very small sum of money for the name alone, if the right people can act upon the right memories of the right consumers. That the computer lines are included is either complementary or central to their plans; that's what we'll be watching for. Don't necessarily expect anything right off the bat. Many wise investors, seeing an opportunity, act well in advance of any plans, buying when others are fleeing... a la Warren Buffet buying 20% of worldwide above-ground silver reserves recently. He's just waiting... he can afford to.

I thought I recently heard that Hasbro was laying off several hundred employees and closing a plant. I wonder if the Atari purchase has anything to do with this. Could be a refocusing of their management's vision. Hmmm... an Atari web-box? No reason you can't sell one today for $99.

Keith Scroggins wrote in message <6e6vssbfp1@news1.Radix.Net>...
>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari. I did notice that the computers were specifically listed as being
>part of the deal. It makes me curious that they specifically mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
>some plan to use this for something? I mean, $5 million for Atari is a
>good chunk of money. I wonder who we can get to tell more of this deal.
>Sure enough $5 mil is not worth it for Atari's management......
>
>Maybe Hasbro has a game system in the works and wants to use the Atari
>label.......
>
>I'm sure in the coming months rumors will start to appear everywhere!
>
>Curt Vendel (cvendel@aol.com) wrote:
>: Hello to all,
>
>
>: I was given an email earlier this morning from an individual who
>: gave me a link for the Techstocks website, within the website it
>: reference that JTS had filed an 8K form for the sale of assets,
>: specifically Atari to Hasbro Interactive.
>
>: I decided the only way to know for sure if this was fact or fiction
>: was to go to the source, since JTS is a publicly traded I went to the
>: SEC site at www.sec.gov
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>: So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
>: JTS for the ticker and Viola!!! You get for February 23, 1998 the sale

>: of most Atari assests to
>: Hasbro for (GET THIS!!!) only $5,000,00!!!
>
>
>: Its real, its true and its official, Atari has been
>: sold!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>: Curt Vendel
>: Atari Prototypes & Vaporwares Site
>: www.atari.nu
>
>
>
>

946. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <6e76vkvum1@jupiter.cs.uml.edu>
Source record: 5062
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Considering Hasbro's success with the Frogger remake (as lousy
as it was, it did sell), I bet Hasbro is just chomping at the bit to
re-release some of Atari's back catalog in anticipation of similar
success. Somehow I doubt Hasbro will do anything with the hardware, but
who knows. Maybe they will incorporate it into some kind of toy, like
a Pico-style device.
--
*Ralph Barbagallo http://www.cs.uml.edu/~rbarbaga *rbarbaga@cs.uml.edu*
"I have known many game designers; they encompass a broad range of
personalities. Yet all these disparate people share one common trait;
they all sport towering egos."--Chris Crawford, 1987.

947. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: slight@bev.net
Message-ID: <3507211e.27174297@news.vt.edu>
Source record: 5063
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari. I did notice that the computers were specifically listed as being
>part of the deal. It makes me curious that they specifically mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
>some plan to use this for something? I mean, $5 million for Atari is a
>good chunk of money. I wonder who we can get to tell more of this deal.
>Sure enough $5 mil is not worth it for Atari's management......

5 million is chump change for Hasbro, especially after just having
purchased Tiger Electronics last month (Feb 9th) for 335 million.
Which leads me to....

>Maybe Hasbro has a game system in the works and wants to use the Atari
>label.......

My conspiratorial mind is highly curious if there might end up being
some form of game.com / Atari collaboration now. Perhaps use the Lynx
technology to give the Com a much-needed shot in the arm?

>I'm sure in the coming months rumors will start to appear everywhere!

Why wait months when we can start now? :)

Steven L Cox (slight@bev.net)

Slight's Unofficial game.com Homepage:
http://www.fastservers.net/~slight/gamecom/index.html

948. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@playstation.sony.com>
Message-ID: <3507314D.505D@playstation.sony.com>
Source record: 5064
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Steven L Cox wrote:
>
> On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
> >Now, the question is, will Hasbro Interactive do anything worthwhile with
> >Atari. I did notice that the computers were specifically listed as being
> >part of the deal. It makes me curious that they specifically mentioned
> >the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> >some plan to use this for something?

Not necessarily, the agreement merely spells out that Hasbro gets all
the
assets of Atari, from video games to computers. It doesn't mean Hasbro
is
going to release computers, just says they now own all the
rights/patents/etc.
to the computer line.

Essentially, JTS is transferring everything under the Atari label to
Hasbro.

>
> My conspiratorial mind is highly curious if there might end up being
> some form of game.com / Atari collaboration now. Perhaps use the Lynx
> technology to give the Com a much-needed shot in the arm?
>

who knows, but Hasbro has been trying to do their own game system for
God knows
how long...

They started with the VCR based system (Sewer Shark, Night Trap were
spawned from) and
not to long ago, where experimenting with an elaborate Virtual Reality
system that
suddenly went away......

I'm sure we'll know something perhaps by E3........

my best guess...

-Brian

opinions are mine, not my employer

949. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EpnG6G.In0@suse.modem.stud.uni-hannover.de>
Source record: 5065

In article <889197421.85648@tornado.itea.ntnu.no>,
Jo Even Skarstein <joska@nuts.edu> writes:

> Is it possible to use both a icon and a string as a meny-entry? And if
> so, how?

Just place them there, should work. If you want *both* being combined into
a single entry, try to make the string rectangle larger such that it covers
the icon, this should work if G_ENTRY is transparent (I'm not sure). If it's
not, put another IBOX on top of both, and use the IBOX as the menu entry for
getting inverted etc.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
---

950. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <35077385.59E2@gte.net>
Source record: 5066
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

John Schnittker wrote:
>
> I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
> division and home console games division. Hehe MAybe we'll see a new
> atari console; then again maybe not hehehe.

Atari does NOT have an arcade division. It's a long story, but the end result of it all is that Atari Games, the arcade game maker, is now a division of Williams (maker of Defender, Sinistar, etc...).

As for a new Atari console... I wonder if Hasbro is a Project X licensee?

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

951. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350774C0.1CFB@gte.net>
Source record: 5067
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:
>
> I mean, $5 million for Atari is a
> good chunk of money.

Not really. Consider the staggering number of patents and licenses involved. Hell, just look at those "key marks" that are mentioned - the Atari name, Fuji logo, Centipede, Crystal Castles, Yar's Revenge, and so on, and so on! That alon is worth a ton of bucks. (Well, to me anyway!)

>
> Maybe Hasbro has a game system in the works and wants to use the Atari
> label.......
>

That would be my guess.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

952. Person Looking For GFA COMPILIER

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980311094353.11633A-100000@ganymede.cs.mun.ca>
Source record: 5068

Hello,

I'm looking for the person who posted a little while back about obtaining
a compilier for GFA BASIC. Well I've seemed to loose your E-Mail
address so if you see this message, please Re-Email me so I can get your
E-Mail address once again.

953. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6e5sct$t72@balaena.bio.vu.nl>
Source record: 5142

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote:

: It can all be done in a 100 % portable way by using VDI, so it's that
: what is pretty much a must for portable programming. Pity that so many
: people here have a personal dislike for it, especially as it's really
: powerful.

: Of course there is a standard : VDI ! Newer NVDI even support switching
: resolution IIRC.

Are there any docs on this, as I have _never_ seen any VDI calls for
setting video modes...
It would be nice if I knew how to use them...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The District of Columbia has a law forbidding you to exert pressure on
a balloon and thereby cause a whistling sound on the streets.

954. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6e5snn$t72@balaena.bio.vu.nl>
Source record: 5143

Petter Toneff (pettert@notam.uio.no) wrote:

: There's a good breakout at:
: ftp.uni-regensburg.de/pub/freeware/software/atari/falcon/games/
: walz_201.zip

: Runs in a gem window, but Falcon only, I think - the colors are
: corrupted on my TT/Cr.dots.

Runs in a window on resolutions >320x200. Works on ST's as well IIRC...

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The District of Columbia has a law forbidding you to exert pressure on
a balloon and thereby cause a whistling sound on the streets.

955. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35067FC7.5088D49B@NO.SPAM.emw.ericsson.se>
Source record: 5144

```
Hans Wessels wrote:
>
> Magnus Kollberg wrote:
> > Talking about VBLs, will you even have a correct VBL with a graphics
> > card?
> > I can't imagine that the Nova card can provide a true VBL, or can it? I
> > would guess that you will get the "old" VBL and not the VBL from the
> > Nova
> > card.
>
> Most PC graphics card do have something like a vsync indicator. I
> don't know wether it can be used to generate an interrupt. There
> has to be something like the VBL interrupt for the OS to work.

I guess so, but with MagiC I noticed a funny thing when using Geirs
Videl shutdown program.I'm not sure what this does but, but if I did not
have the VGA adapter plugged into my original Falcon video port I could
not move my mouse! I do believe that this had to do with a missing VBL.
Could the mouse get updated by the VBL under MagiC?

If this is the case I guess you don't get any sensible VBL from the Nova
card but you have to relay on the VBL produced by the Videl which will
not be correct. The same must go for a TT and ST with graphics card.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

956. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <350680E5.51DBD383@NO.SPAM.emw.ericsson.se>
Source record: 5145

Guy Harrison wrote:

> >So you still get it??? Are you sure you are using the latest version? It
> >should
> >be 0.21 I think. You should not get that alert anymore if it's not a
> >Falcon. I
> >do not get it under STonX using TOS 2.06.
>
> It did still say 0.20 but I just assumed you'd forgotten to update the
> html. Odd though if you hadn't updated it because it beahved
> differently to the last one I downloaded.

It should say 0.21 on the webpage and be something like 48kb (the old was 43kb)
when zipped. I still can't see what happens. Do you still get that dialogbox about
the soundsystem being locked??? You should not get that at all now, if you computer
doesn't report it self as a Falcon....

I will look at it, but I can't promiss when...

> One of those "strange" occurrences it is best not to dwell on for too
> long I suppose!

Probably. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

957. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6e61oi$t72@balaena.bio.vu.nl>
Source record: 5146

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >if you want to know the structure of video
: >memories on different machines/cards it's
: >not difficult,there is Atari and Non-atari,
: >atari modes are bit-planed and others
: >are not...for example 16 colors on video
: >cards (specktrum,etc...) is organised 2
: >pixels per byte, and like any PC cards
: >the truecolor modes are ordered B/V/R

: BVR? I can't think offhand what this means but I guess it means
: "luminance, saturation and hue" iyswim?

No, 'V' simply stands for "Vert", which is French for "Green", so
should actually be 'G' in English. You'd get BGR, which is RGB in
Intel-mode. Had to read a lot of French or French-English translated
in the past. :-)

I'm curious though, would the 2 pixel per byte 4 bp mode register as
a Non-atari bitplane mode? (when inquired from the VDI)

: >then,all the rest is easy,the only thing
: >to really take care is the palette order,
: >but everyone knows how to translate
: >Vdi index into Hard index, don't you ??

: I might but then again I might not. I understand the relationship for
: 16 colours and less, but have no idea one way or the other if it holds
: true for 256 colours.

There should be an NVDI call for this, IIRC. There is also a somewhat more
primitive method. It was discussed in a thread last year...

: Thanks for the offer but it was the desire to avoid going into this
: sort of detail that prompted me to request a resource file. <G>
: As it happens, no-one has obliged by sending me one so it looks like
: people are more interested in debating the subject than actually doing
: anything about it!

What resource file was that? I skipped large parts of this thread,
coz' I hadn't read it for three weeks. Was about 300 messages to plow
though... :(

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)

MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'll rob that rich person and give it to some poor deserving slob.
That will *prove* I'm Robin Hood."
-- Daffy Duck, "Robin Hood Daffy", [1958, Chuck Jones]

958. Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6e9mh1$i4a@james.hwcn.org>
Source record: 4997
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In article <6e6vfq$pv2$2@gte1.gte.net>, John Schnittker <jschnitt@gte.net> wrote:
>I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
>division and home console games division. Hehe MAybe we'll see a new
>atari console; then again maybe not hehehe.
~^~^~^

--

Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
NEW CrAB URL http://www.hwcn.org/~ad329/crab.html ***| \^^/
Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=

959. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6e9srrgfm1@alexander.INS.CWRU.Edu>
Source record: 4998
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

(speculation)
10. Hasbro wants to sue somebody because they are copyright freaks. (Nobody interested in Atari has any money, so they can't get any money.)
Comment on sale of Atari to Hasbro.
From my point of view, it means that a large, active (in Atari) corporation now owns the rights to all Atari copyrights.
Being a bit paranoid, I'd suggest that any sites carrying Pac-Man, Star Raiders, or any other Atari held product should think about what Hasbro might want to do with those products, ie. be careful about having Atari products up for download. They may justifiably say such activities interfere with their ability to make a profit, even if the activities are without profit motive.
Russ

960. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <35088366.175E7030@aol.com>
Source record: 4999
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Guys,

In all seriousness, the Jaguar is DEAD, it will not be revived, there
wont be a Jag II, forget any hopes on that, there is a possibility
(slim) for the Lynx though. If there will be
a console system it will be a Project X console or this rumor of a 68040
console, but
guys get it through your heads, Jag is DEAD. I love my Jag but its
DEAD. Look for
Retro PC Atari titles and titles for other systems, and hope for a
Project X licensing with
Atari on the case and Atari Retro Project X software, THAT is the only
reality here.

We all love the Jag, but it is DEAD, get used to it, no Jag in the
future.

Perhaps the Atari 26000 ??? Maybe.

Curt

961. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Sal Manfredonia <hysteria@gti.net>
Message-ID: <6ea3ujldb1@usenet76.supernews.com>
Source record: 5000
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote in message <6e9mh1$i4a@james.hwcn.org>...
>Speculation: (in order of likely-hood)
>
>1) Hasbro plans to make a new toy that incorporates technology for which
>Atari owns the patent so they bought to Atari assets to avoid any lisencing
>difficulties.

I doubt it. After all, why pay $5 million for all of the rights just to
avoid licensing one of Atari's patents? Nintendo, Sega, and Sony are always
bumping into one or more of Atari's patents every day, yet this doesn't
bother them one bit.

>2) Hasbro is only interested in the game franchises so that they can make
>games for other systems using Atari owned characters and lisences.

I think this is the most likely possibility, myself.

>Fantasy: (In order of what I'd most wish for)
>
>1) Atari will be fully revived and once again take it's rightful place
>as a leader and innovator in the computer and video games industry.

I'm with you 100% on this one! :)

Sal Manfredonia (hysteria@gti.net)
http://www.gti.net/hysteria
"Your influence counts...use it!" -- Bob Grant

962. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Sal Manfredonia <hysteria@gti.net>
Message-ID: <6ea4nambp1@usenet76.supernews.com>
Source record: 5001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Hallvard Tangeraas wrote in message <350807de4b7ec81@post1.com>...
>Can you all please stop crossposting this discussion to all the Atari
>groups and use the "advocacy" group for this?
>
>I'm posting this from the "comp.sys.atari.st" group which is intended for
>discussions on the use of the Atari ST series, not who owns which stocks
>etc..

I apologize if this sounds rude, as I don't intend it that way.

What amounts to the changing of hands of Atari ownership, IMHO, is pretty darn relevant to any Atari-related newsgroup. I would imagine that most Atari fans were elated at the news. Even though I don't know what plans Hasbro has for their newly acquired Atari properties (which, BTW, does include the ST line), I'd bet my bottom dollar that it's a whole hell of a lot more than what JTS has done.

I don't blame anyone one bit for crossposting. To an Atari aficionado, this is front page news; it deserves to be seen by anyone who shares even a remote interest in anything to do with Atari.

Sal Manfredonia (hysteria@gti.net)
http://www.gti.net/hysteria
"Your influence counts...use it!" -- Bob Grant

963. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ea93r$hc2$1@nnrp1.dejanews.com>
Source record: 5002
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e9mh1$i4a@james.hwcn.org>,
ad329@james.hwcn.org (Chris Cracknell) wrote:
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.
>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.
>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.
>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.
>
> 2) Hasbro wants to make a very cheap hand held game machine. What they
> make is actually a small, portable Atari 7800 with a built in backlit
> LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
> games which sell for 50 cents each and the hand held unit itself sells
> for under $30.
>
> Okay, so let's here your speculations and fantasies as to what this
> buyout of the Atari assets will mean.
>

Yea...And Commodore will rise from the ashes..

> CRACKERS
> (Exciting news from hell!!!!!!)

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

964. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
Source record: 5003
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Wow... A once million dollar business, Atari has been sold for a mere
$5,000 US... the once powerful dominator of the 80s video game industry
has been reduced to $5,000... Do you know what Hasbro plans for the Atari
Fuji symbol et al?

Alan
University of Toronto
Computer Science, Management and Economics

965. Re: STinG and Mint => Privilege Violati

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <6e7967$g4q$1@news2.isdnet.net>
Source record: 5069

On 17 Feb 1998 11:22:30, Peter Rottengatter wrote:

>> For testing my WEB server sHTTPd with long filename, I have try to run STinG
>> with Mint, but all servers, clients and CPX run a privilege violation error!
>> I have try to set STING.PRG in global memory but nothing is better :(
>
>Why don't you read the FAQ ? It's all explained there. Due to insufficiencies
>in MiNT, every AUTO program that bends system vectors needs to run *after*
>MiNT in the AUTO folder ! This holds for STinG too.

Maybe because is in english :) thank you.

Best Regards,
Olivier.

From Boulogne Billancourt FRANCE

Atari STe 4Mo
Atari Falcon 14Mo
Macintosh classic ;)
IntraNet STinG/PPP/Masquerade

Fido : 2:325/3.50@fidonet.org
email : res1@vcf-com.fr
web : http://services.worldnet.net/vcf-com/ (194.2.128.248)
---

966. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <6e7dt7$5vr$1@winter.news.erols.com>
Source record: 5070
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Didn't Hasbro already inherit the corpse of Coleco? Fifteen years after the 1982 home video game wars, the two big players end up as bunkmates. :)

--

Jay Tilton
tiltonj@erols.com

967. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6e7gc3jbp1@news1.Radix.Net>
Source record: 5071
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

```
: 5 million is chump change for Hasbro, especially after just having
: purchased Tiger Electronics last month (Feb 9th) for 335 million.
: Which leads me to....

Atually, for all that Atari embodies, $5 million is dirt cheap. The
question is, did they finally get rid of the Tramiel family...

: My conspiratorial mind is highly curious if there might end up being
: some form of game.com / Atari collaboration now. Perhaps use the Lynx
: technology to give the Com a much-needed shot in the arm?

Why would they want to do something with the Lynx, although it probably
was the cheapest portable game technology they could get, could make them
cheap now...

: Why wait months when we can start now? :)

Basically I see three scenarios....

1) They wanted the games, to follow the froger path...
2) They wanted the name for a new game system or other application...
3) They couldn't pass on the price with all of the pack ins they are
getting.... all of Ataris technology and patents for the last 20 years....
```

968. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35074de0.1211135@news.tmisnet.com>
Source record: 5072
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:

>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari.

Somehow, the "Hasbro Falcon030" just doesn't have
the same cachet. (I'd even prefer a "Wizztronics
Falcon030", come to think of it!)

-- George Crissman
-- strads@tmisnet.com

Atari Falcon Resources
http://www.tmisnet.com/~strads/hq/atari.html

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

969. Press Any Key....

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35074ac0.410905@news.tmisnet.com>
Source record: 5073
Cross-posted to: comp.sys.atari.programmer,comp.sources.atari.st

Greetings!

There was a recently-posted request that
programs should stop after printing text
to the screen (when exiting) so the user
could view the information before the
desktop reappears.

After some toying around with a variety of
commands, I've come up with a fairly-simple
(although heavily commented!) demonstration
function called pause_here(). It won't stop
existing programs, but programmers developing
new software will find this code easy to
implement.

It recognizes any user's keypress (even the
wiseguys who press SHIFT or CONTROL) with the
exception of CAPS LOCK, which apparently only
connects to the IKBD processor and not to the
Central Processing Unit. As a bonus, it will
recognize mouse clicks, as well.

A compiled GEM program containing this
function will be posted as "Two Bit Tutorial
Number 1" (probably in the binaries group)
soon. It will NOT need a resource (*.RSC)
file for proper operation, so don't worry
that it doesn't have one! (You can rename
it PAUSE.TOS, if the lack of a resource
file causes problems.)

-- George Crissman
-- strads@tmisnet.com
-- March 11, 1998

Internet Data Mining -- The Perfect Way To Dig For Data!
http://www.tmisnet.com/~strads/index.html

-- Source Code From 2B_TUT01.ZIP --

```
/***************** pause_here *****************/
/* Waits For Any Keypress (Except CAPS LOCK), */
/* Or Any Mouse Button Press. Uses GEM Text */
/* Mode, Typically Available During System */
/* Boot And Program Termination. */
```

```
/* */
/* Bconstat() and Bconin() are capable of */
/* recognizing ALL keypresses except for */
/* CAPS LOCK. Cconis(), Cconin(), Cconrs(), */
/* and evnt_keybd() ignore a variety of keys *
/* such as: F1-F10, RETURN, ENTER, HELP, */
/* UNDO, arrow keys, DELETE, INSERT, and */
/* CLRHOME. */
/* */
/* Note -- To enhance readability: explicit */
/* comparisons are shown ( x == y ), "if" */
/* blocks are surrounded by { } even though */
/* not required for single statements, all */
/* fixed numbers have been #defined, and */
/* there are absolutely way too many comments.*/
/* */
/* George Crissman March 11, 1998 */
/* C-Lab Falcon MKII GEM/TOS Lattice C 5.6 */
/*********************************************/

/* Duplicate List of #defines for reference purposes:
*
* #define CON_PORT 2 Console / Keyboard Identification
* #define KEY_PRESSED -1
* #define NONE 0 May Be Omitted, Defined In AES.H
* #define TRUE 1
*/

void pause_here()

{ int key_qty = NONE ; /* Count Of Characters Pressed On Keyboard */
int shiftcode = NONE ; /* User Presses SHIFT, CTRL, or ALT */
int mousecode = NONE ; /* Mouse Button Press */
int mouse_x ; /* Mouse X Position On Screen */
int mouse_y ; /* Mouse Y Position On Screen */

long kb_status = (long)NONE ; /* Is Keypress Waiting For Input? */
long user_input = (long)NONE ; /* Information Received From User */

char *key_message = "Press <any button> on the keyboard or
mouse.\r\n" ;

/* Note: v_enter_cur is NOT USED since it clears the screen, */
/* defeating the purpose of stop-and-look-at-the-output. */

v_hide_c( scrn_handle ) ; /* Remove Mouse Pointer From Display */
v_curtext( scrn_handle, key_message ) ; /* Message On Screen */
v_show_c( scrn_handle, TRUE ) ; /* Restore Mouse Pointer */

/* Loop Waits For User To Respond */
while( key_qty == NONE && shiftcode == NONE && mousecode == NONE )
{ /* Check For Keypress */
kb_status = Bconstat( CON_PORT ) ; /* Is Keypress Waiting? */
```

```
if( kb_status == (long)KEY_PRESSED ) /* If so... */
{ key_qty++ ; /* Character Waiting Increments Counter */
user_input = Bconin( CON_PORT ) ; /* Clear Keypress */
}
/* Check For Shift, Control, Alternate Keypress */

vq_key_s( scrn_handle, &shiftcode ) ;

/* Check For Mouse Button Press */
vq_mouse( scrn_handle, &mousecode, &mouse_x, &mouse_y ) ;
}
}
```

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

970. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7k9g$40h@sjx-ixn5.ix.netcom.com>
Source record: 5074
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <6e6vssbfp1@news1.Radix.Net> kws@Radix.Net (Keith Scroggins)
writes:
>
>Now, the question is, will Hasbro Interactive do anything worthwhile
with
>Atari. I did notice that the computers were specifically listed as
being
>part of the deal. It makes me curious that they specifically
mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is

>some plan to use this for something? I mean, $5 million for Atari is
a
>good chunk of money. I wonder who we can get to tell more of this
deal.
>Sure enough $5 mil is not worth it for Atari's management......
>
>Maybe Hasbro has a game system in the works and wants to use the Atari

>label.......
>
>I'm sure in the coming months rumors will start to appear everywhere!
>
Well, it is a possibility that Hasbro could distribute Project X units
made by an outside vendor and choose to use the Atari name...

971. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7lg2$gjd@sjx-ixn11.ix.netcom.com>
Source record: 5075
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
writes:
>
>5 million is chump change for Hasbro, especially after just having
>purchased Tiger Electronics last month (Feb 9th) for 335 million.
>Which leads me to....
>
>>Maybe Hasbro has a game system in the works and wants to use the
Atari
>>label.......
>
>My conspiratorial mind is highly curious if there might end up being
>some form of game.com / Atari collaboration now. Perhaps use the Lynx
>technology to give the Com a much-needed shot in the arm?
>
This makes sense too. First of all the Lynx is by no means outdated
considering how far handheld consoles go these days. Secondly no one
seems to want a Tiger Game.com, maybe they want and Atari Game.com.
Secondly, purchasing two game companies leads me to believe they have
something planned. Perhaps Hasbro will make a console, portable or
standard (or even liscense Project X) and use technology from both
companies or names to form something.

972. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7lnq$nuf@dfw-ixnews12.ix.netcom.com>
Source record: 5076
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <35074de0.1211135@news.tmisnet.com> strads@tmisnet.com (George
Crissman) writes:
>
>On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>
>>Now, the question is, will Hasbro Interactive do anything worthwhile
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>>Atari.
>
>Somehow, the "Hasbro Falcon030" just doesn't have
>the same cachet. (I'd even prefer a "Wizztronics
>Falcon030", come to think of it!)
>
I would think the want the Atari name perhaps for something else. Maybe
they want to release the Jaguar 2 and try to beat Playstation, in
theory it is more powerful than current consoles and could compete with
the next according to the few rumors surrounding it.

973. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3507A445.AED6E4D2@erols.com>
Source record: 5077
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Curt Vendel wrote:

> Hello to all,
>
> I was given an email earlier this morning from an individual who
> gave me a link for the Techstocks website, within the website it
> reference that JTS had filed an 8K form for the sale of assets,
> specifically Atari to Hasbro Interactive.
>
> I decided the only way to know for sure if this was fact or fiction
>
> was to go to the source, since JTS is a publicly traded I went to the
> SEC site at www.sec.gov
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type
> in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the
> sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!
>
> Its real, its true and its official, Atari has been
> sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
> Curt Vendel
> Atari Prototypes & Vaporwares Site
> www.atari.nu

Thanks for the info. I read the document and one very interesting part
is
the fact that Hasbro will take the rights to the website domain
"atari.com"
It looks like Hasbro will be using the name Atari for something, but
what
that might be is still up for speculation.

When Atari bought into JTS there were many who said that Atari was DEAD!

It definately looks like some restoration will be happening.

Thank you Hasbro in advance for whatever you may do!

Patrick Mulvey
Pres. LIAUG

(and thanks again Curt!)

974. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: "Harold Alley Jr." <ataripc@2die4.com>
Message-ID: <35078754.7B15E565@2die4.com>
Source record: 5078
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:

> In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
> writes:
> >
> >5 million is chump change for Hasbro, especially after just having
> >purchased Tiger Electronics last month (Feb 9th) for 335 million.
> >Which leads me to....
> >
> >>Maybe Hasbro has a game system in the works and wants to use the
> Atari
> >>label.......
> >
> >My conspiratorial mind is highly curious if there might end up being
> >some form of game.com / Atari collaboration now. Perhaps use the Lynx
> >technology to give the Com a much-needed shot in the arm?
> >
> This makes sense too. First of all the Lynx is by no means outdated
> considering how far handheld consoles go these days. Secondly no one
> seems to want a Tiger Game.com, maybe they want and Atari Game.com.

AtariGames.com is own by Atari Games Corporation a subsidiary of
Bally/Midway

975. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35078F75.129D629D@NO.SPAM.emw.ericsson.se>
Source record: 5079
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

George Crissman wrote:
>
> On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>
> >Now, the question is, will Hasbro Interactive do anything worthwhile with
> >Atari.
>
> Somehow, the "Hasbro Falcon030" just doesn't have
> the same cachet. (I'd even prefer a "Wizztronics
> Falcon030", come to think of it!)

Hehehee.. I'm not sure I like any of them. Someone wanted to start some rumors, here is one. I guess you all know of VM-Labs which are supposed to cooperate with a number of big companies. I have no idea what Hasbro does, but maybe JHasbro+VM-Labs have something to do with this as well? :-)

Another possibility would be that it would be esier for a seconde company to buy out the computer part and TOS. As they sold the whole shit for 5 mill, I guess the computer part would be very cheap as I guess this is not what they were after in the first place.

Well, maybe IBM could buy the computer and release a PPC TOS box, or Compac or Dell could buy it just for the fun to rival Gateway2000? The price for the computer part would be a fart in space for those guys. :-)))))

Anyway, here you are.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

976. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <350795B3.C7E5C688@NO.SPAM.emw.ericsson.se>
Source record: 5080

```
Levien van Zon wrote:
>
> Magnus Kollberg (magnus.kollberg**@**emw.ericsson.se) wrote:
>
> : Talking about VBLs, will you even have a correct VBL with a graphics
> : card?
> : I can't imagine that the Nova card can provide a true VBL, or can it? I
> : would guess that you will get the "old" VBL and not the VBL from the
> : Nova card.
>
> Wasn't there some kind of "VBL emulation" on the Falcon as well?

That is the point. With a Nova card you wont even get a useable VBL so
you can't make games which runs on graphics cards to use the VBL like
Peter said, or whoever it was talking about VBLs.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

977. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Kent Johansson <midwinter@hotmail.com>
Message-ID: <01bd4d9f$44010be0$0500a8c0@kent2>
Source record: 5081
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Keith Scroggins <kws@Radix.Net> wrote
> part of the deal. It makes me curious that they specifically mentioned
> the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> some plan to use this for something? I mean, $5 million for Atari is a

If they aren't intrested in the computer line or TOS, perhaps we can see
TOS under a open license or even freely aviable. The same goes for the
hardware schematics, sadly there isn't much money left in a computerline
that was abadoned some 5 years ago, even if one as a enthusiast like myself
don't like that fact. Today people buys a PC not a homecomputer... ;-(But
perhaps Hasbro are more open than JTS where.

Just my 2 cents.

Regards..

//Kent Johansson

978. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: warday@ultranet.com
Message-ID: <3507b8fb.1889200@news.ma.ultranet.com>
Source record: 5082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

>I thought I recently heard that Hasbro was laying off several hundred
>employees and closing a plant. I wonder if the Atari purchase has anything
>to do with this. Could be a refocusing of their management's vision.
>Hmmm... an Atari web-box? No reason you can't sell one today for $99.

i believe those lay offs were planned to come at the factory in rhode
island. though i doubt that really has anything to do with the atari
purchase.

~chris

979. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: grayc@btm0qt.se.bel.alcatel.be
Message-ID: <GRAYC.98Mar12145308@btm0qt.se.bel.alcatel.be>
Source record: 5083
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com> Curt Vendel <cvendel@aol.com> writes:

> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!

You're just jealous Curt, because you didn't buy it for yourself. :)

(BTW the checque for the Riebl card is In The Mail. At last.)

--

Chris Gray

980. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e976t$2un@dfw-ixnews9.ix.netcom.com>
Source record: 5084
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

It occurs to me that if we all pooled our money together, WE could have
bought Atari! C'mon guys, 50 of us with $100K a piece could do it.

Chris

Curt Vendel wrote in message <3506DA34.FB7D3F06@aol.com>...
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.

981. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9ejs$t1u$1@nnrp1.dejanews.com>
Source record: 5085
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e72eb$9u9@dfw-ixnews7.ix.netcom.com>,
"Johnny Zymurgy" <thehelmet@hotmail.com> wrote:
>
> I thought I recently heard that Hasbro was laying off several hundred
> employees and closing a plant. I wonder if the Atari purchase has anything
> to do with this. Could be a refocusing of their management's vision.

The layoff had to do with Hasbro doing away with unprofitable toy lines and
closing down an out of date factory. Nothing that doesn't happen from time to
time.

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

982. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9cti$rk1$1@nnrp1.dejanews.com>
Source record: 5086
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <3506DA34.FB7D3F06@aol.com>,
Curt Vendel <cvendel@aol.com> wrote:
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!

Which was probably paid from the profits from Frogger alone.
>
> Its real, its true and its official, Atari has been
> sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

Whew! i want to say that I dont care if Hasbro does nothing with Atari. Just so long as Atari didn't die at the hands of the Trameils!!!! I hope this all works out and Atari escapes to Hasbro. JTS is about to be eaten by stockholders.

Rob Merritt

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

983. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9dqn$s93$1@nnrp1.dejanews.com>
Source record: 5087
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <3507211e.27174297@news.vt.edu>,
slight@bev.net wrote:

> 5 million is chump change for Hasbro, especially after just having
> purchased Tiger Electronics last month (Feb 9th) for 335 million.
> Which leads me to....
>
> >Maybe Hasbro has a game system in the works and wants to use the Atari
> >label......
>
> My conspiratorial mind is highly curious if there might end up being
> some form of game.com / Atari collaboration now. Perhaps use the Lynx
> technology to give the Com a much-needed shot in the arm?
>
> >I'm sure in the coming months rumors will start to appear everywhere!
>
> Why wait months when we can start now? :)

Yeah, why not? :) Seriously. not more than three months ago I was reading that Atari and the logo is still one of the most reconized brand names in the world. On par with Coke, and RCA. My pet theory is has Hasbro interactive/Tiger will become Atari for name awareness purposes. Rumors about a year ago were running around that Tiger was developing a console system. I imagine that, even with the bad press Atari has gotten, an Atari system will sell better than a Tiger system. In the short term, I imagine that we'll see retro games with Atari on it. Let me throw a few more logs in the rumor mill. (Mostly from speculation) 1. Notice that midway and WMS were spliting up? I wonder if Atari Games will come available for sale? hmmmmm... 2. Everyone is saying Project X. I think if that was the case, next Generation would be crowing louder. They know who the Project X partners are already. Oh the other hand, maybe thats why they didn't want to say to much back in Janurary. in either case, I'm sure we'll hear it there first. 3. Yars Revenge X... <drool>

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

984. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9e7sslg1@nnrp1.dejanews.com>
Source record: 5088
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <35078754.7B15E565@2die4.com>,
"Harold Alley Jr." <ataripc@2die4.com> wrote:
> AtariGames.com is own by Atari Games Corporation a subsidiary of
> Bally/Midway

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

985. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9ebmsom1@nnrp1.dejanews.com>
Source record: 5089
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e7gc3jbp1@news1.Radix.Net>,
kws@Radix.Net (Keith Scroggins) wrote:
>
> Atually, for all that Atari embodies, $5 million is dirt cheap. The
> question is, did they finally get rid of the Tramiel family...
>

I'm having visions: "Jack, while you were out of the office...."

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

986. Re: Press Any Key....

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980312203356809 56@zetnet.co.uk>
Source record: 5090

Hi

> There was a recently-posted request that
> programs should stop after printing text
> to the screen (when exiting) so the user
> could view the information before the
> desktop reappears.

Sounds like a reasonable request to me.

> After some toying around with a variety of
> commands, I've come up with a fairly-simple
> (although heavily commented!) demonstration
> function called pause_here(). It won't stop
> existing programs, but programmers developing
> new software will find this code easy to
> implement.

I would be supprised if anyone producing
(useful) software couldn't code their own
"wait key" routine...

> /* and evnt_keybd() ignore a variety of keys *
> /* such as: F1-F10, RETURN, ENTER, HELP, */
> /* UNDO, arrow keys, DELETE, INSERT, and */
> /* CLRHOME. */

Actually, thats not true, it works fine here (just different, as they
all have an ASCII code of zero - you have to use scancode instead).

Anthony
--
PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
--+-------------------------------
Anthony Jacques IRC: AnthonyJ |
| Please read the latest update
jacquesa@zetnet.co.uk | to my WWW pages and comment...
http://www.users.zetnet.co.uk/jacquesa/ |
--+-------------------------------

987. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9ir2$sug@dfw-ixnews3.ix.netcom.com>
Source record: 5091
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <35077385.59E2@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>As for a new Atari console... I wonder if Hasbro is a Project X
>licensee?
>
I had a few thoughts of this myself, will they perhaps distribute them
under that Atari name? I heard Phillips was interested in the Atari
name for Project X, would they liscense its use from Hasbro?

988. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9j1q$fn5@sjx-ixn4.ix.netcom.com>
Source record: 5092
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <3507A445.AED6E4D2@erols.com> Patrick Mulvey <pmulvey@erols.com>
writes:
>
> Thanks for the info. I read the document and one very interesting
>part
>is
>the fact that Hasbro will take the rights to the website domain
>"atari.com"
>It looks like Hasbro will be using the name Atari for something, but
>what
>that might be is still up for speculation.
>
Thats true, I suppose they could have let the site die if they had no
use for it, but since they took the site it would seem that they plan
on using it for something. I also noticed if I try to go to
http://www.atari.com it just sits hangs, claiming it is connecting, but
nothing becomes of it.

989. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9j4t$ck0@dfw-ixnews8.ix.netcom.com>
Source record: 5093
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

```
In <35078754.7B15E565@2die4.com> "Harold Alley Jr." <ataripc@2die4.com>
writes:
>
>
>
>BELJAN E wrote:
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>> In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
>> writes:
>> >
>> >5 million is chump change for Hasbro, especially after just having
>> >purchased Tiger Electronics last month (Feb 9th) for 335 million.
>> >Which leads me to....
>> >
>> >>Maybe Hasbro has a game system in the works and wants to use the
>> Atari
>> >>label.......
>> >
>> >My conspiratorial mind is highly curious if there might end up
being
>> >some form of game.com / Atari collaboration now. Perhaps use the
Lynx
>> >technology to give the Com a much-needed shot in the arm?
>> >
>> This makes sense too. First of all the Lynx is by no means outdated
>> considering how far handheld consoles go these days. Secondly no one
>> seems to want a Tiger Game.com, maybe they want and Atari Game.com.
>
>AtariGames.com is own by Atari Games Corporation a subsidiary of
>Bally/Midway
>
I was referring to the Tiger Game.com console perhaps being renamed as
something dealing with Atari since they are not selling well.
```

990. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6e9k1v$8mq@james.hwcn.org>
Source record: 5094
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com>, Curt Vendel <cvendel@aol.com> wrote:
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.
~^~^~^

991. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9jdp$cqh@dfw-ixnews8.ix.netcom.com>
Source record: 5095
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <01bd4d9f$44010be0$0500a8c0@kent2> "Kent Johansson"
<midwinter@hotmail.com> writes:
>
>Keith Scroggins <kws@Radix.Net> wrote
>> part of the deal. It makes me curious that they specifically
mentioned
>> the computers (8-bit, ST, Falcon, and TOS), so does that mean there
is
>> some plan to use this for something? I mean, $5 million for Atari
is a
>
>If they aren't intrested in the computer line or TOS, perhaps we can
see
>TOS under a open license or even freely aviable. The same goes for the
>hardware schematics, sadly there isn't much money left in a
computerline
>that was abadoned some 5 years ago, even if one as a enthusiast like
myself
>don't like that fact. Today people buys a PC not a homecomputer... ;-(
But
>perhaps Hasbro are more open than JTS where.
>
>Just my 2 cents.
>
I would guess JTS was too strapped for cash to try to do anything with
Atari. Perhaps that is why they were not open with Atari, they wanted
to liscense stuff to make money.

992. Re: Atari Has been Sold (10% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-12 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e9op9jg1@dartvax.dartmouth.edu>
Source record: 5096
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

So perhaps we should petition Hasbro to make some of the old Atari
8-bit and ST stuff freeware.

Maybe make the custom chip details public, and license theem for free
non-comercial (or limited production, say under 1000 units) use.

Perhaps relase the source for the various operating systems under
something like the Netscape Public License.

I think we should think about what they could do that would:
a) make us hobiests happy
b) not provide any advantage to their competitors
c) not deprive them of potential future revenue
d) not cost them much of anything to release

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

993. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <3508b8ef.331031654@news.pacbell.net>
Source record: 5004
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:

<snip>
> $5 million for Atari is a good chunk of money.

Um, a lot of video games there days are costing $3 million, so $5 mil
for an entie library of assets, patents, titles and a name is chicken
feed.

994. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Message-ID: <6eaen3$i5@bgtnsc02.worldnet.att.net>
Source record: 5005
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:

> Why would they want to do something with the Lynx, although it probably
> was the cheapest portable game technology they could get, could make them
> cheap now...

The Lynx is probably one of the primary reasons for the purchase. It's not really outdated when you compare it to the LameBoy.

You all might want to check out Jaguar Interactive II. There's someone there (who I believe is from Hasbro) posting much information on this deal. The Lynx is definitely part of it too...

http://www.atarihq.com/cgi-bin/cgiwrap/atarihq/jag/postit.cgi

---
			Greg George
			Editor, The Atari Times(US)
/	\ greggeorge@worldnet.att.net
ATARI
TIMES http://www.geocities.com/TimesSquare/Arcade/8341
FREE! http://venus.beseen.com/boardroom/c/17653/Date
---

995. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <35091e15.80649375@news.erols.com>
Source record: 5006
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>Wow... A once million dollar business, Atari has been sold for a mere
>$5,000 US...

Missed it by a few orders of magnitude. Five million dollars.
--
Jay Tilton
tiltonj@erols.com

996. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebca9jlj8@nets3.rz.RWTH-Aachen.DE>
Source record: 5007
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games

In article <3506DA34.FB7D3F06@aol.com>, Curt Vendel <cvendel@aol.com> says:
>
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.
>
> I decided the only way to know for sure if this was fact or fiction
>was to go to the source, since JTS is a publicly traded I went to the
>SEC site at www.sec.gov
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
>JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
>of most Atari assests to
>Hasbro for (GET THIS!!!) only $5,000,00!!!
>
>
>Its real, its true and its official, Atari has been
>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>Curt Vendel
>Atari Prototypes & Vaporwares Site
>www.atari.nu

OOOOOOOOOOH YES!!!

CU Mathy Van Nisselroy

PS isn't it ironic. We're finally a GAME COMPUTER :-)

997. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6ebie5$cf4@balaena.bio.vu.nl>
Source record: 5008

Anthony Jacques (jacquesa@zetnet.co.uk) wrote:

: > Can a 060 do 100Mhz?
: I assume so, as thats what Peter keeps quoting (isn't it double-clocked 50Mhz?)

That sounds more likely...

: > : PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
: >
: > That desperate, eh?

: You haven't read the update then, I take it.

I have read it, and commented on it as well (monday, I believe)...

: I have been *seriously* questioning whether to stay with the Atari,
: or to jump ship, and wanted to know peoples opinions on the subject...
: I am still interested in comments, although I have 99% decided which
: route to go...

Well, I can't blame you, whatever you do :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Rules for Academic Deans:
(1) HIDE!!!!
(2) If they find you, LIE!!!!
-- Father Damian C. Fandal

998. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <35095760.635E@volcano.net>
Source record: 5009
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
>
> Speculation: (in order of likely-hood)
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

You let a couple of fantasies slip onto your speculation list...

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick
The Classic Microgames Museum
http://www.angelfire.com/ca/themav/micind.html
The Macho Women with Guns Homage Page
http://www.geocities.com/TimesSquare/Lair/6747

999. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <35096B42.2874@ticon.net>
Source record: 5010
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Alan Christie wrote:
>
> Wow... A once million dollar business, Atari has been sold for a mere
> $5,000 US... the once powerful dominator of the 80s video game industry
> has been reduced to $5,000...

For $5000, one of us would have bought it ;-)

You forgot to add a few zero's to that figure. The Atari name definately
has some worth left in it. Hopefully with the renewed interest in
classic
gaming, Hasbro will capitalize on this. We'll see what happens though...

-Frank

1000. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3509b0ce.1219847@news.tmisnet.com>
Source record: 5011
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Actually, the management at Hasbro has been
amazed at the tenacity and loyalty of Atari
owners and figures they could add to their
core customer base of reliable shoppers that
will stick with them through thick and thin.

-- George Crissman
-- strads@tmisnet.com

On 12 Mar 1998 17:10:41 -0500, ad329@james.hwcn.org (Chris Cracknell)
wrote:

>In article <6e6vfq$pv2$2@gte1.gte.net>, John Schnittker <jschnitt@gte.net> wrote:
>>I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
>>division and home console games division. Hehe MAybe we'll see a new
>>atari console; then again maybe not hehehe.
>~^~^~^

>
>1) Atari will be fully revived and once again take it's rightful place
>as a leader and innovator in the computer and video games industry.
>
>2) Hasbro wants to make a very cheap hand held game machine. What they
>make is actually a small, portable Atari 7800 with a built in backlit
>LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
>games which sell for 50 cents each and the hand held unit itself sells
>for under $30.
>
>Okay, so let's here your speculations and fantasies as to what this
>buyout of the Atari assets will mean.
>
> CRACKERS
> (Exciting news from hell!!!!!!)
>
>--
>
>Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
>*NEW CrAB URL* http://www.hwcn.org/~ad329/crab.html ***| \^^/
>Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1001. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3509af2a.800156@news.tmisnet.com>
Source record: 5012

I've found a bit more information on customizing
menu bar entries in the Mark Williams Resource
Compiler documentation. Apparently, you can
dynamically change a defined menu bar into a form
and back again.

After changing it to a form, the strings can be
changed to icons. When done, just change it back
to an icon. Perhaps I'll dig my 520ST out of
storage and give it a try.

-- George Crissman
-- strads@tmisnet.com

On Mon, 09 Mar 1998 00:21:32 GMT, strads@tmisnet.com (George Crissman)
wrote:

>There was a Clever Hack in the past, in which you
>placed the string as the menu entry, then edited
>the entry, changing it from the "string" object to
>an "icon" object.
>
>I've forgotten the details, but maybe this will
>trigger someone else's memory...!
>
>-- George Crissman
>-- strads@tmisnet.com
>
>The San Diego Trolley -- Under Budget, Ahead of Schedule
>http://www.tmisnet.com/~strads/trolley/index.html
>
>
>
>On Sat, 7 Mar 1998 09:41:12 GMT, mb@tos.pl.net (Mario Becroft) wrote:
>
>>Jo Even Skarstein (joska@nuts.edu) wrote:
>>
>>: Is it possible to use both a icon and a string as a meny-entry? And if
>>: so, how?
>>
>>You can simply place an icon in a menu, in the same way that you would
>>place it in any other form. You may have problems when the icons are not
>>scaled for different font sizes etc. I guess it might not be a good idea
>>to put icons in menus at all.
>>

>>--
>>Mario Becroft Auckland, New Zealand
>>mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
>>Tariland, Atari Support in New Zealand _.|o o |_))
>>tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------
>
>The Relationship Stress Test (For Guys) Measures Her Commitment
>http://www.tmisnet.com/~strads/stress/index.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1002. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3509BFCF.5DFD@cfcsc.dnd.ca>
Source record: 5013

Anthony Jacques wrote:
> > : PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...
> > That desperate, eh?
> You haven't read the update then, I take it.
> I have been *seriously* questioning whether to stay with the Atari,
> or to jump ship, and wanted to know peoples opinions on the subject...
> I am still interested in comments, although I have 99% decided which
> route to go...
> Anthony
> PLEASE READ THE UPDATE ON MY WWW PAGES, AND COMMENT...

I did not see this line, else I would have been to your page sooner,...

> ---------------------------------------+------------------------------
> Anthony Jacques IRC: AnthonyJ |
> | Please read the latest update
> jacquesa@zetnet.co.uk | to my WWW pages and comment...
> http://www.users.zetnet.co.uk/jacquesa/ |
> ---------------------------------------+------------------------------
>
As it is I have just read it...
Anthony, if some jerk gets their kicks from someone who has contributed
to the
Atari scene, then what can their opinion worth? maybe they just had a
bad day?
But I would not like to see you go, and I think that I would benefit
from any
coding you may be interested in doing.
You've already done a lot vis-a-vis your extensions for STOS.
About the question of feedback, that's a tough one.
-bug reports
When a program goes wrong on me I usually don't know what is _really_ at
fault. order of programs in auto folder? order of acc's? badly written
software
(acc, or auto prg, or previous prg that left some stuff in memory???)
I am _also_ very busy, and when something doesn't work, I often just
move on
because I have got STuff to do!! The few times I have gotten down to
actually look
at prgs that give me problems, it takes a little time to figure out
whats
running, what _exactly_ goes wrong, what messages are written,
fortunately
Profile2.2 allows me to easily give a snapshot of my system.
-praise

not often enuf really. I remember sending a thank you to Tony Greenwood
on behalf of my nephews for HERO2! but it is not often I thank a
programmer.
so thank you Anthony. regardless of whether or not you stay in the Atari
scene programming.
but I would like to see you continue programming for the Atari scene.

btw, isn't ZControl up to .24? :)

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Collï¿½ge des Forces canadiennes ken.macdonald@taf.ftn.org

1003. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: duvallg@salestech.com
Message-ID: <6ecegr$3hb$1@nnrp1.dejanews.com>
Source record: 5014
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Think about it, guys. Didn't Project X's Jeff Minter state they had the backing of a MAJOR company at some point? Who's to say that major company wasn't HASBRO? If you think like I do, then I think you can start to see some sort of correlation here.

1) Project X is created by a bunch of former Atari Employees and aficiandos.

2) Project X becomes a rality, but is still secret, teasing us with the line: "We have the backing of a MAJOR corporation..." And, they're waiting for the right time to release it.

3) HASBRO buys Atari for $5,000,000. Hasbro is a huge company.

4) Hasbro now has the Atari name, products, trademarks, et al.

Theoretically, Hasbro could be that huge company Project X is signing onto, and they were working between Project X and JTS to get the name and the products so these former employees could use the Atari name on their new Project X. Granted, Atari isn't exactly an unsoiled name in the industry after the Tramiels got done with it, but if Hasbro and Project X can work this properly, I think it'd be a valid shot. This is also considering Hasbro would have the money to do an all-out advertising campaign, comparable to those of Sony and Nintendo. Enter the Lynx. The Lynx never had the following it could have had, and, being a color handheld with more power than any other, Hasbro has the library of games as well as the technology and advertising capability to really kick the Lynx's ass back into the ring. Also, third-party developers would be more inclined to develop for a well-advertised system, because it lowers the possibility of taking a loss on the venture. And...if Hasbro played their cards right, the Atari Jaguar could be resurrected as a 'low-cost gaming alternative' to the current array of systems. Open up the market for public-domain development materials on a larger-scale. It's a marketting idea for geeks, I know, but it'd reap rewards as being educational AND fun. And just think of all the developers that never gave the Jaguar a chance but could really get their name out on a larger scale if the Jaguar was indeed advertised and its games would get published on a regular basis? With a two-tiered philosophy (low-cost vs. premium) including Tiger Electronic's Game.com (low cost), Lynx (premium), Jaguar (low-cost), and the almighty Project X (premium), there's no doubt that they'd reap rewards off such a deal. The right time is now, people.

If this is some sort of underlying conspiracy, let the conspiracy begin!

Regards,
Gary T. DuVall
Sanctuary Internet Design Group

http://www.sidg.net/

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1004. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-13 00:00:00 UTC
From: Richard Mauren <silvadel@eclipse.net>
Message-ID: <3509EABB.E82B15BE@eclipse.net>
Source record: 5015
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

```
Actually for $5000 about 50 of us would be FIGHTING for it :)
```

1005. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <8F4CFA04CEA024B9.867FAB12479C323F.42B572793A69D612@library-proxy.airnews.net>
Source record: 5016

On 11 Mar 1998 23:32:53, Dan Mazurowski wrote:
>John Schnittker wrote:

>Atari does NOT have an arcade division. It's a long story, but the end
>result of it all is that Atari Games, the arcade game maker, is now a
>division of Williams (maker of Defender, Sinistar, etc...).
>
I must have really fallen behind. I thought Atari Games was still a
division of TWI.

-Jared

1006. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6ed2or$iqq@sjx-ixn3.ix.netcom.com>
Source record: 5017
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <3509EABB.E82B15BE@eclipse.net> Richard Mauren
<silvadel@eclipse.net> writes:
>
>Actually for $5000 about 50 of us would be FIGHTING for it :)
>
>
For $5000... I would have called all developers and asked for ports of
everything to Jag....

1007. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350a37df.1748172@news.jagunet.com>
Source record: 5018
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

sinclair2000@earthlink.net wrote:
>
>Yea...And Commodore will rise from the ashes..

Atari is dead. It died when JTS merged with it. The question is, will
a new company called Atari, with the spirt of old, will come into
being. The worse thing that will happen is that the Atari name and
some old Atari games will come out in new updated software titles.
Hasbro isn't a stupid little company.
Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1008. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICOHAFATUP@data.rhein-main.de>
Source record: 5019
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

In <350a37df.1748172@news.jagunet.com> Rob Merritt wrote:

>Hasbro isn't a stupid little company.

That's exaclty what i think. Nobody spends $5Mio Dollar for nothing.
I hope they are firm enough to use the technical base!

Regards, Robert

Atari isn't death. 'Atari' dies with the last user ...
We are the family :)

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1009. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <350c5009.1135659@news.zetnet.co.uk>
Source record: 5020

Hey! Ken Macdonald <macdonald@cfcsc.dnd.ca> wasn't it Fri, 13 Mar 1998
18:22:55 -0500 that you wrote:

>not often enuf really. I remember sending a thank you to Tony Greenwood
>on behalf of my nephews for HERO2! but it is not often I thank a
>programmer.

As a FRREware programmer I have to emphasise that the only reason I
still program on the ATARI is thanks to people like you Ken who do
respond... Because no response = no reason to carry on :)

One email in private makes up for 20 PUBLIC postings about how it
would be better in the trash :)))

Cheers -- Tony Greenwood (Official Filos Examples Programmer)
paxton@zetnet.co.uk URL http://www.users.zetnet.co.uk/paxton/

1010. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: 'remove'tim_k@post2.com
Message-ID: <350a64eb.118756143@news.abs.net>
Source record: 5021
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> but if Hasbro and Project X can work this
>properly, I think it'd be a valid shot. This is also considering Hasbro would
>have the money to do an all-out advertising campaign, comparable to those of
>Sony and Nintendo.

Face facts people. The Lynx, Jaguar, and ST were all better than their
competition, yet all bombed. I got burnt a number of times by buying
Atari. Don't get your hopes up for a new and improved anything with
the Atari name.

Tim

1011. GDOS Fonts, and how to use them!

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6edos8$pl5$1@o.online.no>
Source record: 5022

```
*** TABS to 16 ***

Hi, everybody. I'm in need for some help....again :) I'm trying to
use the vector/outline-fonts provided by NVDI, SpeedoGDOS and similar
system extensions. Now, my problem is that I don't know how to
calculate the advance vector for each font. Take a look at the small
routine below, cause this is the code I use to set up a table with
advance vectors (pixels). My problem is...do I calculate the pixel
offset correctly? The Compendium tells me that to make an integer of
the fix31 number returned by vqt_advance32() can be calculated like
this;

x_integer = (word) ([x_fix31] + 32768 >> 16 )

It nearly works, but not entirely...

;=== Build a width table from the currently set font ===
;D0 = VDI handle
;A1 = Pointer to a table to fill
mfntwtab reg d0-a6
make_fnt_wtab movem.l d0-a6,-(sp)

cmp.l #-2,gdos_v(a6)
beq.s .no_gdos
moveq #0,d1
move.w #255,d2

get_wtab bsr vqt_advance
move.w ptsout+8(a6),d3 ;Get fix31
swap d3
move.w ptsout+10(a6),d3
add.l #32768,d3 ;Is this correct???
swap d3 ;Get rounded integer
move.b d3,(a1)+ ;I hope a byte will do
addq.w #1,d1 ;Next ASCII
dbra d2,.get_wtab
bra.s .exit

;This part work, as if this is executed, GDOS is not
;present, and the cell-width of the current character
;set is used.
no_gdos bsr vqt_attributes
move.w ptsout+4(a6),d3
move.w #255,d2
fill_wtab move.b d3,(a1)+
dbra d2,.fill_wtab
```

```
exit movem.l (sp)+,d0-a6
rts

This is the the steps I do to print a line;

1. Get character from string to print
2. Check if it is a control character (mark-start/mark-end, NULL,.)
If it is, goto 6.
3. Get width of that character and add it (advance) to the width of
the current line
4. Put the character into the intin array
5. goto 1.

6. If NULL, clear rest of line - exit
7. Clear the area these characters are gonna overwrite at X & Y
(vr_recfl)
8. Print the characters in the intin array at X & Y.
9. Switch vdi handle (either normal or inverted display)
10. Add width of printed characters to X
11. Clear the width-variable, then goto 1.

What's wrong, is that the width of the line is not entirely correct.
I suspect it's got something to do with the code above. It's
not VERY wrong, but still...it's wrong :) Seems to be some small
errors in the calculations...Heeelp :)

I could use vqt_extent(), but that would make it hard and the code
slow when finding the correct character under the mouse-pointer,
updating cursor, and so on... so I would rather not...

Oh, and.. to use the advx, advy, xrem and yrem returned by the
vqt_advance() call, the compendium says that the x/yrem values are
reminder values as a modulus of 16384. Could someone please explain
this to me in detail?? I tried this too, but couldn't make any sense
out of it.

Any help is appreciated..Thanks.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1012. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: The Lamberts <unicorn@NOSPAM!.ibm.net>
Message-ID: <350a6fd0.0@news1.ibm.net>
Source record: 5023
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Rob Merritt wrote:
> Atari is dead. It died when JTS merged with it. The question is, will
> a new company called Atari, with the spirt of old, will come into
> being. The worse thing that will happen is that the Atari name and
> some old Atari games will come out in new updated software titles.
> Hasbro isn't a stupid little company.

The problem with everyone's speculations as to whether or not "Atari" can rise from the ashes is...public perception. I spent 13 years as a video game/computer software store manager. Up until a year and 1/2 ago. Problem is that right now the public, by and large, perceive the company called "Atari" (and they DON'T know the difference between Midway's Atari and Hasbro's Atari!) is for the most part a has-been company. An outfit that makes sucky products that are now being cleared out for $50 per console at a toy store chain. A company that used to be cool, but can no longer cut the mustard.

Obviously, NOT MY OPINION. But, realistically, the opinion of the vast majority of folks who spend $$$$$'s out there, and aren't "in the know". Mention Atari to anyone who owns a PSX or N64, and they start talking about the VCS they have in their attic. They would not dream that you could be talking about anything after that!

Obviously, for the name "ATARI" to become a powerhouse name once more, it will take more than a cook, killer console. It will take lots of well-done PR, probably in "stealth" mode (the public can't be aware that they're trying to have their hearts won back over to the name once more). Part of me thinks it will be much, MUCH easier to turn a new, different name into a powerhouse than it will be to find a way to rehabilitate the public's opinion's of an outfit called "Atari".

No, Hasbro will do much better pushing the trademarks of the GAMES that have names that folks fondly remember: Centipede, Warlords, Asteroids, etc. Even Yar's Revenge (which started life as a Star Castle home version) is still held in high regard with many folks going down memory lane. New versions or collections with these have a much better chance of making back the 5 mill that Hasbro spent, IMHO. Unless the public starts getting tired of the new 90's versions of old games. How far can that go, exactly?

DAVE
--
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~~(______) / \ === ===== == == ==
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~ / / / / \___ ======= ====== == ==
unicorn AT ibm DOT net DAVID/STEPHANIE/STEPHEN LAMBERT
```

1013. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6eea78ejm1@nnrp1.dejanews.com>
Source record: 5024
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350a37df.1748172@news.jagunet.com>,
robertm@jagunet.com (Rob Merritt) wrote:
>
> sinclair2000@earthlink.net wrote:
> >
> >Yea...And Commodore will rise from the ashes..
>
> Atari is dead. It died when JTS merged with it. The question is, will
> a new company called Atari, with the spirt of old, will come into
> being. The worse thing that will happen is that the Atari name and
> some old Atari games will come out in new updated software titles.
> Hasbro isn't a stupid little company.

Don't tell me that Hasbro is going to reintroduce the Jag console in it
current technelogical form considering that the Playstation kicks it and now
is in it's last legs of the product life cycle.

> Rob Merritt
> My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
> My Toy page starring Micronauts and
LegoBlocks:http://www.jagunet.com/~robertm/micro.html
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1014. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6ee973$7vf@bgtnsc03.worldnet.att.net>
Source record: 5025
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:
>
> Now, the question is, will Hasbro Interactive do anything worthwhile with
> Atari. I did notice that the computers were specifically listed as being
> part of the deal. It makes me curious that they specifically mentioned
> the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> some plan to use this for something? I mean, $5 million for Atari is a
> good chunk of money. I wonder who we can get to tell more of this deal.
> Sure enough $5 mil is not worth it for Atari's management......
>
> Maybe Hasbro has a game system in the works and wants to use the Atari
> label.......
>
> I'm sure in the coming months rumors will start to appear everywhere!
>

What really gets me is they seem to have paid $5 million for $45 million
in Atari debt (and of course, the technology). They _really_ paid $50
million for the assets. They are obviously planning to do something real
with it, simply suing for patent and copyright infringement and selling
licensing won't generate that kind of revenue.

Secondly, I am puzzled by the omission of the TT in the hardware
listing. I gues they just hit on the biggies (though I would think there
are more TTs than Falcons), or is the TT an "ST".

I'm _still_ glad I sold the stock as soon as I came back up to
break-even. JTS isn't looking too healthy is it?

Dan

1015. Re: Data base program written in GFA 3.5E

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: derryck@NOSPAMcix.co.uk
Message-ID: <6ee9ek$n9d$1@plutonium.compulink.co.uk>
Source record: 5026

On 11 Mar 1998 10:02:16, Scott Harris wrote:

>I've file tagged it here so you guys can bash me first :)

Consider yourself bashed - do you know why?

Rgds, Derryck

1016. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980314103923.3703J-100000@fissure.scar.utoronto.ca>
Source record: 5027
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On Thu, 12 Mar 1998, Alan Christie wrote:

> Wow... A once million dollar business, Atari has been sold for a mere
> $5,000 US... the once powerful dominator of the 80s video game industry
> has been reduced to $5,000... Do you know what Hasbro plans for the Atari
> Fuji symbol et al?

As many people have pointed out, I forgot a few zeroes on that figure..
whoops.. serves me right for reading mail at school when I should be
programming. :) <grin>

Alan
University of Toronto
Computer Science, Management and Economics

1017. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6eehoe$ls2@ds2.acs.ucalgary.ca>
Source record: 5028
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Sat, 14 Mar 1998, Tim K. wrote:

> Face facts people. The Lynx, Jaguar, and ST were all better than their
> competition, yet all bombed. I got burnt a number of times by buying
> Atari. Don't get your hopes up for a new and improved anything with
> the Atari name.

But Tim - was the 'product' not a roaring success - in my view these fine products failed to attract a very large market share solely due to the lack of 'marketing' - most people never even heard of 'Atari' other than for the older games machines that were well promoted in their time.

When the 'Trammels' got involved in their money laundering operation (at least that's how it seemed) they made absolutely no attempt to 'market' the product - which - upgraded a bit for the times - could be successfully marketed today.

Or am I reading it wrong ???

The Canadian Curmudgeon (in cool, cloudy, Calgary)

1018. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6eei9n$664@sjx-ixn8.ix.netcom.com>
Source record: 5029
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <6ee973$7vf@bgtnsc03.worldnet.att.net> Dan Phillips
<xiting@worldnet.att.net> writes:
>
>What really gets me is they seem to have paid $5 million for $45
million
>in Atari debt (and of course, the technology). They _really_ paid $50
>million for the assets. They are obviously planning to do something
real
>with it, simply suing for patent and copyright infringement and
selling
>licensing won't generate that kind of revenue.
>
Well first they bought Tiger Electronics not Atari? Why would they buy
both unless they had something planned, would be too much a waste of
money. Game.com is not moving on shelves too well. Perhaps they want to
do something in the way of video games but need a largely remembered
name like Atari. Suing for patent and copyright infingement could get
you good money depending on who or what is involvled. If it is simply
Jon Doe's Video Game Inc infinged on the patent of a design of
something totally meaningless by todays standard, you wouldnt get much,
but if it was Nintendo, Sony or Sega you could fetch more (Atari did
once already on Sega) especially if it had to do with something in the
Playstation console itself that couldnt be changed they could claim
damages millions and maybe make quite a bit of money.

1019. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <350AED9D.78BA@volcano.net>
Source record: 5030
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Frank Traut wrote:
>
> For $5000, one of us would have bought it ;-)

I believe that was the minimum bid when it was put up for auction on
Ebay. ;-)

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick
The Classic Microgames Museum
http://www.angelfire.com/ca/themav/micind.html
The Macho Women with Guns Homage Page
http://www.geocities.com/TimesSquare/Lair/6747

1020. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6eek4n$pk6@sjx-ixn3.ix.netcom.com>
Source record: 5031
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <350abb00.1380513@news.demon.co.uk>
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) writes:
>
>Maybe they'll re-release the Jaguar or something?
>
The only way they could make any money with Jaguar anymore would be to get the Jag/Jag CD combo out at well under $100. That way they could attract some 3rd party developers to the CD, but IMO it is too late in the current generation to make enough that way, especially now that the Saturn will be officially canned at the end of the month. Another problem is power, the Jaguar is supposedly more powerful than Saturn (the Jag CD supposedly allows optimum access to this power) but is still is not at the level of Playstation in 3D. It probably could turn out convincing 2D platformers and 2D fighters though. I think a Project X liscense would be a better bet for the Atari name.

1021. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <6eers8mam1@news2.tor.accglobal.net>
Source record: 5032
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I was just thinking, NOW might be a good time to contact Hasbro
and request they release the sources of all TOS versions and of
other TOS software produced by Atari.

FreeTOS sounds like a good idea to persue and it would allow any
capable authors to upgrade TOS 2.06/3.06 with better AES, serial
routines and other essential patches, in a collective group like
what is happening with FreeMiNT.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

1022. Re: Press Any Key....

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <350aeed0.798693@news.tmisnet.com>
Source record: 5033

On Thu, 12 Mar 1998 20:33:56 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>Hi
>
>> There was a recently-posted request that
>> programs should stop after printing text
>> to the screen (when exiting) so the user
>> could view the information before the
>> desktop reappears.
>
>Sounds like a reasonable request to me.
>
>> After some toying around with a variety of
>> commands, I've come up with a fairly-simple
>> (although heavily commented!) demonstration
>> function called pause_here(). It won't stop
>> existing programs, but programmers developing
>> new software will find this code easy to
>> implement.
>
>I would be supprised if anyone producing
>(useful) software couldn't code their own
>"wait key" routine...

True. But it's surprising how many of them
do not recognize a SHIFT or CONTROL keypress.
For best coverage, Bconis() and Bconin()
worked the best ... and that was the point.

Also -- a bit of research turned up a program
that does what the original poster requested:
TOSX is a terminate-and-stay-resident program
that senses when a program stops, and prevents
the desktop from appearing on-screen until the
user presses a key.

I found it on the Atari GEMini CD in
files\other\tosx

-- George Crissman
-- strads@tmisnet.com

BTW: Yes, I DO have a method for placing icons
in the drop-down menu bar using a resource
construction set. I'm writing some test code

to see if the AES will use it properly.

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1023. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: rcollins@freenet.columbus.oh.us
Message-ID: <6ef20l$i3e@login.freenet.columbus.oh.us>
Source record: 5034
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Martin-Eric Racine (q-funk@megacom.net) wrote:
: I was just thinking, NOW might be a good time to contact Hasbro
: and request they release the sources of all TOS versions and of
: other TOS software produced by Atari.

: FreeTOS sounds like a good idea to persue and it would allow any
: capable authors to upgrade TOS 2.06/3.06 with better AES, serial
: routines and other essential patches, in a collective group like
: what is happening with FreeMiNT.

Good Luck.
Remember there are several contracts that still exist as license
agreements with other companies for the use of TOS.
Like Medusa Computersystem for TOS 3.06 or the soon to be released Milan
(Milan homepage at http://www.milan.atari.de).

I would imagine you would to sign an agreement with some cash up front
to get these sources of TOS.

I hope you can do it.

BTW, did you sell all of your Atari wares just recently.

--
Raymond Collins	Ohio State University
Collins.197@osu.edu	Neuropathology
rcollins@freenet.columbus.oh.us	Research Assistant

1024. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ef2a3$ne@james.hwcn.org>
Source record: 5035
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350a64eb.118756143@news.abs.net>, 'remove'tim_k@post2.com (Tim K.) wrote:

>Face facts people. The Lynx, Jaguar, and ST were all better than their
>competition, yet all bombed. I got burnt a number of times by buying
>Atari. Don't get your hopes up for a new and improved anything with
>the Atari name.
~^~^~^

1025. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350B243F.167E@gte.net>
Source record: 5036
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

djneo wrote:
>
> They should have just put it on ebay.
>

Good one! I'll be lauging my ass off for DAYS!!!

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1026. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350B38FF.2781@gte.net>
Source record: 5037
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.

Nah. Considering how desperate JTS is for cash, they could have gotten
the license for said technology much cheaper.

>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.

This sounds very likely. Regardless of what else Hasbro may do with the
Atari properties, I am quite sure we'll see this.

>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.

This also sounds possible to me. Purchasing Tiger shows they have an
interest in the handheld market, and perhaps even gives them a plant or
two to manufacture the Lynx in. Perhaps even the ability to fabricate
their own LCD screens? Should bring down manufacturing costs
considerably!

Wouldn't a faster, higher-resolution Lynx be cool? Woo-hoo! (Imagine a
Lynx with a 320x200 screen, running at double the clock speed, with 3D
support in hardware, and a built-in [or bundled] TV tuner, all for only
$99. I like it!)

But man, I really hope they don't try to sell it as the Tiger Lynx!
Yuck.

>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.

No way, they couldn't manufacture the Jaguar chep enough to really meet
this price point. And the Jaguar's dated technology and poor reputation
would really be unable to compete against the strong current market
share of the PSX and N64. I love my Jaguar, but I'm afaid it is too dead
for this.

>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

Well, the Jaguar II design (AKA Project Midsummer) was completed, and
was supposedly quite powerful. I believe the hardware could compete if
they came up with some good software for it. But I would sooner bet that
Hasbro is a Project X licensee then say they intend to revive the
Midsummer architecture.

>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.

Any notion of Hasbro putting the Atari logo on a piece of hardware
pretty much goes hand-in-hand with this one!

>
> 2) Hasbro wants to make a very cheap hand held game machine. What they
> make is actually a small, portable Atari 7800 with a built in backlit
> LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
> games which sell for 50 cents each and the hand held unit itself sells
> for under $30.

Never happen. And personally, I'd rather see the Lynx come back. Though
it would be cool to see a 2600/7800 emulator for the Lynx. You could
easily cram a couple dozen games on a single Lynx cart, along with the
emu software. (Hey, it could happen - the Lynx does have a 6502-based
CPU, after all!)

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1027. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICOTEDAPUP@data.rhein-main.de>
Source record: 5038
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In <6eea78ejm1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>Don't tell me that Hasbro is going to reintroduce the Jag console in it

>Peter S.

Sincflop?
Yeah, that's the voice how we are missing for some month!!
We can't live without your famous intelligence..

Back to the roots..

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1028. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3511b337.14919683@news.demon.co.uk>
Source record: 4947

On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <3506fe7f.4631860@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>>On Sat, 7 Mar 1998 18:39:11 +0000, Clair Shaw
>><Clair@shaw1.demon.co.uk> wrote:
>>
>>>In article <889197421.85648@tornado.itea.ntnu.no>, Jo Even Skarstein
>>><joska@nuts.edu> writes
>>>>
>>>>Is it possible to use both a icon and a string as a meny-entry? And if
>>>>so, how?
>>>>
>>>>
>>>
>>>I *could* be really complicated now, and say yes, if you want it to be
>>>the TITLE of the menu. (what appears when not selected. Inverted when
>>>selected)
>>>
>>>Here's how: (This theary tested using GFA BASIC only)
>>>
>>>1) Make the menu pop up.
>>>2) Make sure there's enough room to place the icon/string
>>>3) Put the icon/string where you want it to go.
>>>4) Let the user play!
>>>
>>>Any colours will be inverted.
>>
>>But what happens when MagiC changes context to another application
>>which posesses a menubar? ;-)
>>
>>You see, MagiC has to keep track of all the different menubars and
>>draws the menubar which belongs to whatever application has just
>>become the foreground application. Thus, when MagiC redraws the
>>menubar for your application the icon/text you placed there yourself
>>will vanish - it must be part of the menubar! <G>
>>
>>
>
>Gah! *why* did they have to invent MagiC?

'Cos it's cool! :-))

>I *hate* it!

Naa! There's always a way round everything. Don't draw the icon if magic is present - just make do with the text in the menubar.

To check for any version of magic is easy. Simply scan the cookie jar for a cookie named 'MAGX' without the quotes.

Actually, it wouldn't surprise me if the other multitasking systems do the same thing with the menubar (but I don't know) in which case you might be better off interrogating the number of concurrent processes and only enabling the icon if it is 1.

Even simpler is to have an option in the menubar to turn the feature on and off. See lots of solutions! ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1029. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350c2ae9.841531@news.jagunet.com>
Source record: 4948
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <6eea78ejm1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:
>
>
>>Don't tell me that Hasbro is going to reintroduce the Jag console in it
>
>>Peter S.
>
>Sincflop?
>Yeah, that's the voice how we are missing for some month!!
>We can't live without your famous intelligence..
>
>Back to the roots..
>

Yesh, if this keeps up, it will just be like the old days.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1030. Re: Press Any Key....

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6egcng$r5g@balaena.bio.vu.nl>
Source record: 4949
Cross-posted to: comp.sys.atari.programmer,comp.sources.atari.st

George Crissman (strads@tmisnet.com) wrote:

: There was a recently-posted request that
: programs should stop after printing text
: to the screen (when exiting) so the user
: could view the information before the
: desktop reappears.

GEM programs should _never_ output text directly to the screen, and .TOS
programs should _not_ pause after doing text output. This is _very_ annoying
for people who use a shell (these people use lots of .TOS and .TTP programs
as well). If a program does want to pause, it should definately not
circumvent the GEMDOS character input routines, coz' the program's
input/output is often redirected into a pipe!
Pause should be handled by whichever program runs the .TOS program, however,
the standard desktop isn't that smart...
Maybe a good idea would be to check the extension of the program (in
argv[0]) and if it is .tos or .ttp, pause after execution, but if there's no
extension (ie. it's probably on a Minix FS) just quit without pause.
Or something like that... :)

: A compiled GEM program containing this
: function will be posted as "Two Bit Tutorial
: Number 1" (probably in the binaries group)
: soon. It will NOT need a resource (*.RSC)
: file for proper operation, so don't worry
: that it doesn't have one! (You can rename
: it PAUSE.TOS, if the lack of a resource
: file causes problems.)

Why would a GEM program want to do text output to the screen anyway?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Whatever is not nailed down is mine. What I can pry loose is not
nailed down.
-- Collis P. Huntingdon

1031. Lattice C v5.52 + Personal Pascal v2.05 for sale

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <4ITKkEAteAD1EwxR@thegibsons.demon.co.uk>
Source record: 4950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

```
Hi All,

I have Lattice C v5.52 full disk set and all manuals (originally from
HiSoft) and Personal Pascal (originally from an ST Format cover disk,
but I got the manual from Hisoft).

Prices (inc P+P in the UK):-

Lattice C ; 50 UK pounds

Personal Pascal ; 10 UK pounds

Contact me at my email address if interested.
--
Cheers, >>> drew@thegibsons.demon.co.uk <<<
>>> ICQ 392790 IRC Gibby <<<
Drew ;^) >>> http://www.thegibsons.demon.co.uk <<<
```

1032. Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <ed2_9803151537@conchbbs.com>
Source record: 4951

> (Pure C requires that functions preserve A2-A7 and D3-D7).

g > Is A2 a typo for A3? Otherwise if PureC called an MWC
g > compiled function things could go bad as MWC preserves
g > D3-D7/A3-A7.

No, in fact the first thing all the GEMDOS etc. bindings do is push
A2 onto the stack.

As for compatibility, Pure C has some compiler options to create
more compatible code (pass parameters using the stack, use standard
stack frames, create DRI object code, etc). I'm not sure how they
affect register usage, though.

g > Hmm, I can't think of any advantage to the contents being
g > volatile - the reverse actually! Have you got one in mind? I
g > must admit to a posessing a distinct aversion to the volatile
g > keyword so make it a good one! <G>

```
struct {
unsigned char len;
char str[255];
} pascal;

pascal.len = 4;
pascal.str[-1] = 3;
if(pascal.len != (unsigned) pascal.str[-1]) abort();
```

This is not a case of array overflow, since pascal.len is supposed
to be equivalent to pascal.str[-1]. That's part of the whole point
of using data structures.

Now it may be possible to make a compiler smart enough to handle the
above using registers, but a clever enough programmer is bound to
find something the compiler can't handle correctly (e.g. Lattice C).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

1033. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ehlb9$dtt@james.hwcn.org>
Source record: 4952
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

```
>Keith Scroggins wrote:
>> Maybe Hasbro has a game system in the works and wants to use the Atari
>> label.......
>>
>> I'm sure in the coming months rumors will start to appear everywhere!
~^~^~^
```

1034. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ehlbb$du7@james.hwcn.org>
Source record: 4953
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6eea78ejm1@nnrp1.dejanews.com>, sinclair2000@earthlink.net wrote:

>Don't tell me that Hasbro is going to reintroduce the Jag console in it
>current technelogical form considering that the Playstation kicks it and now
>is in it's last legs of the product life cycle.
~^~^~^

1035. Re: GDOS Fonts, and how to use them!

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <6ehojg$f7b$1@jair.pressenter.com>
Source record: 4954

On 14 Mar 1998 11:15:20, Odd Skancke wrote:
> *** TABS to 16 ***
>
> Hi, everybody. I'm in need for some help....again :) I'm trying to
>use the vector/outline-fonts provided by NVDI, SpeedoGDOS and similar
>system extensions. Now, my problem is that I don't know how to
>calculate the advance vector for each font. Take a look at the small
>routine below, cause this is the code I use to set up a table with
>advance vectors (pixels). My problem is...do I calculate the pixel
>offset correctly? The Compendium tells me that to make an integer of
>the fix31 number returned by vqt_advance32() can be calculated like
>this;
>
> x_integer = (word) ([x_fix31] + 32768 >> 16)
>
>It nearly works, but not entirely...
>

> What's wrong, is that the width of the line is not entirely correct.
>I suspect it's got something to do with the code above. It's
>not VERY wrong, but still...it's wrong :) Seems to be some small
>errors in the calculations...Heeelp :)
>
> I could use vqt_extent(), but that would make it hard and the code
>slow when finding the correct character under the mouse-pointer,
>updating cursor, and so on... so I would rather not...
>
> Oh, and.. to use the advx, advy, xrem and yrem returned by the
>vqt_advance() call, the compendium says that the x/yrem values are
>reminder values as a modulus of 16384. Could someone please explain
>this to me in detail?? I tried this too, but couldn't make any sense
>out of it.
>
>
> Any help is appreciated..Thanks.

Odd,

I don't program in assembler but here is the code that I use when
editing lines of speedo text in C:

```
if (speedo)
{
vqt_advance32(handle,char,&advx,&advy);
exactx+=advx;
```

```
x=(exactx+32768)>>16;
v_ftext(handle,x,y,rstring);
}
```

exactx is used to keep track of the x coordinate value in fix31. X is the actual coordinate to use to display a character on the screen. This works fine for me in placing a cursor correctly anywhere within a line of text displayed with v_ftext().

There are two possible reasons why the width would be close but not quite right. One is you are not maintaining a continuous update of the fix 31 exactx (my assembler is too poor to tell from your code). Make sure you never calculate from the normal word value of x. Only use that to place your cursor or draw a character.

The other is that you may be noticing that speedo does not scale at the resolution documented for the atari screen. In other words, why do you say that the width is close but not correct -- what are you comparing it too that tells you it is not correct?

That may not make any sense unless you have tried to print out your text on the screen in relation to other vdi drawing primitives. When doing so, the programmer must scale the drawing primitives based on the relationship between the screen resolution and the printing resolution. The atari mono screen is documented in various places as 90 dpi or 91 dpi. You would expect to use a 300/90 ratio to get your drawing primitives the correct size on a 300 dpi printer. You do not have the opportunity to set the scale for speedo however; it handles that for you. If you use the 300/90 ratio, you will notice that speedo text is not the correct size in relationship to vdi primitives on the printed page. For some reason speedo uses the ratio 300/91.5 when it scales. This is a pain in the rear when trying to maintain the proper relationship between text and graphics in a printout.

--Terry Kelly

1036. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350C7A5D.2781@gte.net>
Source record: 4955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
>
> Speaking of rumours, just what the heck is this "Project X" thing everyone
> is talking about? Am I the only person on the planet who has no clue what
> this is about?
>

Possibly! ;)

Project X (I think it is also called Merlin) is a new game system
designed by VM Labs. Many former Atari people worked on the design,
including one or two of the engineers who designed the Jaguar and
Midsummer machines, and programmer Jeff Minter (Tempest 2000, Llamatron,
Defender 2000, and so on.) And Bill Rehbock, another former Atarian,
left his position at Sony to head up the recruitment of third party
developers for Project X.

The marketing model sounds similair to the 3DO - multiple manufacturers
sign a license to build hardware. There are supposedly several "Sony
sized" manufacturers already signed on, but the only one known at this
time is Phillips. They have said we will learn a lot more at E3.

It is the clear Atari connection to the hardware's designers that makes
many people feel like this console will be the unofficial heir to the
Atari legacy. In fact there was a rumor that Phillips was seeking to
license the Atari name from JTS for their model of the Project X
console. So while their is no concrete connection between Project X and
Hasbro's purchase, many of us hope that there will bo one eventually.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

1037. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350C541A.A7B87966@sprynet.com>
Source record: 4956
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

The Lamberts wrote:

> The problem with everyone's speculations as to whether or not "Atari"
> can rise from the ashes is...public perception. I spent 13 years as a
> video game/computer software store manager. Up until a year and 1/2
> ago. Problem is that right now the public, by and large, perceive
> the company called "Atari" (and they DON'T know the difference
> between Midway's Atari and Hasbro's Atari!) is for the most part a
> has-been company. An outfit that makes sucky products that are
> now being cleared out for $50 per console at a toy store chain. A
> company that used to be cool, but can no longer cut the mustard.
>
> Obviously, NOT MY OPINION. But, realistically, the opinion of the
> vast majority of folks who spend $$$$$'s out there, and aren't "in
> the know". Mention Atari to anyone who owns a PSX or N64, and they
> start talking about the VCS they have in their attic. They would
> not dream that you could be talking about anything after that!
>
> Obviously, for the name "ATARI" to become a powerhouse name once
> more, it will take more than a cook, killer console. It will take
> lots of well-done PR, probably in "stealth" mode (the public can't
> be aware that they're trying to have their hearts won back over to
> the name once more). Part of me thinks it will be much, MUCH easier
> to turn a new, different name into a powerhouse than it will be to
> find a way to rehabilitate the public's opinion's of an outfit
> called "Atari".

I've think you've got the right idea. Stealth PR is not a bad idea.
Besides, I think we can all safely say that Atari's public enemy #1 is
the press. Judging from the Jaguar press that was received, "Jag is not
64-bits" "Jag is 16-bit" "Jag uses two 32-bit processors in tandem"
yadda yadda yadda. Basically I think the Atari name needs to stay out of
gaming magazines since most of the writers for these magazines are
idiots.

Basically, good private PR and a big CES showing would be the prescribed
medicine.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1038. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350C554F.2084BCC1@sprynet.com>
Source record: 4957
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Tim K. wrote:

> Face facts people. The Lynx, Jaguar, and ST were all better than their
> competition, yet all bombed. I got burnt a number of times by buying
> Atari. Don't get your hopes up for a new and improved anything with
> the Atari name.

I wouldn't get my hopes up for any more Atari Computers period. After all, Atari computers division lost all of their computer development team (that's the ST/TT and Falcon crowd), they'd either have to track down the old people (which have jobs elsewhere) or get new people (which would require training/learning time).

I think it far more likely that we'll see Atari games for the PC or other platforms, and possibly a re-release of the Lynx or something of the sort.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1039. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350b1c48.3325037@news.jagunet.com>
Source record: 5039
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <350a37df.1748172@news.jagunet.com> Rob Merritt wrote:
>
>>Hasbro isn't a stupid little company.
>
>That's exaclty what i think. Nobody spends $5Mio Dollar for nothing.
>I hope they are firm enough to use the technical base!

It would be fun to see them try the home computer/game computer
concept again using an upgrade of one of the Atari platforms. I doubt
its going to happen. We'll probably just see software and if we do see
hardware it'll be something new.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1040. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6efq19$6t4@dfw-ixnews6.ix.netcom.com>
Source record: 5040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>Well, the Jaguar II design (AKA Project Midsummer) was completed, and
>was supposedly quite powerful. I believe the hardware could compete if
>they came up with some good software for it. But I would sooner bet
>that
>Hasbro is a Project X licensee then say they intend to revive the
>Midsummer architecture.
>
I heard somewhere that it could supposedly do 5,000,000 polygons a
second, which if true would make it plenty powerful.

1041. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICPFFCCFUP@data.rhein-main.de>
Source record: 5041
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:

>It would be fun to see them try the home computer/game computer
>concept again using an upgrade of one of the Atari platforms. I doubt
>its going to happen. We'll probably just see software and if we do see
>hardware it'll be something new.

Well, i don't now..
We have to wait.
Two days ago i was suprised to read some messages about the deal.

It's realy great, the best message since lightyears.. :->

I don't like the tramiels.
(From the first day he put his thick fingers into atari)

Regards, Robert
--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1042. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350d8956.37487194@news.pressenter.com>
Source record: 5042
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On Thu, 12 Mar 1998 23:14:10 -0500, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>Wow... A once million dollar business, Atari has been sold for a mere
>$5,000 US... the once powerful dominator of the 80s video game industry
>has been reduced to $5,000... Do you know what Hasbro plans for the Atari
>Fuji symbol et al?

Here is a quote from the EDGAR system... "...for $5,000,000 in cash."
That sure looks like FIVE MILLION to me. I cut and pasted that so it
is not a typing error on my part.

*** Please make sure responses are also sent via email.

1043. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <350d9317.6695998@news.demon.co.uk>
Source record: 5043

```
On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>> Out of interest, how does it cope with this sort if situation?
>>
>> main()
>> {register int i,j;
>> register blah a[][],b[][]; /* whatever */
>>
>> for (j = 0; j < jj; j += 1) {
>> for (i = 0; i < ii; i += 1) {
>> a[i][j] = b[i][j]
>> foo();
>> }
>> }
>> }
>
>> I'm thinking of what PureC does with the register variables when it
>> has to call foo()?
>
>I didn't compile the stuff, but Pure C will allocate i and j in
>D3 and D4, a and b will go into A2 and A3, and for each a[][]=b[][]
>the whole adres calculation will be done in d0 and d1. As foo() will
>only distroy D0-D2 and A0-A1 there is no need for saving registers.
>
>Well, I did put it through PC:

I guess I'll have to run it through MWC now ;-)

>void foo(void)
>{
> (void) 0;/* whatever */
>}
>
>int main(void)
>{
> register int i,j,jj,ii;
> register int a[8][8],b[8][8]; /* whatever */
> jj=8;
> ii=8;
> for (j = 0; j < jj; j += 1)
> {
> for (i = 0; i < ii; i += 1)
> {
```

```
> a[i][j] = b[i][j];
> foo();
> }
> }
> return 0;
>}
>
>; void foo(void)
>foo:
> rts
>
>; int main(void)
> movem.l d3-d6/a3,-(a7)
> lea.l -$100(a7),a7
>; jj=8
> moveq #$08,d3
> move.w d3,d4 ; this is ii=8
>; for (j=0; j<jj; j+=1)
> clr.w d5 ; j=0
> lea $80(a7),a3
> bra.s .label0
>; for (i=0; i<ii; i+=1)
>.loop0:
> clr.w d6; ; i=0
> bra.s .label1
>; a[i][j] = b[i][j];
>.loop1:
> move.w d6,d0
> lsl.w #4,d0
> move.w d5,d1
> add.w d1,d1
> add.w d1,d0
> move.w d6,d2
> lsl.w #4,d2
> add.w d1,d2 ; surprising, it still knows
```

Yes, quite clever to remember that.

```
> move.w (a7,d0.w),(a3,d2.w)
>; foo();
> bsr foo
>; for (i=0; i<ii; i+=1)
> addq.w #1,d6
>label1:
> cmp.w d6,d4
> bgt.s .loop1
>; for (j=0; j<jj; j+=1)
> addq.w #1,d5
>.label0:
> cmp.w d5,d3
> bgt.s .loop0
```

```
>; return 0;
> clr.w d0
> lea $100(a7),a7
> movem.l (a7)+,d3-d6/a3
> rts
>
>> Mwc promptly stacks all the stuff it has in registers at foo() then
>> unstacks them when foo() returns, causing more overhead than if there
>> were no register variables used in the first place.
>
>Well, not so smart. Why saving all registers? Are they completely
>free in MWC functions?
```

Sorry. I meant that it stacks all the stuff it has in register variables before calling a function except that it behaved itself for this example!! See below however.

Hmm. Good job I ran it through Mwc. It won't let me bind any sort of array definition to a register - only references, thus I had to modify the above slightly to ...

```
foo()
{
}

bob(a,b)
register int a[8][8],b[8][8];
{register int i,j,ii,jj;

/* rest unchanged */
}

main()
{int a[8][8],b[8][8];

bob(a,b);
}
```

... so Mwc hasn't got the brains to use spare registers to hold the base addresses for a and b. This tallies with what I meant below. I haven't posted the Mwc assembly code 'cos it's not comparing like with like any more. :-(

```
>> I read somewhere that modern compilers tend to ignore all the
>> programmer's register variable declarations because, as you said, they
>> can do better.
>
>Pure C does AFAIK.
>
>> >Just remember that arrays,
>> >structures and unions will always be treated as volatile.
>>
>> I take it that is part of the definition of C? I was aware that Mwc
```

>> does this but never thought about it in its wider context.
>
>Not AFAIK.

Well I had just assumed it was because Mwc was old and not too good on optimisation although I was thinking of the base address rather than the accesses to array contents when I asked the above (none too clearly). I'm amazed I forgot Mwc can't bind registers to arrays but then again I have forgotten even more fundamental things in the past. I picked a really lousy example from the Mwc point of view!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1044. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <350ea0ad.10173779@news.demon.co.uk>
Source record: 5044

On 11 Mar 98 12:00:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

```
>void foo(void) {return;}
>
>main()
> {
> register int i,j;
> register long a[4][4],b[4][4];
>
> for (j = 0; j < 4; j += 1) {
> for (i = 0; i < 4; i += 1) {
> a[i][j] = b[i][j];
> foo();
> }
> }
> return(0);
> }
>
```

>I've never defined a register array before, but I assume that what
>it does is assign an address register to the array address, rather
>than attempt to define a data register to every element.

It should but I've just (re)discovered a bit of a problem with MWC - it doesn't let you bind an array definition to a register. It'll let you bind an array reference of course as this is simply a pointer, rather than an offset and a pointer which is required for the definition. Having said that, there is no reason why it could not use spare address registers when available but it doesn't.

>You get the exact same code in the above example with or without
>using register variables. Removing the call to foo() only changes
>the use of A3 to A1 (Pure C requires that functions preserve A2-A7
>and D3-D7).

Is A2 a typo for A3? Otherwise if PureC called an MWC compiled function things could go bad as MWC preserves D3-D7/A3-A7.

>However, I have found cases where adding register variables does
>make a difference, so Pure C doesn't totally ignore the "register"
>keyword. It only comes into play when you start running out of
>registers.

I see.

>> Just remember that arrays, structures and unions will always
>> be treated as volatile.
>
>g > I take it that is part of the definition of C? I was aware
>g > that Mwc does this but never thought about it in its wider
>g > context.
>
>Beats the heck out of me. But since all have defined relationships
>between their components wrt their locations in RAM, one could get
>into big trouble if the value in RAM was not kept current. So the
>compiler might as well treat them as volatile and avoid possible
>bugs.

Ah. I thought you meant the base addresses (or pointers), not their contents. Hmm, I can't think of any advantage to the contents being volatile - the reverse actually! Have you got one in mind? I must admit to a posessing a distinct aversion to the volatile keyword so make it a good one! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1045. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <350fa72d.11837912@news.demon.co.uk>
Source record: 5045

On 11 Mar 1998 12:57:54 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: >if you want to know the structure of video
>: >memories on different machines/cards it's
>: >not difficult,there is Atari and Non-atari,
>: >atari modes are bit-planed and others
>: >are not...for example 16 colors on video
>: >cards (specktrum,etc...) is organised 2
>: >pixels per byte, and like any PC cards
>: >the truecolor modes are ordered B/V/R
>
>: BVR? I can't think offhand what this means but I guess it means
>: "luminance, saturation and hue" iyswim?
>
>No, 'V' simply stands for "Vert", which is French for "Green", so
>should actually be 'G' in English. You'd get BGR, which is RGB in
>Intel-mode. Had to read a lot of French or French-English translated
>in the past. :-)

Aha. That makes things a bit clearer!!

>I'm curious though, would the 2 pixel per byte 4 bp mode register as
>a Non-atari bitplane mode? (when inquired from the VDI)

I have absolutely no idea. I consider the vdi to be what it's name
suggests, a virtual device. All I care about is the screen width and
height and how many colours it can display. The only time I've ever
enquired the number of bitplanes is when allocating memory to make
copies of the screen.

>: >then,all the rest is easy,the only thing
>: >to really take care is the palette order,
>: >but everyone knows how to translate
>: >Vdi index into Hard index, don't you ??
>
>: I might but then again I might not. I understand the relationship for
>: 16 colours and less, but have no idea one way or the other if it holds
>: true for 256 colours.
>
>There should be an NVDI call for this, IIRC. There is also a somewhat more
>primitive method. It was discussed in a thread last year...

I would hope (and expect) the first 16 colours of a 256 colour display
to match the 16 colours used on a 16 colour display, just as the first

four of the 16 colour display match those of the 4 colour display,
which in turn match the monochrome disply iyswim. ;-)

>: Thanks for the offer but it was the desire to avoid going into this
>: sort of detail that prompted me to request a resource file. <G>
>: As it happens, no-one has obliged by sending me one so it looks like
>: people are more interested in debating the subject than actually doing
>: anything about it!
>
>What resource file was that?

It was simply to animate a couple of icons to test some theories
people have been discussing about animation using the vdi. Not
important now as I just drew a red "sprite" with v_bar() because the
animation routines are (hopefully) resolution independant. The
bottleneck will obviously be on STF machines.

>I skipped large parts of this thread,
>coz' I hadn't read it for three weeks. Was about 300 messages to plow
>though... :(

I know what you mean. It is bad enough getting behind but worse is you
can't remember what is going on and have to read and re-read stuff you
wouldn't have needed to otherwise (or bin it all and join in the new
threads).

Such is life! ;-|

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1046. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3510abd0.13024358@news.demon.co.uk>
Source record: 5046

On Wed, 11 Mar 1998 20:14:35 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> >If the destination screen is in the same colour mode, just another
>> >resolution, there already is a VDI function that can do such a blit.
>> >Just give it a properly set up MFBD and blit away.
>>
>> It should work with STOS. I assume it writes directly to the screen
>> thus the vdi should have no trouble in this respect as it would be low
>> medium or high rez.
>
>It depends what you mean by STOS... The original STOS graphics routines
>(line, box, that sort of thing) use line-a. All extensions, and I
>believe the original STOS sprite routines all write directly to screen
>memory.

Both should be fine as the end result is an ST screen. The screen
which you normally see when playing the game would not actually be
visible but STOS would not know that. Regular calls could be made to
copy/translate it to the current display by the host machine.

>> >>hard part would be for the Gem application to get at information it
>> >>requires and to prevent STOS making machine specific calls. This would
>> >>require an STOS extention, preferably where STOS only makes info
>> >>available to the Gem application, not where STOS has to obtain
>> >
>> >How does STOS switch screens as it is?
>>
>> Anthony will have to answer this although I suspect all it does is
>> fiddle with the physical screen base.
>
>I am not 100% certain on this, but I believe that it does it by directly
>accessing the physbase register (not sure though). Still, wouldn't be
>that hard to search through it and replace accesses to these regs with
>another (cleaner) routine...

Such as Setscrn() which could then be trapped by the host machine so
it could cleanly keep track of which screen STOS is currently using as
its visible screen.

>> >Couldn't you 'just' replace the switch call with a 'blit to GEM window'
>> >call?
>>
>> Hopefully!
>
>Maybe, although I've found that STOS does some *very* strange things to

>GEM.

These would have to be addressed of course.

>Before something like this could actually be put into practice (for
>STOS) you would probably have to re-write a chunk of memory-management
>routines (it [wrongly] assumes it can use any RAM from the end of the
>executable to the end of RAM).

Perhaps this can be solved by the host again - simply by having it
load the game high up in memory so that the lower remains unused?

>There are other issues that come into
>play when dealing with STOS...

No doubt. :-)

Basically the idea is to make it self contained. Visualise it as
getting to a point where STOS will run happily in its own little
cacoon without upsetting the host. If that is possible without making
so many changes as to affect ST games then figure out the i/o.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1047. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6ei5fl$r5o@bgtnsc03.worldnet.att.net>
Source record: 4958
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Robert Schaffner <robscha@data.rhein-main.de> wrote in article
<ICPFFCCFUP@data.rhein-main.de>...
> In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:

> I don't like the tramiels.
> (From the first day he put his thick fingers into atari)

That is an all-too-common theme of many of these messages, but lets be realistic here. Granted, the Tramiels marketing blunders obviously doomed TOS to eventual failure in the marketplace, but without the Tramiels, Atari would have been dead and burried in 1983 after Warner Communications ran the company into the ground. Without the Tramiels, there would have been _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe, SLM605, TT030, Falcon, Lynx, Jaguar, etc.

As frustrating as all the Tramiel's marketing blunders obviously are to us diehard Atarians, keep in mind that without them, we wouldn't even have had any of these incredible systems. Because of these systems, we Atarians were able to enjoy user-friendly operating systems and software a full decade ahead of the rest of the personal computer industry, and a reliable, frustration-free operating system that is still unequalled even by today's most current systems.

Sheldon (Computer STudio - Asheville, NC)

1048. Re: JPEG DSP

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: Centek <centek@graphity.fr>
Message-ID: <01bd5087$c0eb6020$100844c3@p-d-mou>
Source record: 4959

> I assume these functions all have a long return value.
> Is it negative for errors?

i do think so,but to know you must
send a buggy jpeg,which i didn't try yet :-)

> What about support for Greyscale JPEG's? What are/should be these values
for
> greyscale output?

i think pixel size=1 will do fine for straight greyscale....

>
> : JPGDUser1 RS.L 4 * Pointer to User Routine / NULL
>
> What does this do?

it's called during decompression but still i don't know
exactly when, i didn't try ...

>
> : JPGDComp1GammaPtr RS.L 1 * Component 1 Gamma Table / NULL
>
> What is the format for these tables?

usually gamma tables are 256 bytes arrays that
remap the 256 levels of each component into 256
other values, which is faster than calculating gamma
ratio each time...when the pointer is Null they're
just mapped to themselves....
this allows setting not only gamma effect
but light and contrast also....
you can simulate light/contrast by using
a simple function y=ax+b with "y" being
the gamma table entry "a" is the 'contrast'
and "b" the 'light' and x the index between
0 and 255......in this case normal 'contrast'
must be 1.00 and normal 'lightness' 0.00
however this is a 'coarse' method but it
is also extremely fast :-)

n'cha
DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise

Telephone: 0344 746 330
Fax: 0344 746 340
http://www.graphity.fr/centek

1049. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6ei7uk$23r@sjx-ixn6.ix.netcom.com>
Source record: 4960
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <6ehlb9$dtt@james.hwcn.org> ad329@james.hwcn.org (Chris Cracknell)
writes:
>
>>Keith Scroggins wrote:
>>> Maybe Hasbro has a game system in the works and wants to use the
Atari
>>> label.......
>>>
>>> I'm sure in the coming months rumors will start to appear
everywhere!
>~^~^~^

1050. M.A.M.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk
Message-ID: <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
Source record: 4961

Having just seen the above for the PC (MAME stands for Multiple Arcade Machine Emulator) , is there anyone out there thinking of compiling this for the Atari?

The source IS available...

--

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis MNP 2-5 24 Hours |
| **> 44-(0)181-364-8268 <** |
~~~~~~

1051. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6eivcdnas1@nnrp1.dejanews.com>
Source record: 4962
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6ei5fl$r5o@bgtnsc03.worldnet.att.net>,
"Sheldon H. Winick" <s.winick@worldnet.att.net> wrote:
>
> Robert Schaffner <robscha@data.rhein-main.de> wrote in article
> <ICPFFCCFUP@data.rhein-main.de>...
> > In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:
>
> > I don't like the tramiels.
> > (From the first day he put his thick fingers into atari)
>
> That is an all-too-common theme of many of these messages, but lets be
> realistic here. Granted, the Tramiels marketing blunders obviously doomed
> TOS to eventual failure in the marketplace, but without the Tramiels, Atari
> would have been dead and burried in 1983 after Warner Communications ran
> the company into the ground. Without the Tramiels, there would have been
> _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe,
> SLM605, TT030, Falcon, Lynx, Jaguar, etc.
>
> As frustrating as all the Tramiel's marketing blunders obviously are to us
> diehard Atarians, keep in mind that without them, we wouldn't even have had
> any of these incredible systems. Because of these systems, we Atarians
> were able to enjoy user-friendly operating systems and software a full
> decade ahead of the rest of the personal computer industry, and a reliable,
> frustration-free operating system that is still unequalled even by today's
> most current systems.

That simply isn't true. The Atari ST was a cheap design. It was designed too quickly with no real innovation (try to think about the Sinclair QL, which was almost the same design and was produced 2 years before, or about the Amiga which was first introduced as a prototype a whole year before the ST).

The Tramiel management was very chaotic. They failed in marketing the computers. They also failed in designing them (come on, the Mega STs were more or less multi-megabyte memory STs in a new box, no magic here). They had this poor policy of making announcements about new designs years before actually producing them (or even not producing them).

Also, the Lynx was not created by them. It was bought from Epyx.

Granted, without the Tramiels, Atari's story would have been very different : we don't know who would have bought it back from Warner. But the Tramiels leading Atari was a total failure.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1052. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6ej96n$5s4$1@nyheter.chalmers.se>
Source record: 4963

In article <350a30e2.17530587@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 04 Mar 98 10:54:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
>wrote:
...
>I'm thinking of what PureC does with the register variables when it
>has to call foo()?
>
>Mwc promptly stacks all the stuff it has in registers at foo() then
>unstacks them when foo() returns, causing more overhead than if there

Now that's a _really_ strange thing to do!

The only reasonable way is to do what every normal C compiler does:
Let the called function make sure that it doesn't modify any registers
that the caller might want to keep. Normally there are a few scratch
registers (say d0-d2/a0-a1) that are free to destroy, though.

The reason it's done this way is of course that the caller has no way of
knowing what registers the called function is going to need.

>I read somewhere that modern compilers tend to ignore all the
>programmer's register variable declarations because, as you said, they

Yes, any modern compiler should do that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1053. Looking for the Score Perfect font format

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: paa@patra.hol.gr
Message-ID: <6ejcs8$405$1@nnrp1.dejanews.com>
Source record: 4964

Hi,

I'm looking for the format of the SPF files. If you have any info available
please post.

Thank you very much

Panayiotis

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1054. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6eja6v$5v7$1@nyheter.chalmers.se>
Source record: 4965

```
In article <350d9317.6695998@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
><mr_ni@mst.tn.utwente.nl> wrote:
>
>>Guy Harrison wrote:
>>> Out of interest, how does it cope with this sort if situation?
...
>>Well, I did put it through PC:
>
>I guess I'll have to run it through MWC now ;-)

You'll find GCC and Lattice code below.

>>int main(void)
>>{
>> register int i,j,jj,ii;
>> register int a[8][8],b[8][8]; /* whatever */
>> jj=8;
>> ii=8;
>> for (j = 0; j < jj; j += 1)
>> {
>> for (i = 0; i < ii; i += 1)
>> {
>> a[i][j] = b[i][j];
>> foo();
>> }
>> }
>> return 0;
>>}
>>

>>; a[i][j] = b[i][j];
>>.loop1:
>> move.w d6,d0
>> lsl.w #4,d0
>> move.w d5,d1
>> add.w d1,d1
>> add.w d1,d0
>> move.w d6,d2
>> lsl.w #4,d2
>> add.w d1,d2 ; surprising, it still knows
>
>Yes, quite clever to remember that.
```

Clever?
Well, I guess it's more optimization than PureC normally does...

I would never consider using a compiler that didn't see something that
obvious.

>Hmm. Good job I ran it through Mwc. It won't let me bind any sort of
>array definition to a register - only references, thus I had to modify

According to Lattice it's an error and GCC warns about it.
I wonder what the C standard has to say about this.

>... so Mwc hasn't got the brains to use spare registers to hold the
>base addresses for a and b. This tallies with what I meant below. I

It's kind of interesting that neither Lattice nor GCC does it either.
See below.

>haven't posted the Mwc assembly code 'cos it's not comparing like with
>like any more. :-(

If Mwc is as bad as you seem to describe, you really should get GCC.

This is what Lattice C produces with 32 bit integers and the best
possible (I think) optimization settings.
Lattice normally hates 16 bit integers, but in this case the code
is actually pretty similar.

```
| 0000 4e75 rts
```

This is that dummy function.

```
| 0002 4e56 fdf8 link a6,#$fdf8
| 0006 48e7 0300 movem.l d6-d7,-(a7)
| 000a 7e00 moveq #$00,d7
| 000c 6026 bra.b $0034
| 000e 7c00 moveq #$00,d6
| 0010 6018 bra.b $002a
```

Function and loop startup code.

```
| 0012 41ee fdf8 lea $fdf8(a6),a0
| 0016 d1c6 adda.l d6,a0
| 0018 d1c7 adda.l d7,a0
| 001a 43ee fef8 lea $fef8(a6),a1
```

If the arrays are sent as parameters Lattice will put their addresses
in registers, but apparently not otherwise.

Lattice claims it's an _error_ to declare local arrays 'register',
complaining about taking addresses of things that don't have any.

```
| 001e d3c6 adda.l d6,a1
| 0020 d3c7 adda.l d7,a1
```

No calculations needed.

```
| 0022 2290 move.l (a0),(a1)
```

Strange that no indexed addressing mode is used.

```
| 0024 61da bsr.b $0000
```

Nothing strange here.

```
| 0026 7020 moveq #$20,d0
| 0028 dc80 add.l d0,d6
| 002a 0c86 0000 0100 cmpi.l #$00000100,d6
| 0030 6de0 blt.b $0012
| 0032 5887 addq.l #4,d7
| 0034 7020 moveq #$20,d0
| 0036 be80 cmp.l d0,d7
| 0038 6dd4 blt.b $000e
```

Lattice C is very fond of strength reduction (that's what this kind of
optimization is called).

```
| 003a 7000 moveq #$00,d0
| 003c 4cdf 00c0 movem.l (a7)+,d6-d7
| 0040 4e5e unlk a6
| 0042 4e75 rts
```

This is what GCC (2.5.8) did when using 32 bit integers.
In my experience GCC usually does relatively well with 16 bit integers
as well, but in this case it was about as bad as PureC for some reason.

```
.globl _foo
_foo:
rts
```

Nothing much to say there.

```
.globl _main
_main:
addw #-516,sp
moveml #0x3e20,sp@-
jbsr ___main
```

Well, the example function was called 'main' and some compilers do strange
things with that special function.

```
moveq #8,d6
movel d6,d5
moveq #0,d4
L10:
moveq #0,d2
cmpl d2,d5
jle L5
```

```
movel d4,d3
asll #2,d3
lea sp@(536),a2
```

```
This is of course only needed once per 'j'-loop.
Strange that it doesn't point a2 directly at one of the arrays, though.

L9:
lea a2@(-256),a1
lea a2@(-512),a0
movel a0@(d3:l),a1@(d3:l)

If the arrays are made smaller, gcc will get rid of the LEAs and
incorporate the constants into the MOVE.

GCC doesn't give an error if the arrays are declared 'register', but it
does warn about it.

If the arrays are parameters to the function, there will be nothing
but the MOVE and only another ADDW will be added below!

jbsr _foo

Nothing strange here.
With another version of 68k-gcc I tried, I actually managed to get rid
of this call completely. The compiler tried to inline the function and
discovered that it did nothing.

addw #32,a2

Good idea!

addql #1,d2
cmpl d2,d5
jgt L9
L5:
addql #1,d4
cmpl d4,d6
jgt L10
moveq #0,d0
moveml sp@+,#0x47c
addw #516,sp
rts

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
```

1055. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: jkeim@unlinfo.unl.edu
Message-ID: <6ejdgf$5gq@crcnis3.unl.edu>
Source record: 4966
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Sam. (sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk) wrote:
: Curt Vendel <cvendel@aol.com> wrote:

: >Retro PC Atari titles and titles for other systems, and hope for a
: >Project X licensing with Atari on the case and Atari Retro Project X software,

: It's never really been that successful in the past though. It didn't
: save the Jag, and Tempest 2000 wasn't an amazing success. I think
: there's a limited market for 1-dimensional games that only last 3
: minutes, which basically is most of the Atari licenses.

I'd say there is probably a _very_ limited market for 1-dimensional
games. But, what are we talking about here?

--James Keim

1056. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <350D5CCE.873EDA71@kaa.bbn.hp.com>
Source record: 4967
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

> the company into the ground. Without the Tramiels, there would have been
> _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe,
> SLM605, TT030, Falcon, Lynx, Jaguar, etc.
> diehard Atarians, keep in mind that without them, we wouldn't even have had
> any of these incredible systems. Because of these systems, we Atarians

As for the Lynx and the Portfolio they were both developed from other
companies. Everything the Tramiels did, was to buy the rights and to
sell them under the ATARI brand name. There were no improvements done by
ATARI.
So if the Tramiels hadnï¿½t bought the systems other companies would have
done this.

Tschuess,
Frank

1057. Re: GDOS Fonts, and how to use them!

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6ejobh$6gi$1@o.online.no>
Source record: 4968

```
On 15 Mar 1998 23:35:12, Terence Kelly wrote:
>On 14 Mar 1998 11:15:20, Odd Skancke wrote:
>> *** TABS to 16 ***
>>
>>
>> x_integer = (word) ([x_fix31] + 32768 >> 16 )
>>
>>It nearly works, but not entirely...
>>
>
>Odd,
>
>I don't program in assembler but here is the code that I use when
>editing lines of speedo text in C:
>
>if (speedo)
>{
> vqt_advance32(handle,char,&advx,&advy);
> exactx+=advx;
> x=(exactx+32768)>>16;
> v_ftext(handle,x,y,rstring);
>}
>
Hi, and thanks for the help. I suddenly found out why my calculations
didn't work, right after posting for help :) Boy, how stupid one can get
sometimes... What I did was that I created a table of advance offsets that
was already rounded! This is wrong, as this introduces lots of errors.
Now, I just keep the advance vectors in this table as fix31 values, and
don't to the rouding until all characters to print have been added. This
is the correct way :)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1058. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: Lawrence Lamb <l_lamb@yahoo.com>
Message-ID: <350D677B.3046B70@yahoo.com>
Source record: 4969
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:
>
> In <6ee973$7vf@bgtnsc03.worldnet.att.net> Dan Phillips
> <xiting@worldnet.att.net> writes:
> >
> >What really gets me is they seem to have paid $5 million for $45
> million
> >in Atari debt (and of course, the technology). They _really_ paid $50
> >million for the assets. They are obviously planning to do something
> real
> >with it, simply suing for patent and copyright infringement and
> selling
> >licensing won't generate that kind of revenue.
> >
> Well first they bought Tiger Electronics not Atari? Why would they buy
> both unless they had something planned, would be too much a waste of
> money. Game.com is not moving on shelves too well. Perhaps they want to
> do something in the way of video games but need a largely remembered
> name like Atari. Suing for patent and copyright infingement could get
> you good money depending on who or what is involvled. If it is simply
> Jon Doe's Video Game Inc infinged on the patent of a design of
> something totally meaningless by todays standard, you wouldnt get much,
> but if it was Nintendo, Sony or Sega you could fetch more (Atari did
> once already on Sega) especially if it had to do with something in the
> Playstation console itself that couldnt be changed they could claim
> damages millions and maybe make quite a bit of money.

Hasbro bought Tiger because of their excellent position in children's
electronics. Tiger makes tons of handheld games, including all of the
game show units (Wheel, Family Feud, Jeopardy!, etc.), Giga Pets, and
the children's educational "computers" (they are the only real
competition to V-Tech). Hasbro is trying to keep up with Mattel in the
toy industry; both are running around buying up all of the smaller toy
companies that complement the businesses that they already own. Tiger
was attractive to them because they really don't have anything in the
way of handheld electronics or kid's computers. They also got ahold of
the game show licenses, which their other divisions can use, like Parker
Brothers, Milton Bradley, and CAP Toys (candy - you've probably seen the
Connect Four and Monopoly candy...expect more!)

Tiger was also bought by Hasbro, Inc., while Atari was purchased by
Hasbro Interactive. This may mean nothing, but it may signal that Tiger
is considered more of a toy company to Hasbro, while Atari is considered

more of a software company. I personally would expect HI to use the software licenses first, making new versions of the titles that they now own, then maybe look at the videogame market to see if it is a viable market for them. They don't own facilities to make something as large as a CD console system and would not be able to make one as cheaply as someone like Philips, but they might license the Atari name. The portable market is about to change a bit with the new Nintendo color portable, so if they're smart, they will wait and see what happens there. Just my $0.02 (still $0.02 with tax!!)

1059. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <CxCMKVAHkXD1QwvX@shaw1.demon.co.uk>
Source record: 4970

In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
<guy@swampdog.demon.co.uk> writes

>On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw

><Clair@shaw1.demon.co.uk> wrote:

>>Gah! *why* did they have to invent MagiC?
>
>'Cos it's cool! :-))

No it aint! I can't program sutable programs which work on it. Same with
Falcons.

>
>>I *hate* it!
>
>Naa! There's always a way round everything. Don't draw the icon if
>magic is present - just make do with the text in the menubar.
>

Yes...

>To check for any version of magic is easy. Simply scan the cookie jar
>for a cookie named 'MAGX' without the quotes.
>

Hows that done in GFA then? I know you can do it.

>Actually, it wouldn't surprise me if the other multitasking systems do
>the same thing with the menubar (but I don't know) in which case you
>might be better off interrogating the number of concurrent processes
>and only enabling the icon if it is 1.

erm.. Whatever. :-)

>
>Even simpler is to have an option in the menubar to turn the feature
>on and off. See lots of solutions! ;-))
>

I could do that.

--
Clair Shaw (alias CDS) | A Atarian's Quote:
Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs

WWW: http://www.shaw1.demon.co.uk | Gates and Windows?

1060. fVDI v0.84 released (with driver source)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6ekcu5hmc1@nyheter.chalmers.se>
Source record: 4971

I don't know if any of you read on c.s.a.s two weeks ago (or in the
short note in one of the threads here) about the first fVDI release.
Only two people (out of the sixty or so who fetched it) have been in
touch with me about it and they both had Falcons. I'd _really_ like
to know how the monochrome driver works on STs and TTs.

Anyway, I've just released a second version, v0.84, and this time I hope
to get a few programmers interested since the complete sources for the
new 15/16 bit driver are included (and it's now possible to write most
of the drivers in C). Naturally, the rest of the sources can be had as
well if you're serious about helping me with this project.

As for fVDI v0.80, v0.84 should work in any Atari monochrome or four
plane (16 colours) graphics mode and now Falcon true colour is also
supported. The monochrome driver from v0.80 apparently worked well with
the NOVA cards and there's no reason why the same shouldn't be true
with this release. There are, however, now also two variations of the
15/16 bit driver that will hopefully also work fine on the NOVA. A beta
version had some trouble with the colours, which I think I've corrected.
(Does anyone happen to know how the various graphics cards deal with
16 and 24/32 bit colour?)

The monochrome driver accelerates everything that fVDI currently
supports (line, fill, mono-expand (vrt_cpyfm), fill and blit) while
the 4 bit driver only accelerates lines and the true colour driver only
fills. This means that the colour drivers will do almost everything
pixel by pixel, which of course is _very_ slow.

This is of course still far from a complete VDI implementation, but
quite a lot of software seems to work fine as it is.
Please, let me know of any problems you run into if you test it.

I'd expect performance (in monochrome) to be somewhere between Atari's
VDI and NVDI on most machines. Later versions will improve on this (the
goal is to be at least as fast as NVDI), especially in the text drawing
area (lots of overhead per character with the current implementation).
Since I can only test fVDI on my Falcon+AB040, I'd be very interested
in hearing how it performs on other hardware.

To download fVDI (or just to read more about it), go to my WWW pages.

By the way, I compiled FreeType (a free TrueType rendering library) for
TOS this weekend (that is of course going into fVDI in the future ;-).
If anyone wants to try it out, let me know.
I won't make any files generally available until I have GEM and greyscale
output working, and I don't have the time to work on that right now.

Perhaps someone else does?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1061. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350DCFB2.967965CD@sprynet.com>
Source record: 4972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

James D. Keim wrote:

> I'd say there is probably a _very_ limited market for 1-dimensional
> games. But, what are we talking about here?

Wow! Where can I get 1-dimensional games?? I've always wanted to see one
of those. :P

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1062. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350DD1B8.C0395F00@sprynet.com>
Source record: 4973
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

> That simply isn't true. The Atari ST was a cheap design. It was designed too
> quickly with no real innovation (try to think about the Sinclair QL, which
> was almost the same design and was produced 2 years before, or about the
> Amiga which was first introduced as a prototype a whole year before the ST).

I don't know if I'd classify the ST as a "cheap" design. After all, some prominent computer experts, including Dr. Jerry Pournelle, liked the ST more than the Amiga. However, it may be true that it was put to market too early. Early models didn't include the BliTTER, for example...

I suspect that what happened with the ST is that since Amiga was slipped out from under Atari by Commodore, they wanted to have a product to compete, and wanted to get to the market at or before the Amiga made it so that they would have a fighting chance.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1063. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: John & Vicki Hale <hale@onet.net>
Message-ID: <350DC94F.D9F39252@onet.net>
Source record: 4974
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Chris Cracknell wrote:

snip
>
> Will consumers either stop purchasing new machines because they're pissed
> off that the machine they just dropped $200 on is obsolete and discontinued.
> Or will they wait for the current technology to become discontinued
> so they can buy it at bargain basement prices? (or like me, wait for
> it to become really really old so they can buy it for $5 at the
> Salvation Army).
>

It's already started in PC's, where the advice "buy as much machine as you can, to avoid obsolescence as long as you can" has been replaced by "buy as cheap as you can since the most expensive system will be obsolete next week anyway." Accordingly, the $1000 and under PC's have taken off by some estimates to equal up to %70 of sales. The only problem with seeing this extend to game consoles is that their $150 to $200 cost doesn't carry the sticker shock of PCs' considerably higher price tags, making a cheaper "oldie" console (a Super Nintendo, for instance) not that attractive to gamers demanding the latest.

John Hale
Long live the 800XL!

1064. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-16 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ekulc$i8r@nntp02.primenet.com>
Source record: 4975
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

The mortal Rob Merritt wrote:
: I'm not sure about the Lynx. It was a horrible mess when Atari got it
: from Epyx. No where near production and suitors were limited.

Could you elaborate rather than just handing off a statement like this
without corroboration?

1065. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350ddd82.2734507@news.jagunet.com>
Source record: 4976
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Frank Szymanski <franks@kaa.bbn.hp.com> wrote:

>So if the Tramiels hadn't bought the systems other companies would have
>done this.

I'm not sure about the Lynx. It was a horrible mess when Atari got it
from Epyx. No where near production and suitors were limited.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1066. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: Greg Easterly <gregory_xeasterly@bus.emory.edu>
Message-ID: <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu>
Source record: 4977
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Lawrence Lamb <l_lamb@yahoo.com> wrote in article

. I personally would expect HI to use the
> software licenses first, making new versions of the titles that they now
> own, then maybe look at the videogame market to see if it is a viable
> market for them. They don't own facilities to make something as large
> as a CD console system and would not be able to make one as cheaply as
> someone like Philips, but they might license the Atari name. The
> portable market is about to change a bit with the new Nintendo color
> portable, so if they're smart, they will wait and see what happens
> there. Just my $0.02 (still $0.02 with tax!!)
>

That is EXACTLY what they will do. Anyone notice the popularity of the
rerelease of Frogger for Playstation and PC? Hasbro is going to revamp and
rerelease some of the old Atari games like Missile Command in similar
fashion. I wouldn't expect to see a new atari-branded console from them,
though. Read more in today's Wall Street Journal, by the way. Good story
about the deal that even mentions retrogaming's current popularity (it
talks a little bit about the MAME arcade emulator in there).
Greg

1067. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: Greg Easterly <gregory_xeasterly@bus.emory.edu>
Message-ID: <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu>
Source record: 4978
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
> I'd say there is probably a _very_ limited market for 1-dimensional
> games. But, what are we talking about here?

A one dimensional game? Wouldn't that be like an infinitely thin line on the screen? Wow, that'd be kinda like playing pong with a toothpick shaped monitor!
:0

Greg

1068. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6elbsefff1@nnrp1.dejanews.com>
Source record: 4979
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350DD1B8.C0395F00@sprynet.com>,
geoff@sprynet.com wrote:
>
> Benjamin.Ryzman@SOLsoft.Com wrote:
>
> > That simply isn't true. The Atari ST was a cheap design. It was designed too
> > quickly with no real innovation (try to think about the Sinclair QL, which
> > was almost the same design and was produced 2 years before, or about the
> > Amiga which was first introduced as a prototype a whole year before the ST).
>
> I don't know if I'd classify the ST as a "cheap" design. After all, some
> prominent computer experts, including Dr. Jerry Pournelle, liked the ST
> more than the Amiga. However, it may be true that it was put to market
> too early. Early models didn't include the BliTTER, for example...

Nor a floppy disk drive :-)
Let me clarify my statement about "cheap" design. The ST family of home computers was not revolutionary: basically it was just a 68k computer running a modified version of Digital Research OS. The software was not new. The concept was not new either (Apple Lisa and Macintosh were the first commercial implementation). The hardware was not new (Motorola 16/32 bits microprocessors were first introduced in 1978 if I recall correctly). What really made these computers interesting was the price. Thus, it was the cheap design that made their commercial success.

At the time, Sinclair had been producing a multitasking (even if it was just task switching, really) computer running a windowed environnement on a Motorola 68008 (8/16bits microprocessor). The machine had its share of problems (mostly production) but it was more or less an ST-like, only introduced years earlier. It was low-priced, too.

The Amiga had just been introduced. It was basically the same design as the ST, only with the technical edge given by the specialized ASICs and the true multitasking environnement. (Jack Tramiel's) Atari had forked $1 million (or was it 10?) to help it's development. Commodore offered more money than Atari (by an order of magnitude) to buy the design. This other Atari failure forced them to create the ST.

> I suspect that what happened with the ST is that since Amiga was slipped
> out from under Atari by Commodore, they wanted to have a product to
> compete, and wanted to get to the market at or before the Amiga made it
> so that they would have a fighting chance.

Yes exactly. But Atari didn't ever catch up with the Amiga technology. It had it's share of success (mostly due to the popular MIDI interface and cheaper price tag at the begining of the ST life), but the Amiga became slowly more popular after the Amiga 500 was introduced.

The point I'm trying to make is that, for the first two years, Atari sold a lot more STs than Commodore sold Amiga. They had the money to evolve the ST and to create radical new designs. They had the market advantage. They didn't use it to get the technological edge. They just created cheaper designs when they were in the position to revolutionize the computer industry.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1069. Re: fVDI v0.84 released (with driver source)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <350E28DE.D351731B@NO.SPAM.emw.ericsson.se>
Source record: 4980

Johan Klockars wrote:
>
> I don't know if any of you read on c.s.a.s two weeks ago (or in the
> short note in one of the threads here) about the first fVDI release.
> Only two people (out of the sixty or so who fetched it) have been in
> touch with me about it and they both had Falcons. I'd _really_ like
> to know how the monochrome driver works on STs and TTs.

Great! I will try to get some time to look at it, but currently I'm trying
to figure out how to change resolution on my Nova card....

Also, their defenitly is a bug in NovaVDI regarding offscreen bitmaps which
makes it useless, or there is a bug in CAB. So fVDI with full Mach64 support
would be just great. I guess it wont happen over a day though.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1070. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6eloa7$g7v@balaena.bio.vu.nl>
Source record: 4981

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I would hope (and expect) the first 16 colours of a 256 colour display
: to match the 16 colours used on a 16 colour display,

They do. (only with the standard palette of course)

: just as the first
: four of the 16 colour display match those of the 4 colour display,
: which in turn match the monochrome disply iyswim. ;-)

They would have to do, in order to correctly display icons with less
colours than the system can display (for palette modes anyway) without
having to remap them all...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

This planet has -- or rather had -- a problem, which was this: most of
the people living on it were unhappy for pretty much of the time. Many
solutions were suggested for this problem, but most of these were
largely concerned with the movements of small green pieces of paper,
which is odd because on the whole it wasn't the small green pieces of
paper that were unhappy.
-- Douglas Adams

1071. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6elq1v$g7v@balaena.bio.vu.nl>
Source record: 4982
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

: > As frustrating as all the Tramiel's marketing blunders obviously are to us
: > diehard Atarians, keep in mind that without them, we wouldn't even have had
: > any of these incredible systems. Because of these systems, we Atarians
: > were able to enjoy user-friendly operating systems and software a full
: > decade ahead of the rest of the personal computer industry, and a reliable,
: > frustration-free operating system that is still unequalled even by today's
: > most current systems.

: That simply isn't true. The Atari ST was a cheap design. It was designed too
: quickly with no real innovation (try to think about the Sinclair QL, which
: was almost the same design and was produced 2 years before, or about the
: Amiga which was first introduced as a prototype a whole year before the ST).

Absolutely. The ST and TOS were designed, built/programmed within one year.
The guys from Atari just used a user-interface written by Digital Research
for the PC and wrote a kind of MS-DOS-emulator they called GEMDOS.
The Amiga for instance was far superiour both in hardware and in software
design. The Amiga OS was fully pre-emptive multitasking, had dynamically
loadable libs (or something like it), etc, etc. The hardware for graphics
and sound was also a lot better (DMA stereo sound, hardware sprites, fast
blitter, more colours...)
The main things that made the ST series still sort of a success were the
built-in MIDI ports, the ability to use a nice monochrome-monitor and maybe
the MS-DOS compatibility (diskwise)...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

This planet has -- or rather had -- a problem, which was this: most of
the people living on it were unhappy for pretty much of the time. Many
solutions were suggested for this problem, but most of these were
largely concerned with the movements of small green pieces of paper,
which is odd because on the whole it wasn't the small green pieces of
paper that were unhappy.
-- Douglas Adams

1072. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350e885c.1047617@news.jagunet.com>
Source record: 4983
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Glenn Saunders <krishna@primenet.com> wrote:

>The mortal Rob Merritt wrote:
>: I'm not sure about the Lynx. It was a horrible mess when Atari got it
>: from Epyx. No where near production and suitors were limited.
>
>Could you elaborate rather than just handing off a statement like this
>without corroboration?

Lets see... The story is from, I believe, Video Games and Computer Entertainment. When Atari came in, the Lynx was still nothing but a bunch a hand wired boards connected to an Amiga. Nothing was done in the way of prototypes, figuring out battery usage, nor where to get color LCD screens. Atari originally was just helping Epyx out with the idea it was going to be join project but once it appeared that the project wasn't going fast enough, Atari bought the Lynx from Epyx out right and finished the project.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

1073. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <350E8FA7.79F@neo-interaktiv.no>
Source record: 4984

Clair Shaw wrote:
>
> In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
> <guy@swampdog.demon.co.uk> writes
>
> >On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
>
> ><Clair@shaw1.demon.co.uk> wrote:
>
> >>Gah! *why* did they have to invent MagiC?
> >
> >'Cos it's cool! :-))
>
> No it aint! I can't program sutable programs which work on it. Same with
> Falcons.

From the snipped part of your post, it appears that you use GFA. If so,
you _can_ program for Magic, Falcon & any other TOS-compatible system.
You just need to conform to GEM standards and avoid certain commands in
GFA that, while being easy to use, will not work with many systems.

Bye,
Vegard Hofsoy

1074. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350EBA6D.98EEA813@erols.com>
Source record: 4985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

> In article <350DD1B8.C0395F00@sprynet.com>,
> geoff@sprynet.com wrote:
> >
> > Benjamin.Ryzman@SOLsoft.Com wrote:
> >
> > > That simply isn't true. The Atari ST was a cheap design. It was
> designed
> too
> > > quickly with no real innovation (try to think about the Sinclair
> QL, which
> > > was almost the same design and was produced 2 years before, or
> about the
> > > Amiga which was first introduced as a prototype a whole year
> before the
> ST).
> >
> > I don't know if I'd classify the ST as a "cheap" design. After all,
> some
> > prominent computer experts, including Dr. Jerry Pournelle, liked the
> ST
> > more than the Amiga. However, it may be true that it was put to
> market
> > too early. Early models didn't include the BliTTER, for example...
>
> Nor a floppy disk drive :-)
> Let me clarify my statement about "cheap" design. The ST family of
> home
> computers was not revolutionary: basically it was just a 68k computer
> running a modified version of Digital Research OS. The software was
> not new.
> The concept was not new either (Apple Lisa and Macintosh were the
> first
> commercial implementation). The hardware was not new (Motorola 16/32
> bits
> microprocessors were first introduced in 1978 if I recall correctly).
> What
> really made these computers interesting was the price. Thus, it was
> the
> cheap design that made their commercial success.
>
> At the time, Sinclair had been producing a multitasking (even if it

> was just
> task switching, really) computer running a windowed environnement on a
>
> Motorola 68008 (8/16bits microprocessor). The machine had its share of
>
> problems (mostly production) but it was more or less an ST-like, only
> introduced years earlier. It was low-priced, too.
>
> The Amiga had just been introduced. It was basically the same design
> as the
> ST, only with the technical edge given by the specialized ASICs and
> the true
> multitasking environnement. (Jack Tramiel's) Atari had forked $1
> million (or
> was it 10?) to help it's development. Commodore offered more money
> than Atari
> (by an order of magnitude) to buy the design. This other Atari failure
> forced
> them to create the ST.
>
> > I suspect that what happened with the ST is that since Amiga was
> slipped
> > out from under Atari by Commodore, they wanted to have a product to
> > compete, and wanted to get to the market at or before the Amiga made
> it
> > so that they would have a fighting chance.
>
> Yes exactly. But Atari didn't ever catch up with the Amiga technology.
> It
> had it's share of success (mostly due to the popular MIDI interface
> and
> cheaper price tag at the begining of the ST life), but the Amiga
> became
> slowly more popular after the Amiga 500 was introduced.
>

Amiga was a 16 bit equlivent to the 8 bit 800. Both designs involved
thework of Jay Minor, he pushed for a 16 bit design. Amiga development
stalled
because projections showed that the cost of completing the development
was too high and simply no one was willing to risk taking the plunge.
The Amiga wasn't "slipped out" from under Atari, it sat idle for a
significant
time. Jack Tramiel brought the design for the ST. with him from
Commodore
and that is what Atari developed. The Amiga company was later acquired
by Commodore and development was completed. Initially Commodore withheld

information about the operating system to insure their ability to
maintain
control over the computer, but this had the undesirable effect of

slowing
sales due to the small software base.

> The point I'm trying to make is that, for the first two years, Atari
> sold a
> lot more STs than Commodore sold Amiga. They had the money to evolve
> the ST
> and to create radical new designs. They had the market advantage. They
> didn't
> use it to get the technological edge. They just created cheaper
> designs when
> they were in the position to revolutionize the computer industry.
>

The Tramiel philosophy was "Power without the price" Tramiel wanted to
bea business success not lead the technological front. Again he said
"Business is war!" I don't necessarily agree with this philosophy but
that is how
Atari was handled.

Patrick Mulvey

> -----== Posted via Deja News, The Leader in Internet Discussion
> ==-----
> http://www.dejanews.com/ Now offering spam-free web-based
> newsreading

1075. Re: M.A.M.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: noSPAMdwilga@mtholyoke.edu
Message-ID: <noSPAMdwilga-1703981000460001@wilga.mtholyoke.edu>
Source record: 4986

In article <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>,
pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk wrote:

> Having just seen the above for the PC (MAME stands for Multiple Arcade
> Machine Emulator) , is there anyone out there thinking of compiling this for
> the Atari?
>
> The source IS available...

About a year ago, I got a version of MAME working on the TT, but it was
too slow to be playable. I even went so far as to write my own
direct-to-screen routines, but I was only able to get it to draw 10 frames
per second, at most.

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

1076. FreeType for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: paa@patra.hol.gr
Message-ID: <6em6us$h2b$1@nnrp1.dejanews.com>
Source record: 4987

In article <6ekcu5hmc1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) wrote:

> By the way, I compiled FreeType (a free TrueType rendering library) for
> TOS this weekend (that is of course going into fVDI in the future ;-).
> If anyone wants to try it out, let me know.
> I won't make any files generally available until I have GEM and greyscale
> output working, and I don't have the time to work on that right now.
> Perhaps someone else does?

Hi Johan

I compiled FreeType too, with Pure C. Did you have any problems? I get a
divide by zero error at Div64by32 function. I think that the code is not 100%
sizeof int independent.

Needless to say I have defined SIZEOF_INT 2 at ft_conf.h

Panayiotis Andriopoulos (yes, the JPEGD one ;-)

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1077. HELP, bombs on my screen!

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: rich@demon.nl
Message-ID: <350fa1c5.3569592@news.euronet.nl>
Source record: 4988

From time to time i get black bombs on my screen and then my atari
crashes. Is this a virus? Does anybody know something about it?

Peter van der Noord
peter007@dds.nl

1078. Re: HELP, bombs on my screen!

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6emk8g$d8a$1@roch.zetnet.co.uk>
Source record: 4989

On 17 Mar 1998 16:16:20, Rem wrote:
>From time to time i get black bombs on my screen and then my atari
>crashes. Is this a virus? Does anybody know something about it?

You don't say which machine but I think it very unlikely it is a
virus. The number of bombs will give you a clue. If you get 2 or 4 (or
2+4) it is likely that the store system is faulty. This is usually
caused by chips becoming insecure in the chip carriers.

To fix this properly you need to access the PCB and reseat all
socketed chips.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1079. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6emnof$kmh@dfw-ixnews5.ix.netcom.com>
Source record: 4990
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu> "Greg Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>
>
>
>James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
>> I'd say there is probably a _very_ limited market for 1-dimensional
>> games. But, what are we talking about here?
>
>
>A one dimensional game? Wouldn't that be like an infinitely thin line on
>the screen? Wow, that'd be kinda like playing pong with a toothpick shaped
>monitor!
>:0
>
Just for thought, has anyone ever considered calling a 2D game 3D because it is playing from a Picture Tube which in itself is 3D? That would be funny, by that definition, all side scrollers would now be considered 3D games.

1080. Re: Data base program written in GFA 3.5E

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <vsdX9GA5NqD1QwbW@shaw1.demon.co.uk>
Source record: 4991

In article <Pine.BSF.3.96.980311095526.11633D-
101000@ganymede.cs.mun.ca>, Scott Harris <harris@cs.mun.ca> writes
>
>Hi everyone,
>
> I've just finished a simple data base program written in GFA BASIC
>3.5E. I want to distribute it to get some feedback on it, Yes I know
>another DBS program :(but its the first program I've ever completed.
>I've file tagged it here so you guys can bash me first :)
>
>If your using pine you can push V to view then S to save the file on disk.
>
>Thank's
>
> Scott.
>
>[A MIME APPLICATION / ZIP part was included here.]
>

I put it on disk (I use a PC for the net) and when I tried to unzip it
using STZIP it said it was a currupt/not a zip file.

Anyone else got this problem?

--
Clair Shaw (alias CDS) | A Atarian's Quote:
Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs
WWW: http://www.shaw1.demon.co.uk | Gates and Windows?

1081. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6emnrc$s37@sjx-ixn4.ix.netcom.com>
Source record: 4992
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu> "Greg
Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>
>
>
>Lawrence Lamb <l_lamb@yahoo.com> wrote in article
>
>. I personally would expect HI to use the
>> software licenses first, making new versions of the titles that they
now
>> own, then maybe look at the videogame market to see if it is a
viable
>> market for them. They don't own facilities to make something as
large
>> as a CD console system and would not be able to make one as cheaply
as
>> someone like Philips, but they might license the Atari name. The
>> portable market is about to change a bit with the new Nintendo color
>> portable, so if they're smart, they will wait and see what happens
>> there. Just my $0.02 (still $0.02 with tax!!)
>>
>
>That is EXACTLY what they will do. Anyone notice the popularity of the
>rerelease of Frogger for Playstation and PC? Hasbro is going to revamp
and
>rerelease some of the old Atari games like Missile Command in similar
>fashion. I wouldn't expect to see a new atari-branded console from
them,
>though. Read more in today's Wall Street Journal, by the way. Good
story
>about the deal that even mentions retrogaming's current popularity (it
>talks a little bit about the MAME arcade emulator in there).
>
>
Some games have already been revamped. It certainly would take some
serious thought for me to go out and by another revamp of Missle
Command after Missle Command 3D unless it was a masterpiece of some
type.

1082. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <6emgs1$hr9@news.Hawaii.Edu>
Source record: 4993
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Sam. (sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk) wrote:
: save the Jag, and Tempest 2000 wasn't an amazing success. I think
: there's a limited market for 1-dimensional games that only last 3
: minutes, which basically is most of the Atari licenses.

I don't mean to be annoying, but doesn't the description:

"1-dimensional games that only last 3 minutes"

apply to just about any console game? In general, I have always preferred computer games to console fighting, platform, and other low depth genre's. With games like AvP, the Jaguar had the potential to bring more computerish titles to the console market, but they instead dropped that sort of development in favor of SNES style titles.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

1083. Re: Press Any Key....

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <350f0534.934129@news.tmisnet.com>
Source record: 4994
Cross-posted to: comp.sys.atari.programmer,comp.sources.atari.st

On 15 Mar 1998 11:06:24 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:
>George Crissman (strads@tmisnet.com) wrote:

>GEM programs should _never_ output text
>directly to the screen,

Very true, but a lot of programs do it anyway --
usually during an initialization failure. The
original request for a TSR program that would
stop the computer AFTER a program exit and BEFORE
the desktop was redisplayed was finally satisfied
with TOSX (Atari GEMINI CD).

> and .TOS programs should _not_ pause after doing
> text output.

If they print to the screen as they exit, the text
is cleared so quickly that it cannot be read. The
pause is important!

> This is _very_ annoying for people who use a shell
>(these people use lots of .TOS and .TTP programs
>as well). If a program does want to pause, it should
>definately not circumvent the GEMDOS character input
>routines, coz' the program's input/output is often
>redirected into a pipe!

Good point.

> -=Levjenno

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1084. 3D on ST

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-17 00:00:00 UTC
From: Mike <mike@NOSPAM.heliovisionsproductions.fr>
Message-ID: <ee$U#cbU9GA.303@upnetnews02.moswest.msn.net>
Source record: 4995

I'm trying to do some 3D stuff, and I'm wondering about projection.

Imagine I've 3D cordinates (X,Y,Z).
After rotations, I obtain (X',Y',Z')

What is the fastest method (no need of code, I'm talking about method) for projecting (X' Y' Z') for having 2D coordinates (Xp,Yp). ???

I'm using something like:

zoom=a+b/z

xp=cx+zoom*X'
yp=cy+zoom*Y'

where a and b are constants that defines the projection plane/depth
and cx,cy are the coordinates of the centre of the screen.

Is it possible to do that without multiplications and/or divistion, even if it reduces the precision ? Perhaps by using tables ? But I'm a little bit short in memory, so it must be as little as possible.

Thank in advance,
Mike.

1085. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3511bc98.13636558@news.demon.co.uk>
Source record: 4897

On Mon, 16 Mar 1998 19:09:59 +0000, Clair Shaw
<Clair@shaw1.demon.co.uk> wrote:

>In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>
>>On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
>
>><Clair@shaw1.demon.co.uk> wrote:
>
>
>>>Gah! *why* did they have to invent MagiC?
>>
>>'Cos it's cool! :-))
>
>No it aint! I can't program sutable programs which work on it. Same with
>Falcons.

You just have to persevere! I haven't written a program from scratch
in years. I just bolt together code I've written in the past then add
to it - that's the secret. ;-)

>>>I *hate* it!
>>
>>Naa! There's always a way round everything. Don't draw the icon if
>>magic is present - just make do with the text in the menubar.
>>
>
>Yes...
>
>>To check for any version of magic is easy. Simply scan the cookie jar
>>for a cookie named 'MAGX' without the quotes.
>>
>
>Hows that done in GFA then? I know you can do it.

You really only need a way of getting at memory whilst in supervisor
mode so you'd probably find the Gfa PEEK command would be suitable.

The cookie jar is just an array which can be anywhere in memory. To
find where it is in memory you look in location $5A0. The long (32
bit) value there is the base address of the array. After that, all you
do is look in each array element in turn until you either find what
you are looking for or get to the end of the array.

A cookie consists of two long values. The first long value is the cookie name. The second long value can be anything - it depends on the cookie.

Afaik, Gfa does not possess structures which makes it a doddle. As just about all docs are in C then knowing about structures enables you to simulate them. Bear with me because this can be applied to any language with structures such as Pascal for example.

To simulate a structure you need to know how many bytes each one takes up. This is reasonably easy on the atari. A 'long' takes 4 bytes, a 'short' takes 2 bytes and a 'char' takes 1 byte (with a problem I'm ignoring because it is irrelevent here). The only complication is how much space an 'int' takes up. On some compilers they take 2 bytes, on others they take 4 bytes. This isn't a problem with manuals etc because they tend to use LONG (4 bytes), WORD (2 bytes), and CHAR or BYTE (1 byte).

The following is how just one cookie would look like in a manual using C ...

```
typedef struct {
LONG cookie_name;
LONG cookie_value;
} COOKIE;
```

COOKIE contains two LONGs which means it takes 8 bytes of memory. If COOKIE happened to be stored at memory location $100 then it would use up memory locations $100,$101,$102,$103,$104,$105,$106,$107. cookie_name comes first so it takes up the first four $100,$101,$102,$103 and cookie_value comes next so it takes up $104,$105,$106,$107 and that is all we need to know to write the code in Gfa.

Now, I don't know any Gfa and it's years since I did any Basic so I'm going to assume these commands exist ...

LPEEK(memory_location) This command enters supervisor mode, reads the contents of 'memory_location' reverts back to user mode, then returns the LONG value that is there back to the caller. Also a similar command PEEK(memory_location) which just returns a BYTE.

```
rem find cookie array
base = LPEEK($5A0)

done = 0
WHILE (done = 0)
name = LPEEK(base)
IF (name <> 0) THEN
IF (PEEK(base+0) = ASC('M')) AND
(PEEK(base+1) = ASC('A')) AND
(PEEK(base+2) = ASC('G')) AND
(PEEK(base+3) = ASC('X')) THEN
```

```
done = 1
value = LPEEK(base+4)
ENDIF
ELSE done = 2

rem offset to next cookie in array
base = base + 8
ENDWHILE

'done' will be 2 if the end of the cookie jar was reached without
finding the MAGX cookie (the last entry has a name which is zero)
otherwise 'done' will be 1 and 'value' will contain the MAGX cookie's
value.

>>Actually, it wouldn't surprise me if the other multitasking systems do
>>the same thing with the menubar (but I don't know) in which case you
>>might be better off interrogating the number of concurrent processes
>>and only enabling the icon if it is 1.
>
>erm.. Whatever. :-)

Each Gem application has a header block whose name I cannot remember.
One of the entries in it says how many processes this particular
version of Gem in capable of running at the same time (concurrent).
Normal Gem has this set to 1 because it can only run one main
application (accessories do not count). Geneva and MagiC etc will have
a higher value.

>>Even simpler is to have an option in the menubar to turn the feature
>>on and off. See lots of solutions! ;-))
>>
>
>I could do that.

<grin>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

1086. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <890190375.21682.0.nnrp-11.9e98f145@news.demon.co.uk>
Source record: 4898

```
On 16 Mar 1998 19:09:59, Clair Shaw wrote:
> In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
> <guy@swampdog.demon.co.uk> writes
>
> >On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
>
> ><Clair@shaw1.demon.co.uk> wrote:
>
>
> >>Gah! *why* did they have to invent MagiC?
> >
> >'Cos it's cool! :-))
>
> No it aint! I can't program sutable programs which work on it. Same with
> Falcons.

And debugging any compiled language is a bit of a pain.

> >To check for any version of magic is easy. Simply scan the cookie jar
> >for a cookie named 'MAGX' without the quotes.
^^^^
To check for Magic requires a search for the 'MagX' cookie. And once you've
found it, it's anyones guess what the value means. It isn't the version
number, although it may be a pointer to a structure that contains it.

> Hows that done in GFA then? I know you can do it.

How about something like this:

FUNCTION find_cookie(cookie$,VAR value%) ! wanted cookie in cookie$,
' ! value returned in value%
LOCAL cookie.address%,temp1%,temp2%,exit!
IF LEN(cookie$)<>4 ! if the cookie length isn't 4,
cookie$=LEFT$(cookie$+SPACE$(4),4) ! pad with spaces. Should really
ENDIF ! be a search error since it
' ! should be 4 chars.
'
cookie.address%=LPEEK(&H5A0) ! get address of cookie jar
IF cookie.address%=0 ! if 0 then doesn't exist
RETURN -1 ! and return -1 to say so
ENDIF
exit!=FALSE
DO
EXIT IF LPEEK(cookie.address%)=0 ! 0 (NULL) marks end of list
temp1%=LPEEK(cookie.address%) ! the cookie
temp2%=LPEEK(cookie.address%+4) ! the value
```

```
ADD cookie.address%,8 ! set to address of next cookie
IF MKL$(temp1%)=cookie$ ! check if the cookie is the
' ! wanted one.
'
value%=temp2% ! if it is, get the value,
exit!=TRUE ! say it's been found
ENDIF
EXIT IF exit! ! and exit the search loop
LOOP
RETURN ABS(exit!) ! finally returning 1 if found,
' ! or 0 if not.
ENDFUNC
```

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/**\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
**/

1087. VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6eni5q$b41$1@o.online.no>
Source record: 4899

Hi, all. I need to know what the call VQT_NAME() returns if you pass it
an index higher than the actual number of loaded fonts. Is there a way to
make it return the number of loaded fonts? Or is there some other call
that does that besides VST_LOADFONTS() ? Anyone?

Until next time... Take Care ;-)

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

1088. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3513439b.4474874@news.demon.co.uk>
Source record: 4900

On 15 Mar 98 10:32:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>> (Pure C requires that functions preserve A2-A7 and D3-D7).
>
>g > Is A2 a typo for A3? Otherwise if PureC called an MWC
>g > compiled function things could go bad as MWC preserves
>g > D3-D7/A3-A7.
>
>No, in fact the first thing all the GEMDOS etc. bindings do is push
>A2 onto the stack.

That must be because PureC is using A2 then. Gemdos trashes d0-d2/a0-a2 (and a6 in one LineA call!).

>As for compatibility, Pure C has some compiler options to create
>more compatible code (pass parameters using the stack, use standard
>stack frames, create DRI object code, etc). I'm not sure how they
>affect register usage, though.
>
>g > Hmm, I can't think of any advantage to the contents being
>g > volatile - the reverse actually! Have you got one in mind? I
>g > must admit to a posessing a distinct aversion to the volatile
>g > keyword so make it a good one! <G>
>
>struct {
> unsigned char len;
> char str[255];
> } pascal;
>
> pascal.len = 4;
> pascal.str[-1] = 3;
> if(pascal.len != (unsigned) pascal.str[-1]) abort();

I'm afraid this is not valid for our discussion. The compiler does not know that pascal.len and pascal.str[-1] are the same thing and would require both to be treated as volatile in order to work. Having seemingly agreed with you I'm afraid there is another reason why it would work by accident - sequence points.

>This is not a case of array overflow,

It is. If you think about it, there is no guarantee pascal.len will exist in the byte before pascal.str[0] because the compiler is at liberty to use padding in a structure if it wants.

>Now it may be possible to make a compiler smart enough to handle the
>above using registers, but a clever enough programmer is bound to
>find something the compiler can't handle correctly (e.g. Lattice C).

The purpose of "sequence points" are to ensure the state of any two conforming compilers are similar at those points. As I understand it, this does not mean that (say) pascal.len must *contain* the correct value at a sequence point. Rather pascal.len must *behave* as though it contains the correct value at a sequence point. Not the same thing as it leaves the compiler free to do whatever it likes reguards storage.

Thus pascal.len=4 may or may not result in the value 4 being stored within pascal.len, it only means that when the value 3 gets assigned to pascal.str[-1] that the correct 'holder' of '4' (ie register) gets updated with its new value of 3 - except it doesn't ... ;-)

... as far as the compiler is concerned with the above example, pascal.str[-1] is not pascal.len so it has no obligation to update pascal.len when you assign 3 to pascal.str[-1], it is only obliged to maintain the two independant values you have told it about. If both are in registers then there is no way to tell which one will end up finally being stored in pascal.len.

The easiest way by far to cope with sequence points is to ensure the lvalues get updated on reaching one. This unfortunately has exactly the same effect here as if they were being treated as volatile. Thus, I have no way of disproving anything if it happens to work!

Can you think of something else a bit more legal? <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1089. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35113a03.2018422@news.demon.co.uk>
Source record: 4901

On 16 Mar 1998 13:41:51 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <350d9317.6695998@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
>><mr_ni@mst.tn.utwente.nl> wrote:
>>
>>>Guy Harrison wrote:
>>>> Out of interest, how does it cope with this sort if situation?
>...
>>>Well, I did put it through PC:
>>
>>I guess I'll have to run it through MWC now ;-)
>
>You'll find GCC and Lattice code below.
>
>>>int main(void)
>>>{
>>> register int i,j,jj,ii;
>>> register int a[8][8],b[8][8]; /* whatever */
>>> jj=8;
>>> ii=8;
>>> for (j = 0; j < jj; j += 1)
>>> {
>>> for (i = 0; i < ii; i += 1)
>>> {
>>> a[i][j] = b[i][j];
>>> foo();
>>> }
>>> }
>>> return 0;
>>>}
>>>
>
>>>; a[i][j] = b[i][j];
>>>.loop1:
>>> move.w d6,d0
>>> lsl.w #4,d0
>>> move.w d5,d1
>>> add.w d1,d1
>>> add.w d1,d0
>>> move.w d6,d2
>>> lsl.w #4,d2

>>> add.w d1,d2 ; surprising, it still knows
>>
>>Yes, quite clever to remember that.
>
>Clever?
>Well, I guess it's more optimization than PureC normally does...
>
>I would never consider using a compiler that didn't see something that
>obvious.

Remember that only GCC has been updated anything like recently!

>>Hmm. Good job I ran it through Mwc. It won't let me bind any sort of
>>array definition to a register - only references, thus I had to modify
>
>According to Lattice it's an error and GCC warns about it.
>I wonder what the C standard has to say about this.

Mwc flags it as a warning also. I've no idea what the standard says
but offhand I can't see any reason why a compiler couldn't use a
register if it wanted to.

>>... so Mwc hasn't got the brains to use spare registers to hold the
>>base addresses for a and b. This tallies with what I meant below. I
>
>It's kind of interesting that neither Lattice nor GCC does it either.
>See below.
>
>>haven't posted the Mwc assembly code 'cos it's not comparing like with
>>like any more. :-(
>
>If Mwc is as bad as you seem to describe, you really should get GCC.

It's not bad, it's just old and doesn't do much in the way of
optimisation. Actually, I have it set so it does no optimisation at
all. That way I get no surprises and I know what code it is generating
so I can usually get my optimisation done simply by declaring things
in a certain way. Plus I can hand optimise the assembly if I really
need to (which is very rare).

>This is what Lattice C produces with 32 bit integers and the best
>possible (I think) optimization settings.
>Lattice normally hates 16 bit integers, but in this case the code
>is actually pretty similar.
>
> | 0000 4e75 rts
>
>This is that dummy function.

Mwc will always produce link,unlk,rts for a dummy function.

> | 0002 4e56 fdf8 link a6,#$fdf8
> | 0006 48e7 0300 movem.l d6-d7,-(a7)

```
> | 000a 7e00 moveq #$00,d7
> | 000c 6026 bra.b $0034
> | 000e 7c00 moveq #$00,d6
> | 0010 6018 bra.b $002a
>
>Function and loop startup code.
>
> | 0012 41ee fdf8 lea $fdf8(a6),a0
> | 0016 d1c6 adda.l d6,a0
> | 0018 d1c7 adda.l d7,a0
> | 001a 43ee fef8 lea $fef8(a6),a1
>
>If the arrays are sent as parameters Lattice will put their addresses
>in registers, but apparently not otherwise.
>
>Lattice claims it's an _error_ to declare local arrays 'register',
>complaining about taking addresses of things that don't have any.
```

It may well be right but calling it an error rather than a warning could be a little extreme, especially when it has done just that in its optimisation by using a0 and a1!

```
> | 001e d3c6 adda.l d6,a1
> | 0020 d3c7 adda.l d7,a1
>
>No calculations needed.
>
> | 0022 2290 move.l (a0),(a1)
>
>Strange that no indexed addressing mode is used.
>
> | 0024 61da bsr.b $0000
>
>Nothing strange here.
>
> | 0026 7020 moveq #$20,d0
> | 0028 dc80 add.l d0,d6
> | 002a 0c86 0000 0100 cmpi.l #$00000100,d6
> | 0030 6de0 blt.b $0012
> | 0032 5887 addq.l #4,d7
> | 0034 7020 moveq #$20,d0
> | 0036 be80 cmp.l d0,d7
> | 0038 6dd4 blt.b $000e
>
>Lattice C is very fond of strength reduction (that's what this kind of
>optimization is called).
```

Can you explain that in more detail?

```
> | 003a 7000 moveq #$00,d0
> | 003c 4cdf 00c0 movem.l (a7)+,d6-d7
```

```
> | 0040 4e5e unlk a6
> | 0042 4e75 rts
>
>
>
>This is what GCC (2.5.8) did when using 32 bit integers.
>In my experience GCC usually does relatively well with 16 bit integers
>as well, but in this case it was about as bad as PureC for some reason.
>
>.globl _foo
>_foo:
> rts
>
>Nothing much to say there.
>
>.globl _main
>_main:
> addw #-516,sp
> moveml #0x3e20,sp@-
> jbsr ___main
>
>Well, the example function was called 'main' and some compilers do strange
>things with that special function.
```

Obviously! :-)

```
> moveq #8,d6
> movel d6,d5
> moveq #0,d4
>L10:
> moveq #0,d2
> cmpl d2,d5
> jle L5
>
> movel d4,d3
> asll #2,d3
> lea sp@(536),a2
>
>This is of course only needed once per 'j'-loop.
>Strange that it doesn't point a2 directly at one of the arrays, though.
>
>L9:
> lea a2@(-256),a1
> lea a2@(-512),a0
> movel a0@(d3:l),a1@(d3:l)
>
>If the arrays are made smaller, gcc will get rid of the LEAs and
>incorporate the constants into the MOVE.
>
>GCC doesn't give an error if the arrays are declared 'register', but it
>does warn about it.
```

>
>If the arrays are parameters to the function, there will be nothing
>but the MOVE and only another ADDW will be added below!
>
>
> jbsr _foo
>
>Nothing strange here.
>With another version of 68k-gcc I tried, I actually managed to get rid
>of this call completely. The compiler tried to inline the function and
>discovered that it did nothing.

Rather clever in one sense but also one of the reasons I dislike
optimisation. If I put useless code into a program then I expect it to
stay there. All in my opinion of course! ;-)

I assume you at least got a warning about it and could turn it off if
you wanted?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1090. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351240f6.3797780@news.demon.co.uk>
Source record: 4902

On 16 Mar 1998 13:24:39 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <350a30e2.17530587@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 04 Mar 98 10:54:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
>>wrote:
>...
>>I'm thinking of what PureC does with the register variables when it
>>has to call foo()?
>>
>>Mwc promptly stacks all the stuff it has in registers at foo() then
>>unstacks them when foo() returns, causing more overhead than if there
>
>Now that's a _really_ strange thing to do!

It is, and I can't for the life of me get it to do this atm - but I
know it has done this or similar in the past on more than one
occasion. Typical Sod's Law!

>The only reasonable way is to do what every normal C compiler does:
>Let the called function make sure that it doesn't modify any registers
>that the caller might want to keep. Normally there are a few scratch
>registers (say d0-d2/a0-a1) that are free to destroy, though.

Yep.

>The reason it's done this way is of course that the caller has no way of
>knowing what registers the called function is going to need.

Yes.

Perhaps I got it slightly wrong. It may have been that it unstacked
the register variables and restored the stack before making the
function call then stacked the registers and reloaded them after the
call. I only remember thinking it was a really stupid thing to do.
Anyway, I can't get it to do it at all now. Perhaps it was a "feature"
of one of the older mwc versions.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1091. Re: HELP, bombs on my screen!

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35144565.4932833@news.demon.co.uk>
Source record: 4903

On 17 Mar 1998 16:16:20 GMT, rich@demon.nl (Rem) wrote:

>From time to time i get black bombs on my screen and then my atari
>crashes. Is this a virus?

No. The bombs tell you what type of crash happened to the atari.

>Does anybody know something about it?

If it happens when the same program(s) are running or some sort of
pattern like that can be established then it is most likely a bug in
one of the programs.

If there is no pattern at all to when it happens (or it seems time or
heat related) then it might possibly be a hardware problem.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1092. Re: Data base program written in GFA 3.5E

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <350f85c2aa1fc0@club-internet.fr>
Source record: 4904

Hello,

in article <vsdX9GA5NqD1QwbW@shaw1.demon.co.uk>
Clair Shaw wrote:

> I put it on disk (I use a PC for the net) and when I tried to unzip it
> using STZIP it said it was a currupt/not a zip file.
>
> Anyone else got this problem?

Not me.
The program works *only* in medium ST rez :(

--
Pascal, surfing the web on his Falcon...

1093. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6eo6dl$7l7@balaena.bio.vu.nl>
Source record: 4905

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >>To check for any version of magic is easy. Simply scan the cookie jar
: >>for a cookie named 'MAGX' without the quotes.
: >>
: >
: >Hows that done in GFA then? I know you can do it.

: You really only need a way of getting at memory whilst in supervisor
: mode so you'd probably find the Gfa PEEK command would be suitable.

You should probably use SPEEK (or something like that) when you want to do things in supervisor mode. I should still have some GFA routines laying around for working with the cookie jar. From way back, in my dark GfA years.. :) I'll see if I can find them...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"His super power is to turn into a scotch terrier."

1094. [FREEWARE] Eureka 2.12 2D Graph describer 3D modeller

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <350FAB88.211A5CC1@ief.u-psud.fr>
Source record: 4906

Hello everybody,

I have released the March revision of my program Eureka 2.12.
It's designed to draw graphs and surfaces in 3D. It exports
various 3D formats including VRML 1 and 2. This program is
tested on various ATARI platforms and emulators and is
developed on my HADES 060. It is available on my home page
at :
http://www.ief.u-psud.fr/~lecoat
and on karl SAMYN's FTP at RMA (Belgium) :
ftp://193.190.205.13/archive/atari/
on mathematics directory.
Karl is maintaining the English documentation, and a new
revision is available till now, every month on both sites.
If you have any remark, I would be interested.
This program is also ditributed under Cyberstrider scheme.
Have fun with it.
Regards,

-- Francois LE COAT
E-mail : mailto:lecoat@ief.u-psud.fr

1095. Re: FreeType for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6eoou5$730$1@nyheter.chalmers.se>
Source record: 4907

In article <6em6us$h2b$1@nnrp1.dejanews.com>, <paa@patra.hol.gr> wrote:
>In article <6ekcu5hmc1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) wrote:
>
>> By the way, I compiled FreeType (a free TrueType rendering library) for
>> TOS this weekend (that is of course going into fVDI in the future ;-).
...
>I compiled FreeType too, with Pure C. Did you have any problems? I get a

No problems at all with GCC (well, except for an unusable library at first
when I left the default -g option in the makefile).

>divide by zero error at Div64by32 function. I think that the code is not 100%
>sizeof int independent.

GCC has long long, which I assume was used for those functions.

>Needless to say I have defined SIZEOF_INT 2 at ft_conf.h

As I'm sure you know, it's not unusual for UNIX code to dislike 16 bit ints.
PureC seems to have more than its share of such problems.

I thought I saw it mentioned somewhere in the code/docs that you could do
without that function, with some loss of precision. Anyway, you should be
able to write a replacement in assembly relatively easy.

>Panayiotis Andriopoulos (yes, the JPEGD one ;-)

Ah! Hi! (No wonder I can never seem to remember your name. ;-)

I guess you've seen that people are still doing new attempts at reverse
engineering JPEGD? I'm pretty sure you were the first, though. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1096. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <351001DD.196C@mst.tn.utwente.nl>
Source record: 4908

```
Guy Harrison wrote:
>
> On 15 Mar 98 10:32:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
> wrote:
> >struct {
> > unsigned char len;
> > char str[255];
> > } pascal;
> >
> > pascal.len = 4;
> > pascal.str[-1] = 3;
> > if(pascal.len != (unsigned) pascal.str[-1]) abort();
>
> I'm afraid this is not valid for our discussion. The compiler does not
> know that pascal.len and pascal.str[-1] are the same thing and would
> require both to be treated as volatile in order to work. Having
> seemingly agreed with you I'm afraid there is another reason why it
> would work by accident - sequence points.
>
> >This is not a case of array overflow,
>
> It is. If you think about it, there is no guarantee pascal.len will
> exist in the byte before pascal.str[0] because the compiler is at
> liberty to use padding in a structure if it wants.

I don't agree with you, quoting K&R2 page (translated to dutch,
retranslated by me, but englisch pages 214-214):
"Members of a structure have ascending adresses in the order
they have been declared. A member of structure which is not
a field is aligned on the memoryboundary of the type of the
member."

Wow, it's quit hard to translate stuff like this. Hope you
still understand it. My interpretation is that the standard
requires that two subsequent chars in an struct are in memory
just one char apart.

This makes it reasonable to suppose that all members of
structures should be regarded as volatile.

> Can you think of something else a bit more legal? <G>

I think is _IS_ legal.

Hans
```

1097. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6ep1kg$8jo$1@nyheter.chalmers.se>
Source record: 4909

In article <35113a03.2018422@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 16 Mar 1998 13:41:51 GMT, rand@cd.chalmers.se (Johan Klockars)
>wrote:
>
>>In article <350d9317.6695998@news.demon.co.uk>,
>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
>>><mr_ni@mst.tn.utwente.nl> wrote:
>>>
>>>>Guy Harrison wrote:
>>>> Out of interest, how does it cope with this sort if situation?
...
>>I would never consider using a compiler that didn't see something that
>>obvious.
>
>Remember that only GCC has been updated anything like recently!

This isn't about recent updates. Optimization techniques like this have
been used since the very first compilers were written.
It's basic textbook stuff.

PureC simply isn't an optimizing compiler.
It seems to have a reasonably good code generator and a great register
allocator, though (at least I've not seen it do anything really stupid
with the registers, unlike some other compilers).

>>>Hmm. Good job I ran it through Mwc. It won't let me bind any sort of
>>>array definition to a register - only references, thus I had to modify
>>
>>According to Lattice it's an error and GCC warns about it.
>>I wonder what the C standard has to say about this.
>
>Mwc flags it as a warning also. I've no idea what the standard says
>but offhand I can't see any reason why a compiler couldn't use a
>register if it wanted to.

Naturally, the compiler could use a register. The question is if it's
actually legal to use the register keyword for a local array. That would
depend on what the standard has to say, which definitely isn't always
obvious. None of the Atari compilers are ANSI certified, however, so I
guess we should not believe any of them.

>>If Mwc is as bad as you seem to describe, you really should get GCC.
>
>It's not bad, it's just old and doesn't do much in the way of

>optimisation. Actually, I have it set so it does no optimisation at

Well, I guess it depends on your definition of 'bad'. I didn't mean to
imply that it produced faulty code, just inefficient code.

>all. That way I get no surprises and I know what code it is generating
>so I can usually get my optimisation done simply by declaring things
>in a certain way. Plus I can hand optimise the assembly if I really

I much prefer writing readable code to tailoring it for specific
compilers/processors. That's not saying I don't do it too, however. ;-)

>>Lattice claims it's an _error_ to declare local arrays 'register',
>>complaining about taking addresses of things that don't have any.
>
>It may well be right but calling it an error rather than a warning
>could be a little extreme, especially when it has done just that in
>its optimisation by using a0 and a1!

Lattice C may well be right, though, you know.
Programming language standards can be very mysterious at times.

>> | 0026 7020 moveq #$20,d0
>> | 0028 dc80 add.l d0,d6
>> | 002a 0c86 0000 0100 cmpi.l #$00000100,d6
>> | 0030 6de0 blt.b $0012
>> | 0032 5887 addq.l #4,d7
>> | 0034 7020 moveq #$20,d0
>> | 0036 be80 cmp.l d0,d7
>> | 0038 6dd4 blt.b $000e
>>
>>Lattice C is very fond of strength reduction (that's what this kind of
>>optimization is called).
>
>Can you explain that in more detail?

Strength reduction - the replacement of an expensive operation (the array
index calculation) by a cheap one (an addition).
As you could see below, GCC does this as well, but Lattice adds some
'induction variable elimination', to get rid of the unneeded 'i' and 'j',
which adds the final icing on the cake. ;-)

Lattice can get silly with this sometimes, though. I once had some kind
array clear loop, which was supposed to clear a long word at a time.
Lattice happily got rid of the index variable, but changed the loop to
clear a _byte_ at a time...

>> jbsr _foo
>>
>>Nothing strange here.
>>With another version of 68k-gcc I tried, I actually managed to get rid
>>of this call completely. The compiler tried to inline the function and
>>discovered that it did nothing.

>
>Rather clever in one sense but also one of the reasons I dislike
>optimisation. If I put useless code into a program then I expect it to
>stay there. All in my opinion of course! ;-)

I'm happy as long as the code still does what it's supposed to do.
If I tell the computer to do nothing, I expect it done very swiftly. ;-)

>I assume you at least got a warning about it and could turn it off if
>you wanted?

There's no reason to warn about it (the function was still there in
its original form in case it got called from outside that module).

It only happened with -O3 (highest optimization setting), however, which
I don't normally use (it's not always better than -O2).
GCC also has a gazillion optimization flags, so I'm pretty sure there's
an -fno-inline-functions to complement -finline-functions.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1098. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35117ece.19629736@news.demon.co.uk>
Source record: 4910

On Wed, 18 Mar 1998 03:06:15 GMT, dbolt@my-ste.demon.co.uk (David
Bolt) wrote:

>On 16 Mar 1998 19:09:59, Clair Shaw wrote:
>> In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
>> <guy@swampdog.demon.co.uk> writes
>>
>> >On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
>>
>> ><Clair@shaw1.demon.co.uk> wrote:
>>
>>
>> >>Gah! *why* did they have to invent MagiC?
>> >
>> >'Cos it's cool! :-))
>>
>> No it aint! I can't program sutable programs which work on it. Same with
>> Falcons.
>
>And debugging any compiled language is a bit of a pain.
>
>> >To check for any version of magic is easy. Simply scan the cookie jar
>> >for a cookie named 'MAGX' without the quotes.
> ^^^^
>To check for Magic requires a search for the 'MagX' cookie.

Sod's Law. I wrote MagX down in the code below and MAGX up here. Being
too lazy to walk across the room and check I guessed which it was
(rather than have it made obvious I was too lazy to check by writing
MagX in one place and MAGX in another). ;-))

>And once you've
>found it, it's anyones guess what the value means. It isn't the version
>number, although it may be a pointer to a structure that contains it.

Correct about it being a pointer and there is rather a lot of it.

It is defined thus as per the magx.h that came with MagiC2 plus a bit
added by me that was in the v2 manual but not in the structure ...

```
typedef struct {
long config_status;
DOSVARS *dosvars;
AESVARS *aesvars;
} MAGX_COOKIE;
```

ie the above MAGX_COOKIE structure is what the cookie value points to.

```
typedef struct
{
char *in_dos; /* Adresse der DOS- Semaphore */
int *dos_time; /* Adresse der DOS- Zeit */
int *dos_date; /* Adresse des DOS- Datums */
long res1; /* */
long res2; /* */
long res3; /* ist 0L */
ptr *act_pd; /* Laufendes Programm */
long res4; /* */
int res5; /* */
short res6; /* */
short res7; /* interne DOS- Speicherliste */
void (*resv_intmem)(); /* DOS- Speicher erweitern */
long (*etv_critic)(); /* etv_critic des GEMDOS */
char *((*err_to_str)(/*char e*/));/* Umrechnung Code->Klartext */
long res8; /* */
long res9; /* */
long res10; /* */
} DOSVARS;

typedef struct
{
long magic; /* muï¿½ $87654321 sein */
ptr *membot; /* Ende der AES- Variablen */
ptr *aes_start; /* Startadresse */
long magic2; /* ist 'MAGX' */
long date; /* Erstelldatum */
void (*chgres)(/*int res, int txt*/); /* Auflï¿½sung ï¿½ndern
*/
long (**shel_vector)(/*void*/); /* residentes Desktop
*/
char *aes_bootdrv; /* von hieraus wurde gebootet */
int *vdi_device; /* vom AES benutzter Treiber */
/*
The following have been added from the manual by me as this header
seems a bit out of date. The version and release work anyway!
*/
short *reservd1,
*reservd2,
*reservd3;
int version;
int release;
} AESVARS;
```

>> Hows that done in GFA then? I know you can do it.
>
>How about something like this:
>
>FUNCTION find_cookie(cookie$,VAR value%) ! wanted cookie in cookie$,

```
> ' ! value returned in value%
> LOCAL cookie.address%,temp1%,temp2%,exit!
> IF LEN(cookie$)<>4 ! if the cookie length isn't 4,
> cookie$=LEFT$(cookie$+SPACE$(4),4) ! pad with spaces. Should really
> ENDIF ! be a search error since it
> ' ! should be 4 chars.
> '
> cookie.address%=LPEEK(&H5A0) ! get address of cookie jar
> IF cookie.address%=0 ! if 0 then doesn't exist
> RETURN -1 ! and return -1 to say so
> ENDIF
> exit!=FALSE
> DO
> EXIT IF LPEEK(cookie.address%)=0 ! 0 (NULL) marks end of list
> temp1%=LPEEK(cookie.address%) ! the cookie
> temp2%=LPEEK(cookie.address%+4) ! the value
> ADD cookie.address%,8 ! set to address of next cookie
> IF MKL$(temp1%)=cookie$ ! check if the cookie is the
> ' ! wanted one.
> '
> value%=temp2% ! if it is, get the value,
> exit!=TRUE ! say it's been found
> ENDIF
> EXIT IF exit! ! and exit the search loop
> LOOP
> RETURN ABS(exit!) ! finally returning 1 if found,
> ' ! or 0 if not.
>ENDFUNC
>
>Regards,
> David E-Mail :- dbolt@my-ste.demon.co.uk

Hey cool, my pseudoGFA wasn't a million miles removed! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

1099. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35101d0f.41971012@news.pressenter.com>
Source record: 4911
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On 17 Mar 1998 20:51:27 GMT, lvpy67c@ix.netcom.com(BELJAN E) wrote:

>In <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu> "Greg
>Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>>
>>
>>
>>James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
>>> I'd say there is probably a _very_ limited market for 1-dimensional
>>> games. But, what are we talking about here?
>>
>>
>>A one dimensional game? Wouldn't that be like an infinitely thin line
>on
>>the screen? Wow, that'd be kinda like playing pong with a toothpick
>shaped
>>monitor!
>>:0
>>
>Just for thought, has anyone ever considered calling a 2D game 3D
>because it is playing from a Picture Tube which in itself is 3D? That
>would be funny, by that definition, all side scrollers would now be
>considered 3D games.

Actually, all computer games are 2D because the CRT has a disply that
is is only two dimensions. In order to be true 3D, one would have to
use one of the available stereoscopic methods like LCD shutter glasses
and such with it.

Hehehe.

*** Please make sure responses are also sent via email.

1100. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6epbq2$7rl@sjx-ixn5.ix.netcom.com>
Source record: 4912
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <35101d0f.41971012@news.pressenter.com> jmelbo@pressenter.com (Jon D. Melbo) writes:
>
>>Just for thought, has anyone ever considered calling a 2D game 3D
>>because it is playing from a Picture Tube which in itself is 3D? That
>>would be funny, by that definition, all side scrollers would now be
>>considered 3D games.
>
>Actually, all computer games are 2D because the CRT has a disply that
>is is only two dimensions. In order to be true 3D, one would have to
>use one of the available stereoscopic methods like LCD shutter glasses
>and such with it.
>
No, that cannot be theoretically possible because the Phosphers on the CRT must be a few molecules thick, hence they are 3D, therefore the 2D game is really 3D. My theory on this would only make sense if you are a cheap skate video game company trying to make money by calling 2D games 3D. I wonder if it could be argued in court ;) Think of it this way most CRTs are not flat, they are rounded meaning they are actually 3D. The phosphers must be 3D anyway you put it because they have some height width and depth. Therefore the phosphors are 3D. If you display something on 3D it must be 3D. The CRT itself is also not flat, the electron gun sticks out the back, but relating the fact that a 3D setup is projecting images than the image must be deduction be 3D. Pretty interesting theory isnt it? Now I need someone to argue the 1D games for me...

1101. Register optimization

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <a26_9803181536@conchbbs.com>
Source record: 4913

g > Can you think of something else a bit more legal? <G>

Just variations on the same theme: taking advantage of the relative locations in RAM for members of data structures, arrays and unions and accessing them via pointers or array indexes in a non-obvious manner.

Admittedly the resulting code is not platform independent, but there is a place for platform dependent code. (My dictionary defines machine independent code as code which will not work on any machine.)

Looking at the giant kludge of #ifdef/#endif statements in what passes for portable code, I would prefer to have non-portable code I can read and modify for my platform than unreadable code which works on hundreds of platforms (but not mine).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

1102. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: Scott 'Steg' Hansen <steg@airmail.net>
Message-ID: <4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airnews.net>
Source record: 4914
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

```
BELJAN E wrote:
>
> In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
> writes:
> >
> >Well, the Jaguar II design (AKA Project Midsummer) was completed, and
> >was supposedly quite powerful. I believe the hardware could compete if
> >they came up with some good software for it. But I would sooner bet
> >that
> >Hasbro is a Project X licensee then say they intend to revive the
> >Midsummer architecture.
> >
> I heard somewhere that it could supposedly do 5,000,000 polygons a
> second, which if true would make it plenty powerful.

Thats probably 5,000,000 'marketing polygons'... =)
--
Scott 'Steg' Hansen
==================================================
Home: http://www.geocities.com/SoHo/3926
==================================================
Check out the best C64 Cart List on the net!
http://www.geocities.com/SoHo/3926/c64_list.html
==================================================
```

1103. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3510bb72.13342695@news.demon.co.uk>
Source record: 4996

On Fri, 13 Mar 1998 22:17:54 GMT, strads@tmisnet.com (George Crissman) wrote:

>I've found a bit more information on customizing
>menu bar entries in the Mark Williams Resource
>Compiler documentation. Apparently, you can
>dynamically change a defined menu bar into a form
>and back again.

Yes, this is possible but there is a limit to how much customisation can be performed before the Mwc editor refuses to change it back to a menu. This is not to say the form won't work as a menu or course but I guess the chances are it won't.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1104. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35112102.12158833@news.demon.co.uk>
Source record: 4915

On 18 Mar 1998 04:22:18 GMT, oskancke@online.no (Odd Skancke) wrote:

>
> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
>an index higher than the actual number of loaded fonts.

The system font index.

>Is there a way to
>make it return the number of loaded fonts?

Yes, you can figure it out with this call.

>Or is there some other call
>that does that besides VST_LOADFONTS()?

I don't know the actual documentation on this but with Nvdi
vst_loadfonts() only applies to bitmap fonts. Vector fonts can be used
reguardless of whether you call vst_loadfonts() beforehand or not.

>Anyone?

I can't remember the exact details offhand but a simple test program
will sort it out for you. Just do something like this ...

```
for (i = a; i < x; i++) {
id = vqt_name(handle,i,buffer[32])
/* print vqt_name details */
}
```

... where 'x' is a bit bigger than the number of fonts currently
loaded on the system. You'll see that once it runs out of font's it
repeatedly returns the system font and its index. You'll also get a
value for 'a' (use zero for the test above).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1105. Window MOVER erases window TITLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3510b84d.45928@news.tmisnet.com>
Source record: 4916

```
Whenever I click on the move bar of a window in
TOS 4.04, the window title is erased. The only
way to redisplay the window title is to go through
the wind_set( win_handle, WF_NAME, ADDR( default_name )
process again.

None of the OS windows erase the title during movement,
and none of the third-party windows do either.

What do I do after wind_set() to tell the OS
not to erase the window title during movement?

Thank you!

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.
```

1106. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6eqmvh$h83@balaena.bio.vu.nl>
Source record: 4917

David Bolt (dbolt@my-ste.demon.co.uk) wrote:

: > Hows that done in GFA then? I know you can do it.

: How about something like this:

: FUNCTION find_cookie(cookie$,VAR value%) ! wanted cookie in cookie$,
: <stuff>

Well, that's more or less what I did as well:

```
CLS
~FN find_cookie("*") ! Just for testing
~INP(2)
END
'
FUNCTION find_cookie(string$) ! This is the actual function
LOCAL jar,id,counter&,value
jar=LPEEK(&H5A0) ! Get Cookie Jar address
REPEAT ! Loop to check all cookies
id=LPEEK(jar+counter&) ! Get cookie ID (name)
value=LPEEK(jar+counter&+4) ! Get cookie value
ADD counter&,8 ! Next cookie
IF MKL$(id)=string$ ! If cookie matches string...
RETURN value ! Return cookie value
' ---------------------------------- You don't really need this bit
ELSE IF string$="*" ! "Wildcard", prints all cookies
IF id=0 ! Check for NULL cookie
PRINT "NULL" ! End of list
PRINT "------------------------"
PRINT "Jar size:"'value'"slots" ! Print jar size
ELSE
PRINT MKL$(id),"$";HEX$(value) ! Print cookie and value
ENDIF
' ----------------------------------
ENDIF
UNTIL id=0 ! Until NULL cookie (end of jar)
RETURN 0 ! Cookie not found
ENDFUNC
```

I wrote a command shell in GfA once (I know, sick idea, but it actually
worked pretty well...) and used this routine. When digging it up yesterday
I discovered some bugs in it though... ;-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I have two very rare photographs: one is a picture of Houdini locking
his keys in his car; the other is a rare photograph of Norman Rockwell
beating up a child."
-- Steven Wright

1107. Re: Press Any Key....

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6eqnge$h83@balaena.bio.vu.nl>
Source record: 4918
Cross-posted to: comp.sys.atari.programmer,comp.sources.atari.st

George Crissman (strads@tmisnet.com) wrote:

: > and .TOS programs should _not_ pause after doing
: > text output.

: If they print to the screen as they exit, the text
: is cleared so quickly that it cannot be read. The
: pause is important!

Yep, but the caller application (eg. the desktop) should take care of that
if needed. Unfortunately, as I said before, the GEM Desktop is not very
bright... (replacement desktops usually do have this option)
It may be possible to install a "viewer" program for .TOS and .TTP files
in the DESKTOP.INF. This program could ask for a commandline if needed
(maybe even using XARG, so we can get a decent commandline length!),
run the "client" program with the specified commandline, and pause after the
"client" has quit.

Or use the utility you mentioned. ;-)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I have two very rare photographs: one is a picture of Houdini locking
his keys in his car; the other is a rare photograph of Norman Rockwell
beating up a child."
-- Steven Wright

1108. Re: Window MOVER erases window TITLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: noSPAMdwilga@mtholyoke.edu
Message-ID: <noSPAMdwilga-1903981120370001@wilga.mtholyoke.edu>
Source record: 4919

In article <3510b84d.45928@news.tmisnet.com>, strads@tmisnet.com (George Crissman) wrote:

> Whenever I click on the move bar of a window in
> TOS 4.04, the window title is erased. The only
> way to redisplay the window title is to go through
> the wind_set(win_handle, WF_NAME, ADDR(default_name)
> process again.
>
> None of the OS windows erase the title during movement,
> and none of the third-party windows do either.
>
> What do I do after wind_set() to tell the OS
> not to erase the window title during movement?

One undocumented thing about the way wind_set() works in Atari's AES: The arguments you pass to it for WF_NAME and WF_INFO must be static. In C, you should declare them as global rather than as part of the function, so this:

```
void settitle( char *string ) {
wind_set( handle, WF_NAME, string );
}
```

needs to be more like this:

```
char title[100];
void settitle( char *string ) {
strcpy( title, string );
wind_set( handle, WF_NAME, title );
}
```

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

1109. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6es7g6puh1@alexander.INS.CWRU.Edu>
Source record: 4920
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

```
re: 1 dimensional games...

I think PONG is the closest we will get to a '1-Dimensional'
game. If there was only a paddle, and no puck. ;-)
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \
```

1110. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6esa7j$gg7@sjx-ixn4.ix.netcom.com>
Source record: 4921
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

```
In
<4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airne
s.net> Scott 'Steg' Hansen <steg@airmail.net> writes:
>
>BELJAN E wrote:
>>
>> In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
>> writes:
>> >
>> >Well, the Jaguar II design (AKA Project Midsummer) was completed,
and
>> >was supposedly quite powerful. I believe the hardware could compete
if
>> >they came up with some good software for it. But I would sooner bet
>> >that
>> >Hasbro is a Project X licensee then say they intend to revive the
>> >Midsummer architecture.
>> >
>> I heard somewhere that it could supposedly do 5,000,000 polygons a
>> second, which if true would make it plenty powerful.
>
>Thats probably 5,000,000 'marketing polygons'... =)
>
Well......
```

1111. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eq2Duu.nC4@suse.modem.stud.uni-hannover.de>
Source record: 4922

```
>>void foo(void)
>>{
>> (void) 0;/* whatever */
>>}
>>
>>int main(void)
>>{
>> register int i,j,jj,ii;
>> register int a[8][8],b[8][8]; /* whatever */
>> jj=8;
>> ii=8;
>> for (j = 0; j < jj; j += 1)
>> {
>> for (i = 0; i < ii; i += 1)
>> {
>> a[i][j] = b[i][j];
>> foo();
>> }
>> }
>> return 0;
>>}

Hmmm, what about

int main (void)
{
int a[8][8], b[8][8];

memcpy (& a[0][0], & b[0][0], 8 * 8 * sizeof(int));

return 0;
}

;-))

Cheers Peter
--
-------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
-------------------------------------------------------------------
```

1112. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eq2E0x.nCr@suse.modem.stud.uni-hannover.de>
Source record: 4923

In article <3511b337.14919683@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> Actually, it wouldn't surprise me if the other multitasking systems do
> the same thing with the menubar (but I don't know) in which case you
> might be better off interrogating the number of concurrent processes
> and only enabling the icon if it is 1.

I'm pretty sure they indeed do that. A better check is inquiring the
global[1] entry after calling appl_init();

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1113. Re: Window MOVER erases window TITLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eq2Eo5.nFB@suse.modem.stud.uni-hannover.de>
Source record: 4924

In article <3510b84d.45928@news.tmisnet.com>,
strads@tmisnet.com (George Crissman) writes:

> Whenever I click on the move bar of a window in
> TOS 4.04, the window title is erased. The only
> way to redisplay the window title is to go through
> the wind_set(win_handle, WF_NAME, ADDR(default_name)
> process again.

I suspect your "default_name" is some local variable or similar,
i.e. some storage that is volatile. Note the wind_set stores
only the address, if the storage is reused by the program, the
title string will vanish (or get replaced by rubbish) as soon
as the AES are about to redraw the window title.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1114. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-20 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6eshnp$2t9$1@pale-rider.INS.CWRU.Edu>
Source record: 4925
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

re: 3d vs 2d...

Your argument regarding "since the projecting apparatusis 3d,
then the image must be 3d" breaks down when you consider a
slide projector. When it projects an image to a theoretically
perfect screen, the image itself has no depth unless you look
at light as a particle. But so far we have not been able to
resolve the particle/wave dispute. My own idea is that it is
something _else_, that we as humans in our particular frame of
reference cannot see it as it is. Perhaps it is 4-D or more in
nature, and humand find it difficult at best to perceive more
than 3 simultaneous dimensions.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

1115. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-20 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <6esp1a$15l$1@jair.pressenter.com>
Source record: 4926

On 18 Mar 1998 04:22:18, Odd Skancke wrote:
>
> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
>an index higher than the actual number of loaded fonts. Is there a way to
>make it return the number of loaded fonts? Or is there some other call
>that does that besides VST_LOADFONTS() ? Anyone?
>
> Until next time... Take Care ;-)
>
>

I don't really know as I never wanted to know the name of a font
that wasn't there.:-) Why not just try it and see? Is there some
reason why you can't use VST_LOADFONTS?

--Terry Kelly

1116. Re: Data base program written in GFA 3.5E

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-20 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980320003244.2165E-100000@ganymede.cs.mun.ca>
Source record: 4927

On Wed, 18 Mar 1998, Pascal Ricard wrote:

> > I put it on disk (I use a PC for the net) and when I tried to unzip it
> > using STZIP it said it was a currupt/not a zip file.
> >
> > Anyone else got this problem?
>
> Not me.
> The program works *only* in medium ST rez :(

I'm sorry about that. It was originally suppose to be for high res as well, but my mono monitor bit the dust so I have no way of testing the global coordinates. Perhaps when I get some extra time on my hands I'll try to make compatible in high res. Thanks for given it a whirl though, its my first program.

Scott.

1117. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-20 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <890369097.27600.1.nnrp-05.9e98f145@news.demon.co.uk>
Source record: 4928

On 18 Mar 1998 19:03:39, Guy Harrison wrote:
> On Wed, 18 Mar 1998 03:06:15 GMT, dbolt@my-ste.demon.co.uk (David
> Bolt) wrote:
>
> >On 16 Mar 1998 19:09:59, Clair Shaw wrote:
> >> In article <3511b337.14919683@news.demon.co.uk>, Guy Harrison
> >> <guy@swampdog.demon.co.uk> writes
> >>
> >> >On Tue, 10 Mar 1998 22:41:09 +0000, Clair Shaw
> >>
> >> ><Clair@shaw1.demon.co.uk> wrote:
> >>
> >>
> >> >>Gah! *why* did they have to invent MagiC?
> >> >
> >> >'Cos it's cool! :-))
> >>
> >> No it aint! I can't program sutable programs which work on it. Same with
> >> Falcons.
> >>
> >And debugging any compiled language is a bit of a pain.
> >
> >> >To check for any version of magic is easy. Simply scan the cookie jar
> >> >for a cookie named 'MAGX' without the quotes.
> > ^^^^
> >To check for Magic requires a search for the 'MagX' cookie.
>
> Sod's Law. I wrote MagX down in the code below and MAGX up here. Being
> too lazy to walk across the room and check I guessed which it was
> (rather than have it made obvious I was too lazy to check by writing
> MagX in one place and MAGX in another). ;-))

It's always the case that when you can't be bothered to check something,
what you think it is isn't what it should be. Or that's what I usually find
anyway :(

> >And once you've
> >found it, it's anyones guess what the value means. It isn't the version
> >number, although it may be a pointer to a structure that contains it.
>
> Correct about it being a pointer and there is rather a lot of it.

<snipped a lot of useful info>

Looks like you're becoming a goldmine of information. First it's the
40 folder bug, now magic. What else is hiding up that sleeve of yours?

```
> /*
> The following have been added from the manual by me as this header
> seems a bit out of date. The version and release work anyway!
> */
> short *reservd1,
> *reservd2,
> *reservd3;
> int version;
> int release;
```

Works with mine as well. This means that

```
version#=0
release&=0
SELECT @find_cookie("MagX",value)
CASE -1
~FORM_ALERT(1,"[3][No cookie jar found][Okay]")
CASE 0
~FORM_ALERT(1,"[3][Cookie jar present,|although Magic isn't!][Okay]")
CASE 1
a=LPEEK(value+8)
version#=VAL(HEX$(DPEEK(a+48)))/100
release&=DPEEK(a+50)
a$="version is "+STR$(version#)+"|release "+STR$(release&)
~FORM_ALERT(1,"[0][Magic is present.|"+a$+"][Okay]")
ENDSELECT
```

will display an alert with the correct version/release of Magic, if it's
present.

```
> Hey cool, my pseudoGFA wasn't a million miles removed! <G>
```

Not that far off. We'll have you programming in Basic before long. <VBG>

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/***\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
***/

1118. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-20 00:00:00 UTC
From: 'remove'tim_k@post1.com
Message-ID: <3511f412.11684909@news.abs.net>
Source record: 4929
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>But Tim - was the 'product' not a roaring success - in my view these
>fine products failed to attract a very large market share solely due
>to the lack of 'marketing' - most people never even heard of 'Atari'
>other than for the older games machines that were well promoted in
>their time.
>
>When the 'Trammels' got involved in their money laundering operation
>(at least that's how it seemed) they made absolutely no attempt to
>'market' the product - which - upgraded a bit for the times - could be
>successfully marketed today.
>
>Or am I reading it wrong ???
>
>The Canadian Curmudgeon (in cool, cloudy, Calgary)

I'm just a little bitter from what I consider being betrayed by the Trammels. After hearing so many times that 'this year' would be 'the year of Atari' only to see them only market in the New York City area or maybe a couple of other local areas, it burns me up. I tried to do my part by buying hundreds of dollars worth of hardware and software only to see it become worthless as fewer and fewer places supported the platform. I hate being at the mercy of Microsoft. But what's the alternative? Even the Mac may not last much longer. I suppose if my needs were simpler, I could get by with my old 520 ST running Word Up etc., but for my needs, it won't do. There- I got that off my chest.

Tim

1119. Re: M.A.M.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-20 00:00:00 UTC
From: pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk
Message-ID: <127_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
Source record: 4930

In a previous message noSPAMdwilga@mtholyoke.edu wrote
> Organization: Mount Holyoke College
>
> In article <32400_pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>,
> pbaker@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk wrote:
>
>> Having just seen the above for the PC (MAME stands for Multiple
>> Arcade Machine Emulator) , is there anyone out there thinking of
>> compiling this
> for
>> the Atari?
>>
>> The source IS available...
>
> About a year ago, I got a version of MAME working on the TT, but it
> was too slow to be playable. I even went so far as to write my own
> direct-to-screen routines, but I was only able to get it to draw 10
> frames per second, at most.
>

do you still have the program ?

--

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis MNP 2-5 24 Hours |
| **> 44-(0)181-364-8268 <** |
~~~~~~

1120. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-20 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6etako$m62$1@nyheter.chalmers.se>
Source record: 4931

In article <35112102.12158833@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 18 Mar 1998 04:22:18 GMT, oskancke@online.no (Odd Skancke) wrote:
...
>I don't know the actual documentation on this but with Nvdi
>vst_loadfonts() only applies to bitmap fonts. Vector fonts can be used
>reguardless of whether you call vst_loadfonts() beforehand or not.

Would there ever be a problem if all fonts are made available even
without a vst_loadfonts() call?

I've not really used VDI fonts before (only for my rotated font output
in MGIF) and have been thinking about how to deal with this in fVDI.

Currently all specified fonts are loaded at startup and are then
immediately available (has anyone run into any problems with this?).
If there are lots of fonts this is of course not such a good idea, but
then neither is loading everything at vst_loadfonts().
In fact, vst_loadfonts() doesn't really make much sense in a multitasking
environment, since the fonts may very well be loaded by another
application already, anyway (fonts are read-only and therefore global).

What I'm planning to do is set up a font structure for every specified
font, but not load the actual data until the font is actually used.
Font data will also be unloaded later using some kind of cache algorithm
(that's needed for rendered vector font characters anyway).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1121. print to printer in C, Atari method vs. PC method

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-20 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3512F2CE.DAE68B87@forestmeister.com>
Source record: 4932

I've done a lot of programming on my Atari ST. If I want to print to the printer I open a file as follows-

```
fp=fopen("PRT:", "w")
```

Then I can use the fprintf() command to print to the printer.

But now I'm trying to learn C on my PC. The above command won't work. One old C book suggests using a constant of "prn" and another shows the use of PRN, but those don't work either.

I'm using MS VC++. First I'm just trying to enter and compile some simple files out of books, as I haven't programmed on the Atari in 4 years so I'm rusty.

So, how the hell do you print to a printer with a PC?

1122. Print to printer via SpeedoGDOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <351337cf.6375689@news.tmisnet.com>
Source record: 4933

```
As long as we're addressing printing techniques,
where is the SpeedoGDOS manual for programmers?
Is it kept online somewhere? It'd be kinda nice
to use all those neat fonts when outputting.

Thanks!

-- George Crissman
-- strads@tmisnet.com

http://www.tmisnet.com/~strads/hq/atari.html

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.
```

1123. Re: Data base program written in GFA 3.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <890456728.8094.0.nnrp-07.9e98f145@news.demon.co.uk>
Source record: 4934

```
On 20 Mar 1998 00:36:48, Scott Harris wrote:
>
>
> On Wed, 18 Mar 1998, Pascal Ricard wrote:
>
> > > I put it on disk (I use a PC for the net) and when I tried to unzip it
> > > using STZIP it said it was a currupt/not a zip file.
> > >
> > > Anyone else got this problem?
> >
> > Not me.
> > The program works *only* in medium ST rez :(
>
> I'm sorry about that. It was originally suppose to be for high res as
> well, but my mono monitor bit the dust so I have no way of testing the
> global coordinates. Perhaps when I get some extra time on my hands I'll
> try to make compatible in high res. Thanks for given it a whirl though,
> its my first program.

It does work in high res if you patch the program code. It will even work
in ST low, but some of the dialogs don't quite fit, and the info bar at
the top of the screen is a bit cramped. Looking at it, it seems as though
you've done the following:

IF XBIOS(4)-1
' tell the user it only works in medium res.
' clear up and quit
ELSE
' continue with the program as normal.
ENDIF

If you change the XBIOS(4)-1 to XBIOS(4)=0, ie so it isn't tried in ST
low, it should work. Then again, you could use:

IF WORK_OUT(0)<639 OR WORK_OUT(1)<199 ! this is the width/height of ST
' ! medium res
' inform the user the screen res
' should be higher and exit
ELSE
' continue

This would then make the program more machine/mode independant and allow
it's use on Falcons/TTs and above.

As for the version that you distributed, the change is at an offset of $38A
(906) bytes from the start of the file. With a disc editor, look for the
```

following at offset $380:

3F3C 0004 548F 5380 6738 4EB9

If you change the $67 to a $6C (BEQ.S $38 to BGE.S $38) the program will
then work in ST high res.

>
> Scott.
>
>

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/***\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
***/

1124. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <351381a5.1888692@news.pacbell.net>
Source record: 4935
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On Sat, 21 Mar 1998 08:23:04 GMT,
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) wrote:

>Even Frogger is 1-d. Although you can move left and right, you're only
>really choosing which "column" of cars to occupy. The essence of the
>game is timing when to go backwards or forwards.

You're really stretching credibility with some of your examples,
Frogger particularly.

--Maurice

mauricem@spambigfoot.com
http://members.tripod.com/~Molyneaux

1125. Interface ques

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: grovem@removetoreplyridgecrest.ca.us
Message-ID: <6f01cd$pc4$3@ash.ridgecrest.ca.us>
Source record: 4936

I recently purchased CAB 2.6 from ASH and was working on my own private English RSC file. I have an older German version of Interface I was using, and find it pretty simple. I did however have one problem. It seems that Interface saves "to" an RSC, adding files with the end of each edit session unless you save the RSC under a different name. Is this normal, or is there something in the pref file that I am missing? I didn't notice this just editing the menus, but it was when I copied them from another RSC this occured.

TIA,

Mike

1126. Face Value and multiple userwindows?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <01bd54c7$6f089360$LocalHost@default>
Source record: 4937

I am working on a project in GFA using Face Value.
I need to open several userwindows of toolstrip type. The toolstrip contains a radiopopup. As all windows share the same toolstrip tree I only get one radiopop_var&.

When the user makes a selection in the radiopopup I copy the radiopop_var& to the window array. When the "main" window area needs to be redrawn it's easy to know the radiopopup selection by just checking the window array.

For the radiopopup itself to be redrawn with correct selection I need to copy back the actual setting to radiopop_var& before Face Value's internal redraw mechanism starts. Is this possible to do at all in a clean way. If not, any comments on which procedure to hack into?

/Kenneth Medin

1127. Re: Print to printer via SpeedoGDOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980321151741809 56@zetnet.co.uk>
Source record: 4938

> As long as we're addressing printing techniques,
> where is the SpeedoGDOS manual for programmers?

Dunno if such a thing exists (maybe given to official registered developers)
- I have never seen it. However, both Modern Atari System Software, and
the Atari Compendium (and I guess the Profibuch) document the SpeedoGDOS
extensions.

> Is it kept online somewhere? It'd be kinda nice
> to use all those neat fonts when outputting.

Well, you can use a vector font in the same way as any other GDOS font,
although there are extensions.

The NVDI 4.1 Programmers guide gives details of the "Speedo" calls.
This is available online (in English and German) from ASH's pages, IIRC.

Anthony
--
---------------------------------------+-------------------------------
Anthony Jacques IRC: AnthonyJ | Ho hum...
|
jacquesa@zetnet.co.uk | Quake 3? cool...
http://www.users.zetnet.co.uk/jacquesa/ |
---------------------------------------+-------------------------------

1128. Re: print to printer in C, Atari method vs. PC method

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980321151034809 56@zetnet.co.uk>
Source record: 4939

```
> I've done a lot of programming on my Atari ST. If I want to print to the
> printer I open a file as follows-
>
> fp=fopen("PRT:", "w")
>
> Then I can use the fprintf() command to print to the printer.

try just: fprintf(stdprn, "test\n");

stdprn is automatically opened on startup, and is defined in <stdio.h>

> But now I'm trying to learn C on my PC. The above command won't work.
> One old C book suggests using a constant of "prn" and another shows the
> use of PRN, but those don't work either.

Use the stdprn file-handle - this is part of the standard C libraries, and
should be available everywhere.

Anthony
```

1129. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: Eabe Kuik <merciful@worldaccess.nl>
Message-ID: <FN_3513e0a6_merciful@news.wxs.nl>
Source record: 4940

in message <6eni5q$b41$1@o.online.no>,
Odd Skancke wrote:

> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
> an index higher than the actual number of loaded fonts. Is there a way to
> make it return the number of loaded fonts? Or is there some other call
> that does that besides VST_LOADFONTS() ? Anyone?
>

Vst_load_fonts returns the number of loaded fonts in intout. Therefor
you should always use this call prior to the use of any font (except
the system font). Only in this way you are sure it will work with
gdos/fontgdos/speedo/nvdi etc.

This means that you should use this call even if you can use other
fonts without the call (nvdi vector fonts).

--

Cheers,
Eabe

Confusion in her eyes,
thats what says it all....
....she is using Windows 95

| e-mail: merciful@worldaccess.nl |

| -> Atari Falcon 030 ;14Mb ; 1.7Gb Scsi |
| Atari TT030 ; 6Mb ; 40Mb Scsi |
| Atari STE ; 4Mb ; 60Mb Acsi |
| Atari 520ST ; 1Mb ; 20Mb Acsi |

1130. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: Eabe Kuik <merciful@worldaccess.nl>
Message-ID: <FN_3513e400_merciful@news.wxs.nl>
Source record: 4941

in message <6etako$m62$1@nyheter.chalmers.se>,
Johan Klockars wrote:

> In article <35112102.12158833@news.demon.co.uk>,
> Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 18 Mar 1998 04:22:18 GMT, oskancke@online.no (Odd Skancke) wrote:
> ....
> Currently all specified fonts are loaded at startup and are then
> immediately available (has anyone run into any problems with this?).
> If there are lots of fonts this is of course not such a good idea, but
> then neither is loading everything at vst_loadfonts().
> In fact, vst_loadfonts() doesn't really make much sense in a multitasking
> environment, since the fonts may very well be loaded by another
> application already, anyway (fonts are read-only and therefore global).

Well it does make sence even in multitasking. If you use fonts
without loading them first the vdi may unload them if the app that
loaded them before your app calls vst_unload_fonts. And if you are
using any loaded bitmap font your app wil run into trouble there the
font is not longer there.

So the function of Vst_load_fonts is more than only loading fonts. It
also keeps track of witch workstations use them.

--

Cheers,
Eabe

Confusion in her eyes,
thats what says it all....
....she is using Windows 95

| e-mail: merciful@worldaccess.nl |

| -> Atari Falcon 030 ;14Mb ; 1.7Gb Scsi |
| Atari TT030 ; 6Mb ; 40Mb Scsi |
| Atari STE ; 4Mb ; 60Mb Acsi |
| Atari 520ST ; 1Mb ; 20Mb Acsi |

1131. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: Dan & Jennifer <dan-jen@mindspring.com>
Message-ID: <35144452.1C52@mindspring.com>
Source record: 4942
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Sam. wrote:
>
> jkeim@unlinfo.unl.edu (James D. Keim) wrote:

> Combat is essentially 1-dimensional, since when you fire, your bullet
> only ever goes in a straight line, and to avoid being hit you just
> avoid the line. While the lines and tanks *can* move, at any instant
> in time the attributes of the game are all 1-D.
>
> Even Frogger is 1-d. Although you can move left and right, you're only
> really choosing which "column" of cars to occupy. The essence of the
> game is timing when to go backwards or forwards.
>
> Pong / Breakout are 1-D, since the ball is the element you actually
> move, and it only has one vector, so does the bat. There's loads of
> them. They base their rules on intersecting lines, rather than
> intersecting blocks like say Mario or Ghouls 'n' Ghosts.

Huh? If a game has x and y movement, it is two dimensional.

A vector used to describe the velocity of the "Pong" ball or "Combat"
bullet would need both x and y components.

You're turning simple math into something difficult.

Later,

Dan

1132. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eq6K5s.Ly0@suse.modem.stud.uni-hannover.de>
Source record: 4943

In article <6etako$m62$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) writes:

>>I don't know the actual documentation on this but with Nvdi
>>vst_loadfonts() only applies to bitmap fonts. Vector fonts can be used
>>reguardless of whether you call vst_loadfonts() beforehand or not.
>
> Would there ever be a problem if all fonts are made available even
> without a vst_loadfonts() call?

Sounds ok, as long as vst_loadfonts can still be used to find out the number
of fonts available. (There is no other way AFAIK ?)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1133. programmierung des Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-21 00:00:00 UTC
From: 050321316-0001@t-online.de
Message-ID: <6f10vfdig1@news02.btx.dtag.de>
Source record: 4944

```
!!! TO ALL !!!
I need help!
I want to program my F030 (in assembly language). I had lot of
experience with the Atari XL/XE (6502), but the F030 is a little bit
harder.
I don`t know how to start. Therefore I need some litreture.
Further: what is the diffrence between 68000 and 68030.
how about coding the DSP?
I hope you can help me!!!
```

1134. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-22 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <6f3nq0$h66$1@jair.pressenter.com>
Source record: 4847

>Currently all specified fonts are loaded at startup and are then
>immediately available (has anyone run into any problems with this?).
>If there are lots of fonts this is of course not such a good idea, but
>then neither is loading everything at vst_loadfonts().
>In fact, vst_loadfonts() doesn't really make much sense in a multitasking
>environment, since the fonts may very well be loaded by another
>application already, anyway (fonts are read-only and therefore global).
>
>What I'm planning to do is set up a font structure for every specified
>font, but not load the actual data until the font is actually used.
>Font data will also be unloaded later using some kind of cache algorithm
>(that's needed for rendered vector font characters anyway).
>

Basically, whatever speedo and NVDI do now is what you would have to
do in FVDI. Any programmer wanting to use loadable fonts does it
transparently now, i.e he doesn't have to provide a memory buffer or
cache for those fonts. Speedo/NVDI takes care of all that for all
programs. The vst_loadfonts lets you know what fonts are available
and lets NVDI know your workstation is using them. When you "unload
the fonts" no memory is returned to the system although NVDI may
flush its cache. The names of the routines apply more to their
original use under the first GDOS. Of course, there was no
multitasking then.

--Terry Kelly

1135. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6f3pe1cj1@newshost.comnet.co.nz>
Source record: 4848

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote in
comp.sys.atari.programmer:
> Sounds ok, as long as vst_loadfonts can still be used to find out the number
> of fonts available. (There is no other way AFAIK ?)

Isn't there a "number of faces available" value one can get from v_opnvwk
and vq_extnd?

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

1136. Re: Data base program written in GFA 3.5E

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-22 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <OrDvcdAbqNF1Qw$K@shaw1.demon.co.uk>
Source record: 4849

```
In article <350f85c2aa1fc0@club-internet.fr>, Pascal Ricard
<pricard@club-internet.fr> writes
>Hello,
>
> in article <vsdX9GA5NqD1QwbW@shaw1.demon.co.uk>
> Clair Shaw wrote:
>
>> I put it on disk (I use a PC for the net) and when I tried to unzip it
>> using STZIP it said it was a currupt/not a zip file.
>>
>> Anyone else got this problem?
>
>Not me.
>The program works *only* in medium ST rez :(
>

The Daztabase prg? I can't get it unzipped!

--
Clair Shaw (alias CDS) | A Atarian's Quote:
Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs
WWW: http://www.shaw1.demon.co.uk | Gates and Windows?
```

1137. Re: programmierung des Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-22 00:00:00 UTC
From: merciful@worldaccess.nl
Message-ID: <6f42gu$nk16@reader3.wxs.nl>
Source record: 4850

```
On 21 Mar 1998 18:30:06, Daniel Pralle wrote:
>I want to program my F030 (in assembly language). I had lot of
>experience with the Atari XL/XE (6502), but the F030 is a little bit
>harder.
>I don`t know how to start. Therefore I need some litreture.
>Further: what is the diffrence between 68000 and 68030.
> how about coding the DSP?

The book 'Atari St machine code' from Roger Pearson helped me getting started
on the Atari range of computers. It's a good book if you already know the
basics of asm.

Cheers,
Eabe

--------------------------------------------------------------------
mail: merciful@worldaccess.nl
home: http://www.worldaccess.nl/~merciful

Who killed mr. Moonlight?
--------------------------------------------------------------------
```

1138. Wanting official docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-22 00:00:00 UTC
From: Jerome LEGRAS <j.n.legras@wanadoo.fr>
Message-ID: <6f2u44$r79$1@peuplier.wanadoo.fr>
Source record: 4945

I am looking for official and technical documentations from ATARI Corp.

If you have them for :

ST
STE
TT
Falcon 030
Jaguar 64

and if you don't need them, feel free to contact me : j.n.legras@wanadoo.fr

Thanks

Jerome LEGRAS
FRANCE

1139. Re: Face Value and multiple userwindows?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-22 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <01bd558f$f3772d00$LocalHost@default>
Source record: 4946

```
Kenneth Medin <kennethm@tripnet.se> skrev i inlï¿½gg
<01bd54c7$6f089360$LocalHost@default>...
> I am working on a project in GFA using Face Value.
> I need to open several userwindows of toolstrip type. The toolstrip
> contains a radiopopup. As all windows share the same toolstrip tree I
only
> get one radiopop_var&.
>
> When the user makes a selection in the radiopopup I copy the
radiopop_var&
> to the window array. When the "main" window area needs to be redrawn it's
> easy to know the radiopopup selection by just checking the window array.
>
> For the radiopopup itself to be redrawn with correct selection I need to
> copy back the actual setting to radiopop_var& before Face Value's
internal
> redraw mechanism starts. Is this possible to do at all in a clean way. If
> not, any comments on which procedure to hack into?

No responses so far but I have come up with a solution myself:

If I put the following code at the beginning of @user_window_content() the
popup object gets redrawn with correct selection. This does change the clip
rectangle so I have to set the clip rectangle manually. Not a perfectly
clean solution perhaps but it does seem to work.
'
radiopop_var&=window_array&(index&,27)
@rsc_setup_tree(tolstrip&)
@rsc_ob_draw(index&,radiopop&)
'
@win_get_workarea(index&,wx&,wy&,ww&,wh&)
SUB wy&,window_array&(index&,13)
SUB wx&,window_array&(index&,12)
CLIP cx&,cy&,cw&,ch& OFFSET
wx&+window_array&(index&,12),wy&+window_array&(index&,13)
'

/Kenneth Medin
```

1140. Re: Face Value and multiple userwindows?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <351636F5.33AC@neo-interaktiv.no>
Source record: 4851

Kenneth Medin wrote:
>
> I am working on a project in GFA using Face Value.
> I need to open several userwindows of toolstrip type. The toolstrip
> contains a radiopopup. As all windows share the same toolstrip tree I only
> get one radiopop_var&.
>
> When the user makes a selection in the radiopopup I copy the radiopop_var&
> to the window array. When the "main" window area needs to be redrawn it's
> easy to know the radiopopup selection by just checking the window array.
>
> For the radiopopup itself to be redrawn with correct selection I need to
> copy back the actual setting to radiopop_var& before Face Value's internal
> redraw mechanism starts. Is this possible to do at all in a clean way. If
> not, any comments on which procedure to hack into?

Hi, Kenneth.

There is currently no documented way to do this. It is a problem that I
am aware of, and several solutions have been discussed. For now, I would
reckomend including multiple trees, so you can use one tree pr. window.
This is a less than ideal solution, but it is safe, quick, and
painless...

Bye,
Vegard

PS: Face Value 2 will be out in a couple of weeks. Lots of improvements
(but this is not one of them, Iï¿½m afraid...)

1141. Re: 3D on ST

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Eq9qLM.3LF@uia.ua.ac.be>
Source record: 4852

Mike (mike@NOSPAM.heliovisionsproductions.fr) wrote:
: I'm trying to do some 3D stuff, and I'm wondering about projection.
:
: Imagine I've 3D cordinates (X,Y,Z).
: After rotations, I obtain (X',Y',Z')
:
: What is the fastest method (no need of code, I'm talking about method) for
: projecting (X' Y' Z') for having 2D coordinates (Xp,Yp). ???
:
: I'm using something like:
:
: zoom=a+b/z
:
: xp=cx+zoom*X'
: yp=cy+zoom*Y'
:
: where a and b are constants that defines the projection plane/depth
: and cx,cy are the coordinates of the centre of the screen.

What EXACTLY do you mean by a and b ?

: Is it possible to do that without multiplications and/or divistion, even if
: it reduces the precision ? Perhaps by using tables ? But I'm a little bit
: short in memory, so it must be as little as possible.

There are two generally used methods to do projection :

1) Parallel projection : This is rather lame, but sometimes used for
technical draw. Hardly any method : just drop the Z component. In
your case : x := cx + X'
y := cy + Y'

I believe this is not the type of projection you're looking for though.

2) Perspective projection : This is what you are doing :

x := cx + X'/Z'
y := cy + Y'/Z'

Several ways to eliminate the number of 'projectible' points exist :

* trivial one : discard all points with Z' < 1.00, where z is
assumed to be zero in the eye-point and 1 on
the projection plane. This technique is called
front-plane clipping (I think). The underlying idea is
that points lying 'in' or behind your eye are discarded.

* back-plane clipping : identical to supra, but when Z' exceeds
a given treshold value. The idea here is that
points beyond a given distance become
'invisible'.

Now, table methods are fine, but they HOG memory, certainly in this case,
where you'll need an entry for every possible (x,y,z) tuple. Their size
automatically depends on the range of your x/y/z components. But by
using tables, you could speed up your transformations since those can be
incorporated in the tables too (but transforming the table data my
prove to make things even slower...)

BTW, what do you need it for ? There exist several rendering techniques
WITHOUT perspective projections.

Any time,

--
+---+
David 'Septimus' De Ridder	"Never underestimate the
	power of the soul unleashed."
<david.de.ridder@bitsmart.com>	- 'Essence Flare', M:TG
+---+

--
Septimus' quote for today :

"Youthful beauty always dies.
True beauty never does."

1142. Re: print to printer in C, Atari method vs. PC method

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzsoo98w0y.fsf@issan.informatik.uni-dortmund.de>
Source record: 4853

Anthony Jacques <jacquesa@zetnet.co.uk> writes:

|> Use the stdprn file-handle - this is part of the standard C libraries, and
|> should be available everywhere.

This is wrong, it's a PCism.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1143. AES evnt_button() problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6f6906$1ad$2@zingo.tninet.se>
Source record: 4854

This is the syntax for the AES evnt_button() call:

evnt_button(clicks, mask, state, mx, my, button, kstate)

Does anyone know how to set the mask and state parameters in order to get the system to wait for either a left or a right mouse click? I can get it to wait for just the left button, just the right button, or both. But I can not get it to wait for either.

Thanks

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

1144. Re: programmierung des Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: arjanbok@pop.xs4all.nl
Message-ID: <6f69o6$21q$1@news2.xs4all.nl>
Source record: 4855

>From: 050321316-0001@t-online.de (Daniel Pralle)
>Date: 21 Mar 1998 18:30:06 GMT
>
>!!! TO ALL !!!
>I need help!
>I want to program my F030 (in assembly language). I >had lot of
>experience with the Atari XL/XE (6502), but the F030 >is a little bit
>harder.
>I don`t know how to start. Therefore I need some >litreture.
>Further: what is the diffrence between 68000 and >68030.
> how about coding the DSP?
>I hope you can help me!!!

Hi there,

I used to do some stuf in assembly on the ST. But since I've got my 030 i switched to C. It is much better to use when you are creating larger programmes.
The package I use is pure C 1.1 from ASH. It also contains an assembler. The debugger can also work on assembly level. And the whole package commes with a 'real' paper manual of 450 pages. If you want to do some special stuf that has to be in assembly it is quite easy to cal an assembly routine from C.

A great book on assembly on the 68000 is 'Introducing ATARI ST machine code' by R.Pearson & S.Hodgson from zzSoft. There is a disk with this book that contains an assembler and debugger. It also works on a Falcon, but the editor and debugger only work in High res ST compatible mode. (ISBN 1 873423 01 2)

I don't know the exact differences between a 68000 and a 68030. The latest probably has more op-codes and is faster because it has a 32 bit data bus instead of a 16 bit, so it can read or write a longword in one cycle instead of two.

regards, Arjan

1145. Re: print to printer in C, Atari method vs. PC method

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980323184500809 56@zetnet.co.uk>
Source record: 4856

The message <vyzsoo98w0y.fsf@issan.informatik.uni-dortmund.de>
from Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
contains these words:
> Anthony Jacques <jacquesa@zetnet.co.uk> writes:
> |> Use the stdprn file-handle - this is part of the standard C libraries, and
> |> should be available everywhere.
>
> This is wrong, it's a PCism.

I'm sorry, I (wrongly) assumed as it existed in stdio.h of both of
the compilers
that I have easily to hand (DJGPP and BC4.5) that it was part of STDLib. It is
not mapped to anything in either GCC or Lattice on the Atari, however I note
that it is defined in Prospero C's stdio.h.

BC's help does mention that it is not part of the unix stdlib in the
help files (what is it doing in stdio.h then?? surely it should be
somewhere else?).

Anthony
--
--+-------------------------------
Anthony Jacques IRC: AnthonyJ | Ho hum...
|
jacquesa@zetnet.co.uk | Quake 3? cool...
http://www.users.zetnet.co.uk/jacquesa/ |
--+-------------------------------

1146. Re: AES evnt_button() problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6f6g26bph1@o.online.no>
Source record: 4857

On 23 Mar 1998 18:17:42, Thomas Sahlin wrote:
>This is the syntax for the AES evnt_button() call:
>
>evnt_button(clicks, mask, state, mx, my, button, kstate)
>
>Does anyone know how to set the mask and state parameters in order to get
>the system to wait for either a left or a right mouse click? I can get it
>to wait for just the left button, just the right button, or both. But I
>can not get it to wait for either.
>
>Thanks
>
>Thomas Sahlin
>
>----------
>thomas.sahlin@home.se
>http://user.tninet.se/~jyc891w/
>.

Ok, I had the same problem some time ago, and found this text in one of issue of ICTARI (don't remember which). I'm posting the whole text, as this is very important info :)) I hope the ICTAR ppl don't mind...check that magacine out, btw. It's a ST magazine for programmers...

http://www.elis.demon.co.uk/ictari/ictari.htm ICTARI -The ATARI programmer's user group

Ok, here it is....

Using the right mouse button with evnt_multi in Assembler
==========

You will probably have noticed that very few applications for the Atari make much use of the right mouse button. The reason given was that there was no simple way for a GEM program to do it. It turns out that there has been a legal way to do it all along - Atari finally got around to documenting it a couple of years ago, but only to registered developers.

The evnt_multi AES call can be programmed to recognise either the left OR right button click by setting the clicks parameter to 256+1 and the mask parameter to 3. For example using the HiSoft MACRO call :-

evnt_multi #flags,#clicks,#mask,#bstate,#m1flags,etc,etc

In the 'flags' parameter, bit 1 should be set so that mouse button events will be recognised as well as any other bits required.

'clicks' should be set to 1 or 2 to recognise one or two clicks as
normal and bit 8 also set to detect the right button event. It is
recommended that the parameter is written as #256+1 or #256+2 so that
it is obvious what conditions are being monitored.

The 'mask' parameter should be set to 3 so that left and right buttons
are recognised.

The 'bstate' parameter should be set to 0 to recognise 'mouse down'
events.

The remaining parameters are set as normal depending on which
facilities are required.

On return from evnt_multi the program should examine the int_out+6
store to determine which button was actually pressed, i.e. left button
= 1 and right button = 2.

See C\EVNT_BUT\EVNT_BUT.TXT file on this disk for further information
on the history of this function.

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

1147. Re: AES evnt_button() problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: arjanbok@pop.xs4all.nl
Message-ID: <6f6kkk$h2l$1@news2.xs4all.nl>
Source record: 4858

```
>This is the syntax for the AES evnt_button() call:
>
>evnt_button(clicks, mask, state, mx, my, button, >kstate)
>
>Does anyone know how to set the mask and state >parameters in order to get
>the system to wait for either a left or a right mouse >click? I can get it
>to wait for just the left button, just the right >button, or both. But I
>can not get it to wait for either.

What you want ther can not be done by the AES event.
It can although be done with a special trick wich is described in 'Introducing ATARI ST
machine code' by R.Pearson on page 347. I typed it over for you:

"One solution is to use the VDI call 'vex_butv'. Every time a mouse button is pressed we
can pass a short routine to this call which it will run before GEM learns of the results of
the button press. If the routine examines d0 it will find the result of the button press
there, whether right, left, none, or both. If a right button is pressed we can pass a value
to a symbol set aside for this purpose At the same time we can place a one in d0 so that
GEM thinks a left mouse button has been pressed. As this is all done under on an interrupt
basis it is transparent to our main program. Now all we have to do is to set up
'evnt_multi' or 'evnt_button' to look for a left button and when it drops through when we
press the right mouse button we look at our holder to see whether a right mouse button has
actually occured.

* Source code of new mouse handler so that we can use evnt_multi with
* it set to recognize right button press- evnt_multi can only recognize
* either a left OR a right button press.
* Install a new mouse handler that recognises the right mouse
* button using the vex_butv() VDI call. Mouse button status is same as
* vq_mouse() with values returned in d0. 0=no button 1=left, 2=right, 3=both
* Every time the right mouse button is pressed 'button_state'
* is passed a value of 1, and 1 is passed to the handler to simulate
* a left mouse button. This ensures that when the right button is
* pressed evnt_multi sees it as a left button press and we can use
* evnt_multi as usual. We then examine button state to see whether the
* right mouse button was pressed when we have fallen through evnt_multi.
* Zie introducing ATARI ST machine code blz. 347.

EXPORT instal_R_mouse
EXPORT deinstal_R_mouse
EXPORT button_state

TEXT

install_R_mouse:
```

```
move #125,contrl
move.w #0,contrl+2
move.w #0,contrl+6
move.w gr_handle,contrl+12 ; physical screen device handle
move.l #new_mouse,contrl+14 ; address of new mouse handler
jsr vdi

move.l contrl+18,old_mouse_addr

deinstall_R_mouse:

move #125,contrl
move.w #0,contrl+2
move.w #0,contrl+6
move.w gr_handle,contrl+12
move.l old_mouse_addr,contrl+14
jsr vdi

new_mouse:
cmpi.w #2,d0 ; right button
bne nowt ; was bne.s - not acceptable by zzSoft's asembler
move #1,button_state
moveq #1,d0 ; pretend it was left button
nowt:
move.l old_mouse_addr,-(sp)
rts

DATA

button_state: ds.w 1
old_mouse_addr: ds.l 1
```

The 'new_mouse' routine should be installed at the start of our application. The old address of the routine can be found from 'contrl+18' and is placed in 'old_mouse_addr' for safe keeping. When our application exits back to the desktop we should de-install our new mouse handler and pass it the old mouse address via 'old_mouse_addr'

Now when 'event_multi' or 'event_button' is used, it should be set up to recognize a left mouse button event, and if the right mouse button is pressed it will think that a left mouse button event has occured. We should then examine 'button_state' to see if a left or right button was pressed and then act accordingly. The value of button_state should always be set to zero after it has been examined after every 'evnt_multi/button' call, 'clr.w button_state' "

Although I am using this methode currently in a program I'am developing it is not neat programming, and I don't know what will happen in a multi tasking system. (got to check it myself) In a single task TOS sytem however it works fine. I've even got parts of it transformed to C.

regards, arjan

e-mail: arjanbok@xs4all.nl

"A man's reach should exeed his grasp,
or else what's heaven for?"

1148. Re: AES evnt_button() problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-23 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3516e72a.1909388@news.tmisnet.com>
Source record: 4859

```
Yeah, what he said!

To avoid documentation snafus in C (really common,
given my standard coding technique), I usually use:

/* Mouse Button Designations */
#define LEFT_BUTTON 0x0001
#define RIGHT_BUTTON 0x0002
#define MID_BUTTON 0x0004 /* Not Currently Available... */
#define EITHER_BUTTON 0x0100

then in the function, I'll build the mask I need by 'or'ing
the various numbers together:

mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;

after which I plug 'mask' into the evnt_button
or evnt_multi call.

Hope this helps!

-- George Crissman
-- strads@tmisnet.com

On 23 Mar 1998 20:18:14 GMT, oskancke@online.no (Odd Skancke) wrote:

>On 23 Mar 1998 18:17:42, Thomas Sahlin wrote:
>>This is the syntax for the AES evnt_button() call:
>>
>>evnt_button(clicks, mask, state, mx, my, button, kstate)
>>
>>Does anyone know how to set the mask and state parameters in order to get
>>the system to wait for either a left or a right mouse click? I can get it
>>to wait for just the left button, just the right button, or both. But I
>>can not get it to wait for either.
>>
>>Thanks
>>
>>Thomas Sahlin
>>
>>----------
>>thomas.sahlin@home.se
>>http://user.tninet.se/~jyc891w/
>>.
>
> Ok, I had the same problem some time ago, and found this text in one of
>issue of ICTARI (don't remember which). I'm posting the whole text, as
```

>this is very important info :)) I hope the ICTAR ppl don't mind...check
>that magacine out, btw. It's a ST magazine for programmers...
>
>http://www.elis.demon.co.uk/ictari/ictari.htm ICTARI -The ATARI
>programmer's user group
>
>
>Ok, here it is....
>
>
> Using the right mouse button with evnt_multi in Assembler
> ==
>
> You will probably have noticed that very few applications for the Atari
> make much use of the right mouse button. The reason given was that
> there was no simple way for a GEM program to do it. It turns out that
> there has been a legal way to do it all along - Atari finally got
> around to documenting it a couple of years ago, but only to registered
> developers.
>
> The evnt_multi AES call can be programmed to recognise either the left
> OR right button click by setting the clicks parameter to 256+1 and the
> mask parameter to 3. For example using the HiSoft MACRO call :-
>
> evnt_multi #flags,#clicks,#mask,#bstate,#m1flags,etc,etc
>
> In the 'flags' parameter, bit 1 should be set so that mouse button
> events will be recognised as well as any other bits required.
>
> 'clicks' should be set to 1 or 2 to recognise one or two clicks as
> normal and bit 8 also set to detect the right button event. It is
> recommended that the parameter is written as #256+1 or #256+2 so that
> it is obvious what conditions are being monitored.
>
> The 'mask' parameter should be set to 3 so that left and right buttons
> are recognised.
>
> The 'bstate' parameter should be set to 0 to recognise 'mouse down'
> events.
>
> The remaining parameters are set as normal depending on which
> facilities are required.
>
> On return from evnt_multi the program should examine the int_out+6
> store to determine which button was actually pressed, i.e. left button
> = 1 and right button = 2.
>
> See C\EVNT_BUT\EVNT_BUT.TXT file on this disk for further information
> on the history of this function.
>

>~~~~~~
>Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
>EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
> oskancke@online.no # ## # SLM804, PTC1426 Monitor.
> ## ## ## Falcon030 4MB, 250MB Internal HD.
>Snailmail ## ## ##
> Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
> 1705 SARPSBORG ## ## ##
> N Norway ## ## ##
>~~~~~~
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1149. Re: Face Value and multiple userwindows?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <01bd570b$3b793d60$LocalHost@default>
Source record: 4860

Vegard Hofsoy <vegard@neo-interaktiv.no> skrev i inlï¿½gg
<351636F5.33AC@neo-interaktiv.no>...
> Kenneth Medin wrote:
> >
> > I am working on a project in GFA using Face Value.
> > I need to open several userwindows of toolstrip type. The toolstrip
> > contains a radiopopup. As all windows share the same toolstrip tree I
only
> > get one radiopop_var&.
> >

>
> There is currently no documented way to do this. It is a problem that I
> am aware of, and several solutions have been discussed. For now, I would
> reckomend including multiple trees, so you can use one tree pr. window.
> This is a less than ideal solution, but it is safe, quick, and
> painless...

I have managed to make it work by "refreshing" the single toolstrip tree
when GEM messages 20 and 21 appear in @user_gem_messages() and by some
extra redrawing of the toolstrip objects at the beginning of
@user_window_content().

> PS: Face Value 2 will be out in a couple of weeks. Lots of improvements
> (but this is not one of them, Iï¿½m afraid...)

Great news even though multiple user-windows is a definite must IMHO. Any
thoughts on how I can upgrade my 1.1 version?

/Kenneth Medin

1150. Re: AES evnt_button() problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6f8qtj$jam@balaena.bio.vu.nl>
Source record: 4861

Thomas Sahlin (thomas.sahlin@home.se) wrote:

: Does anyone know how to set the mask and state parameters in order to get
: the system to wait for either a left or a right mouse click? I can get it
: to wait for just the left button, just the right button, or both. But I
: can not get it to wait for either.

It is possible, via a _very_ poorly documented method that is described in
ProGEM by Tim Oren (get it at any good atari FTP site). It involves setting
some bits somewhere, I could look it up for you if you can't find ProGEM
("Professional GEM", try an AltaVista search for ("Tim Oren" +GEM) or
something...) You should get it anyway, as it's very useful when you want
to write good GEM programs...)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Justice always prevails ... three times out of seven!
-- Michael J. Wagner

1151. Re: Window MOVER erases window TITLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35179389.122225@news.demon.co.uk>
Source record: 4862

On Thu, 19 Mar 1998 06:22:27 GMT, strads@tmisnet.com (George Crissman)
wrote:

>Whenever I click on the move bar of a window in
>TOS 4.04, the window title is erased. The only
>way to redisplay the window title is to go through
>the wind_set(win_handle, WF_NAME, ADDR(default_name)
>process again.
>
>None of the OS windows erase the title during movement,
>and none of the third-party windows do either.
>
>What do I do after wind_set() to tell the OS
>not to erase the window title during movement?

Sounds like the memory holding the title string is being "lost". Make
the string static or obtain it with a Malloc type call.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1152. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351993b9.170445@news.demon.co.uk>
Source record: 4863

On 18 Mar 1998 17:52:16 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <35113a03.2018422@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 16 Mar 1998 13:41:51 GMT, rand@cd.chalmers.se (Johan Klockars)
>>wrote:
>>
>>>In article <350d9317.6695998@news.demon.co.uk>,
>>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>>On Wed, 11 Mar 1998 20:30:50 +0100, Hans Wessels
>>>><mr_ni@mst.tn.utwente.nl> wrote:
>>>>
>>>>>Guy Harrison wrote:
>>>>>> Out of interest, how does it cope with this sort if situation?
>...
>>>I would never consider using a compiler that didn't see something that
>>>obvious.
>>
>>Remember that only GCC has been updated anything like recently!
>
>This isn't about recent updates. Optimization techniques like this have
>been used since the very first compilers were written.
>It's basic textbook stuff.

No doubt it is. If I had to choose one particular catagory of computer
programming as the "most impressive" it would be compiler writing.
(Perhaps because I wouldn't have a clue how to go about it!)

>PureC simply isn't an optimizing compiler.
>It seems to have a reasonably good code generator and a great register
>allocator, though (at least I've not seen it do anything really stupid
>with the registers, unlike some other compilers).

While I think of it. How recent are the GCC sources? I had a half
hearted look for some (for the compiler) but had no real success.

>>>>Hmm. Good job I ran it through Mwc. It won't let me bind any sort of
>>>>array definition to a register - only references, thus I had to modify
>>>
>>>According to Lattice it's an error and GCC warns about it.
>>>I wonder what the C standard has to say about this.
>>
>>Mwc flags it as a warning also. I've no idea what the standard says
>>but offhand I can't see any reason why a compiler couldn't use a
>>register if it wanted to.

>
>Naturally, the compiler could use a register. The question is if it's
>actually legal to use the register keyword for a local array. That would
>depend on what the standard has to say, which definitely isn't always
>obvious. None of the Atari compilers are ANSI certified, however, so I
>guess we should not believe any of them.

Agreed. There is of course the same problem with static arrays also so
I would assume both would be subject to the same rules.

>>>If Mwc is as bad as you seem to describe, you really should get GCC.
>>
>>It's not bad, it's just old and doesn't do much in the way of
>>optimisation. Actually, I have it set so it does no optimisation at
>
>Well, I guess it depends on your definition of 'bad'. I didn't mean to
>imply that it produced faulty code, just inefficient code.

:-)

>>all. That way I get no surprises and I know what code it is generating
>>so I can usually get my optimisation done simply by declaring things
>>in a certain way. Plus I can hand optimise the assembly if I really
>
>I much prefer writing readable code to tailoring it for specific
>compilers/processors. That's not saying I don't do it too, however. ;-)

That's the approach I take. I don't like to be in a position where I
have to rely on optimisation to get the job done.

>>>Lattice claims it's an _error_ to declare local arrays 'register',
>>>complaining about taking addresses of things that don't have any.
>>
>>It may well be right but calling it an error rather than a warning
>>could be a little extreme, especially when it has done just that in
>>its optimisation by using a0 and a1!
>
>Lattice C may well be right, though, you know.
>Programming language standards can be very mysterious at times.

Very true!

>Strength reduction - the replacement of an expensive operation (the array
>index calculation) by a cheap one (an addition).

oic - neatly and concisely explained. :-)

>As you could see below, GCC does this as well, but Lattice adds some
>'induction variable elimination', to get rid of the unneeded 'i' and 'j',
>which adds the final icing on the cake. ;-)
>
>Lattice can get silly with this sometimes, though. I once had some kind
>array clear loop, which was supposed to clear a long word at a time.

>Lattice happily got rid of the index variable, but changed the loop to
>clear a _byte_ at a time...

Hehe. Very odd.

>>> jbsr _foo
>>>
>>>Nothing strange here.
>>>With another version of 68k-gcc I tried, I actually managed to get rid
>>>of this call completely. The compiler tried to inline the function and
>>>discovered that it did nothing.
>>
>>Rather clever in one sense but also one of the reasons I dislike
>>optimisation. If I put useless code into a program then I expect it to
>>stay there. All in my opinion of course! ;-)
>
>I'm happy as long as the code still does what it's supposed to do.
>If I tell the computer to do nothing, I expect it done very swiftly. ;-)

A perfectly valid opinion.

>>I assume you at least got a warning about it and could turn it off if
>>you wanted?
>
>There's no reason to warn about it (the function was still there in
>its original form in case it got called from outside that module).

That's not so bad then.

>It only happened with -O3 (highest optimization setting), however, which
>I don't normally use (it's not always better than -O2).
>GCC also has a gazillion optimization flags, so I'm pretty sure there's
>an -fno-inline-functions to complement -finline-functions.

Even better - no complaints if it can be turned off.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1153. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351a97c8.1209168@news.demon.co.uk>
Source record: 4864

On Thu, 19 Mar 1998 11:42:30 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

```
>>>void foo(void)
>>>{
>>> (void) 0;/* whatever */
>>>}
>>>
>>>int main(void)
>>>{
>>> register int i,j,jj,ii;
>>> register int a[8][8],b[8][8]; /* whatever */
>>> jj=8;
>>> ii=8;
>>> for (j = 0; j < jj; j += 1)
>>> {
>>> for (i = 0; i < ii; i += 1)
>>> {
>>> a[i][j] = b[i][j];
>>> foo();
>>> }
>>> }
>>> return 0;
>>>}
>
>Hmmm, what about
>
>int main (void)
>{
> int a[8][8], b[8][8];
>
> memcpy (& a[0][0], & b[0][0], 8 * 8 * sizeof(int));
>
> return 0;
> }
>
>;-))
```

Hehe!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1154. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351cebab.207268@news.demon.co.uk>
Source record: 4865

On Fri, 20 Mar 1998 04:44:57 GMT, dbolt@my-ste.demon.co.uk (David
Bolt) wrote:

>On 18 Mar 1998 19:03:39, Guy Harrison wrote:
>> Sod's Law. I wrote MagX down in the code below and MAGX up here. Being
>> too lazy to walk across the room and check I guessed which it was
>> (rather than have it made obvious I was too lazy to check by writing
>> MagX in one place and MAGX in another). ;-))
>
>It's always the case that when you can't be bothered to check something,
>what you think it is isn't what it should be. Or that's what I usually find
>anyway :(

Yep. Same here.

>> >And once you've
>> >found it, it's anyones guess what the value means. It isn't the version
>> >number, although it may be a pointer to a structure that contains it.
>>
>> Correct about it being a pointer and there is rather a lot of it.
>
><snipped a lot of useful info>
>
>Looks like you're becoming a goldmine of information. First it's the
>40 folder bug, now magic. What else is hiding up that sleeve of yours?

oo-er!

[snip]
>> Hey cool, my pseudoGFA wasn't a million miles removed! <G>
>
>Not that far off. We'll have you programming in Basic before long. <VBG>

Never! :-)))

Tbh, I liked BBC Basic. It was way ahead of the others at the time,
the best bit being local variables.

L
--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1155. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351dec20.324636@news.demon.co.uk>
Source record: 4866

On Thu, 19 Mar 1998 11:46:09 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <3511b337.14919683@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> Actually, it wouldn't surprise me if the other multitasking systems do
>> the same thing with the menubar (but I don't know) in which case you
>> might be better off interrogating the number of concurrent processes
>> and only enabling the icon if it is 1.
>
>I'm pretty sure they indeed do that.

I can't think of a better way of doing it!

>A better check is inquiring the
>global[1] entry after calling appl_init();

Yeah, that's the one whose name I couldn't think of. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1156. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3521f5ef.2835096@news.demon.co.uk>
Source record: 4867

On Wed, 18 Mar 1998 18:18:21 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>>
>> On 15 Mar 98 10:32:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
>> wrote:
>> >struct {
>> > unsigned char len;
>> > char str[255];
>> > } pascal;
>> >
>> > pascal.len = 4;
>> > pascal.str[-1] = 3;
>> > if(pascal.len != (unsigned) pascal.str[-1]) abort();
>>
>> I'm afraid this is not valid for our discussion. The compiler does not
>> know that pascal.len and pascal.str[-1] are the same thing and would
>> require both to be treated as volatile in order to work. Having
>> seemingly agreed with you I'm afraid there is another reason why it
>> would work by accident - sequence points.
>>
>> >This is not a case of array overflow,
>>
>> It is. If you think about it, there is no guarantee pascal.len will
>> exist in the byte before pascal.str[0] because the compiler is at
>> liberty to use padding in a structure if it wants.
>
>I don't agree with you, quoting K&R2 page (translated to dutch,
>retranslated by me, but englisch pages 214-214):
>"Members of a structure have ascending adresses in the order
>they have been declared.

So far ...

struct {
int16 a;
int16 b;
}

'b' must have a greater address than 'a'. Fine, but so far we have
nothing that prevents the compiler assigning 'a' a zero offset and 'b'
an offset of 3024. It would be a very stupid compiler but nevertheless
possible.

>A member of structure which is not
>a field is aligned on the memoryboundary of the type of the
>member."

Which unfortunately doesn't help your argument. 'unsigned char len' is a different type to that of 'char str[255]'. There is no reason for 'unsigned char' and '(signed) char' to use the same amount of memory, or for that matter, even be represented the same. Thus, it is possible for padding to occur between 'len' and 'str'. Highly unlikely I agree but still possible.

Even if both were 'char', 'len is a simple char and 'str' is an array of them and I'm not even sure you could guarantee one would directly follow the other. Here's what I'm thinking ... imagine some processor exists which can handle strings really efficiently but in order to do this it requires each char in the array to be word aligned. In this case you could find a padding byte between 'len' and 'str' to make the first char of 'str' word aligned (and each char would occupy a word of course with one byte 'ignored').

In any case, I'm (almost) certain that a negative array subscript is illegal. Again, I know we all use it but that isn't the issue.

>Wow, it's quit hard to translate stuff like this. Hope you
>still understand it.

I don't have the book so I hope you've got it right. I'm only going on what you said are the rules!

>My interpretation is that the standard
>requires that two subsequent chars in an struct are in memory
>just one char apart.

Assuming your interpretation is correct 'unsigned char', 'signed char' and arrays thereof are not the same so the rule does not apply - only that they be aligned according to their type.

>This makes it reasonable to suppose that all members of
>structures should be regarded as volatile.

Even if you ignore all the above what are the advantages of them being volatile against the disadvantages. In turn, what are the advantages or them not being volatile against the advantages?

>> Can you think of something else a bit more legal? <G>
>
>I think is _IS_ legal.

I'm not saying you are wrong. It's simply that I see more disadvantages to them being volatile than not.

It is unfortunate. As was said (iirc by Johan) non of the atari compilers are ansi conforming. Actually, Mwc does adhere, but only to the draft standard as there was no standard per se at the time. The 'volatile' keyword is allowed but that is all - it has no meaning

otherwise I could do some tests. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1157. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3522f7f7.3355354@news.demon.co.uk>
Source record: 4868

On 20 Mar 1998 08:50:32 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <35112102.12158833@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 18 Mar 1998 04:22:18 GMT, oskancke@online.no (Odd Skancke) wrote:
>...
>>I don't know the actual documentation on this but with Nvdi
>>vst_loadfonts() only applies to bitmap fonts. Vector fonts can be used
>>reguardless of whether you call vst_loadfonts() beforehand or not.
>
>Would there ever be a problem if all fonts are made available even
>without a vst_loadfonts() call?

I can only think of one - that would be where the caller/program
relied on vst_loadfonts() in order to decide to continue or not. This
could be overcome by having vst_loadfonts() look for bitmap fonts and
return how many there were. The fact that they had already been loaded
would be irrelevent then.

>I've not really used VDI fonts before (only for my rotated font output
>in MGIF) and have been thinking about how to deal with this in fVDI.
>
>Currently all specified fonts are loaded at startup and are then
>immediately available (has anyone run into any problems with this?).
>If there are lots of fonts this is of course not such a good idea, but
>then neither is loading everything at vst_loadfonts().
>In fact, vst_loadfonts() doesn't really make much sense in a multitasking
>environment, since the fonts may very well be loaded by another
>application already, anyway (fonts are read-only and therefore global).
>
>What I'm planning to do is set up a font structure for every specified
>font, but not load the actual data until the font is actually used.
>Font data will also be unloaded later using some kind of cache algorithm
>(that's needed for rendered vector font characters anyway).

That seems reasonable. There's only one small problem I can think of
and that's where a program has used vst_loadfonts() above then the
situation arises where there is not enough memory to display a given
bitmap font - the program will naturally assume it can use all the
bitmaps because they have already been loaded. You would therefore
need to ensure fVDI always maintains at least enough memory to process
the largest bitmap (you've probably thought of this anyway). Other
than that the idea to leave bitmap data unloaded until needed is a
good one. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1158. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3524fce6.4618681@news.demon.co.uk>
Source record: 4869

On 21 Mar 1998 16:45:42, Eabe Kuik <merciful@worldaccess.nl> wrote:

>in message <6eni5q$b41$1@o.online.no>,
> Odd Skancke wrote:
>
>> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
>> an index higher than the actual number of loaded fonts. Is there a way to
>> make it return the number of loaded fonts? Or is there some other call
>> that does that besides VST_LOADFONTS() ? Anyone?
>>
>
>Vst_load_fonts returns the number of loaded fonts in intout. Therefor
>you should always use this call prior to the use of any font (except
>the system font). Only in this way you are sure it will work with
>gdos/fontgdos/speedo/nvdi etc.
>
>This means that you should use this call even if you can use other
>fonts without the call (nvdi vector fonts).

I'm pretty sure vst_loadfonts() does not know about vector fonts under
Nvdi 3.x at least. It only returns the number of bitmap fonts it
loaded.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1159. Re: Register optimization

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3525fd6c.4752673@news.demon.co.uk>
Source record: 4870

On 18 Mar 98 11:35:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>g > Can you think of something else a bit more legal? <G>
>
>Just variations on the same theme: taking advantage of the relative
>locations in RAM for members of data structures, arrays and unions
>and accessing them via pointers or array indexes in a non-obvious
>manner.

Oh well. Maybe one day one of us will find out which of non volatile and volatile is the case.

>Admittedly the resulting code is not platform independent, but there
>is a place for platform dependent code. (My dictionary defines
>machine independent code as code which will not work on any machine.)

I have a tendancy to agree with that. ;-)

>Looking at the giant kludge of #ifdef/#endif statements in what
>passes for portable code, I would prefer to have non-portable code I
>can read and modify for my platform than unreadable code which works
>on hundreds of platforms (but not mine).

I definately agree with this. I've a distinct feeling the #ifdef etc code comes about simply because the author had access to all the machines involved. I say this because of the number of times such code has failed when it is documented to work - and the bug invariably turns out to be due to *newer* 'portable' modifications.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1160. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3527029c.6080693@news.demon.co.uk>
Source record: 4871

On 22 Mar 1998 19:39:45 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote in
comp.sys.atari.programmer:
>> Sounds ok, as long as vst_loadfonts can still be used to find out the number
>> of fonts available. (There is no other way AFAIK ?)
>
>Isn't there a "number of faces available" value one can get from v_opnvwk
>and vq_extnd?

Yeah but iirc v_opnvwk() only returns the system font and I don't
think vq_extnd() gets updated. Again under Nvdi 3.x

Does somebody know for sure else I guess it looks like I'm going to
have to re-experiment.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1161. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3523fbbb.4319280@news.demon.co.uk>
Source record: 4872

On 20 Mar 1998 03:50:02 GMT, tkelly@mail.pressenter.com (Terence Kelly) wrote:

>On 18 Mar 1998 04:22:18, Odd Skancke wrote:
>>
>> Hi, all. I need to know what the call VQT_NAME() returns if you pass it
>>an index higher than the actual number of loaded fonts. Is there a way to
>>make it return the number of loaded fonts? Or is there some other call
>>that does that besides VST_LOADFONTS() ? Anyone?
>>
>> Until next time... Take Care ;-)
>>
>>
>
>I don't really know as I never wanted to know the name of a font
>that wasn't there.:-) Why not just try it and see? Is there some
>reason why you can't use VST_LOADFONTS?

If memory serves, vst_loadfonts() does not return vector font information under Nvdi 3.x thus I used vqt_name() which knows about both. Whether this is specific to Nvdi or documented (or some better way is available) is another matter.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1162. Testing the water

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: Phil Carmody <pc@asdf.org>
Message-ID: <35180AD1.ABAFCA17@asdf.org>
Source record: 4873

How 'alive' is the Falcon, how many _active_ coders of both real
utilities and demos are there? I inquire because I've just bought one,
and am interested in using the DSP and possibly doing some composing.

Can people give me a lovely warm feeling, an mail me to tell me what
kinds of stuff they write, and what tools they use?

Phil

fatphil.asdf@org (do the obvious swap)

1163. Re: Testing the water

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6f936e$o76$1@o.online.no>
Source record: 4874

On 24 Mar 1998 19:34:41, Phil Carmody wrote:
>How 'alive' is the Falcon, how many _active_ coders of both real
>utilities and demos are there? I inquire because I've just bought one,
>and am interested in using the DSP and possibly doing some composing.
>
>Can people give me a lovely warm feeling, an mail me to tell me what
>kinds of stuff they write, and what tools they use?
>
>Phil
>
>fatphil.asdf@org (do the obvious swap)
>.

Hi, Just wanted to throw my hand in the air and shout; I'm coding for the
Atari!! But it's not Falcon spesific :)

Take Care

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

1164. ACSpro

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: mars@zeelandnet.nl
Message-ID: <6f96ovioh1@news.zeelandnet.nl>
Source record: 4875

I am writing a program using ACSpro and Pure Pascal.
I created a window with menu and toolbar. The problem is how
to create objects in the workspace of the window when the
program is running, like an object oriented drawing program.
The ACS example programs don't do what I want and the
manual only shows the different types and routines withouth
example.
Are there more people who use ACSpro?

1165. AES evnt_button() pro

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <a4c_9803241739@conchbbs.com>
Source record: 4876

```
s > #define LEFT_BUTTON 0x0001
s > #define RIGHT_BUTTON 0x0002
s > #define MID_BUTTON 0x0004 /* Not Currently Available... */
s > #define EITHER_BUTTON 0x0100
s >
s > then in the function, I'll build the mask I need by 'or'ing
s > the various numbers together:
s >
s > mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;

Actually it's bclicks, not bmask, that should have bit 8 set.

What this does is change the logic from returning when (button &
bmask == bstate) to returning when (button & mask != bstate). So to
return when either button is clicked you need

bclicks = 0x101;
bmask = 3;
bstate = 0;

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

1166. Re: AES evnt_button() problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EqBnDu.IrK@suse.modem.stud.uni-hannover.de>
Source record: 4877

In article <3516e72a.1909388@news.tmisnet.com>,
strads@tmisnet.com (George Crissman) writes:

> /* Mouse Button Designations */
> #define LEFT_BUTTON 0x0001
> #define RIGHT_BUTTON 0x0002
> #define MID_BUTTON 0x0004 /* Not Currently Available... */
> #define EITHER_BUTTON 0x0100
>
> then in the function, I'll build the mask I need by 'or'ing
> the various numbers together:
>
> mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;
>
> after which I plug 'mask' into the evnt_button
> or evnt_multi call.

Although this gives the desired effect, it is fairly confusing, as the
underlying semantics is not followed.

The semantics of evnt_button is that mask specifies which events must occur
all *at once* to trigger the event. This means, setting both the mask and
the state to three means, the left button must be pressed, *AND* the right
button must be pressed, in order to trigger evnt_button. Correspondingly,
with a three button mouse system, a mask of seven would specify all three
buttons to be pressed.

Now what Atari never officially documented is that setting bit 8 does not
specify button 8 on an imaginary 8 button mouse, but to INVERT the condition
upon which then event triggers. So instead of having the call trigger on

(Left_Mouse AND Right_Mouse),

which means Left and Right must be down (pressed, clicked), setting bit 8
achieves triggering on

NOT (Left_Mouse AND Right_Mouse)

Booleans arithmetics tells you the latter being equivalent to

(NOT Left_Mouse) OR (NOT Right_Mouse)

Now you ended up with the desired OR in the middle, i.e. triggering on the
left button OR the right button. However, since there are still those NOTs,
you need to set the state to zero, i.e. button NOT pressed.

This is a lot of mathbabble, in more common language it is this :

evnt_button can only ever test for ANDed conditions. Full Stop.
Using evnt_button(1, 3, 3) (i.e. mask = state = 3) one tests for both
buttons (mask = 3) pressed (state = 3) at the same time. Since you rarely
press both buttons at once, you need instead to test for the contrary
condition, i.e. both buttons NOT pressed (state = 0). This leads to
evnt_button(1, 3, 0). This will lead to trigger the event whenever both
buttons are released, and remains untriggered as long as one (any one)
of the buttons is pressed. This is close, but not quite the desired effect.
The wanted effect was to invert the behaviour, i.e. *trigger* it if any
botton is pressed, and remain untriggered as long as neither button is
pressed. To achieve this inverting, one has to set bit 8 of the mask,
i.e. use evnt_button(1, 256 + 3, 0)

Keeping this semantics in mind, you can construct calls that wait for more
complex situations too.

>>Ok, here it is....
>>
>>
>> Using the right mouse button with evnt_multi in Assembler
>> ==

Why the hell did you cite all that stuff once again ? Have you ever found
out how to edit news messages you want to reply to, before sending the
reply off ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1167. Re: AES evnt_button() problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EqBo2v.Iu4@suse.modem.stud.uni-hannover.de>
Source record: 4878

In article <6f6kkk$h2l$1@news2.xs4all.nl>,
arjanbok@pop.xs4all.nl writes:

>>Does anyone know how to set the mask and state >parameters in order to get
>>the system to wait for either a left or a right mouse >click? I can get it
>>to wait for just the left button, just the right >button, or both. But I
>>can not get it to wait for either.
>
> What you want ther can not be done by the AES event.

Yes, it can be done. See other mail.

> It can although be done with a special trick wich is described in 'Introducing ATARI ST
machine code' by R.Pearson on page 347. I typed it over for you:
>
> "One solution is to use the VDI call 'vex_butv'. Every time a mouse button is pres

Don't ever do that ! This is very bad stuff. While using AES, the screen
workstation belongs to the AES. While there is a mechanism for sharing
output to the same workstation (virtual workstations), this cannot be done
for input ! The reason is quite obvious. A program doing that would steal
input that was meant to be processed by the AES. While this can still be
managed within the own application by tricky usage of semaphores or similar
stuff, the program will badly fail in a multitasking environment. Other
programs that are supposed to work in parallel, cannot be operated anymore,
mouseclicks supposed to do something in some window or dialog are without
effect suddenly, because that bad stuff in the background steals them.

So please refrain from this.

I'll put this book by Pearson on my black list of bad books recommending
silly, non-portable, specs-violating methods. It's sometimes depressing
to see how much bad stuff is there, the authors of which apparently never
read the tiniest bit of Atari's specifications on how things are supposed
to be done.

> Although I am using this methode currently in a program I'am developing it is not
> neat programming, and I don't know what will happen in a multi tasking system. (got
> to check it myself) In a single task TOS sytem however it works fine. I've even got
> parts of it transformed to C.

It's actually worse. It will give problems under single-tasking as well
as soon as accessories are used.

> "One solution is to use the VDI call 'vex_butv'. Every time a mouse button is pressed we
can pass a short routine to this call which it will run before GEM learns of the results of
the button press. If the routine examines d0 it will find the result of

the button press there, whether right, left, none, or both. If a right button is pressed we can pass a value to a symbol set aside for this purpose At the same time we can place a one in d0 so that GEM thinks a left mouse button has been pressed. As this
i
s all done under on an interrupt basis it is transparent to our main program. Now all we have to do is to set up 'evnt_multi' or 'evnt_button' to look for a left button and when it drops through when we press the right mouse button we look at our holder t
o see whether a right mouse button has actually occured.

Can't you configure your news reader to write proper Usenet compliant
output ?? This is truely annoying. Either reconfigure it, or refrain
from using ASH Emailer in the first place.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1168. Re: AES evnt_button() pro

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35184e57.526755@news.tmisnet.com>
Source record: 4879

I was quoting from the Holy Compendium, page 6.61, which
states:

WORD evnt_button(clicks, mask, state, mx, my, button, kstate)

[...]

COMMENTS A previously undocumented feature of this call is
accessed by logically OR'ing the _mask_ parameter with 0x100.
This causes the call to return when independent buttons are
depressed. For example, a _mask_ value of 0x03 will return
when both the left and right mouse buttons are depressed. A
mask value of 0x103 will cause the call to return when
either button is pressed.

------ end of quote, underlines as-shown in the text ------

That method using bclicks is intriguing ... and worth
experimenting with the next time I've got free time!

-- George Crissman
-- strads@tmisnet.com

On 24 Mar 98 11:15:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>s > #define LEFT_BUTTON 0x0001
>s > #define RIGHT_BUTTON 0x0002
>s > #define MID_BUTTON 0x0004 /* Not Currently Available... */
>s > #define EITHER_BUTTON 0x0100
>s >
>s > then in the function, I'll build the mask I need by 'or'ing
>s > the various numbers together:
>s >
>s > mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;
>
>Actually it's bclicks, not bmask, that should have bit 8 set.
>
>What this does is change the logic from returning when (button &
>bmask == bstate) to returning when (button & mask != bstate). So to
>return when either button is clicked you need
>
>bclicks = 0x101;
>bmask = 3;
>bstate = 0;
>
>

>
>___ Mountain Reader II - #00000053
>--
>|Fidonet: John Kormylo 1:106/7861
>|Internet: John.Kormylo@7861.conchbbs.com
>|
>| Standard disclaimer: The views of this user are strictly his own.
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1169. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: tkelly@mail.pressenter.com
Message-ID: <6fa63erks1@jair.pressenter.com>
Source record: 4880

>
>If memory serves, vst_loadfonts() does not return vector font
>information under Nvdi 3.x thus I used vqt_name() which knows about
>both. Whether this is specific to Nvdi or documented (or some better
>way is available) is another matter.
>
>
>--

I don't think this is true. vst_load_fonts returns vecter fonts as
well. You should use vqt_f_name to get the names of vector fonts. I
can't be certain since I don't have NVDI 3, but I do know that vector
fonts are returned with vst_load_fonts under speedo and under NVDI 4.

--Terry Kelly

1170. Re: Interface ques

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3529038b.6319647@news.demon.co.uk>
Source record: 4881

On 21 Mar 1998 09:30:53 GMT, grovem@removetoreplyridgecrest.ca.us (Michael Grove) wrote:

>I recently purchased CAB 2.6 from ASH and was working on my own
>private English RSC file. I have an older German version of Interface
>I was using, and find it pretty simple. I did however have one
>problem. It seems that Interface saves "to" an RSC, adding files
>with the end of each edit session unless you save the RSC under a
>different name. Is this normal, or is there something in the pref file
>that I am missing? I didn't notice this just editing the menus, but it
>was when I copied them from another RSC this occured.

I'm not 100% sure what you mean actually!

One thing to be very careful about is ensuring you don't make such changes as to cause the resource editor to rearrange any of its trees. Copying items from another resource will almost certainly cause this to happen. Ideally you should limit yourself to retyping the german as english and don't drag any objects about. Also try to keep the strings the same length - this rarely matters but you don't know what the program's requirements are. The only way to be 100% certain you can find the problems is to make one change at a time then test it by running the program. Tedious but a fact!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1171. Re: programmierung des Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352a05d8.6908814@news.demon.co.uk>
Source record: 4882

On 21 Mar 1998 18:30:06 GMT, 050321316-0001@t-online.de (Daniel Pralle) wrote:

>!!! TO ALL !!!
>I need help!
>I want to program my F030 (in assembly language). I had lot of
>experience with the Atari XL/XE (6502), but the F030 is a little bit
>harder.
>I don`t know how to start. Therefore I need some litreture.
>Further: what is the diffrence between 68000 and 68030.

From a programming point of view, not much if each cpu is programmed in 'user' mode - the 68030 understands all the instructions the 68000 does so 68000 docs will do fine to start with.

In supervisor mode there are differences. You will need supervisor mode if you want to access the hardware directly. I don't have a 68030 machine so I'll leave the details for someone else to explain ...

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1172. Re: AES evnt_button() problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352c0bb8.8412336@news.demon.co.uk>
Source record: 4883

On 23 Mar 1998 18:17:42 GMT, thomas.sahlin@home.se (Thomas Sahlin)
wrote:

>This is the syntax for the AES evnt_button() call:
>
>evnt_button(clicks, mask, state, mx, my, button, kstate)
>
>Does anyone know how to set the mask and state parameters in order to get
>the system to wait for either a left or a right mouse click? I can get it
>to wait for just the left button, just the right button, or both. But I
>can not get it to wait for either.

Here's how to do it with evnt_multi() ...

Set argument 2 (clicks) to clicks OR 0x100 (eg 0x102).
Set argument 3 (button) to 0x003.
Set argument 4 (bstate) to 0x000.

... and you will get left/right button single and double clicks
detected and returned (interrogate the button state and number of
clicks on output).

By masking 0x100 into clicks you have told evnt_multi() to invert what
it is looking for and by setting bstate to zero you have told it to
wait for both buttons up (ie inverted). Thus rather than it waiting
for

A.B

it is now waiting for

- -
A.B

which works out the same as

- -
- -
A+B

which reduces to

A+B

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1173. Re: Testing the water

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: Sven Persson <sven.persson@mbox301.swipnet.se>
Message-ID: <01bd580e$aa00af80$afa4f482@sven133>
Source record: 4884

```
> How 'alive' is the Falcon, how many _active_ coders of both real
> utilities and demos are there? I inquire because I've just bought one,
> and am interested in using the DSP and possibly doing some composing.
```

Coding and composing. Yep, that's me :)

```
> Can people give me a lovely warm feeling, an mail me to tell me what
> kinds of stuff they write, and what tools they use?

Working on a software synthersizer with _great_ filters :)

/Peter Persson
```

1174. programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d3c_9803251213@conchbbs.com>
Source record: 4885

```
g > From a programming point of view, not much if each cpu is
g > programmed in 'user' mode - the 68030 understands all the
g > instructions the 68000 does so 68000 docs will do fine to
g > start with.

Not entirely true: MOVE SR,<ea> is a user mode instruction on the
68000, but requires supervisor mode on the 68030.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

1175. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6fbmq4$6iu@balaena.bio.vu.nl>
Source record: 4886

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Tbh, I liked BBC Basic. It was way ahead of the others at the time,
: the best bit being local variables.

<off topic mode>

Yeah, BBC Basic was great! Could do functions, procedures, local vars,
inline assembly, the lot... (of course GfA can too...) Just a pity about the
"editor" though. The "COPY" key wasn't the best editing mechanism
conceivable. Lots better than eg. the C64 method though..

</off topic mode>

Did you know that there's a BBC OS "emulator" for the Atari?
It's pretty crap, but it does work :-)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Life is like an analogy

1176. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980325212735.14294B-100000@tellus.dsv.su.se>
Source record: 4887

```
About the register array[8][8] thingy,

What if you do:

int array[8][8] /* arrange for an the array on the stack */
register int *pointer = array;

pointer[x] [y] = ...

// Jens M Andreasen

-o
(| o-
-` |)
'-
--Linux-------------------------------------------------c[]--C----
```

1177. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980325220108.14294C-100000@tellus.dsv.su.se>
Source record: 4888

```
:> >struct {
:> > unsigned char len;
:> > char str[255];
:> > } pascal;
:> >
:> > pascal.len = 4;
:> > pascal.str[-1] = 3;
:> > if(pascal.len != (unsigned) pascal.str[-1]) abort();
```

Try this:

```
struct {
unsigned char len [256]
char *str
}
/* init */

str = (char*) &(len[1])
...
```

Now your pascal.str[-1] hack will work.

// Jens M Andreasen

1178. Re: AES evnt_button() pro

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-25 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EqDFD5.I6M@suse.modem.stud.uni-hannover.de>
Source record: 4889

In article <a4c_9803241739@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:

> s > then in the function, I'll build the mask I need by 'or'ing
> s > the various numbers together:
> s >
> s > mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;
>
> Actually it's bclicks, not bmask, that should have bit 8 set.

Oops, yes, you're right of course. That's the price if one doesn't look it
up but relies on earlier messages suggesting that bmask needs to be used ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1179. ARKUS

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6fdlei$hl3$1@roch.zetnet.co.uk>
Source record: 4797

Does anyone know the latest state of the ARKUS font manager for the ST?

The last demo version I have obtained is v1.16 but I cannot find anything later from Christian Lehmann, the author.

Anyone know if he produced later versions?

... his e-mail address?

... does he still accept registrations (am Roten Hang, Kronberg)?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1180. trackball for sale

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: Phil Costantinou <pcostantinou@icthomasson.com>
Message-ID: <01bd58d7$bbc673c0$059c41cf@pconstantinou.isdn.net>
Source record: 4798

I've got an Atari CX22 trackball for sale (with original box and
documentation). Reasonable.
If anyone is interested, please reply or call me at below phone number.

Phil Costantinou
(615) 383-6821

1181. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <351A8D49.2E9@mst.tn.utwente.nl>
Source record: 4799

Guy Harrison wrote:
>
<big snip>

Hi Guy, I agree with your reasoning. This real hard stuff
and multiple interpretations are possible.

> In any case, I'm (almost) certain that a negative array subscript is
> illegal. Again, I know we all use it but that isn't the issue.

I am very sure that a negative subscript is not illegal. Accessing
memory outside arrayboundaries is however. I am not sure how these
rules apply to structures. The best course in these situations
is to play it save if you want to be portable. Jens M Andreasen
<jens-and@dsv.su.se> has found a good and 100% portable solution.

> I don't have the book so I hope you've got it right. I'm only going on
> what you said are the rules!

If you can get a copy of the book do it! I think it's one of the
best books about C.

> I'm not saying you are wrong. It's simply that I see more
> disadvantages to them being volatile than not.

I never have seen a C compiler that treats structures as
nonvolatile. Even the very optimizing DEC Alpha C compilers
do. And on Alpha's the are lot's of registers to hold
structures. But then again, this says nothing about it being
illegal.

Bye, Hans

1182. Register optimization

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <85a_9803301715@conchbbs.com>
Source record: 4800

```
j > Now your pascal.str[-1] hack will work.

I wasn't trying to get it to work. I was testing the compiler.

(Normally I just use a char array and cast the first byte as
unsigned when I read it.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

1183. Re: Interface ques

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: grovem@BLOCKridgecrest.ca.us
Message-ID: <6fc7ts$7hm$1@ash.ridgecrest.ca.us>
Source record: 4890

On 25 Mar 1998 06:41:16, Guy Harrison wrote:
>On 21 Mar 1998 09:30:53 GMT, grovem@removetoreplyridgecrest.ca.us
>(Michael Grove) wrote:
>
>>I recently purchased CAB 2.6 from ASH and was working on my own
>>private English RSC file. I have an older German version of Interface
>>I was using, and find it pretty simple. I did however have one
>>problem. It seems that Interface saves "to" an RSC, adding files
>>with the end of each edit session unless you save the RSC under a
>>different name. Is this normal, or is there something in the pref file
>>that I am missing? I didn't notice this just editing the menus, but it
>>was when I copied them from another RSC this occured.
>
>I'm not 100% sure what you mean actually!
>
>One thing to be very careful about is ensuring you don't make such
>changes as to cause the resource editor to rearrange any of its trees.
>Copying items from another resource will almost certainly cause this
>to happen. Ideally you should limit yourself to retyping the german as
>english and don't drag any objects about. Also try to keep the strings
>the same length - this rarely matters but you don't know what the
>program's requirements are. The only way to be 100% certain you can
>find the problems is to make one change at a time then test it by
>running the program. Tedious but a fact!
>
>

Thanks Guy,
That is exactally what I was doing, and sure enough, the problem you mention might happen did:). After several "test" I am finding the bugs I introduced, and things are going well.

Regards,

Mike

1184. Re: Molesting the COOKIE

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980326064051.22614A-100000@tellus.dsv.su.se>
Source record: 4891

I wrote

```
:int array[8][8] /* arrange for an the array on the stack */
:register int *pointer = array;
```

should be:

```
int array[8][8] /* arrange for an the array on the stack */
register int (*pointer)[8] = array;
```

1185. Re: VQT_NAME

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35194867.426763@news.demon.co.uk>
Source record: 4892

On 25 Mar 1998 05:52:46 GMT, tkelly@mail.pressenter.com (Terence Kelly) wrote:

>
>>
>>If memory serves, vst_loadfonts() does not return vector font
>>information under Nvdi 3.x thus I used vqt_name() which knows about
>>both. Whether this is specific to Nvdi or documented (or some better
>>way is available) is another matter.
>>
>>
>>--
>
>I don't think this is true. vst_load_fonts returns vecter fonts as
>well. You should use vqt_f_name to get the names of vector fonts. I
>can't be certain since I don't have NVDI 3, but I do know that vector
>fonts are returned with vst_load_fonts under speedo and under NVDI 4.

Looks like I'd better knock up a little test program to make sure I'm correct ...

... Hmm, vst_loadfonts returns the number of fonts (minus the system one). Looks like I was wrong so apologies to everyone!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1186. Re: Face Value and multiple userwindows?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <351A2833.6BB4@neo-interaktiv.no>
Source record: 4893

Kenneth Medin wrote:
>
> Vegard Hofsoy <vegard@neo-interaktiv.no> skrev i inlï¿½gg
> <351636F5.33AC@neo-interaktiv.no>...
> > Kenneth Medin wrote:
> > >Any
> thoughts on how I can upgrade my 1.1 version?

I will announce availability & upgrade pricing here when it is ready.

Bye,
Vegard

1187. parallel port and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: Cbregardis@CIPCINSA.insa-lyon.fr
Message-ID: <6fdhul$9sc$1@tempo.univ-lyon1.fr>
Source record: 4894

I would know how can I use the parallel port with my FALCON for write (DATA
OUT)
What pins must I use, and how...
(Sorry for my English)
Thanks,
Cï¿½dric.

1188. coding Falcon's sound-system>?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: Student <student@pczaal.utwente.nl>
Message-ID: <01bd58b9$c6e8edf0$0ab35982@pczaal14>
Source record: 4895

I've some trouble with initialising the sound-system.
I tried to code in C a little delay, but the Falcon records only a feedback
tone.
I think some devinitions at <falcon.h> are wrong.

Wat is the good initialisation voor recording and playing?
Is it possible to record one track while plaback an other?

.please answer to:
c.a.adler@student.utwente.nl

1189. Re: Interface ques

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-26 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6fdecs$kb8$1@sun27.hrz.tu-darmstadt.de>
Source record: 4896

Hi!

In article <6fc7ts$7hm$1@ash.ridgecrest.ca.us>,
grovem@BLOCKridgecrest.ca.us (Michael Grove) writes:
> That is exactally what I was doing, and sure enough, the problem you
> mention might happen did:). After several "test" I am finding the bugs
> I introduced, and things are going well.

Note that Interface has a special feature that locks objects, e.g. you
can't do any changes to a resource file which would affect object
numbering. It's called something like "Objektnummern fest" in the German
version and is a menu entry of its own.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1190. Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-27 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <890978441.27662.0.nnrp-06.9e98f145@news.demon.co.uk>
Source record: 4801

```
-----BEGIN PGP SIGNED MESSAGE-----

Lets start at the beginning. I've written a PGP interface, sign and encrypt
only, for NEWSie. The problem is PGP writes to the screen as a TOS program,
and under a multitasking settup this corrupts the desktop. To get round
this, I want to use VT52 to redirect the output to a window, while passing
the command-line to PGP. The only trouble is VT52 takes the command-line as
its own and displays a dialog to enter the command-line for PGP.

The question is how do I call a TTP, using VT52 to redirect the output to a
window, without typing in the command-line at the dialog? At the moment I'm
opening a window that covers the entire desktop, and using wind_update() to
freeze screen output, just before PGP is called, and closing it after PGP
quits. While this works to an extent, forcing all the windows open to be
redrawn, I'd like to use VT52 if possible.

Thanks in advance,

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQCVAgUBNRqwxDs8KHmsLG/JAQHDDQQArThtfdiz1w09+Zg1yUOq8HaIz2bnyPkA
5uO4ks71fpwjy8WQGZUHtmD8eswddkjEh7yaxnXY4G1IWiXu4bFujNxcQDCCqijw
4vXA5H51QB5SDv+ggivDnRDbgUQLEQTSulsctX0w6gIZRum+CHy03Yyk+RIECkHc
mmv/zUT2rjY=
=fM78
-----END PGP SIGNATURE-----

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk
--
/*********************************************************\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
\*********************************************************/
```

1191. Re: programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351ace2f.3020863@news.demon.co.uk>
Source record: 4802

On 25 Mar 98 09:58:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>g > From a programming point of view, not much if each cpu is
>g > programmed in 'user' mode - the 68030 understands all the
>g > instructions the 68000 does so 68000 docs will do fine to
>g > start with.
>
>Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>68000, but requires supervisor mode on the 68030.

Oops!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1192. Re: ACSpro

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351bcf37.3284152@news.demon.co.uk>
Source record: 4803

On 24 Mar 1998 20:58:07 GMT, mars@zeelandnet.nl (Marcel van Sabben)
wrote:

>I am writing a program using ACSpro and Pure Pascal.
>I created a window with menu and toolbar. The problem is how
>to create objects in the workspace of the window when the
>program is running, like an object oriented drawing program.
>The ACS example programs don't do what I want and the
>manual only shows the different types and routines withouth
>example.
>Are there more people who use ACSpro?

Doesn't look like there are any here. I don't even know what ACS does
myself. If you can explain a little then perhaps we can help.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1193. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351ccfae.3403964@news.demon.co.uk>
Source record: 4804

```
On Wed, 25 Mar 1998 22:10:17 +0100, Jens M Andreasen
<jens-and@dsv.su.se> wrote:

>
>
>
>:> >struct {
>:> > unsigned char len;
>:> > char str[255];
>:> > } pascal;
>:> >
>:> > pascal.len = 4;
>:> > pascal.str[-1] = 3;
>:> > if(pascal.len != (unsigned) pascal.str[-1]) abort();
>
>Try this:
>
>struct {
> unsigned char len [256]
> char *str
>}
>/* init */
>
>str = (char*) &(len[1])
>...
>
>Now your pascal.str[-1] hack will work.

That's a neat way round it. :-)

The real question is though - is the use of a negative array subscript
technically legal or not?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

1194. Re: Icons in menus?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351dd0c9.3686520@news.demon.co.uk>
Source record: 4805

On 25 Mar 1998 19:44:04 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Tbh, I liked BBC Basic. It was way ahead of the others at the time,
>: the best bit being local variables.
>
><off topic mode>
>
>Yeah, BBC Basic was great! Could do functions, procedures, local vars,
>inline assembly, the lot... (of course GfA can too...) Just a pity about the
>"editor" though. The "COPY" key wasn't the best editing mechanism
>conceivable. Lots better than eg. the C64 method though..

Or a ZX81 - use a hammer and a nail just to press a key! ;-)

></off topic mode>
>
>Did you know that there's a BBC OS "emulator" for the Atari?
>It's pretty crap, but it does work :-)

<still off topic>

There were a couple iirc. One was awful but the other seemed to do
Basic reasonably enough.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1195. Atari DLLs

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6ffi3vcfo1@newshost.comnet.co.nz>
Source record: 4806

Just an update on my Toolbox DLL engine:

Since my last post regarding my DLL-like engine for the ST family, I've been busy ironing out the few bugs that surfaced shortly after I announced it in c.s.a.p

It still requires a 68000 (or better) based computer.

The TRAP based interface is now leaner, faster and more reliable. (The direct-call interface [ie not via the TRAP interface] is still there)

It now consumes slightly less RAM.

It now supports two types of loadables - system and user libraries. System libs are intended to extend the system (ie 3D interface elements on older TOS versions, joystick control etc) or patch holes in it. User libs are intended to be modules within software or system-wide utilities (graphics converters, archivers) that can be called by the foreground apps.

I've started work on a user and a programmer manual.

The header files are designed for Lattice C using 32-bit integers, but should be easily modifiable for systems with 16-bit integers..

(My ISP has been having problems with its news server over the last few weeks, and has switched from its local Auckland NNTP server to its Wellington based one [650 kilometres/400 miles away]. It appears to be working OK now)

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

1196. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-27 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980327075731.15767B-100000@tellus.dsv.su.se>
Source record: 4807

```
:
:The real question is though - is the use of a negative array subscript
:technically legal or not?
:
:
:--
:guy@swampdog.demon.co.uk
:http://www.swampdog.demon.co.uk

Negative arraysubscripts are not legal, but then again, where does the
array start?

char array[42]
char *p= array+1;

p[-1]; /* Welldefined and legal */
p[-2]; /* Braindead, illegal, might crash */

++p;

p[-2] /* Yes, legal, points to *array (array[0]) */

It is not p that is the object, it is "array[]", so we must stay
within the limits of "array[]".

-o Jens M Andreasen
(| o- Bastugatan 45, S 118 25 Stockholm
-` (| +46 8 669 81 71
'-
---o---------jens-and@dsv.su.se----------------------c[]--C---
```

1197. Re: Testing the water

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-27 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <EqH6x8.7J2@uia.ua.ac.be>
Source record: 4808

Sven Persson (sven.persson@mbox301.swipnet.se) wrote:
: > How 'alive' is the Falcon, how many _active_ coders of both real
: > utilities and demos are there? I inquire because I've just bought one,
: > and am interested in using the DSP and possibly doing some composing.
:
: Coding and composing. Yep, that's me :)
:
: > Can people give me a lovely warm feeling, an mail me to tell me what
: > kinds of stuff they write, and what tools they use?
:
: Working on a software synthersizer with _great_ filters :)

```
Groovy ! Something like Rebirth then ?
What kind of filters ? [or is this still top-secret?]

Greetz,

+-----------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-----------------------------------------------------------------+
--
Septimus' quote for today :

"Gonzo : - It's just a question of mind over matter.
Old man : - That's right : you don't mind and we don't matter !"
- 'The Muppet Show'
```

1198. STOS Falcon Help

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-28 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6fjm15$q8k$3@plug.news.pipex.net>
Source record: 4809

hello...

I have Anthony Jacques Falcon Extension, how can i make use of the falcon's screen modes without ending up with rubbish on screen! I have read to docs and sotr of understand, can someone write me a subrouting to demonstrate this

greatfully

Newt

inorton_badrul@hotmail.com

--eof--

1199. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EqJtI3.G5x@suse.modem.stud.uni-hannover.de>
Source record: 4810

In article <3521f5ef.2835096@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> So far ...
>
> struct {
> int16 a;
> int16 b;
> }
>
> 'b' must have a greater address than 'a'. Fine, but so far we have
> nothing that prevents the compiler assigning 'a' a zero offset and 'b'
> an offset of 3024. It would be a very stupid compiler but nevertheless
> possible.

It should be pointed out that Pure C does a similar thing in an inconsistent
way. I consider it a bug in the code that handles bit arrays, although
strictly speaking (i.e. the C definition) it's not. Define a structure

```
struct {
unsigned test1 : 4;
unsigned test2 : 4;
unsigned test3 : 8;
} sample1;
```

and you'll find that sizeof(sample1) is 2, while sizeof(sample2) with

```
struct {
unsigned test1 : 5;
unsigned test2 : 3;
unsigned test3 : 8;
} sample2;
```

yields 3, because Pure C puts each part in it's own byte here. This 'feature'
makes Pure C's bit arrays useless if you got to match some externally
defined structures (I had that trouble with various network protocol header
definitions).

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1200. Making GEM Easier....

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-29 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <351deb09.845925@news.tmisnet.com>
Source record: 4811

Haven't you ever wanted a new GEM command to
make programming easier, such as evnt_joypad(),
or evnt_mediach() ? How about a built-in ximg
compression/decompression command?

If so ... send your suggestion to Wizztronics!
They're developing an Atari Clone computer, and
they've asked for public input to make it better.

I've been having fun sending suggested AES calls
I'd like to see (that's them up in the first
paragraph), knowing they'd make application programming
much easier and productive for me.

Visit their web site at http://www.wizztronics.com
to see what's going on, then email your suggestions
to toscompinfo@wizztronics.com going into as much
details as you see fit.

If you've ever wanted to influence the development of
a "new and improved" computer, nows your chance!

-- George Crissman
-- strads@tmisnet.com

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1201. Re: M.A.M.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-29 00:00:00 UTC
From: Kelsey McClanahan <mcclanahan@isat.com>
Message-ID: <6fl6di$512$1@nnrp1.snfc21.pbi.net>
Source record: 4812

>
> About a year ago, I got a version of MAME working on the TT, but it was
> too slow to be playable. I even went so far as to write my own
> direct-to-screen routines, but I was only able to get it to draw 10 frames
> per second, at most.
>

Did you test with multiple games? I've found that some games emulate faster
than others. For example, Space Invaders runs about the fastest and usually
plays on the slowest PC's and Macs. Another game that doesn't require too
much overhead is Asteroids. Basically, many of the old original arcade
classics (B&W w/ simple graphics) will run smoothly on older machines...

---> Kelsey McClanahan

1202. Re: Atari DLLs

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-29 00:00:00 UTC
From: david RENE-LOISEAU <david.reneloiseau@hol.fr>
Message-ID: <351E7675.8CC0E8D3@hol.fr>
Source record: 4813
Body handling: Binary attachment payload not displayed: vcard.vcf

where can I find, the archive of the toolbox???

[One or more binary attachments are retained only in the source text.]

1203. Free Compiler ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-29 00:00:00 UTC
From: Tim Langen <elangen@rz-online.de>
Message-ID: <351E0CDB.9E6C542E@rz-online.de>
Source record: 4814

Does anyone know , where I can get a FREE Basic or C Compiler
for Atari ST ?

Please send your answers to elangen@rz-online.de

1204. Free Compiler ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-29 00:00:00 UTC
From: Tim Langen <langen@rz-online.de>
Message-ID: <6flmln$q21$1@news.rhein-zeitung.de>
Source record: 4815

Does anyone know where I can get a free
BASIC or C Compiler for Atari ST .

elangen@rz-online.de

1205. IDEal AUTO folder loading

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-30 00:00:00 UTC
From: Phil Young <philyoung@myself.com>
Message-ID: <351F6C2B.41C6@myself.com>
Source record: 4816

I've just bought an IDEal interface and drive from TUS which gives me an internal IDE drive in my STE. Unfortunately I've only got TOS 1.62 which means that I can't boot from an IDE drive directly.

This means that I have to load a driver from a floppy, which then recognises the drive, and gets GEM to load acc's and desktop.inf from the IDE drive.

Only one problem, I can't load AUTO folder programs from the C drive, only desk acc's. Would it be possible to simply write a program to execute all programs from the auto folder on C:\ ??

Does TOS actually change into the AUTO folder before executing the programs or does it just run them with the currect directory being the root of C ??

Would the following work?

```
change into c:\auto\
loop
execute next auto program
until no more programs
change back to c:\
```

Cheers

Phil

--
Phil Young
c96py@dmu.ac.uk
http://www.cms.dmu.ac.uk/~c96py

1206. Re: M.A.M.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-30 00:00:00 UTC
From: noSPAMdwilga@mtholyoke.edu
Message-ID: <noSPAMdwilga-3003981121560001@wilga.mtholyoke.edu>
Source record: 4817

In article <6fl6di$512$1@nnrp1.snfc21.pbi.net>, "Kelsey McClanahan"
<mcclanahan@isat.com> wrote:

> >
> > About a year ago, I got a version of MAME working on the TT, but it was
> > too slow to be playable. I even went so far as to write my own
> > direct-to-screen routines, but I was only able to get it to draw 10 frames
> > per second, at most.
> >
>
> Did you test with multiple games? I've found that some games emulate faster
> than others. For example, Space Invaders runs about the fastest and usually
> plays on the slowest PC's and Macs. Another game that doesn't require too
> much overhead is Asteroids. Basically, many of the old original arcade
> classics (B&W w/ simple graphics) will run smoothly on older machines...

I tried Centipede and the very old Z80 CPU game Circus. If Circus couldn't
be emulated fast enough to be playable, I don't know what could!

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

1207. Re: Free Compiler ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-30 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <351feb3c.0@news.utbm.fr>
Source record: 4818

>Does anyone know , where I can get a FREE Basic or C Compiler
>for Atari ST ?

SozobonC or GCC at ftp.lip6.fr

1208. Re: IDEal AUTO folder loading

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-30 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6fordm$1dm$1@roch.zetnet.co.uk>
Source record: 4819

On 30 Mar 1998 10:55:55, Phil Young wrote:

>Only one problem, I can't load AUTO folder programs from the C drive,
>only desk acc's. Would it be possible to simply write a program to
>execute all programs from the auto folder on C:\ ??

Way back in the distant past I remember there being a program called,
believe it or not, CAUTO which did the job you want. I can't, for the
life of me, remember which application it came with.

Perhaps someone else, whose neurones are not so rusty, can help out on
this.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1209. Re: Atari DLLs

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-31 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6fpo45$23q$1@newshost.comnet.co.nz>
Source record: 4820

david RENE-LOISEAU wrote in comp.sys.atari.programmer:
> where can I find, the archive of the toolbox???

ATM, there are no public releases of the Toolbox DLL engine.

(Earlier Toolbox releases exist, but aren't extensible or fully compatible with the DLL spec I invented)

I was almost ready to do a public release of v1.24, but just at the last moment I spotted a glitch, and spent most of the weekend fixing and testing it. (I prefer to delay a release to kill bugs, than release with seventeen patches shortly thereafter)

I should be able to release it shortly. (The manual still needs to be written beyond the introductory phases - unless I over-comment the example source files in the archive and leave you to deduce how to use it until the manuals are completed, but this approach seems a bit less than desirable)

Sorry for the delay.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

1210. Re: IDEal AUTO folder loading

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-31 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <6fq1s5vhn1@nnrp1.dejanews.com>
Source record: 4821

Hi,

>
> On 30 Mar 1998 10:55:55, Phil Young wrote:
>
> >Only one problem, I can't load AUTO folder programs from the C drive,
> >only desk acc's. Would it be possible to simply write a program to
> >execute all programs from the auto folder on C:\ ??
>
> Way back in the distant past I remember there being a program called,
> believe it or not, CAUTO which did the job you want. I can't, for the
> life of me, remember which application it came with.
>
> Perhaps someone else, whose neurones are not so rusty, can help out on
> this.
>
> ---
> Roger Cain, Manchester, UK NeST:90:100/103
> TT 6Mb/MagiC 5/NVDI 4
> ____
>

I think CAUTO was part of the TOS 4.92 archive (tos492.lzh). If I
remember correctly, it was included so that Falcon owners could boot
TOS 4.92 from floppy and then carry on running their normall AUTO
folder programs from drive C:

Regards,

Ben Hills.

Ben Hills - UNIX, Windows & Atari programmer
ben@imperial.co.uk - http://www2.imperial.co.uk/home/ben

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1211. Re: M.A.M.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-31 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <352092E0.BE69290@NO.SPAM.emw.ericsson.se>
Source record: 4822

Dan Wilga wrote:
>
> I tried Centipede and the very old Z80 CPU game Circus. If Circus couldn't
> be emulated fast enough to be playable, I don't know what could!

Still, why not release the sources for the Atari port? It would allow
others to take a look at it and surely a Hades or maybe even a Falcon with
a AB040 would be able to play something.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1212. Re: IDEal AUTO folder loading

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-31 00:00:00 UTC
From: Phil Young <philyoung@myself.com>
Message-ID: <3520C78F.6078@myself.com>
Source record: 4823

```
Anthony Jacques wrote:
>
> > Way back in the distant past I remember there being a program called,
> > believe it or not, CAUTO which did the job you want. I can't, for the
> > life of me, remember which application it came with.
>
> Well, I got it with the TOS 4.92 alpha that is floating around. IIRC,
> the docs indicated that it originally came from the disk-loading version
> of TOS 1.04.

I found the program you mentioned in hensa (now at cyberstrider).

Cheers to anyone who helped!!

Phil

--
Phil Young

philyoung@myself.com
http://www.cms.dmu.ac.uk/~c96py/
```

1213. Re: M.A.M.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-31 00:00:00 UTC
From: noSPAMdwilga@mtholyoke.edu
Message-ID: <noSPAMdwilga-3103981026500001@wilga.mtholyoke.edu>
Source record: 4824

In article <352092E0.BE69290@NO.SPAM.emw.ericsson.se>, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

> Dan Wilga wrote:
> >
> > I tried Centipede and the very old Z80 CPU game Circus. If Circus couldn't
> > be emulated fast enough to be playable, I don't know what could!
>
> Still, why not release the sources for the Atari port? It would allow
> others to take a look at it and surely a Hades or maybe even a Falcon with
> a AB040 would be able to play something.

Mostly because I don't have the time to get them into shape that would be
of any use to you :-) I tend to code first and add comments later. Still,
I'll see if I can dig them out at some point, after I get the taxes done
(Blah!)

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

1214. Re: AES evnt_button() pro

Newsgroup: comp.sys.atari.programmer
Date: 1998-03-31 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3521194b.2549863@news.tmisnet.com>
Source record: 4825

I booted up my compiler and tested the call ... the
Compendium was wrong and the posters were right!

It really IS clicks that should be or'd with 0x0100
and not mask.

Thanks, everyone, for your indulgence.

-- George Crissman
-- strads@tmisnet.com

On Wed, 25 Mar 1998 02:04:57 GMT, strads@tmisnet.com (George Crissman)
wrote:

>I was quoting from the Holy Compendium, page 6.61, which
>states:
>
>WORD evnt_button(clicks, mask, state, mx, my, button, kstate)
>
>[...]
>
>COMMENTS A previously undocumented feature of this call is
>accessed by logically OR'ing the _mask_ parameter with 0x100.
>This causes the call to return when independent buttons are
>depressed. For example, a _mask_ value of 0x03 will return
>when both the left and right mouse buttons are depressed. A
>_mask_ value of 0x103 will cause the call to return when
>either button is pressed.
>
>------ end of quote, underlines as-shown in the text ------
>
>That method using bclicks is intriguing ... and worth
>experimenting with the next time I've got free time!
>
>-- George Crissman
>-- strads@tmisnet.com
>
>On 24 Mar 98 11:15:00, John.Kormylo@7861.conchbbs.com (John Kormylo)
>wrote:
>
>>s > #define LEFT_BUTTON 0x0001
>>s > #define RIGHT_BUTTON 0x0002
>>s > #define MID_BUTTON 0x0004 /* Not Currently Available... */
>>s > #define EITHER_BUTTON 0x0100
>>s >
>>s > then in the function, I'll build the mask I need by 'or'ing

>>s > the various numbers together:
>>s >
>>s > mask = LEFT_BUTTON | RIGHT_BUTTON | EITHER_BUTTON ;
>>
>>Actually it's bclicks, not bmask, that should have bit 8 set.
>>
>>What this does is change the logic from returning when (button &
>>bmask == bstate) to returning when (button & mask != bstate). So to
>>return when either button is clicked you need
>>
>>bclicks = 0x101;
>>bmask = 3;
>>bstate = 0;
>>
>>
>>
>>___ Mountain Reader II - #00000053
>>--
>>|Fidonet: John Kormylo 1:106/7861
>>|Internet: John.Kormylo@7861.conchbbs.com
>>|
>>| Standard disclaimer: The views of this user are strictly his own.
>>
>
>The Relationship Stress Test (For Guys) Measures Her Commitment
>http://www.tmisnet.com/~strads/stress/index.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1215. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351d028f.1485395@news.demon.co.uk>
Source record: 4826

On Fri, 27 Mar 1998 08:08:33 +0100, Jens M Andreasen
<jens-and@dsv.su.se> wrote:

>
>:
>:The real question is though - is the use of a negative array subscript
>:technically legal or not?
>:
>:
>:--
>:guy@swampdog.demon.co.uk
>:http://www.swampdog.demon.co.uk
>
>Negative arraysubscripts are not legal, but then again, where does the
>array start?

Wherever we decide at the time of processing it! :-)

>char array[42]
>char *p= array+1;
>
>p[-1]; /* Welldefined and legal */

Don't you mean "technically illegal" (negative subscript) but in
practice legal enough to expect any C compiler to do what we expect -
then I totally agree, I use negative subscripts regularly myself and
would be very upset to find a compiler it failed on!

>p[-2]; /* Braindead, illegal, might crash */
>
>++p;
>
>p[-2] /* Yes, legal, points to *array (array[0]) */
>
>It is not p that is the object, it is "array[]", so we must stay
>within the limits of "array[]".

This is one of the main reasons I think C is such a good language. It
allows us to go with the mental concept rather than being forced to
stick with the original definition.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1216. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351bfecf.525405@news.demon.co.uk>
Source record: 4827

On Thu, 26 Mar 1998 18:15:53 +0100, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>>
><big snip>
>
>Hi Guy, I agree with your reasoning. This real hard stuff
>and multiple interpretations are possible.

Hehe!

>> In any case, I'm (almost) certain that a negative array subscript is
>> illegal. Again, I know we all use it but that isn't the issue.
>
>I am very sure that a negative subscript is not illegal.

I'm not so sure as 'C' arrays always start at zero. As I've probably
said before though (<G>), I regularly use negative subscripts myself
as I consider it "more readable" than a pointer+offset in some cases.

>Accessing
>memory outside arrayboundaries is however.

Yeah, again a grey area. For all intents and purposes, the boundaries
of an array (or anything for that matter) are what we mentally
consider them to be at the time of manipulating them (machine
limitations aside). I mention this only because it is (possibly) my
personal favorite reason for liking C so much. :-)

>I am not sure how these
>rules apply to structures. The best course in these situations
>is to play it save if you want to be portable. Jens M Andreasen
><jens-and@dsv.su.se> has found a good and 100% portable solution.

Yes, it was rather good wasn't it. Another reason for liking C -
there's usually a solution to anything!

>> I don't have the book so I hope you've got it right. I'm only going on
>> what you said are the rules!
>
>If you can get a copy of the book do it! I think it's one of the
>best books about C.

Ah. I used to live in a shared flat and one of the things on the
bookshelf was the K&R book. I've read it many times but that was years
ago so buying my own copy of it always takes second place to something

new. You're right though, I ought to get it.

>> I'm not saying you are wrong. It's simply that I see more
>> disadvantages to them being volatile than not.
>
>I never have seen a C compiler that treats structures as
>nonvolatile. Even the very optimizing DEC Alpha C compilers
>do. And on Alpha's the are lot's of registers to hold
>structures. But then again, this says nothing about it being
>illegal.

I've been wondering if all of us are talking the same thing when we say "volatile". I understand it to mean the compiler must, at each reference to the volatile, reload it from its storage (or behave as though it has).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1217. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <351e06e8.2598756@news.demon.co.uk>
Source record: 4828

On Fri, 27 Mar 1998 06:00:41 GMT, dbolt@my-ste.demon.co.uk (David Bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>Lets start at the beginning. I've written a PGP interface, sign and encrypt
>only, for NEWSie. The problem is PGP writes to the screen as a TOS program,
>and under a multitasking settup this corrupts the desktop. To get round
>this, I want to use VT52 to redirect the output to a window, while passing
>the command-line to PGP. The only trouble is VT52 takes the command-line as
>its own and displays a dialog to enter the command-line for PGP.
>
>The question is how do I call a TTP, using VT52 to redirect the output to a
>window, without typing in the command-line at the dialog? At the moment I'm
>opening a window that covers the entire desktop, and using wind_update() to
>freeze screen output, just before PGP is called, and closing it after PGP
>quits. While this works to an extent, forcing all the windows open to be
>redrawn, I'd like to use VT52 if possible.

One of the options to MagiC's shel_write() is "isgr" (or "isgem") which tells the system if the child process is a gem program or a tos one. Set this to the correct value (zero or one) and you'll find the vt52 window is invoked automatically just like you want.

As for the arguments, change the extender to "prg". This will stop the system prompting with a dialog box for them. It is then a simple matter to pass them directly to shel_write().

If I've not been clear I think can dig out some C code with a bit of luck - Sduu used to work like this before I integrated the encoder into the program itself.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1218. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3524d2c7.1747112@news.demon.co.uk>
Source record: 4829

On Sat, 28 Mar 1998 21:39:39 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <3521f5ef.2835096@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> So far ...
>>
>> struct {
>> int16 a;
>> int16 b;
>> }
>>
>> 'b' must have a greater address than 'a'. Fine, but so far we have
>> nothing that prevents the compiler assigning 'a' a zero offset and 'b'
>> an offset of 3024. It would be a very stupid compiler but nevertheless
>> possible.
>
>It should be pointed out that Pure C does a similar thing in an inconsistent
>way. I consider it a bug in the code that handles bit arrays, although
>strictly speaking (i.e. the C definition) it's not. Define a structure
>
>struct {
> unsigned test1 : 4;
> unsigned test2 : 4;
> unsigned test3 : 8;
> } sample1;
>
>and you'll find that sizeof(sample1) is 2, while sizeof(sample2) with
>
>struct {
> unsigned test1 : 5;
> unsigned test2 : 3;
> unsigned test3 : 8;
> } sample2;
>
>yields 3, because Pure C puts each part in it's own byte here.

Nope, not very clever is it!

>This 'feature'
>makes Pure C's bit arrays useless if you got to match some externally
>defined structures (I had that trouble with various network protocol header
>definitions).

Yeah, it does look like a bug - I wonder how it comes about. Does it behave the same with signed integers?

Of course, neither does it help with Lattice aligning its bits the other way round. Causes me no end of mental alignment problems with the Compendium :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1219. Re: Making GEM Easier....

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3525d611.2589623@news.demon.co.uk>
Source record: 4830

On Sun, 29 Mar 1998 06:44:26 GMT, strads@tmisnet.com (George Crissman)
wrote:

>Haven't you ever wanted a new GEM command to
>make programming easier, such as evnt_joypad(),

evnt_joypad / evnt_joystick is something that I'm amazed is still
missing. I would have expected to see this call in tos 1.2 and even
then would still wonder why it never made it into tos 1.0!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1220. Re: IDEal AUTO folder loading

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3526d709.2837930@news.demon.co.uk>
Source record: 4831

On Mon, 30 Mar 1998 10:55:55 +0100, Phil Young <philyoung@myself.com>
wrote:

>I've just bought an IDEal interface and drive from TUS which gives me an
>internal IDE drive in my STE. Unfortunately I've only got TOS 1.62
>which means that I can't boot from an IDE drive directly.
>
>This means that I have to load a driver from a floppy, which then
>recognises the drive, and gets GEM to load acc's and desktop.inf from
>the IDE drive.
>
>Only one problem, I can't load AUTO folder programs from the C drive,
>only desk acc's. Would it be possible to simply write a program to
>execute all programs from the auto folder on C:\ ??

Yes.

>Does TOS actually change into the AUTO folder before executing the
>programs or does it just run them with the currect directory being the
>root of C ??

The latter. This why most "auto" program datafiles end up in the root.

>Would the following work?
>
>change into c:\auto\
>loop
> execute next auto program
>until no more programs
>change back to c:\

Nearly. A minor modification and some C-like pseudocode ...

```
Dsetdrv('C:')
Dsetpath("\\");
if (Fsfirst("\\AUTO\\*.PRG) == E_OK) {
do {
s = Dgetdrv() + ":\\AUTO\\" + progname;
Pexec(0,progname,emptycmdline,NULL);
}while (FsNext() == E_OK);
}
```

... leaves us in the root while the auto folder programs run and
executes them in the same order as would Tos.

I'm not completely sure about "emptycmdline" and the NULL environment
pointer except I cant see any reason why Tos would be passing a

command line and the only sensible thing to do with the environment is
inherit the current one!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1221. Re: IDEal AUTO folder loading

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: derryck@NOSPAMHEREcix.co.uk
Message-ID: <6fsoc5$bq8$3@plutonium.compulink.co.uk>
Source record: 4832

On 30 Mar 1998 10:55:55, Phil Young wrote:
>I've just bought an IDEal interface and drive from TUS which gives me an
>internal IDE drive in my STE. Unfortunately I've only got TOS 1.62

>Only one problem, I can't load AUTO folder programs from the C drive,
>only desk acc's. Would it be possible to simply write a program to
>execute all programs from the auto folder on C:\ ??

Already been done :-)) Look for an accessory called "Autoloader" which once
loaded continues to load and run programs in turn from a list.

It claims to be (C) Brutel Solutions 1991 but I'm fairly sure it came either
from a cover disk or PD library.

Rgds, Derryck

1222. Re: Making GEM Easier....

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35220f4b.1965946@news.tmisnet.com>
Source record: 4833

I hope you send your suggestion in to Wizztronics.
Given the chance to ask for the OS changes of your
dreams, I would think there'd be a lot of chatter
here in c.s.a.programmer about the most worthwhile
manner of implementing the desired changes.

Oh, well. Maybe it's all happening in secret.

-- George Crissman
-- strads@tmisnet.com

On Wed, 01 Apr 1998 00:07:48 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>On Sun, 29 Mar 1998 06:44:26 GMT, strads@tmisnet.com (George Crissman)
>wrote:
>
>>Haven't you ever wanted a new GEM command to
>>make programming easier, such as evnt_joypad(),
>
>evnt_joypad / evnt_joystick is something that I'm amazed is still
>missing. I would have expected to see this call in tos 1.2 and even
>then would still wonder why it never made it into tos 1.0!!!
>
>
>--
>guy@swampdog.demon.co.uk
>http://www.swampdog.demon.co.uk
>
>

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1223. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6ftbja$ef1$1@laas.laas.fr>
Source record: 4834

One more opinion about negative subscripts.

- A compiler has no way to know where a pointer points at, generally speaking.
Then, pointer[-1] should be legal.
- Conversely, if a symbol relates to a fixed (identified) area in memory,
then symbol[-1] should be illegal.

I precise.
If one defines:
char *pointer ;
char symbol[64] ;
then:
- 'pointer' is a variable and pointer[-1] should be legal,
- 'symbol' is a constant and symbol[-1] should be illegal.

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

1224. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyziuotk7f5.fsf@issan.informatik.uni-dortmund.de>
Source record: 4835

Roland Prajoux <prajoux@REMOVE_THIS.laas.fr> writes:

|> One more opinion about negative subscripts.

|> - A compiler has no way to know where a pointer points at, generally speaking.
|> Then, pointer[-1] should be legal.

It can still be undefined in the standard's sense. This is independent on
whether this is provable or not (and it is very often unprovable).

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1225. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35225D67.1216@mst.tn.utwente.nl>
Source record: 4836

Guy Harrison wrote:

> >I am very sure that a negative subscript is not illegal.
>
> I'm not so sure as 'C' arrays always start at zero. As I've probably
> said before though (<G>), I regularly use negative subscripts myself
> as I consider it "more readable" than a pointer+offset in some cases.
>
> >Accessing
> >memory outside arrayboundaries is however.
>
> Yeah, again a grey area. For all intents and purposes, the boundaries
> of an array (or anything for that matter) are what we mentally
> consider them to be at the time of manipulating them (machine
> limitations aside). I mention this only because it is (possibly) my
> personal favorite reason for liking C so much. :-)

Well, that is on non memory protected machines like the ST. On Unix
it is a complete other story. I am not sure whether is wil see
accessing memory outside an array but inside a struct, but
lot of other cases will be catched.

> >If you can get a copy of the book do it! I think it's one of the
> >best books about C.
>
> Ah. I used to live in a shared flat and one of the things on the
> bookshelf was the K&R book. I've read it many times but that was years
> ago so buying my own copy of it always takes second place to something
> new. You're right though, I ought to get it.

Be sure you get K&R2, the one about ANSI C.

> I've been wondering if all of us are talking the same thing when we
> say "volatile". I understand it to mean the compiler must, at each
> reference to the volatile, reload it from its storage (or behave as
> though it has).

And put it back in storage after the variable is modified. It's
very usefull vor variables that are changed by interrupt routines.

Bye, Hans

1226. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35225E3D.2726@mst.tn.utwente.nl>
Source record: 4837

```
Roland Prajoux wrote:
>
> One more opinion about negative subscripts.
>
> - A compiler has no way to know where a pointer points at, generally speaking.
> Then, pointer[-1] should be legal.
> - Conversely, if a symbol relates to a fixed (identified) area in memory,
> then symbol[-1] should be illegal.
>
> I precise.
> If one defines:
> char *pointer ;
> char symbol[64] ;
> then:
> - 'pointer' is a variable and pointer[-1] should be legal,
> - 'symbol' is a constant and symbol[-1] should be illegal.

Pointer[-1] could be legal, dependend where is is pointing to. If
it is inside an char array it is legal. Otherwise teh result is
undefined.
Example:
{
char* pointer=(char*)0;
char k;
k=pointer[-1]; /* this will cause bombs on an ST */
}

bye, Hans
```

1227. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35225FBA.4324@mst.tn.utwente.nl>
Source record: 4838

Guy Harrison wrote:

> >This 'feature'
> >makes Pure C's bit arrays useless if you got to match some externally
> >defined structures (I had that trouble with various network protocol header
> >definitions).
>
> Yeah, it does look like a bug - I wonder how it comes about. Does it
> behave the same with signed integers?

It looks like a bug, it might be a bug in the compiler, but
it is perfectly legal according to the C standard.

There is nothing compatible on bitfields. It should be only
for internal use. They are completely implementation dependent.

Bye, Hans

1228. VA_START questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <6ftnfp$ind@nntp02.primenet.com>
Source record: 4839

Q: To use the AV_SENDKEY message to send a keystroke to the AV Server,
must a client first issue the AV_PROTOKOLL (and later the AV_EXIT)
message?

I am sending the AV_SENDKEY to the Application name returned by:

```
env = getenv( AVSERVER );
aes_id = appl_find ( env );
if (aes_id==-1) { /* no server */ return; }

buffer[0] = AV_SENDKEY;
buffer[x] = etc.
appl_write( aes_id, 16, buffer );
```

But nothing seems to happen on the desktop, etc. if I pass say a
ctl-o (Open).

Ideas?
John

```
*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

1229. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6ftpslqhk1@laas.laas.fr>
Source record: 4840

In article <vyziuotk7f5.fsf@issan.informatik.uni-dortmund.de>, Andreas Schwab
<schwab@issan.informatik.uni-dortmund.de> writes:
>|> - A compiler has no way to know where a pointer points at, generally speaking.
>|> Then, pointer[-1] should be legal.
>
>It can still be undefined in the standard's sense. This is independent on
>whether this is provable or not (and it is very often unprovable).

Yes, of course.
Even *pointer, although legal, can be undefined!

Sticking to my example, my point was that one can be sure that symbol[-1] is
undefined, while there is no such certitude for pointer[-1].

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

1230. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eqq4At.D3r@suse.modem.stud.uni-hannover.de>
Source record: 4841

In article <3524d2c7.1747112@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>This 'feature'
>>makes Pure C's bit arrays useless if you got to match some externally
>>defined structures (I had that trouble with various network protocol header
>>definitions).
>
> Yeah, it does look like a bug - I wonder how it comes about. Does it
> behave the same with signed integers?

How do you mean ?

With 'normal' data types, I never found any similar inconsistency, So you
can mix char, int and long mutually and with their unsigned counterparts;
and what I've seen so far, an extra (unused) byte is inserted only when
a 16 or 32 bit type follows a char that's at an even address. I never
looked at the situation involving float and double, since I rarely use
them.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1231. Re: VA_START questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: Christian Andersson <faltrion@earthling.net>
Message-ID: <FN_3522aa74_faltrion@news.alfaskop.net>
Source record: 4842

in message <6ftnfp$ind@nntp02.primenet.com>,
John M Rojewski wrote:

> Q: To use the AV_SENDKEY message to send a keystroke to the AV Server,
> must a client first issue the AV_PROTOKOLL (and later the AV_EXIT)
> message?

OK, here's a sollution for you..

since I've jsut introduced this into FireNews and Babel I know that you do
not have to tell the AV-Server that you know the AV-Protokoll. However you
must search for the correct name...
Lets asume this, you have Thing for AV-Server

your shel_env command will give you this back "THING" (unless ofcourse you
specified some other AVSERVER or have not specified it at all)
The problem then is that the appl_find call expects an 8-char long string to
find the app-id... but what you send in is not an 8-char long string....
it's a 5 char long string... What you need to do is to add spaces to the end
of that string so that the string is 8 chars long..
ie "THING" will become "THING "

Then it should work...

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@bigfoot.com WWW: http://faltrion.home.ml.org
IRC : faltrion @ #Atari
Current Projects:
- FireNews: News-reader for STIK/STiNG/GlueSTiK
- Babel: News-Fetcher/Sender/Maintainer
- FireCall: Caller ID utility
- S.O.S (to be revealed in a couple of years :)

1232. Re: programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <dEHkVCAtxqI1Ewv9@thedruid.demon.co.uk>
Source record: 4843

```
Hi,

>> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>> 68000, but requires supervisor mode on the 68030.
>
> Oops!

Nightmare more like! Any other such oddities?

John.

--

--
+-----------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +-------------------------------------------------+ | |
| gatekeeper@thedruid.demon.co.uk | |
+-----------------------------------------------------------------+ |
+-------------------------------------------------------------------+
```

1233. Free Compiler ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <fElk1GAIyqI1EwOk@thedruid.demon.co.uk>
Source record: 4844

Hi Tim,

langen@rx-online.de.:
> Does anyone know where I can get a free
> BASIC or C Compiler for Atari ST .

I know of no free BASIC compiler, but in the C stakes there are a few:

Sozobon C,
Heat and Serve C, (a later version of Sozobon)
GNU C and
GNU C++

GNU C++ only works on machines with larger memories (4Meg at least), all
the
others should be okay with 1Meg. They should all be available from any
Atari
archive.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

1234. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <891472202.16659.0.nnrp-04.9e98f145@news.demon.co.uk>
Source record: 4845

On 1 Apr 1998 00:07:45 , Guy Harrison wrote:
> On Fri, 27 Mar 1998 06:00:41 GMT, dbolt@my-ste.demon.co.uk (David
> Bolt) wrote:
>
> >-----BEGIN PGP SIGNED MESSAGE-----
> >
> >Lets start at the beginning. I've written a PGP interface, sign and encrypt
> >only, for NEWSie. The problem is PGP writes to the screen as a TOS program,
> >and under a multitasking settup this corrupts the desktop. To get round
> >this, I want to use VT52 to redirect the output to a window, while passing
> >the command-line to PGP. The only trouble is VT52 takes the command-line as
> >its own and displays a dialog to enter the command-line for PGP.
> >
> >The question is how do I call a TTP, using VT52 to redirect the output to a
> >window, without typing in the command-line at the dialog? At the moment I'm
> >opening a window that covers the entire desktop, and using wind_update() to
> >freeze screen output, just before PGP is called, and closing it after PGP
> >quits. While this works to an extent, forcing all the windows open to be
> >redrawn, I'd like to use VT52 if possible.
>
> One of the options to MagiC's shel_write() is "isgr" (or "isgem")
> which tells the system if the child process is a gem program or a tos
> one. Set this to the correct value (zero or one) and you'll find the
> vt52 window is invoked automatically just like you want.

The trouble is I need to call vt52 as a child of my program and AFAIK using
shel_write() would make it wait until my program has quit. This than causes
a problem since I have to separate the message from the header before
editing so PGP only signs/encrypts the message, and not the header. Once
PGP has finished, the signed/encrypted output is then added to the end of
the messager header and the resulting file is what Newsie uses as its temp.

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

1235. Re: IDEal AUTO folder loading

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-01 00:00:00 UTC
From: Lars.Froehlich@t-online.de
Message-ID: <6fu910ugv1@news02.btx.dtag.de>
Source record: 4846

On 30 Mar 1998 10:55:55, Phil Young wrote:
>Only one problem, I can't load AUTO folder programs from the C drive,
>only desk acc's. Would it be possible to simply write a program to
>execute all programs from the auto folder on C:\ ??
Why not? I guess there are some boot selectors doing it this way. Also MiNT
can be configured to start programs when booting ("exec ...").

>Does TOS actually change into the AUTO folder before executing the
>programs or does it just run them with the currect directory being the
>root of C ??
The current directory on startup is the root dir of the boot drive ("C:\" or
something similar).

>Would the following work?
>
>change into c:\auto\
>loop
> execute next auto program
>until no more programs
>change back to c:\
Should work with most progs, but there are some which look for config files
on the boot drive instead of the actual drive. You can either put these
files onto the boot diskette or write a short piece of code to change the
"official" boot drive to C: (AFAIR it is a sysvar?)

Hope that helps,
Lars

1236. Re: Making GEM Easier....

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35229b74.2959555@news.demon.co.uk>
Source record: 4747

On Wed, 01 Apr 1998 10:25:14 GMT, strads@tmisnet.com (George Crissman) wrote:

>I hope you send your suggestion in to Wizztronics.
>Given the chance to ask for the OS changes of your
>dreams, I would think there'd be a lot of chatter
>here in c.s.a.programmer about the most worthwhile
>manner of implementing the desired changes.
>
>Oh, well. Maybe it's all happening in secret.

Such a call would only be of use to the rest of us if they implemented a module which could be applied to older Gem versions giving the same functionality. Unfortunately such a thing is highly unlikely and more probably - nearly impossible. :-(

What is possible, is that such new functions as are developed are run by the MagiC and Geneva authors. At least there would be a slim chance.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1237. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35249e38.3667794@news.demon.co.uk>
Source record: 4748

On Wed, 01 Apr 1998 17:29:43 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>
>> >I am very sure that a negative subscript is not illegal.
>>
>> I'm not so sure as 'C' arrays always start at zero. As I've probably
>> said before though (<G>), I regularly use negative subscripts myself
>> as I consider it "more readable" than a pointer+offset in some cases.
>>
>> >Accessing
>> >memory outside arrayboundaries is however.
>>
>> Yeah, again a grey area. For all intents and purposes, the boundaries
>> of an array (or anything for that matter) are what we mentally
>> consider them to be at the time of manipulating them (machine
>> limitations aside). I mention this only because it is (possibly) my
>> personal favorite reason for liking C so much. :-)
>
>Well, that is on non memory protected machines like the ST. On Unix
>it is a complete other story.

Yep. Naturally memory protection will make a difference but only if we
don't make the necessary declarations.

>I am not sure whether is wil see
>accessing memory outside an array but inside a struct, but
>lot of other cases will be catched.

I'm not sure which of the above you are saying is "the case" and which
is "not" so we may or may not be agreeing below ... <g>

Structs should present no problem. The base address and the upper
limit are both known. I see no point in implementing hardware
protection for structs however, as these can be trapped during
compilation. Similarly, an array base address is always known and the
upper limit might be and again I see little advantage in setting up
hardware protection during these accesses either. Protection for
different segments is extremely useful as would be comprehensive
protection for dynamic memory.

>> >If you can get a copy of the book do it! I think it's one of the
>> >best books about C.
>>
>> Ah. I used to live in a shared flat and one of the things on the

>> bookshelf was the K&R book. I've read it many times but that was years
>> ago so buying my own copy of it always takes second place to something
>> new. You're right though, I ought to get it.
>
>Be sure you get K&R2, the one about ANSI C.

I ought to get both as MWC is mainly K&R :-)

>> I've been wondering if all of us are talking the same thing when we
>> say "volatile". I understand it to mean the compiler must, at each
>> reference to the volatile, reload it from its storage (or behave as
>> though it has).
>
>And put it back in storage after the variable is modified.

Oops, yes. I got carried away and forgot that bit!

Strictly, I believe the requirement is only to put it back in storage
when an "assignment" to it is made. I haven't considered if this
slight change in terminology actually makes a difference or not, as it
would only leave us with another unknown (ie that some modifiers may
not technically be assignments!).

>It's
>very usefull vor variables that are changed by interrupt routines.

Yes. It is imo, about the only time I can see a use for it (hence my
complete inability to see any use for structs being volatile by
default).

In effect I'd be happy to code this ...

```
volatile int *fred;
int x;

x = *fred;
x = x + x;
*fred = x;
```

... whereas I'd be worried about this ...

```
*fred = *fred + *fred;
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1238. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35236252.610B@mst.tn.utwente.nl>
Source record: 4749

Guy Harrison wrote:

> Yes. It is imo, about the only time I can see a use for it (hence my
> complete inability to see any use for structs being volatile by
> default).

A second use is to force coorrect behaviour when using the
setjmp - longjmp functions. The C-standard is not quite clear
on the use of these functions, esp. on what should happen to
register variables. Different behaviour is observed from
different compilers. Pure C and Dec C (for Alpha) restore
register variables into their original state (saving the
processor status). GCC and MVC don't. Using volatiles
solves that problem.

> In effect I'd be happy to code this ...
>
> volatile int *fred;
> int x;
>
> x = *fred;
> x = x + x;
> *fred = x;
>
> ... whereas I'd be worried about this ...
>
> *fred = *fred + *fred;

Don't see a problem here. Maybe you are thinking too
much in assembly here?
add.w (a0),(a0)
add.w (a0),(a0)
But then also
move.w (a0),d0
add.w d0,d0
add.w d0,d0
move.w d0,(a0)
Which makes no sense.

Our are you troubled with fred changing between
the two readouts? Then you will have to make the
operation atomic, with functions like
enter_critical_section();
*fred=*fred+*fred;
leave_critical_section();

Bye, Hans

1239. TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6fvs1tivm2@newshost.comnet.co.nz>
Source record: 4750
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

What exactly is TOS 1.09?

From the late 1980s, British Atari mags frequently mentioned TOS 1.09,
but, AFAIK, there never was a TOS version labelled 1.09.

From descriptions of it, I am led to believe that it is really TOS 1.02
"Blitter TOS" (or "Mega TOS", if you prefer)

Can anyone enlighten me as to where the moniker "1.09" came from?

AFAICR, none of the internal version numbers (AES, GEMDOS etc) in that TOS
version were 1.09, so it is unlikely to be a case of transposed version
numbers.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

1240. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: Arfa <arfa@clara.net>
Message-ID: <6g0bbt$t8j$1@eros.clara.net>
Source record: 4751
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

>From the late 1980s, British Atari mags frequently mentioned TOS 1.09,
>but, AFAIK, there never was a TOS version labelled 1.09.
>
>From descriptions of it, I am led to believe that it is really TOS 1.02
>"Blitter TOS" (or "Mega TOS", if you prefer)

I seem to remember seeing this in an ST Format once, but it'll take me ages to sift through all the feedback/STA columns. I think that it was just another (wrong) number for a TOS version, or a TOS version that was never released.

It doesn't exist as v1.09 anyway, but apparantly some programmes had trouble detecting certain TOS versions...

James Arthur
jaa@arfa.clara.net

1241. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: Jerome LEGRAS <j.n.legras@wanadoo.fr>
Message-ID: <6g0lmf$23l$1@peuplier.wanadoo.fr>
Source record: 4752
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

My french 1040 STF has a TOS 1.09. It can support a blitter, and it's not a
STE TOS. It's the last TOS especially for STF.

>What exactly is TOS 1.09?
>
>From the late 1980s, British Atari mags frequently mentioned TOS 1.09,
>but, AFAIK, there never was a TOS version labelled 1.09.
>

1242. Atari ST programming vs. PC programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3523E5C3.4C78F95A@forestmeister.com>
Source record: 4753

I programmed with Laser C from about '87 to '94, then I bought a Pentium and only recently got any programmin tools- MS VC++ 5.0. Now I'm overwhelmed. So far, I'm just typing in some simple "C" stuff and seeing what happens, what sort of things are different at the elementary level- by elementary I mean non GUI stuff- and I now seem to have the hang of slapping together a simple DOS program.

But now I'm getting ready to tackle Windows programming. On my Atari I wrote several programs for myself that use primarily dialogue boxes with lots of buttons. I didn't really have a need for drop down menus. So I want to get up to speed quick in Windows, at least for dialogue boxes.

Is it going to be that much more difficult? Or easier? Any recomendations of good books?

I bought one book for Windows programming in the C++ language, but then of course I'll have to learn C++ first. I'd rather do the Windows programming in C and learn C++ later.

I'd love to have an expert Atari C programmer write a tutorial that would compare programming the Atari vs. the PC for Windows.

BTW, the ST computer isn't being made anymore is it? When was the last one made? Is there actually any serious programming still being done for the Atari? Is it still popular in Europe where I think more were sold.

Joe Zorzin

1243. Search for DOC and RTF file format decription

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: pierre.tonthat@hol.fr
Message-ID: <6g0t9apvv1@news4.isdnet.net>
Source record: 4754
Body handling: HTML body converted to readable text

Hye all !

I'm author of an HTML text editor called Joe (version 1.35). I need
the Word+ and RTF file format description to translate automatically
the DOC or RTF to HTML format when Joe is loading a text.

Thanks for the help.

You can download it at http://www.mygale.org/05/nef/

I'm also thinking (not working, I'm too busy these months) about
text generator modules for and
. Have you some
suggestions for another modules ? or for the program itself ?

Bye !

Rajah Lone / Queen Meka

1244. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6g0tc3$2s7$1@plug.news.pipex.net>
Source record: 4755

On 2 Apr 1998 20:34:08 , "Jerome LEGRAS" wrote:
>My french 1040 STF has a TOS 1.09. It can support a blitter, and it's not a
>STE TOS. It's the last TOS especially for STF.
>
>
>>What exactly is TOS 1.09?
>>
>>From the late 1980s, British Atari mags frequently mentioned TOS 1.09,
>>but, AFAIK, there never was a TOS version labelled 1.09.
>>
>
>
>.
Erm My 520 STFM that originally has a single sided floppy drive DID have TOS 1.09,
In fact I still have the ROMS but now my STFM has TOS 1.4 which i found in a 'dead'
STFM outside a PUB in Basildon Essex, TOS 1.09 is bug free in every way as far a general
usage and the mother of all incompatibilities STOS are concerned, Although no auto start
feature was annoying when I got TERADESK.

As far as I have found out over the years...

TOS 1.02 is often mentioned as TOS 1.2
TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS 1.4
TOS 1.4 is also called 'Rainbow TOS' as it has a multi coloured atari symbol in the desktop
info bit.
TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is sometimes confused
with TOS 1.62
TOS 1.62 is in 99% of all STes

Please correct me if i am wrong in any of this but it is what i have learned after doing
atari stuff (not on www)
for the last 6/7 years.

i hear that TOS 2.06 supports 12Mb of RAM, is this true?

ian Norton (newt)

---eof---

1245. Re: Atari ST programming vs. PC programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <352befd8.42637237@news.zetnet.co.uk>
Source record: 4756

Hey! Joseph Zorzin <redoak@forestmeister.com> wasn't it Thu, 02 Apr
1998 14:23:47 -0500 that you wrote:

>one made? Is there actually any serious programming still being done for
>the Atari? Is it still popular in Europe where I think more were sold.

Why do you think we need a newsgroup for the subject ?..... THINK!!

.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

1246. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eqs27A.E10@suse.modem.stud.uni-hannover.de>
Source record: 4757

In article <890978441.27662.0.nnrp-06.9e98f145@news.demon.co.uk>,
dbolt@my-ste.demon.co.uk (David Bolt) writes:

> The question is how do I call a TTP, using VT52 to redirect the output to a
> window, without typing in the command-line at the dialog? At the moment I'm
> opening a window that covers the entire desktop, and using wind_update() to
> freeze screen output, just before PGP is called, and closing it after PGP
> quits.

Yuck ! ;-)

I'd probably Pexec() the TTP, but having redirected (using Fforce()) the
stdout channel to some file or pipe. This way, the TTP causes no screen
output in the first place, while the output is kept in that file or pipe,
and you can display it in a window by your own (internal to your program)
means. This is even compatible with SingleTOS.

Cheers Peter

PS.: From your other message I deduce the result is intented to be a PGP
tool for NEWSie, and hopefully other E-mail clients. This is great
stuff. If you need more help, just let me know.
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1247. Re: VA_START questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-02 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eqs2Br.E3F@suse.modem.stud.uni-hannover.de>
Source record: 4758

```
In article <6ftnfp$ind@nntp02.primenet.com>,
rojewski@primenet.com (John M Rojewski) writes:
> Q: To use the AV_SENDKEY message to send a keystroke to the AV Server,
> must a client first issue the AV_PROTOKOLL (and later the AV_EXIT)
> message?
>
> I am sending the AV_SENDKEY to the Application name returned by:
> env = getenv( AVSERVER );
> aes_id = appl_find ( env );
> if (aes_id==-1) { /* no server */ return; }
>
> buffer[0] = AV_SENDKEY;
> buffer[x] = etc.
> appl_write( aes_id, 16, buffer );
>
> But nothing seems to happen on the desktop, etc. if I pass say a
> ctl-o (Open).

What do you need that for ?

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

1248. Re: Search for DOC and RTF file format decription

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: Sven Persson <sven.persson@mbox301.swipnet.se>
Message-ID: <01bd5ecf$ef429000$214ef482@sven133>
Source record: 4759
Body handling: HTML body converted to readable text

Hi!

> I'm also thinking (not working, I'm too busy these months) about
> text generator modules for and
. Have you some
> suggestions for another modules ? or for the program itself ?

I haven't tried your prodram, but it sounds like a great idea to me!

Keep us posted! :)

/Peter Persson

1249. I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: jotego@teleco.upv.es
Message-ID: <6g23fu$q96@maia.cc.upv.es>
Source record: 4760

Hello,

I have the Lattice C compiler, Turbo C and another; but because they have been downloaded from Internet I do not have any manuals. I need to make a program using Dialog Boxes, Menus, and all that GEM stuff. Can any one help me?

Thanks in advanced, Jose (author of Grytra -Gryzor/Contra emulator)

jotego@teleco.upv.es

1250. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <352f2209.55488061@news.zetnet.co.uk>
Source record: 4761

Hey! inorton_badrul@hotmail.com (Ian Norton) wasn't it 2 Apr 1998
20:44:51 GMT that you wrote:

>usage and the mother of all incompatibilities STOS are concerned,

What may I ask is STOS incompatible with ????

>Please correct me if i am wrong in any of this but it is what i

Your saying STOS is incompatable THATS WRONG....
.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

1251. Re: I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6g2hp1$ds2$1@laas.laas.fr>
Source record: 4762

In article <6g23fu$q96@maia.cc.upv.es>, jotego@teleco.upv.es (Jose Tejada Gomez) writes:
> I have the Lattice C compiler, Turbo C and another; but because they have
>been downloaded from Internet I do not have any manuals.

WHAT???????????
Lattice C at least is a commercial product. What you have done is completely
ILLEGAL. I wonder where on the Internet you've got it.

Don't use pirated software.

Roland

1252. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: Arfa <arfa@clara.net>
Message-ID: <6g2n1pctv1@eros.clara.net>
Source record: 4763

>As far as I have found out over the years...
>
>TOS 1.02 is often mentioned as TOS 1.2

There was also an earlier version of TOS (disc-based as I remember) - TOS 1.0

>TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS 1.4
>TOS 1.4 is also called 'Rainbow TOS' as it has a multi coloured atari symbol in the desktop info bit.

Nope, they're the same thing (Rainbow TOS is actually called TOS 1.04)

>TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is sometimes confused with TOS 1.62

As fas as I know, TOS 1.6 was distributed in STEs only. It was designed to take advantage of the new hardware on an STE. I don't know if it can actually be used on an STFM? Besides, who would want to "upgrade" from 1.04 to 1.06?

>TOS 1.62 is in 99% of all STes

I wish it was in mine...

James Arthur
jaa@arfa.clara.net

1253. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: Arfa <arfa@clara.net>
Message-ID: <6g2n79cuj1@eros.clara.net>
Source record: 4764

>>usage and the mother of all incompatibilities STOS are concerned,
>
>What may I ask is STOS incompatible with ????
>
>>Please correct me if i am wrong in any of this but it is what i
>
>Your saying STOS is incompatable THATS WRONG....
>.

Leave it, Tony, It's not worth it :^)

I agree with you, though; but you must admit that it was when it first came out.

James Arthur
jaa@arfa.clara.net

1254. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6g2vmm$e4u$2@news.campus.mci.net>
Source record: 4765

On 3 Apr 1998 14:05:40 , "Arfa" wrote:
]-
]->As far as I have found out over the years...
]->
]->TOS 1.02 is often mentioned as TOS 1.2

Yes, as TOS 1.4 is 1.04 as well. If I remember correctly, some bug caused some versions of TOS to be read this way... (somebody jump in here and explain this better!) ;-)

]-There was also an earlier version of TOS (disc-based as I remember) - TOS
]-1.0

TOS was originally disk based, on the earliest ST's. Then the decision came to make it ROM based. TOS 1.0 wound up as a ROM OS as well...

]->TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS
]-1.4
]->TOS 1.4 is also called 'Rainbow TOS' as it has a multi coloured atari
]-symbol in the desktop info bit.
]-
]-
]-Nope, they're the same thing (Rainbow TOS is actually called TOS 1.04)

Right, TOS 1.04, TOS 1.4, and Rainbow TOS are all the same thing.

]->TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is
]-sometimes confused with TOS 1.62

Don't know why they would be confused, TOS 1.62 was a patch upgrade for 1.6 to get rid of the medium res bug, AFAIR...

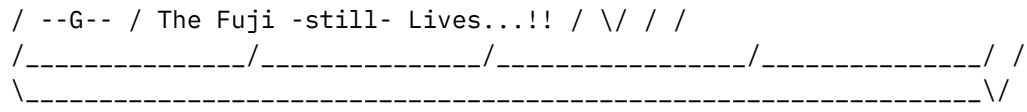
]-As fas as I know, TOS 1.6 was distributed in STEs only. It was designed to
]-take advantage of the new hardware on an STE. I don't know if it can
]-actually be used on an STFM? Besides, who would want to "upgrade" from 1.04
]-to 1.06?

No, you can't use TOS 1.6 or 1.62 on an ST...(F or M) I tried, and the machine wouldn't even boot up...

]->TOS 1.62 is in 99% of all STes

Not sure about that figure, but it was both TOS 1.60 and 1.62...

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /


/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____/_____/_____/_____/ /
_____\/

1255. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3525f9a8.12798033@news.zetnet.co.uk>
Source record: 4766

Hey! "Arfa" <arfa@clara.net> wasn't it Fri, 3 Apr 1998 14:08:36 +0100
that you wrote:

>>Your saying STOS is incompatable THATS WRONG....
>>.
>
>
>Leave it, Tony, It's not worth it :^)

Hold me back lads!.........:))

>I agree with you, though; but you must admit that it was when it first came
>out.

very much so....but as always I respond to whats posted..not what the
poster was maybe thinking :)

.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

1256. Re: TOS 1.09 /STOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6g354b$kq9$1@plug.news.pipex.net>
Source record: 4767

On 3 Apr 1998 16:38:01 , Tony Greenwood wrote:
>Hey! "Arfa" <arfa@clara.net> wasn't it Fri, 3 Apr 1998 14:08:36 +0100
>that you wrote:
>
>>>Your saying STOS is incompatable THATS WRONG....
>>>.
>>
>>
>>Leave it, Tony, It's not worth it :^)
>
>Hold me back lads!.........:))
>
>>I agree with you, though; but you must admit that it was when it first came
>>out.
>
>very much so....but as always I respond to whats posted..not what the
>poster was maybe thinking :)
>
>..
I didnt mean that STOS is bad because you have to use genfixer to get stuff to work on all machines but it is one of it's few failings, I program in STOS too and have been luck with the things that I have written for myself and my college mates but there is STOS stuff about that never seem to work on either my STFM or My Falcon. STOS is an ideal programming system if it wasn't i wouldn't use it,

:)

Ian Norton... (newt)

1257. Re: Atari ST programming vs. PC programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <352514df.1998422@news.tmisnet.com>
Source record: 4768

On Thu, 02 Apr 1998 14:23:47 -0500, Joseph Zorzin
<redoak@forestmeister.com> wrote:

>BTW, the ST computer isn't being made anymore is it? When was the last
>one made? Is there actually any serious programming still being done for
>the Atari? Is it still popular in Europe where I think more were sold.

There are six known clones of Atari computers,
either announced or already in production. Check
out the list at http://www.tmisnet.com/~strads/hq/clones.html

-- George Crissman
-- strads@tmisnet.com

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1258. Re: TOS 1.09 /STOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <35272fed.26692747@news.zetnet.co.uk>
Source record: 4769

Hey! inorton_badrul@hotmail.com (Ian Norton) wasn't it 3 Apr 1998
17:09:31 GMT that you wrote:

>I didnt mean that STOS is bad because you have to
>use genfixer to get stuff to work on all

bollox..what are you talking about ?.... STOS written programs run on
everything from a standard st..through ste, megas, falcons and even TT

NO FIXING REQUIRED!!!! its 1998 not 1987

>machines but it is one of it's few failings, I program in STOS too

Then get yourself the latest compiler and stop telling everyone that
STOS need fixing...or that stos has a failing.... the correct saying
may be that programs written with OLDER stos compilers need fixing and
stuff written with older stos and compilers have failings.... but
please dont just make sweeping statements giving the impression that
we are still in the dark ages :)

>about that never seem to work on either my STFM or My Falcon. STOS

Thats because its old stuff.. you never mentioned old stuff did you?

>is an ideal programming

eeerm I know :)

>system if it wasn't i wouldn't use it,

I would humbly suggest checking on things STOS before telling a
worldwide public newsgroup something...You make somehting now and it
dont need fixing for anyone..... hey I know my stos :))

.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

1259. Re: Atari ST programming vs. PC programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-03 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eqtvrr.DA0@suse.modem.stud.uni-hannover.de>
Source record: 4770

In article <3523E5C3.4C78F95A@forestmeister.com>,
Joseph Zorzin <redoak@forestmeister.com> writes:

> BTW, the ST computer isn't being made anymore is it?

Not ST, but compatible machines are still being built, and even completely
newly designed machines see the light of the day. This all is not by Atari
of course.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1260. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980404090127.17586A-100000@tellus.dsv.su.se>
Source record: 4771

```
On 1 Apr 1998, Roland Prajoux wrote:

:
:One more opinion about negative subscripts.
:
: - A compiler has no way to know where a pointer points at, generally speaking.

It has, really! Try:

char array[42];char *p = array;

char foo(char *c){ *p;} /* returns first char of some array */

/* Now we can do:
*/
foo(array);
foo(p);

/* foo() will not know what kind of pointer it got
* so that part of your argument is true
* but if we try:
*/

++p; /* works */
++array; /* error */

/* Wow, the compiler actually knew that
* an array is not a pointer :-)
*/

What then if foo() actually did something ?

char foo2(char *p2){--p2; return *p2;} /* returns previous char */
char foo3(char *p2){ return *(p2-1);} /* returns previous char */
char foo3(char *p3){ return p2[-1];} /* returns previous char */

This might crash or return various amounts of junk depended on
what p2 actually points to. It is up to the programmer to stay
within limits :-(

-o Jens M Andreasen
(| o- Bastugatan 45, S 118 25 Stockholm
-` |) +46 8 669 81 71
'-
---o---------jens-and@dsv.su.se-------------------c[]--C---
```

1261. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980404092914.17586B-100000@tellus.dsv.su.se>
Source record: 4772

```
On Wed, 1 Apr 1998, Hans Wessels wrote:

:Example:
:{
: char* pointer=(char*)0;
: char k;
: k=pointer[-1]; /* this will cause bombs on an ST */
:}
:
Yes, but the "-1" is not involved here. You can do:

k=pointer[0];

.. and that should crash an atari as well. That area of
memory is protected (both of them)

-o Jens M Andreasen
(| o- Bastugatan 45, S 118 25 Stockholm
-` |) +46 8 669 81 71
'-
---o---------jens-and@dsv.su.se-------------------c[]--C---
```

1262. Re: Search for DOC and RTF file format decription

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3525d959.2114868@news.tmisnet.com>
Source record: 4773
Body handling: HTML body converted to readable text

I've had a bit of experience with RTF, having written
a WinHelp file in pure RTF (using NOTEPAD.EXE, much to
the extreme horror of the rest of the development team).
Development looked daunting, especially since RTF is a
word-processing standard, but the task went rather easy.

The RTF language is much richer than HTML 3.2, directly
supporting non-scrolling regions at the top of the display,
audio, and video -- this may cause conversion problems.

However! Your gut instinct that RTF lends itself to the
hypertext concept is accurate, and with a bit of effort ...
make that a lot of effort ... you would have a very
useful (even marketable) program on your hands!

Go for it! And if you'd like to search the net for the
RTF language definition instead of subsidizing Micro$oft
Publishing House, may I humbly suggest my list of search
engines at http://www.tmisnet.com/~strads/search/index.html .

I'm especially fond of the Meta Searchers, such as Ask Jeeves
and Debriefing. Either is a quick, fast way to search the net.

-- George Crissman
-- strads@tmisnet.com

On 2 Apr 1998 20:43:22 GMT, pierre.tonthat@hol.fr (Pierre TONTHAT)
wrote:

>Hye all !
>
>I'm author of an HTML text editor called Joe (version 1.35). I need
>the Word+ and RTF file format description to translate automatically
>the DOC or RTF to HTML format when Joe is loading a text.
>
>Thanks for the help.
>
>You can download it at http://www.mygale.org/05/nef/
>
>I'm also thinking (not working, I'm too busy these months) about
>text generator modules for and
. Have you some
>suggestions for another modules ? or for the program itself ?
>
>Bye !

>
>Rajah Lone / Queen Meka
>
>
>
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1263. ATARI STuff 4 SALE (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: Brond <brond@compuserve.com>
Message-ID: <352585E6.D7858482@compuserve.com>
Source record: 4774
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here is some ST stuff I have for Sale.
Make me an offer.

HiSoft Lattice C 5.5 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Devpac 3 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Forth

Prospero Software Pascal

NeoDesk 3.04

Virus Killer v3.9

68000 Assembly Language Programming 2nd Edition (Osborne McGraw Hill)

Atari ST : The Concise Atari ST 68000 Programmers Reference Guide (V
Good)

Mail me

mailto:brond@compuserve.com

1264. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35260a13.553505@news.demon.co.uk>
Source record: 4775

On Wed, 1 Apr 1998 07:18:29 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <3524d2c7.1747112@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>This 'feature'
>>>makes Pure C's bit arrays useless if you got to match some externally
>>>defined structures (I had that trouble with various network protocol header
>>>definitions).
>>
>> Yeah, it does look like a bug - I wonder how it comes about. Does it
>> behave the same with signed integers?
>
>How do you mean ?

You used unsigned int bitfields in your structure example. I simply
wondered if it was the same with those bitfields declared as signed
int instead?

Mwc accepts both unsigned and signed for bitfields and the sign is
taken into account. ie "int fred:1" when set to any non zero value
returns a value of -1 whereas "uint fred:1" will return +1 when set to
any non zero value. Although I almost always use "uint" myself I do
have the impression that ANSI only allows "int". I could be wrong
about this however. I just think I saw it somewhere.

>With 'normal' data types, I never found any similar inconsistency, So you
>can mix char, int and long mutually and with their unsigned counterparts;
>and what I've seen so far, an extra (unused) byte is inserted only when
>a 16 or 32 bit type follows a char that's at an even address.

Same with Mwc.

>I never looked at the situation involving float and double, since I
>rarely use them.

Ditto. I have no idea if alignment would take place in Mwc either. I
could easily check but there's no point as we know each compiler uses
its own floating point formats.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1265. Re: programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35270e9f.1717319@news.demon.co.uk>
Source record: 4776

On Wed, 1 Apr 1998 22:06:53 +0100,
johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk wrote:

>
>Hi,
>
> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
> >> 68000, but requires supervisor mode on the 68030.
> >
> > Oops!
>
>Nightmare more like! Any other such oddities?

I don't think so. If you take into account the "Purist" design
philosophy applied to the 68000 (ie PC relative code is crippled
compared to the 6809) then that would explain why the above
instruction became a supervisor mode one - and would probably indicate
an oversight in the 68000 design rather than later cpu's. All imo of
course!

Simply enter superstate on the 68000 before the instruction and drop
back to userstate after and the problem is solved.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1266. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352917fa.4112223@news.demon.co.uk>
Source record: 4777

On Thu, 02 Apr 1998 12:02:58 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>
>> Yes. It is imo, about the only time I can see a use for it (hence my
>> complete inability to see any use for structs being volatile by
>> default).
>
>A second use is to force coorrect behaviour when using the
>setjmp - longjmp functions. The C-standard is not quite clear
>on the use of these functions, esp. on what should happen to
>register variables.

I have never used, and can never see, any reason to make use of either
of these two functions in user code. If people want to jump in and out
of functions then they should program in Basic! ;-)

>Different behaviour is observed from
>different compilers.

Indicating perhaps that there are serious problems which wouldn't
exist if the functions themselves did not.

>Pure C and Dec C (for Alpha) restore
>register variables into their original state (saving the
>processor status). GCC and MVC don't. Using volatiles
>solves that problem.

There's nothing wrong with having such functions. I'm sure the
compiler vendors make very good use of them. There is also nothing
wrong with documenting them so that folks can make use of them for
enhancing their compilers but they should be left documented as
"internal" and left at that.

After all, the same effect can be obtained simply by linking in a
function written in assembler.

>> In effect I'd be happy to code this ...
>>
>> volatile int *fred;
>> int x;
>>
>> x = *fred;
>> x = x + x;
>> *fred = x;
>>

>> ... whereas I'd be worried about this ...
>>
>> *fred = *fred + *fred;
>
>Don't see a problem here. Maybe you are thinking too
>much in assembly here?
> add.w (a0),(a0)
> add.w (a0),(a0)
>But then also
> move.w (a0),d0
> add.w d0,d0
> add.w d0,d0
> move.w d0,(a0)
>Which makes no sense.

But it does. What if the reference to the address stored in a0 has a side effect like clearing some hardware status when written to? Your first bit of assembler clears this twice whereas the second bit only does it the once.

Similarly with reading - what if two items are mapped onto the same hardware address and it toggles between them. The first time you read it, it could be fred, the next time it could be some status value.

>Our are you troubled with fred changing between
>the two readouts?

It is certainly a concern although the above reason is more important.

>Then you will have to make the
>operation atomic, with functions like
>enter_critical_section();
>*fred=*fred+*fred;
>leave_critical_section();

Which at best makes volatile totally redundant (you might as well replace enter/leave_critical_section and *fred=*fred+*fred with process_fred()) and at worst has no different effect than that of the assembly above - ie possibly undefined.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1267. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352a1890.4262178@news.demon.co.uk>
Source record: 4778

On Wed, 01 Apr 1998 23:10:02 GMT, dbolt@my-ste.demon.co.uk (David
bolt) wrote:

>On 1 Apr 1998 00:07:45 , Guy Harrison wrote:
>> On Fri, 27 Mar 1998 06:00:41 GMT, dbolt@my-ste.demon.co.uk (David
>> Bolt) wrote:
>>
>> >-----BEGIN PGP SIGNED MESSAGE-----
>> >
>> >Lets start at the beginning. I've written a PGP interface, sign and encrypt
>> >only, for NEWSie. The problem is PGP writes to the screen as a TOS program,
>> >and under a multitasking settup this corrupts the desktop. To get round
>> >this, I want to use VT52 to redirect the output to a window, while passing
>> >the command-line to PGP. The only trouble is VT52 takes the command-line as
>> >its own and displays a dialog to enter the command-line for PGP.
>> >
>> >The question is how do I call a TTP, using VT52 to redirect the output to a
>> >window, without typing in the command-line at the dialog? At the moment I'm
>> >opening a window that covers the entire desktop, and using wind_update() to
>> >freeze screen output, just before PGP is called, and closing it after PGP
>> >quits. While this works to an extent, forcing all the windows open to be
>> >redrawn, I'd like to use VT52 if possible.
>>
>> One of the options to MagiC's shel_write() is "isgr" (or "isgem")
>> which tells the system if the child process is a gem program or a tos
>> one. Set this to the correct value (zero or one) and you'll find the
>> vt52 window is invoked automatically just like you want.
>
>The trouble is I need to call vt52 as a child of my program and AFAIK using
>shel_write() would make it wait until my program has quit.

Hmm, I may have misunderstood. I assumed when you mentioned VT52 that
you were referring to the MagiC VT52 window in which case the above
would work - the text would appear in the vt52 application window, and
your process would carry on working in parallel but here it would
simply wait for the CH_EXIT message which MagiC sends your process
when the "child parallel process" terminates.

>This than causes
>a problem since I have to separate the message from the header before
>editing so PGP only signs/encrypts the message, and not the header. Once
>PGP has finished, the signed/encrypted output is then added to the end of
>the messager header and the resulting file is what Newsie uses as its temp.

Yes, the normal shel_write can only "chain" programs. If I have misunderstood then you should use Pexec() and redirect the output as Peter suggests.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1268. Re: Atari ST programming vs. PC programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352b1b0b.4897592@news.demon.co.uk>
Source record: 4779

On Thu, 02 Apr 1998 14:23:47 -0500, Joseph Zorzin
<redoak@forestmeister.com> wrote:

>I programmed with Laser C from about '87 to '94, then I bought a Pentium
>and only recently got any programmin tools- MS VC++ 5.0. Now I'm
>overwhelmed. So far, I'm just typing in some simple "C" stuff and seeing
>what happens, what sort of things are different at the elementary level-
>by elementary I mean non GUI stuff- and I now seem to have the hang of
>slapping together a simple DOS program.
>
>But now I'm getting ready to tackle Windows programming.

I've written one Windoze program atm. It is a port of an Atari program
I wrote which is itself a Gem rewrite of the SPLITTER program. I don't
know very much but as nobody else has replied yet I'll dive in with my
tuppence worth ... ;-)

>On my Atari I
>wrote several programs for myself that use primarily dialogue boxes with
>lots of buttons.

Modern Atari programs are now expected to work within a window so that
the multitasking operating systems now available will not "block".

>I didn't really have a need for drop down menus. So I
>want to get up to speed quick in Windows, at least for dialogue boxes.

I've only ever tried MVC 3 and thought it was a dog so went out and
bought C++ Builder (BCB). I hope later versions of MVC are better. I
could well be wrong but I don't think there is any Windoze equivilent
of dialogue boxes. From what I've seen it all goes in a window - the
nearest you get to a dialog box is to tell windoze to display the
window modally.

>Is it going to be that much more difficult?

There's a lot code involved to make an Atari program run a dialog box
in a window. It is not hard but long winded and thus subject to silly
errors. From what (little) I bothered to look at in MVC3 it gave the
impression of being at much the same level.

>Or easier?

Should be much easier on the PC. You should take a good look at the
MFC library. Although BCB has it, I use Borland's own thing called the
VCL (Visual Component Library). If they bear any resemblence to each
other then the class library route is by far the best to take.

>Any
>recomendations of good books?

C++ for Dummies.

>I bought one book for Windows programming in the C++ language, but then
>of course I'll have to learn C++ first. I'd rather do the Windows
>programming in C and learn C++ later.

That's what I thought. I was wrong. Learn at least enough C++ to make
use of the class libraries. You can write the rest of your stuff in C
if you want. Here's why (but I'll have to talk about BCB) ...

It revolves around a resource editor. You drag visual components onto
the forms (ie windows) you create. This is nothing more complex than
designing how each window looks. Each element on the form has
properties which you set much the same as an atari resource editor.
There the similarities stop:

Each visual component also has the ability to react to events or
actions which might occur upon it and these are listed for each
component. You simply click on the events you want that component to
be able to handle - up pops the editor with the function template
already written for you and you just type in some code for it.

Consider this. I have dragged my logo onto the main window, named it
and want it to respond by opening another window when it is clicked
upon. I click on the "single left mouse click" event and BCB generates
this ...

```
void __fastcall TForm1::F0SwampDogClick(TObject *Sender)
{
}
```

... into which I type

```
Form2->Show();
```

... because I want to open and display the "about this program" form.
ie the whole thing is:

```
void __fastcall TForm1::F0SwampDogClick(TObject *Sender)
{
Form2->Show();
}
```

Compare this with having to do it manually - waiting for a mouse
click, finding which object it is over, constructing a window,
positioning it, creating a handle, opening it, drawing (and redrawing)
the contents, waiting for the window close message, closing it,
deleting it and dealing with all the associated errors that can occur
along the way - not to mention the zillion other messages flying
around the system as well.

>I'd love to have an expert Atari C programmer write a tutorial that
>would compare programming the Atari vs. the PC for Windows.

I doubt this would ever happen. There is only one C++ compiler and it requires too much space for a lot of people to use. Additionally, folks have written different libraries which add all sorts of things to Gem, and Gem can be programmed in many languages. I still program Gem with a K&R C compiler!

>BTW, the ST computer isn't being made anymore is it?

Nope, but clones are and very much faster than the ST. Basically the situation is more geared toward machines compatible with the Atari operating system (or equivilents thereof). Thus you'll not only find dedicated "Tos" machines such as the Falcon, Hades etc, but also on the Mac (MagicMac), PC (MagicPC, PacifiST, TosWin) and even unix (STonX).

>When was the last
>one made?

The clones still are.

>Is there actually any serious programming still being done for
>the Atari?

Very much so.

>Is it still popular in Europe where I think more were sold.

Yes.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1269. Re: I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352c2f78.10126390@news.demon.co.uk>
Source record: 4780

On 3 Apr 1998 07:35:26 GMT, jotego@teleco.upv.es (Jose Tejada Gomez)
wrote:

>Hello,
>
> I have the Lattice C compiler, Turbo C and another; but because they have
>been downloaded from Internet I do not have any manuals.

Lattice C is still being sold so you shouldn't have been able to get
it off the internet. I assume you didn't know this or you wouldn't
have posted here.

You'll have to purchase a new or second hand copy (5.6 is the latest
iirc) for two reasons aside from the above:

1) You don't know it is all there or installed properly.
2) A compiler is useless without its manuals.

>I need to make a
>program using Dialog Boxes, Menus, and all that GEM stuff. Can any one help
>me?

This will be explained in the manuals. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1270. Test Subject

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-04 00:00:00 UTC
From: Christian Andersson <faltrion@earthling.net>
Message-ID: <FN_35263382_faltrion@news.alfaskop.net>
Source record: 4781

OK, I need some helps, recently I have encountered an AES-Message sent to FireNews (when I had installed Stewart (unregistered)) and I cannot find anything that tells me what this message is....
The Message is 0x4d8f nad it is sent to FireNews after the Evaluation period of 30 minutes (in Stewart) has gone.. ie after Stewart has turned itself off (it is still active in memory though) IF I delete Stewart from memory this message is not sent, so I guess it is Stewart that sends it to me..

Can anyone help me and tell me wht this message is, and what it does?

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@bigfoot.com WWW: http://faltrion.home.ml.org
IRC : faltrion @ #Atari
Current Projects:
- FireNews: News-reader for STIK/STiNG/GlueSTiK
- Babel: News-Fetcher/Sender/Maintainer
- FireCall: Caller ID utility
- S.O.S (to be revealed in a couple of years :)

1271. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <891744134.18170.0.nnrp-02.9e98f145@news.demon.co.uk>
Source record: 4782

On 2 Apr 1998 08:28:22 , Peter Rottengatter wrote:
> In article <890978441.27662.0.nnrp-06.9e98f145@news.demon.co.uk>,
> dbolt@my-ste.demon.co.uk (David Bolt) writes:
>
> > The question is how do I call a TTP, using VT52 to redirect the output to a
> > window, without typing in the command-line at the dialog? At the moment I'm
> > opening a window that covers the entire desktop, and using wind_update() to
> > freeze screen output, just before PGP is called, and closing it after PGP
> > quits.
>
> Yuck ! ;-)

I know. That was what I felt about it, but it was the only way I could think of that would ensure no updates while PGP was working, and that would make sure that windows would be redrawn, clearing up PGPs output.

> I'd probably Pexec() the TTP, but having redirected (using Fforce()) the
> stdout channel to some file or pipe. This way, the TTP causes no screen
> output in the first place, while the output is kept in that file or pipe,
> and you can display it in a window by your own (internal to your program)
> means. This is even compatible with SingleTOS.

The trouble with using Fforce() would be knowing when to input the password or phrase and, more importantly, re-enter it if it was misstyped. Apart from that, it would be the best idea.

There is a way of setting the password as an environment variable, but that then means it would be available to anyone who decided to have a good look. This then causes a security risk, as far as I'm concerned, and would be unacceptable.

>
>
> Cheers Peter
>
> PS.: From your other message I deduce the result is intented to be a PGP
> tool for NEWSie, and hopefully other E-mail clients. This is great
> stuff. If you need more help, just let me know.

That is the idea. It was a stop-gap measure since John was/is looking at including PGP support directly. Any E-mail client that calls an external editor would work with it.

At the moment I'm having to get it back to it's fully (or almost) debugged position. I lost (sort of) the final version when my EZ-drive died. I'm just lucky I had an earlier copy of the source on a floppy, so I don't have

to do a full re-write. Sort of taught me to keep a back-up.

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

1272. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980405083135.29324B-100000@tellus.dsv.su.se>
Source record: 4783

```
On Sat, 4 Apr 1998, Guy Harrison wrote:

:Mwc accepts both unsigned and signed for bitfields and the sign is
:taken into account. ie "int fred:1" when set to any non zero value
:returns a value of -1 whereas "uint fred:1" will return +1 when set to
:any non zero value. Although I almost always use "uint" myself I do
:have the impression that ANSI only allows "int". I could be wrong
:about this however. I just think I saw it somewhere.
:

ANSI definately allows unsigned int in bitfields. I believe it is
recommended for single bits.

// Jens M Andreasen
```

1273. New programmer seeking advice....

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <6g7tkr$3gf$2@irk.zetnet.co.uk>
Source record: 4784

Hi Folks,
I'm going to try to learn to program in Lattice C, purely for my own interest I guess, but partly because I'm getting annoyed at how no modern synths have Atari editors. What I want to do is program not editors themselves, but an editor creator. Does this sound sane? If not, why not?.....maion problem is, apart from a really basic Basic course at college ten years ago I haven't programmed anything other than a TI58-C calculator at school (fifteen years ago)....are there any books, example source-code for MIDI handling, tech-yourself guides etc,

Mnay thanks for all help given

chrisc

1274. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <891807363.14357.0.nnrp-09.9e98f145@news.demon.co.uk>
Source record: 4785

-----BEGIN PGP SIGNED MESSAGE-----

On 4 Apr 1998 21:13:09 , Guy Harrison wrote:

> >The trouble is I need to call vt52 as a child of my program and AFAIK using
> >shel_write() would make it wait until my program has quit.
>
> Hmm, I may have misunderstood. I assumed when you mentioned VT52 that
> you were referring to the MagiC VT52 window in which case the above
> would work - the text would appear in the vt52 application window, and
> your process would carry on working in parallel but here it would
> simply wait for the CH_EXIT message which MagiC sends your process
> when the "child parallel process" terminates.

That is what i would like to do, use the VT52 window I mean, but doing that excedes my knowledge ATM. I've been given a suggestion of using AV_START to do this, and maybe that would be the way to go. The thing is, I still can't see how I'd be able to pass the command-line to PGP.TTP, going through VT52. Once I can, it should be a small(ish) change to use VT52. Then all I've got to do is check if Magic is in use.

> >This than causes
> >a problem since I have to separate the message from the header before
> >editing so PGP only signs/encrypts the message, and not the header. Once
> >PGP has finished, the signed/encrypted output is then added to the end of
> >the messager header and the resulting file is what Newsie uses as its temp.
>
> Yes, the normal shel_write can only "chain" programs. If I have
> misunderstood then you should use Pexec() and redirect the output as
> Peter suggests.

The trouble is, I can't redirect the output. If I do and there's a typing error when entering the pass phrase/word, the user wouldn't know unless they tried again after 5 mins of nothing happening.

I'm looking at another method of passing the pass phrase/word via the command-line, and if it works, I can possibly remove PGPs display. That is, if the +force option and/or +verbose=0, turn off the output. I'll have to do a bit more checking, but that could be another way to go. I'm not too happy, since I'd then need to add another line to the dialog for the pass phrase/word to be entered into, and since I'm using form_do(), I can't hide it from view.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

Comment: Requires PGP version 2.6 or later.

iQBVAgUBNSejDleKRkq5A+OlAQHK/wH9HjyxKMptERntooMBAnzVaxendjT2kxXn
zgW+4oN8P0qGX6PDyEQqz5mslUOq+a/9Vk0sxy4M43WqWul8gql2xw==
=PigN
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, Magic 5.11, V.34
Atari 1040STE 4Mb

1275. Mega STe 4 TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: gerard biever <gerard.biever@ci.educ.lu>
Message-ID: <3527E647.DF722533@ci.educ.lu>
Source record: 4786
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I need to contact an user of a MEGA STE 4 with german keyboard, or even
better with an french/suisse keyboard (clavier franco/suisse =
qwertzuiop ï¿½ï¿½, ï¿½ï¿½, ï¿½ï¿½, ï¿½).

I need help on the TOS of this computer.
Even if you are only an owner with no special tos experience please
contact me at:
gerard.biever@ci.educ.lu

Thanks

1276. --> MEGA DISCZINE issue 2 now avaliable <--

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6g8rqq$l3q$1@heliodor.xara.net>
Source record: 4787

Greatings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site and download it from there.

www.users.globalnet.co.uk/~mega01/

Issue 2 is on 2 discs and has over 200 articles covering just about everything we can think of. There should be something there for everyone.

If you would liked to be mailed issue 2 then send you E-mail address and request it. I will then Mail it to you. Or you can wait until it is uploaded onto my site.

Mail me at. mega01@globalnet.co.uk Now for issue 2.

Chris Swinson.

1277. PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: Horea Pascu <hpascu@netsoft.ro>
Message-ID: <01bd60d1$c3a454c0$LocalHost@vigor-c200>
Source record: 4788
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

I need to transfer my PC midi files to a friend's of mine Atari. Do you know how can I do it as long as the Atari does not read DOS formatted floppy-disks?
Reply here or mail me at hpascu@netsoft.ro
--
HoReA

1278. txt-file transfer ste-PC

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: gerard biever <gerard.biever@ci.educ.lu>
Message-ID: <3527EE99.C52CC0F1@ci.educ.lu>
Source record: 4789
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Trying to tramsfer my Atari-txt-files to a PC for laser printout I lost several characters.

My ATARI is an MEGA STE 4 with french keyboard, the PC has French/swiss keyboard. The changed characters are special french characters only like ï¿½ ï¿½ ï¿½ they are replaced by other ones.

Hope that somebody has an idea how to get the right characters or to transcript the atari txt files.

Thanks
gï¿½rard biever
gerard.biever@ci.educ.lu

1279. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3527f598.4489044@news.zetnet.co.uk>
Source record: 4790

Hey! "Horea Pascu" <hpascu@netsoft.ro> wasn't it 5 Apr 1998 20:31:40
GMT that you wrote:

>I need to transfer my PC midi files to a friend's of mine Atari. Do you
>know how can I do it as long as the Atari does not read DOS formatted

as long as atari doesnt read dos disks then you cant..

BUT the fact that an ATARI does read a disk formatted on a PC then
there shouldnt be a problem.. perhaps you should check before telling
everyone it can't ? :)

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

1280. Re: programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eqyl5A.CIr@suse.modem.stud.uni-hannover.de>
Source record: 4791

In article <35270e9f.1717319@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>> >> 68000, but requires supervisor mode on the 68030.
>>
>>Nightmare more like! Any other such oddities?
>
> I don't think so. If you take into account the "Purist" design
> philosophy applied to the 68000 (ie PC relative code is crippled
> compared to the 6809) then that would explain why the above
> instruction became a supervisor mode one - and would probably indicate
> an oversight in the 68000 design rather than later cpu's. All imo of
> course!

It's absolutely stupid IMHO. Sure writing to SR must be priviledged, but
what the heck, no application can do any harm by reading SR. What do you
do in a situation where you don't know if you run in Super mode oder
User mode ? Calling Supexec() wastes a lot of time if already in Super
mode, and also cannot be used in all circumstances. Also, it's stupid,
if all you wanted to find out is if you run in Super mode ...

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1281. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EqyHxr.CI5@suse.modem.stud.uni-hannover.de>
Source record: 4792

In article <35260a13.553505@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>> Yeah, it does look like a bug - I wonder how it comes about. Does it
>>> behave the same with signed integers?
>>
>>How do you mean ?
>
> You used unsigned int bitfields in your structure example. I simply
> wondered if it was the same with those bitfields declared as signed
> int instead?
>
> Mwc accepts both unsigned and signed for bitfields and the sign is
> taken into account.

IIRC this is not according to the C standard. IMHO it also does not make
any sense. A bit is unsigned by definition; a signed one would mean the
one bit is taken as the sign, and zero bits for the absolute. That's silly
isn't it ?

I don't quite know about ANSI C though.

> Mwc accepts both unsigned and signed for bitfields and the sign is
> taken into account. ie "int fred:1" when set to any non zero value

The compiler should not accept this, as a bitfield is not an "int". Note
a bitfield is declared by

unsigned fred : 1

and not

unsigned int fred : 1

> have the impression that ANSI only allows "int". I could be wrong

ANSI must allow unsigned, as that was the original version also described in
K&R. However I don't really know about signed.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1282. Re: I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eqyl96.CKw@suse.modem.stud.uni-hannover.de>
Source record: 4793

```
In article <6g2hp1$ds2$1@laas.laas.fr>,
prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
> In article <6g23fu$q96@maia.cc.upv.es>, jotego@teleco.upv.es (Jose Tejada Gomez) writes:
>> I have the Lattice C compiler, Turbo C and another; but because they have
>>been downloaded from Internet I do not have any manuals.
>
> WHAT???????????
> Lattice C at least is a commercial product. What you have done is completely
> ILLEGAL. I wonder where on the Internet you've got it.

For Turbo-C it's illegal as well.

Cheers Peter
--
-------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
-------------------------------------------------------------------------
```

1283. Re: Test Subject

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EqyIG0.Cn0@suse.modem.stud.uni-hannover.de>
Source record: 4794

In article <FN_35263382_faltrion@news.alfaskop.net>,
Christian Andersson <faltrion@earthling.net> writes:
> OK, I need some helps, recently I have encountered an AES-Message sent to
> FireNews (when I had installed Stewart (unregistered)) and I cannot find
> anything that tells me what this message is....
> The Message is 0x4d8f nad it is sent to FireNews after the Evaluation period
> of 30 minutes (in Stewart) has gone.. ie after Stewart has turned itself off
> (it is still active in memory though) IF I delete Stewart from memory this
> message is not sent, so I guess it is Stewart that sends it to me..
>
> Can anyone help me and tell me wht this message is, and what it does?

I would just ignore it. That's the proper reaction anyway. With newer
software, you may receive more unknown AES messages. If you don't know
them, ignore them.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1284. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: Bo.XK.Leuf@trab.se
Message-ID: <EqzKsI.8Hy@malmo.trab.se>
Source record: 4697

> > TOS 1.02 is often mentioned as TOS 1.2
> > TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS 1.4

Not confused, same version. Different programs would report the version
numbers differently. The short explanation is that version numbers are
stored as major and minor 16-bit words. So if you read the major of 1 and
minor of 2, that was TOS 1.2. Then Atari decided to make the versions read
as hundreths, i.e. 1.02, 1.04, 1.06.
However that broke down somewhat when the patched version of 1.6 was
released, since the minor of 1.06 was 6 but 1.62 had the minor value 62.

> So where does this 1.09 fit ?

Could be someone's patched release. Over the years a large number of
"patch" codes have been released by programmers that fix various bugs or
improve certain routines in the ROM. The "WinX" ROMs come to mind as
perhaps the better known.

> "Little Guide to TOS Revisions, version 1.0" written by John Townsend
> from Atari Corporation, there are:
>
> ROM TOS (1.00)
> MEGA TOS (1.02) with blitter support
> RAINBOW TOS (1.04) blitter, GEM autorun, foldrxxx patch.
> STE TOS (1.06) supports STE hardware
> STE TOS rev 2 (1.62) fixes bugs in the above.
> Mega STE TOS (2.05)

And TOS 2.06 which was made more hardware independent and would fit in any
machine that could address the &E placement of a ROM.

Generally, only even numbers were official releases.

> I think it's 14Mb, but only if the MMU is able to address that much
> memory, which doesn't seem to be the case on any ST/STE machines.

True. Some motherboards require that a couple of new address lines are
soldered to the MMU holder. Others may require a change of MMU.

Cheers all,
/ Bo
/ Bo Leuf <bleuf@acm.org>
Daggskimmer fc3, Malm&#65533;, Sweden
http://www.geocities.com/Athens/5272

1285. Re: txt-file transfer ste-PC

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6gaidp$u7u$1@roch.zetnet.co.uk>
Source record: 4698

On 5 Apr 1998 22:50:33 , gerard biever wrote:
>Trying to tramsfer my Atari-txt-files to a PC for laser printout I lost
>several characters.
>
>My ATARI is an MEGA STE 4 with french keyboard, the PC has French/swiss
>keyboard. The changed characters are special french characters only like
>[illegible] they are replaced by other ones.

You should find that the file will print OK even if it does not
display properly. It is only the keyboard/video -> ASCII mapping which
has been fooled.

>Hope that somebody has an idea how to get the right characters or to
>transcript the atari txt files.

If you want to change the keyboard mapping use KEYEDIT.PRG. It will
produce and AUTO program which will change the mapping at boot-up.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1286. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: * <*@star.com>
Message-ID: <3528CA23.2F0590F9@star.com>
Source record: 4699
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

I need to transfer my PC midi files to a friend's of mine Atari. Do you know how can I do it as long as the Atari does not read DOS formatted floppy-disks?
Reply here or mail me at hpascu@netsoft.ro
--
HoReA

You could use a nul modem or if your friend has a modem, call his place with a modem call.

1287. Re: Atari ST programming vs. PC programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6galcr$8kl@balaena.bio.vu.nl>
Source record: 4700

Joseph Zorzin (redoak@forestmeister.com) wrote:

: But now I'm getting ready to tackle Windows programming. On my Atari I
: wrote several programs for myself that use primarily dialogue boxes with
: lots of buttons. I didn't really have a need for drop down menus. So I
: want to get up to speed quick in Windows, at least for dialogue boxes.
: Is it going to be that much more difficult? Or easier? Any
: recomendations of good books?

It's certainly more difficult (more complex), as Winows has loads more
functions than GEM. Of course this can be a good thing, as you don't have to
write your own functions for everything.
I'd probably have to suggest the books from Micros*ft themselves, as these
are pretty solid and use plain C and are the only ones I know. :-)

: I bought one book for Windows programming in the C++ language, but then
: of course I'll have to learn C++ first. I'd rather do the Windows
: programming in C and learn C++ later.

I've seen a lot of "Learn Windows programming in *** in twenty days" type of
stuff. Avoid these. *A lot* of programming for W*ndows is done in C++, by
the way. These guys really love the OO stuff (just have a look at the
adverts in Dr. Dobbs)

: I'd love to have an expert Atari C programmer write a tutorial that
: would compare programming the Atari vs. the PC for Windows.

Not likely to happen. :-)

: BTW, the ST computer isn't being made anymore is it?

Nope.

: When was the last one made?

Err, a while back. (I think early nineties, the STE)

: Is there actually any serious programming still being done for
: the Atari?

Certainly, what d'ya think this newsgroup is for?

: Is it still popular in Europe where I think more were sold.

Probably more so than in eg. the US.

-=Levien

PS. I _Don't_ do any Windows programming myself! I just know someone who does. :-) If I were to write something non-Atari it would be for Unix/X (or Linux or BSD or...)

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Time is an illusion; lunchtime, doubly so.
-- Ford Prefect

1288. Extending MintNet after install

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Eqzvnt.59H@uia.ua.ac.be>
Source record: 4701
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

Hi,

I have installed MintNet with KEMD 2 (K. Ellis & Frank Bartels are great people !). I installed the Basic + Net packages, plus some other tools.

It all works fine now, I even have NCSA 1.3 httpd running. PPP works, SLIP works, in other words : just perfect.

But now I want to add gcc + libraries + g++ (it does exist for Mint, doesn't it ?) on my system. Of course WITHOUT reinstalling all the other packages again or erasing my file system. Is this possible ?

If so, where can I get the compilers + libraries (recent versions?) ? An ftp URL would be great.

My last question : do lex, yacc, bison or flex exist for Mint ? Again : where do I find them ?

Thanks anyway,

```
+-------------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-------------------------------------------------------------------+
```

--
Septimus' quote for today :

"My friends call me John, but you can call me Jack."

1289. Re: New programmer seeking advice....

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6ganle$8kl@balaena.bio.vu.nl>
Source record: 4702

Chris Crosskey (chrisc@zetnet.co.uk) wrote:

: I'm going to try to learn to program in Lattice C, purely for my own interest I
: guess, but partly because I'm getting annoyed at how no modern synths have Atari
: editors. What I want to do is program not editors themselves, but an editor
: creator. Does this sound sane?

Not a clue. Don't know much about MIDI synths. :-)

: If not, why not?.....maion problem is, apart from
: a really basic Basic course at college ten years ago I haven't programmed
: anything other than a TI58-C calculator at school (fifteen years ago)....are
: there any books, example source-code for MIDI handling, tech-yourself guides
: etc,

I would suggest you first get a decent book on C programming (K&R seems to
be the best). When you've got the hang of that, you should go looking for
docs on MIDI protocols (books or internet docs, try a websearch)
You'd also need to know something about addressing the MIDI ports on the
Atari and possibly about writing a user interface. MIDI I/O is done using
simple GEMDOS calls, so a simple GEMDOS reference manual should suffice
(again, a book (the Atari Compendium) or one of the online docs (try the
various Atari FTP sites, there should be a GEMDOS reference manual
floating around somewhere. I might even have a working link on my Homepage))
For the latter (GEM programming) I suggest you have a look at "Professional
GEM" by Tim Oren, which is available on several FTP sites.
Good Luck!

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Time is an illusion; lunchtime, doubly so.
-- Ford Prefect

1290. Re: Test Subject

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6gan47$8kl@balaena.bio.vu.nl>
Source record: 4703

Christian Andersson (faltrion@earthling.net) wrote:

: OK, I need some helps, recently I have encountered an AES-Message sent to
: FireNews (when I had installed Stewart (unregistered)) and I cannot find
: anything that tells me what this message is....
: Can anyone help me and tell me wht this message is, and what it does?

There should be a fairly complete list of GEM messages floating around
somewhere (try some Atari FTP sites). Maybe it's in there...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Time is an illusion; lunchtime, doubly so.
-- Ford Prefect

1291. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: prajoux@REMOVE_THIS.laas.fr
Message-ID: <6gaoqbrnq1@laas.laas.fr>
Source record: 4704

Jens,

Quite frankly, I don't see what is your point...

In article <Pine.OSF.3.95.980404090127.17586A-100000@tellus.dsv.su.se>, Jens M Andreasen
<jens-and@dsv.su.se> writes:
>: - A compiler has no way to know where a pointer points at, generally speaking.
>It has, really! Try:
>char array[42];char *p = array;
>char foo(char *c){ *p;} /* returns first char of some array */
>/* Now we can do:
>foo(array);
>foo(p);
>/* foo() will not know what kind of pointer it got
> * so that part of your argument is true
???????????

>What then if foo() actually did something ?
>char foo2(char *p2){--p2; return *p2;} /* returns previous char */
>char foo3(char *p2){ return *(p2-1);} /* returns previous char */
>char foo3(char *p3){ return p2[-1];} /* returns previous char */
>This might crash or return various amounts of junk depended on
>what p2 actually points to. It is up to the programmer to stay
^^^^^^^^^^^^^^^^^^^^^^^^^^
>within limits :-(
Well, so it is the programmer's duty and not the compiler's, and you agree
with me ;-)

> * but if we try:
>++p; /* works */
>++array; /* error */
>/* Wow, the compiler actually knew that
> * an array is not a pointer :-)
'p' is a variable symbol, 'array' is a constant symbol, this is the reason
for the error. This is another issue than knowing where we are pointing at.

Also note that, if instead of using a constant index, one uses a variable
index, say array[i], then the situation for the compiler is exactly the same
with the array than when using a pointer, i.e. it has no idea of the validity
of the operation it is performing.

Cheers.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France.

1292. Re: Extending MintNet after install

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980406110522.20975A-100000@usr02.primenet.com>
Source record: 4705
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

On Mon, 6 Apr 1998, David.DeRidder wrote:

> Hi,
>
> I have installed MintNet with KEMD 2 I installed the Basic +
Net packages, plus some other tools.

good.

> But now I want to add gcc + libraries + g++ (it does exist for Mint,
> doesn't it ?) on my system. Of course WITHOUT reinstalling all the
> other packages again or erasing my file system. Is this possible ?
if you want to install some extra package from kgmd without
reinstalling the whole thing, you can get all the files you want,
Example:
compiler.aa, compiler.ab etc etc
then: cat compiler.* >>compiler.tar (was it tar.gz? try both)
then untar or untgz this new file.

> If so, where can I get the compilers + libraries (recent versions?) ?
> An ftp URL would be great.
you can get gcc 2.7.2 (2.7.2.3 too) from several atari ftp.
Along with newer libs. try ftp.funet.fi etc. or you can start from my
homepage, from there you'll see some mint links.

>
> My last question : do lex, yacc, bison or flex exist for Mint ?
yes. (along with m4, perl, python etc)

> Again : where do I find them ?

check my www page, some interesting link for minters.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1293. Re: I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <3529c0a9.633702@news.zetnet.co.uk>
Source record: 4706

```
Hey! perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wasn't
it Sun, 5 Apr 1998 20:00:42 GMT that you wrote:

>>> I have the Lattice C compiler, Turbo C and another; but because they have
>>>been downloaded from Internet I do not have any manuals.
>>
>> WHAT???????????
>> Lattice C at least is a commercial product. What you have done is completely
>> ILLEGAL. I wonder where on the Internet you've got it.

One word....."PaCifiST"

.

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/
-------------------------------------------------------------
```

1294. I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <MhRw8LA9iPK1EwPB@thedruid.demon.co.uk>
Source record: 4707

Hi Jose,

> I have the Lattice C compiler, Turbo C and another; but because they
> have been downloaded from Internet I do not have any manuals.

These products are commercial, you realise that you are incriminating yourself and leaving yourself open to prosecution. You can buy a second hand
copy of Lattice with all the manuals perfectly legally for about ukp20. I'm
sure you've made an honest mistake here and will delete these infringing copies immediately. If you really want a free compiler try GNU C.

> I need to
> make a program using Dialog Boxes, Menus, and all that GEM stuff. Can
> any one help me?

A good tutorial was written by Tim Oren, it is available in two files one
contains the text and one the source code. It should be available from most
Atari archives and BBSs.

John.

PS. Please think about what you are doing if you continue to use this pirated
software, especially in todays fragile Atari market.

--

1295. Re: VA_START questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <6gbbp0$s6f@nntp02.primenet.com>
Source record: 4708

On 1 Apr 1998 21:58:28, Christian Andersson wrote:
>in message <6ftnfp$ind@nntp02.primenet.com>,
> John M Rojewski wrote:
>
>> Q: To use the AV_SENDKEY message to send a keystroke to the AV Server,
>> must a client first issue the AV_PROTOKOLL (and later the AV_EXIT)
>> message?
>
>OK, here's a sollution for you..
>
>since I've jsut introduced this into FireNews and Babel I know that you do
>not have to tell the AV-Server that you know the AV-Protokoll. However you
>must search for the correct name...
>Lets asume this, you have Thing for AV-Server
>
>your shel_env command will give you this back "THING" (unless ofcourse you
>specified some other AVSERVER or have not specified it at all)
>The problem then is that the appl_find call expects an 8-char long string to
>find the app-id... but what you send in is not an 8-char long string....
>it's a 5 char long string... What you need to do is to add spaces to the end
>of that string so that the string is 8 chars long..
>ie "THING" will become "THING "
>
The avserver name is 'AVSERVER' which is 8 characters. I would need
this expansion to work with other avservers, but this should not be
significant with the 'AVSERVER' name.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

1296. --> MEGA DISCZINE issue 2 now avaliable <--

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6gbdgb$nb3$1@heliodor.xara.net>
Source record: 4709

Greatings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site
and download it from there.

www.users.globalnet.co.uk/~mega01/

Issue 2 is on 2 discs and has over 200 articles covering just about
everything we can think of. There should be something there for everyone.

If you would liked to be mailed issue 2 then send you E-mail address and
request it. I will then Mail it to you. Or you can wait until it is
uploaded onto my site in a few days.

Please contribute to MEGA and support it, else it will be one more nail
in the coffin for ATARI.

All comments and suggestions are more than welcome. Please feel free to
mail
me at any time.

Tell me a little about yourself, It will help me in producing MEGA if I get
some
idea on what people like to read about.

Mail me at. mega01@globalnet.co.uk Now for issue 2.

Chris Swinson.

1297. ---> UFOST issue 2 now avaliable <---

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6gbdgm$nb3$6@heliodor.xara.net>
Source record: 4710

Hello all ATARI lovers.

UFOST issue 2 now avaliable by Lee Round. UFOST is another disczine
for the Atari range of computers.

UFOST is a new UFO based zine covering all UFO abductions, encounters and
sightings plus a lot more.

Keep an eye on my web site for issue 2 or mail me if you cannot wait.

Please take the time to send a letter to Lee else he may not produce future
issues, Currently he has almost compleated issue 3.

If you want issue 3 then send a letter to Lee (not on the net as yet) and
request it from him. Issue 3 will be uploaded onto my site, but not for a
while yet.

Send a disc with a S+E to

Lee Round (UFOST)
23 Fellrose Court,
Pelton Fell,
Ch-Le-Str,
Co Durham,
England,
DH2 2QB.

--
From Chris Swinson.

www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

1298. Own a ATARI, Live in Uttoexter ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6gbdgr$nb3$9@heliodor.xara.net>
Source record: 4711

If you own a Atari and live in the Uttoxeter, Staffordshire area,
why not tell me a rough location to where you are, You never know
you may be living right nextdoor to MEGA Disczine H.Q.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

- - - > A t A r I F o R e V e R < - - -

1299. Re: I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: Phil Carmody <papc@techprt.co.uk>
Message-ID: <3529278E.9D2390F@techprt.co.uk>
Source record: 4712

Peter, and group,
This may appear controvercial, as amongst other things I wish to
'greyscale' piracy.

Firstly, it's not so much a legal issue, it's more of a moral issue. In
several countries piracy is legal. However, the residents of that
country still have a very hard job of describing it as moral.

I also believe in some ways that products which are no longer sold by a
company or its distributors, (deep breath) have no value to the company.
Therefore to pay what they are worth is to pay nothing. Therefore to pay
nothing is to pay what it is worth. i.e. Paying nothing, or 'piracy', is
actually a lesser form of piracy than it is for a (presently) commercial
product.

You do realise that typically 2nd hand software is illegal, don't you?
Look at the license agreement for most software - you can't pass on the
license to a third party.

If you look at copyright over software in a similar way to trademarks,
it's only illegal if the owner enforces it (no, I'm not suggesting
companies pay to enforce it. i.e. that they exercise the copyright by
still making copies, or by distributing it as (non-free) shareware.

Hey, I just want to be able to scavenge in the dustbin for stuff that's
past its sell by date.

Phil Carmody

Who's looking to buy a 2nd hand copy of GFA basic - anyone wish to aid
and abet me in this crime?

PS. Anyone got a GFABasic -> C converter whilst I'm about it, or do I
have to write one myself? (I have thousands of lines of GFA stuff I
wrote when I was a wee nipper with an ST, but now I'm a C boffin)

Peter Rottengatter wrote:
>
> In article <6g2hp1$ds2$1@laas.laas.fr>,
> prajoux@REMOVE_THIS.laas.fr (Roland Prajoux) writes:
> > In article <6g23fu$q96@maia.cc.upv.es>,
> > jotego@teleco.upv.es (Jose Tejada Gomez) writes:
> >> I have the Lattice C compiler, Turbo C and another; but because they have
> >>been downloaded from Internet I do not have any manuals.
> >
> > WHAT???????????
> > Lattice C at least is a commercial product. What you have done is completely

> > ILLEGAL. I wonder where on the Internet you've got it.
>
> For Turbo-C it's illegal as well.
>
> Cheers Peter
> --
> ---
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/+AH4-perot
> ---

1300. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: bales@hol.REMOVE.THIS.fr
Message-ID: <MPG.f92a622d4cccb09896d3@gazette.stortek.com>
Source record: 4795

On 2 Apr 1998 20:44:51 GMT, for some strange reason Ian Norton
(inorton_badrul@hotmail.com) wrote this...

> TOS 1.02 is often mentioned as TOS 1.2
> TOS 1.04 (Was in another dead ST i found) is sometimes confused with TOS 1.4

aren't they the same ???

> TOS 1.4 is also called 'Rainbow TOS' as it has a multi coloured atari symbol in the
desktop info bit.
> TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is sometimes confused
with TOS 1.62

I always understood that 1.6 didn't work in STFMs (did any STFMs really
have blitters ?), because it was STE only, you know the DMA sound,
blitter, and hardware scrolling stuff.

> TOS 1.62 is in 99% of all STes

So where does this 1.09 fit ?

>
> Please correct me if i am wrong in any of this but it is what i have learned after doing
atari stuff (not on www)
> for the last 6/7 years.

According the

"Little Guide to TOS Revisions, version 1.0" written by John Townsend
from Atari Corporation, there are:

ROM TOS (1.00)
MEGA TOS (1.02) with blitter support
RAINBOW TOS (1.04) blitter, GEM autorun, foldrxxx patch.
STE TOS (1.06) supports STE hardware
STE TOS rev 2 (1.62) fixes bugs in the above.
Mega STE TOS (2.05)

This text file ends here as far as ST TOSses go.

Note that there is no mention of TOS 1.09. I suspect that some test
programs did not interpret correctly the TOS rev number, thus the
confusion.

This document is available at
ftp://ftp.cs.tu-berlin.de/pub/atari/Doc/tosguide.lzh

>
> i hear that TOS 2.06 supports 12Mb of RAM, is this true?

>

I think it's 14Mb, but only if the MMU is able to address that much
memory, which doesn't seem to be the case on any ST/STE machines.

--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

1301. Re: I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-06 00:00:00 UTC
From: jotego@teleco.upv.es
Message-ID: <6ga54u$f8s@maia.cc.upv.es>
Source record: 4796

Sorry, I thought it was not in the stores yet; at least in my country it is not. By the way, I am making charity with the old Atari STe making any program for it; you should be glad to see that someone still code for it (I always can use my brilliant new -and original- Visual C++ 5.0)

Thanks for nothing, Josephus.

P.D.: I will delete the Lattice C file.

1302. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35299e4f.844571@news.tmisnet.com>
Source record: 4713
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

The Atari ST reads both single-sided and double-sided
single-density and double-density diskettes using the
same format as IBM clone computers.

The Atari Falcon additionally reads single-sided and
double-sided HIGH density diskettes using the same
format as IBM clone computers.

Cheers!

-- George Crissman
-- strads@tmisnet.com

On Mon, 06 Apr 1998 06:27:16 -0600, * <*@star.com> wrote:

>I need to transfer my PC midi files to a friend's of mine Atari. Do you
>know how can I do it as long as the Atari does not read DOS formatted
>floppy-disks?
>Reply here or mail me at hpascu@netsoft.ro
>--
>HoReA
>
>You could use a nul modem or if your friend has a modem, call his place
>with a modem call.
>

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1303. Re: programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <3529FE19.75B3@mst.tn.utwente.nl>
Source record: 4714

Peter Rottengatter wrote:
>
> In article <35270e9f.1717319@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
> >> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
> >> >> 68000, but requires supervisor mode on the 68030.

> > compared to the 6809) then that would explain why the above
> > instruction became a supervisor mode one - and would probably indicate
> > an oversight in the 68000 design rather than later cpu's. All imo of
> > course!
>
> It's absolutely stupid IMHO. Sure writing to SR must be priviledged, but
> what the heck, no application can do any harm by reading SR. What do you
> do in a situation where you don't know if you run in Super mode oder
> User mode ? Calling Supexec() wastes a lot of time if already in Super
> mode, and also cannot be used in all circumstances. Also, it's stupid,
> if all you wanted to find out is if you run in Super mode ...

That's exactly why reading the SR became a privilidged instruction
on the 68010 and later. It should be impossible to figure out whether
you are in supervisor mode or not. This to make perfect virtual machines
possible.

So it should be possible to have a program running in user mode,
but the program itself thinks it's in supermode. All privilidged
instructions will be trapped and emulated by a higher level program
so the environtment looks exactly like a super environment. This
would be spoiled if reading the SR would be a user instruction; it
wouldn't be traped so the super bit can't be set.

Cu, Hans

1304. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: Carsten Krumnow <krumnow@uni-koblenz.de>
Message-ID: <Pine.LNX.3.96.980407120621.4959A-100000@golf.uni-koblenz.de>
Source record: 4715
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi!

On Tue, 7 Apr 1998, George Crissman wrote:

> The Atari ST reads both single-sided and double-sided
> single-density and double-density diskettes using the
> same format as IBM clone computers.

AFAIK single density means FM format (low level format mode, usually MFM
is used). The ATARI's floppy controller can read and write FM disks, but
you need a little hardware modification. Besides, I never saw those.

> The Atari Falcon additionally reads single-sided and
> double-sided HIGH density diskettes using the same
> format as IBM clone computers.

There should be no single sided high density disks...

Greetings,
Carsten

||| Carsten Krumnow comp.science student Koblenz, Germany
****|||**
/ | \ http://www.uni-koblenz.de/~krumnow (under construction)
-' ' `- ------------ it's not a trick - it's a tari! -------------

1305. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <352A0BCE.2BE7@mst.tn.utwente.nl>
Source record: 4716

```
Jens M Andreasen wrote:
>
> On Wed, 1 Apr 1998, Hans Wessels wrote:
>
> :Example:
> :{
> : char* pointer=(char*)0;
> : char k;
> : k=pointer[-1]; /* this will cause bombs on an ST */
> :}
> :
> Yes, but the "-1" is not involved here. You can do:
>
> k=pointer[0];
>
> .. and that should crash an atari as well. That area of
> memory is protected (both of them)

Not when you are in Supervisor mode. But in most cases
it will crash.

Hans
```

1306. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <352A114C.33D8@mst.tn.utwente.nl>
Source record: 4717

Guy Harrison wrote:

> >A second use is to force coorrect behaviour when using the
> >setjmp - longjmp functions. The C-standard is not quite clear
> >on the use of these functions, esp. on what should happen to
> >register variables.
>
> I have never used, and can never see, any reason to make use of either
> of these two functions in user code. If people want to jump in and out
> of functions then they should program in Basic! ;-)

You can implement the C++ try...catch megansim in C using the
setjmp - longjmp functions. The try...catch meganism is (IMHO)
a very elegant way to deal with errors; no need for checking
error flags function results for error values. When a function
stumles on an error it simply throws an exception. The part of
the program dedicated to error handling will catch it and handle
the problem.

> >Different behaviour is observed from
> >different compilers.
>
> Indicating perhaps that there are serious problems which wouldn't
> exist if the functions themselves did not.

Yes, but the big problem is a lousy definition by the standard.

> After all, the same effect can be obtained simply by linking in a
> function written in assembler.

That wouldn't be portable. We are using C for our ARJ project because
C is very portable. Trying to exploit the language to the maximum caused
us to run into features like this.

> >> In effect I'd be happy to code this ...
> >>
> >> volatile int *fred;
> >> int x;
> >>
> >> x = *fred;
> >> x = x + x;
> >> *fred = x;
> >>
> >> ... whereas I'd be worried about this ...
> >>
> >> *fred = *fred + *fred;

> >
> >Don't see a problem here. Maybe you are thinking too
> >much in assembly here?
> > add.w (a0),(a0)
> > add.w (a0),(a0)
> >But then also
> > move.w (a0),d0
> > add.w d0,d0
> > add.w d0,d0
> > move.w d0,(a0)
> >Which makes no sense.
>
> But it does. What if the reference to the address stored in a0 has a
> side effect like clearing some hardware status when written to? Your
> first bit of assembler clears this twice whereas the second bit only
> does it the once.

I mean the second bit for:
{
x = *fred;
x = x + x;
*fred = x;
}

> Similarly with reading - what if two items are mapped onto the same
> hardware address and it toggles between them. The first time you read
> it, it could be fred, the next time it could be some status value.

Yep, you are completely right. Now I understand what you were trying
to say.

Bye, Hans

1307. Re: IDEal AUTO folder loading

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6gd5ce$m9k$1@sun27.hrz.tu-darmstadt.de>
Source record: 4718

Hi!

In article <6fordm$1dm$1@roch.zetnet.co.uk>,
rcain@zetnet.co.uk (Roger Cain) writes:
> Way back in the distant past I remember there being a program called,
> believe it or not, CAUTO which did the job you want.

Just to do some advertising, AutoMore (you may find it at
ftp://ftp.uni-kl.de/pub/atari/automrr6.lzh) also offers this and a lot of
other stuff ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1308. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6gdbaq$8sp@balaena.bio.vu.nl>
Source record: 4719
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

Carsten Krumnow (krumnow@uni-koblenz.de) wrote:

: AFAIK single density means FM format (low level format mode, usually MFM
: is used). The ATARI's floppy controller can read and write FM disks, but
: you need a little hardware modification.

Does it? The WD1770 in my BBC Micro can read and write single and double
density floppy's without a problem... But then again, it might have the
modification you mentionded...

: Besides, I never saw those.

Indeed not very common on Atari... (maybe 5"1/4'?)

: There should be no single sided high density disks...

Well, there _could_ be... :-)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The shortest distance between two points is under construction.
-- Noelie Alito

1309. Re: Extending MintNet after install

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Er1qq4.3nz@uia.ua.ac.be>
Source record: 4720
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

Katherine L Ellis (kellis@primenet.com) wrote:

: > But now I want to add gcc + libraries + g++ (it does exist for Mint,
: > doesn't it ?) on my system. Of course WITHOUT reinstalling all the
: > other packages again or erasing my file system. Is this possible ?
: if you want to install some extra package from kgmd without
: reinstalling the whole thing, you can get all the files you want,
: Example:
: compiler.aa, compiler.ab etc etc
: then: cat compiler.* >>compiler.tar (was it tar.gz? try both)
: then untar or untgz this new file.

OK. Does anyone know what the exact content is of this package ?
(Version numbers, libraries, gcc or g++ etc.)

: > If so, where can I get the compilers + libraries (recent versions?) ?
: > An ftp URL would be great.
: you can get gcc 2.7.2 (2.7.2.3 too) from several atari ftp.

I found it and fetched it. Thank you very much.

: Along with newer libs. try ftp.funet.fi etc. or you can start from my
: homepage, from there you'll see some mint links.
: > My last question : do lex, yacc, bison or flex exist for Mint ?
: yes. (along with m4, perl, python etc)
:
: > Again : where do I find them ?
:
: check my www page, some interesting link for minters.

Well, I did. I followed ALL links related to Mint and the only thing I found
was Bison (which is a start). I couldn't find any reference to lex or flex.
Does anyone know whether these exist for Mint, and where I can find them ?
I even looked in the mailing list, but nothing there...

Thanks anyway,

```
+-----------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-----------------------------------------------------------------+
```

--
Septimus' quote for today :

"Men and women are different, but they are equal.
They are equal, but different."
- Desmond Morris

1310. Re: Extending MintNet after install

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6gdc1e$8sp@balaena.bio.vu.nl>
Source record: 4721
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

David.DeRidder (s970707@uia.ua.ac.be) wrote:

: But now I want to add gcc + libraries + g++ (it does exist for Mint,
: doesn't it ?) on my system. Of course WITHOUT reinstalling all the
: other packages again or erasing my file system. Is this possible ?

Sure, just unpack the tar.gz archives in your rootdir and remove the old
gcc and cc symlinks... (see installation docs for gcc 2.7.2)

: If so, where can I get the compilers + libraries (recent versions?) ?
: An ftp URL would be great.

site: ftp://ftp.fu-berlin.de/pub/atari/
dir: mint/gnu/

Although for some reason GCC 2.7.2 (both 68000 and 680x0 versions)
crashes with a bus error (in cc1) after a while every time I try to compile
something with it (anyone know why?), so you might be better of with 2.6.x...

: My last question : do lex, yacc, bison or flex exist for Mint ?
: Again : where do I find them ?

Same site, in mint/tools or gnu/ (non-mint?)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The shortest distance between two points is under construction.
-- Noelie Alito

1311. Re: Extending MintNet after install

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Er1sGI.99C@uia.ua.ac.be>
Source record: 4722

[I must have multiple personalities, following up one of my own messages]

David.DeRidder (s970707@uia.ua.ac.be) wrote:

: Well, I did. I followed ALL links related to Mint and the only thing I found
: was Bison (which is a start). I couldn't find any reference to lex or flex.
: Does anyone know whether these exist for Mint, and where I can find them ?
: I even looked in the mailing list, but nothing there...

Well David, I tried a search on the Web using the almighty MetaCrawler
(www.metacrawler.com, you know), and surprisingly found flex for Mint.

In case any other Minters are interested (that's what newsgroups are for),
here's the http URL :

All gnu-C text processing tools can be found there.

Bye,

```
+-------------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-------------------------------------------------------------------+
```

--
Septimus' quote for today :

"Men and women are different, but they are equal.
They are equal, but different."
- Desmond Morris

1312. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <352a35e4.731364@news.tmisnet.com>
Source record: 4723
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

A quick check of Windows95 shows support only for
720K and 1.44M diskettes -- i.e., double-sided only.

Another reason to consider the Atari.

-- George Crissman
-- strads@tmisnet.com

On 7 Apr 1998 13:56:42 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Carsten Krumnow (krumnow@uni-koblenz.de) wrote:
>
>: AFAIK single density means FM format (low level format mode, usually MFM
>: is used). The ATARI's floppy controller can read and write FM disks, but
>: you need a little hardware modification.
>
>Does it? The WD1770 in my BBC Micro can read and write single and double
>density floppy's without a problem... But then again, it might have the
>modification you mentionded...
>
>: Besides, I never saw those.
>
>Indeed not very common on Atari... (maybe 5"1/4'?)
>
>: There should be no single sided high density disks...
>
>Well, there _could_ be... :-)
>
> -=Levien
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>MALEB Homepage: http://huizen.dds.nl/~levjenno/
>(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
>------
>
>The shortest distance between two points is under construction.
> -- Noelie Alito

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1313. Final Chance: Atari Network Cards

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <352A6FEB.8FAC36C7@csfb.com>
Source record: 4724
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi everyone,

Well supplies are almost exhausted, I only have a small handful of Atari/Riebl Ethernet cards remaing with Atari ANS network drivers, I have 1, possibly 2 Atari Mega ST network cards left: $150 each

I have 4 Atari/Riebl Mega STe/TT030 VME bus ethernet cards left: $150 each

I have 6 Atari DMA MetaDOS ASCI network cards with MetaDOS drivers, these need SF354/SF314 type power supplies, do not have cases and are more suited towards hardware hackers who want to play around with these: $50 each

I Have 1 left Image Systems Atari Mega ST video card with amazing color and resolution capabilites with all drivers: $350

Thats about it, all other supplies are exhausted, sorry guys this is you last chance at these, I am taking email reserves, send me an email and I will reserve a card for you for 2 weeks until payment is received.

Curt

1314. Atari Transputer Farm Cards

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <352A7051.73E8BEAE@csfb.com>
Source record: 4725
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi everyone,

For those who have asked me on several occassions, yes I have located 2 and only 2 Atari Transputer INMOS multi-CPU Farm Cards, these cards are $75 each. You must email me and reserve your order, I will hold for 2 weeks, if no payment is received by then I will sell them to the next in line.

Curt

1315. --> MEGA & UFOST Disczine <--

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-07 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6ge68k$cv9$1@heliodor.xara.net>
Source record: 4726

Greetings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site and download it from there. Also UFOST issue 1.

http://www.users.globalnet.co.uk/~mega01/

MEGA Issue 2 is on 2 discs and has over 200 articles covering just about everything we can think of. There should be something there for everyone.

Also UFOST issue 2 is available, Dedicated to UFO's abductions and sightings. Not to be missed if you are interested in this type of thing. This is produced by Lee Round.

If you would liked to be mailed issue 2 of either disczine then send your E-mail address and request it. I will then Mail it to you. Or you can wait until it is uploaded onto my site.

Please contribute to MEGA & UFOST and support it, else it will be one more nail
in the coffin for ATARI. Any articles are welcome, If you have idea on one why not mail me and tell me about it.

All comments and suggestions are more than welcome. Please feel free to mail me at any time. Any support you can give is gratefully received.

Tell me a little about yourself, It will help me in producing MEGA if I get some idea on what people like to read about. Don't hide behind you keyboard, let the world hear you...

Mail me at. mega01@globalnet.co.uk Now for issues.

Please take the time to send a letter to Lee Round (UFOST) else he may not produce future issues, Currently he has almost completed issue 3. Please take time to send him a article or 2, A blank disc is not very encouraging.

If you want issue 3 then send a letter to Lee (not on the net as yet) and request it from him. Issue 3 will be uploaded onto my site, but not for a while.

Send a disc with a S+E to

Lee Round (UFOST)
23 Fellrose Court,
Pelton Fell,
Ch-Le-Str,
Co Durham,
England,

DH2 2QB.

Tell him that I sent you (Chris Swinson).

Additional......

Due to the mass response to both issues, I may have missed a few people who have requested issues. If you have not as yet received what you have asked for then please mail me back, Sorry to all who I have missed.

Thankyou for you time :-)

From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

- - - > A t A r I F o R e V e R < - - -

1316. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-08 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <352B2D4F.77A0@mst.tn.utwente.nl>
Source record: 4727
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

```
Levien van Zon wrote:
>
> Carsten Krumnow (krumnow@uni-koblenz.de) wrote:
>
> : AFAIK single density means FM format (low level format mode, usually MFM
> : is used). The ATARI's floppy controller can read and write FM disks, but
> : you need a little hardware modification.
>
> Does it? The WD1770 in my BBC Micro can read and write single and double
> density floppy's without a problem... But then again, it might have the
> modification you mentionded...

The pin DDEN (Double Density ENable), pin 26, is grounded. Make it high
and it wil write in FM format.

> : There should be no single sided high density disks...
>
> Well, there _could_ be... :-)

There are. Both 3.5" and 5.25"

Cu, Hans
```

1317. Joystick routines?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-08 00:00:00 UTC
From: Student <student@pczaal.utwente.nl>
Message-ID: <01bd62ce$dd2fe310$1bb35982@pczaal18>
Source record: 4728

I'm looking voor a routine to read the st-joystick.
mail to:
c.a.adler@student.utwente.nl

1318. --> MEGA & UFOST Disczine <--

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-08 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6ggl9valv1@heliodor.xara.net>
Source record: 4729

Greetings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site and download it from there. Also UFOST issue 1.

http://www.users.globalnet.co.uk/~mega01/

MEGA Issue 2 is on 2 discs and has over 200 articles covering just about everything we can think of. There should be something there for everyone.

Also UFOST issue 2 is available, Dedicated to UFO's abductions and sightings. Not to be missed if you are interested in this type of thing. This is produced by Lee Round.

If you would liked to be mailed issue 2 of either disczine then send your E-mail address and request it. I will then Mail it to you. Or you can wait until it is uploaded onto my site.

Please contribute to MEGA & UFOST and support it, else it will be one more nail
in the coffin for ATARI. Any articles are welcome, If you have idea on one why not mail me and tell me about it.

All comments and suggestions are more than welcome. Please feel free to mail me at any time. Any support you can give is gratefully received.

Tell me a little about yourself, It will help me in producing MEGA if I get some idea on what people like to read about. Don't hide behind you keyboard, let the world hear you...

Mail me at. mega01@globalnet.co.uk Now for issues.

Please take the time to send a letter to Lee Round (UFOST) else he may not produce future issues, Currently he has almost completed issue 3. Please take time to send him a article or 2, A blank disc is not very encouraging.

If you want issue 3 then send a letter to Lee (not on the net as yet) and request it from him. Issue 3 will be uploaded onto my site, but not for a while.

Send a disc with a S+E to

Lee Round (UFOST)
23 Fellrose Court,
Pelton Fell,
Ch-Le-Str,
Co Durham,
England,

DH2 2QB.

Tell him that I sent you (Chris Swinson).

Additional......

Due to the mass response to both issues, I may have missed a few people who have requested issues. If you have not as yet received what you have asked for then please mail me back, Sorry to all who I have missed.

Thankyou for you time :-)

From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

- - - > A t A r I F o R e V e R < - - -

1319. ICTARI R.I.P. ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-08 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <99822651_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 4730
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

[For those who haven't been following the plot, ICTARI is a disk-zine / user group for Atari programmers.]

Is ICTARI dead ? Not if I can help it, but I'm not sure that I *can* help it. The latest issue is months late due to the slow trickle of contributions.

Want to know why your code doesn't work ? Send it for some constructive criticism. Got a programming problems ? -Ask. Want to share some routines ? -I'd be very gratefull. ICTARI can't continue without the cooperation of others, as the lateness of the new (short) issue shows. I will continue to try an make more back issues available, but surely ICTARI can still be a going concern ? Tell your non-netted friends and user groups, and please send me something worth publishing ! I can't have any enthusiasm unless someone else shows some.

In the meantime, issue 52 is at the usual place:

http://www.elis.demon.co.uk/ictari/ictari.htm

What it does have going for it is Mark Wherry's[1] new iPL scripting language.

Have Fun,
"Augeas"

[1] Mark, my mail to your HotMail account keeps bouncing.

--

_____________________________ "We won't leave this town, until we go
/ \ augeas@elis.demon.co.uk \ underground, burried in a black square
\/_\ ______________________ box, under square cold rocks, hanging
\/ \ \ from the cell, in a town named
_/_____________________/ Squaresville..." -Wild Billy Childish.

1320. Re: TOS 1.09

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-08 00:00:00 UTC
From: PWest@fortress.org.uk
Message-ID: <1781_PWest@fortress.org.uk>
Source record: 4731

FROM: pwest@fortress.org.uk
SUBJ: TOS 1.09

In a message of <02.04.98>, inorton_badrul@hotmail.com (90:102/0.99) writes:
ib> On 2 Apr 1998 20:34:08 , "Jerome LEGRAS" wrote:
>> My french 1040 STF has a TOS 1.09. It can support a blitter, and it's
>> not a STE TOS. It's the last TOS especially for STF.
>>
>>> What exactly is TOS 1.09?
>>>
>>> From the late 1980s, British Atari mags frequently mentioned TOS
>>> 1.09, but, AFAIK, there never was a TOS version labelled 1.09.
>> .
ib> Erm My 520 STFM that originally has a single sided floppy drive DID
ib> have TOS 1.09,

From what I've read this is incorrect - there was /no/ TOS 1.09; it's
just that some programs that tried to read out the TOS version got it
wrong! This was in fact TOS 1.02 which first appeared on the Mega ST
and supports the blitter. It came with GEM 0.19, which may be the
source of the confusion.

ib> TOS 1.02 is often mentioned as TOS 1.2
ib> TOS 1.04 (Was in another dead ST i found) is sometimes confused with
ib> TOS 1.4 TOS 1.4 is also called 'Rainbow TOS' as it has a multi
ib> coloured atari symbol in the desktop info bit.
ib> TOS 1.6 in in STEs and the last STFMs(the ones that has blitters) is
ib> sometimes confused with TOS 1.62

TOS 1.6/1.06 was in the early STEs (520 & 1040).

ib> TOS 1.62 is in 99% of all STes
ib>
ib> Please correct me if i am wrong in any of this but it is what i have
ib> learned after doing atari stuff (not on www) for the last 6/7 years.

Yes, that's OK. The TOS version can be read with a memory editor at
_sysbase+2 longs (16 bytes), which is $FC0002 with TOS 1.xx, in binary-
coded decimal format. That will read 01 00 / 01 02 / 01 04 / 01 06/ 01 62
etc. Some people thought that the second byte should be read reversed, in
the Intel order, and it wasn't until the minor change from TOS 1.60 to
1.62 came about that people realised this was incorrect. Atari themselves
weren't all that logical about it -- I never understood why they didn't
put the TOS version into the Info dialogue instead of just the
copyright dates...

Regards
/Peter/

--
ASCII stupid question, get a stupid ANSI!

--

1321. Netscape

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: K&#65533;re Hampf <k_hampf@yahoo.com>
Message-ID: <352c65d4.0@d2o29.telia.com>
Source record: 4732

```
Anyone thougth of making a version for Atari now when they released some
sources as free. I reccon it's a too big task for me alone ;)
```

Regards K&#65533;re Hampf

1322. Re: Netscape

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Er5D2H.IA8@uia.ua.ac.be>
Source record: 4733

K�re Hampf (k_hampf@yahoo.com) wrote:
: Anyone thougth of making a version for Atari now when they released some
: sources as free. I reccon it's a too big task for me alone ;)

I hate to spoil your idea, but have you ever given it serious thought
what kind Atari you would need to run that ? Or will it be smth for
"future platforms" (like in the PC-world) ?

However, their might be some interesting things buried in that code...
...if you can read it... ;-)

Greetings,

```
+-----------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-----------------------------------------------------------------+
```

--
Septimus' quote for today :

"- Hi neighbour ! I'm Flanders, but my friends call me Ned.
- (long silence) Hi, Flanders."
Homer Simpson in 'The Simpsons'

1323. Re: Search for DOC and RTF file format decription

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: hyc@frisky.la.platinum.com
Message-ID: <6gitlg$e6g@frisky.la.platinum.com>
Source record: 4734
Body handling: HTML body converted to readable text

In article <6g0t9apvv1@news4.isdnet.net>,
Pierre TONTHAT wrote:
>Hye all !

Hello...

>I'm author of an HTML text editor called Joe (version 1.35). I need
>the Word+ and RTF file format description to translate automatically
>the DOC or RTF to HTML format when Joe is loading a text.

I did some work on a program like this. You can find complete documentation
for RTF format on MicroSoft's web site. There is *NO* published spec for the
DOC format, MicroSoft keeps that private. You might be able to find some
info from a web search; I haven't tried that.

RTF conversion to HTML is pretty easy for the most part; I couldn't decide
what to do about embedded figures/drawings/graphics. I suppose the simplest
thing to do would be to render it into a 100dpi GIF file or something and
spit it out as a separate file.

>Thanks for the help.

>You can download it at http://www.mygale.org/05/nef/

>I'm also thinking (not working, I'm too busy these months) about
>text generator modules for and
. Have you some
>suggestions for another modules ? or for the program itself ?
--
Howard Chu - Principal Member/Tech Staff - PLATINUM technology, Los Angeles Lab
hyc@locus.com,chu@platinum.com visit my band! http://www.highlandsun.com
Advertisements proof-read for US$100 per word, payable within 10 days. Delivery
of your ad to my email address constitutes your acceptance of these terms.

1324. Re: I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: paxton@zetnet.co.uk
Message-ID: <352f0ff8.20343999@news.zetnet.co.uk>
Source record: 4735

Hey! Phil Carmody <papc@techprt.co.uk> wasn't it Mon, 06 Apr 1998
20:05:50 +0100 that you wrote:

>Firstly, it's not so much a legal issue, it's more of a moral issue. In
>several countries piracy is legal. However, the residents of that

If it's legal then why do they call it Piracy ?

>I also believe in some ways that products which are no longer sold by a
>company or its distributors, (deep breath) have no value to the company.

But they do have a value to people who own legally bought copies.....

>actually a lesser form of piracy than it is for a (presently) commercial
>product.

If it looks, smells, sounds and tastes like Piracy.. then chances
are.. its Piracy...no lesser or bigger, its all the same thing..

>You do realise that typically 2nd hand software is illegal, don't you?

Define typically and what laws you refer to.. Reselling in the UK is
NOT illegal.....Also when people pirate software, do they restrict
there piracy just to certain countries? I doubt it..

>Who's looking to buy a 2nd hand copy of GFA basic - anyone wish to aid
>and abet me in this crime?

I have seen adverts in this newsgroup many times from honest ATARI
users who want to sell a copy of GFA that they bought and no longer
need.. If GFA is now put out in pirated form then all our fellow GFA
owners will lose out... not fair surely ?

>
>PS. Anyone got a GFABasic -> C converter whilst I'm about it, or do I
>have to write one myself? (I have thousands of lines of GFA stuff I
>wrote when I was a wee nipper with an ST, but now I'm a C boffin)

Then why not make something instead of promoting piracy ?

There are other good reasons NOT to pirate software, for a start it
doesnt exactly help those of us still here programming... what chance
have we hobbyist making software if the internet gets flooded with
commercialy quality software for free download..

The trouble with Piracy is that the pirates are only thinking of
themselves.. not of existing programmers or honest people who own
software or the community they invade..

The ATARI platform does not want an influx of pirated software, and
you arriving in this newsgroup and telling everyone its right is just
showing that you don't care for the ATARI community....

Cheers - Tony Greenwood (ATARI Programmer) paxton@zetnet.co.uk
Visit the PAXTON Web URL http://www.users.zetnet.co.uk/paxton/

1325. Re: Search for DOC and RTF file format

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: pierre.tonthat@hol.fr
Message-ID: <6gj719keu1@news4.isdnet.net>
Source record: 4736

On 9 Apr 1998 09:40:16 , Howard Chu wrote:
In article <6g0t9apvv1@news4.isdnet.net>,
Pierre TONTHAT <pierre.tonthat@hol.fr> wrote:
>Hye all !

Hello...

>>I'm author of an HTML text editor called Joe (version 1.35). I need
>>the Word+ and RTF file format description to translate automatically
>>the DOC or RTF to HTML format when Joe is loading a text.
>I did some work on a program like this. You can find complete documentation
>for RTF format on MicroSoft's web site.
Thanks for the help. A guy advised me a good site for the RTF file
format.
>There is *NO* published spec for the
>DOC format, MicroSoft keeps that private. You might be able to find some
>info from a web search; I haven't tried that.
I was speaking about the atarian FIRST WORDPLUS file format. Really
don't need to take the path to heel exploring the M$Word00 file
format.

Bye !

Rajah Lone

1326. Help : palette Degas Shifter vers VDI

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: pierre.tonthat@hol.fr
Message-ID: <6gjcin$6vu$1@news2.isdnet.net>
Source record: 4737

Salut a tous.

J'ai un big probleme a propos de la conversion de la palette 16
couleurs shifter (type celle du fichier PI1) vers le format VDI.
Ca donne :

```
SEEK #23,2
BGET #23,m_color1%,32
FOR i%=0 TO 15
dummy%=WORD{m_color1%+sft2vdi&(i%)*2}
INT{m_color2%+i%*6}=INT(AND(SHR(dummy%,8),&HF)*1000/7)
INT{m_color2%+i%*6+2}=INT(AND(SHR(dummy%,4),&HF)*1000/7)
INT{m_color2%+i%*6+4}=INT(AND(dummy%,&HF)*1000/7)
NEXT i%
```

avec

```
DIM sft2vdi&(15)
sft2vdi&(0)=0
sft2vdi&(1)=15
sft2vdi&(2)=1
sft2vdi&(3)=2
sft2vdi&(4)=4
sft2vdi&(5)=6
sft2vdi&(6)=3
sft2vdi&(7)=5
sft2vdi&(8)=7
sft2vdi&(9)=8
sft2vdi&(10)=9
sft2vdi&(11)=10
sft2vdi&(12)=12
sft2vdi&(13)=14
sft2vdi&(14)=11
sft2vdi&(15)=13
```

La resultat est completement aberrant. certaines couleurs sont les
bonnes, mais pas toutes.
Quelqu'un pourrait me mailer la sol ? Please ! C'est pour que ca
marche sur les compatibles Atari, au sujet d'un editeur de tableau
16*16 cases, pour bricoler un jeu par la suite.

Bye !

Rajah Lone / Queen Meka

1327. Re: programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Er5LCn.90E@suse.modem.stud.uni-hannover.de>
Source record: 4738

In article <3529FE19.75B3@mst.tn.utwente.nl>,
Hans Wessels <mr_ni@mst.tn.utwente.nl> writes:

> So it should be possible to have a program running in user mode,
> but the program itself thinks it's in supermode. All privilidged
> instructions will be trapped and emulated by a higher level program
> so the environtment looks exactly like a super environment. This
> would be spoiled if reading the SR would be a user instruction; it
> wouldn't be traped so the super bit can't be set.

That is true, but how many virtual machines have we got ? Maybe this is
important for other platforms, but for us (me at least ;-)) it is more
important that sr read access being priviledged can be a bad handicap.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1328. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Er5LJs.910@suse.modem.stud.uni-hannover.de>
Source record: 4739
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

```
In article <35299e4f.844571@news.tmisnet.com>,
strads@tmisnet.com (George Crissman) writes:
> The Atari ST reads both single-sided and double-sided
> single-density and double-density diskettes using the
> same format as IBM clone computers.

No that's wrong. There is no Atari machine that reads single-density
disks.

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

1329. Re: Extending MintNet after install

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-09 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <HHQWCE1@tos.pl.net>
Source record: 4740
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

David.DeRidder (s970707@uia.ua.ac.be) wrote:
: But now I want to add gcc + libraries + g++ (it does exist for Mint,
: doesn't it ?) on my system. Of course WITHOUT reinstalling all the
: other packages again or erasing my file system. Is this possible ?

: If so, where can I get the compilers + libraries (recent versions?) ?
: An ftp URL would be great.

: My last question : do lex, yacc, bison or flex exist for Mint ?
: Again : where do I find them ?

I'm not really the right person to answer this as I'm not very familiar
with KGMD, but since nobody else has... I believe all that stuff is in the
KGMD compiler package. I think you can just untar the compiler package and
copy the extra items into your existing system. Someone else can tell you
where to get the most up to date versions, the compiler in the KGMD is
very old. Maybe you would be better off posting to the MiNT mailing list,
I can't remember how you subscribe but you should be able to find out at

http://aire.ncl.ac.uk/Atari/Mailing-Lists/MiNT-List.index.html

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

1330. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-10 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <352daf09.28317840@news.tmisnet.com>
Source record: 4741
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

Whoops! Well, this is certainly my month
to state obvious inaccuracies with authority.

I'll go to my room now....

-- George Crissman
-- strads@tmisnet.com

... you know ... there's a project that doubles the
clock speed to the floppies so they can use the
high density format ... maybe there's another one
that halves the clock speed so that single density ...
nah ... maybe not.

Never mind.

On Thu, 9 Apr 1998 15:55:04 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35299e4f.844571@news.tmisnet.com>,
> strads@tmisnet.com (George Crissman) writes:
>> The Atari ST reads both single-sided and double-sided
>> single-density and double-density diskettes using the
>> same format as IBM clone computers.
>
>No that's wrong. There is no Atari machine that reads single-density
>disks.
>
>
>Cheers Peter
>--
>---
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/~perot
>---

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1331. Re: Netscape

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-10 00:00:00 UTC
From: erikhall@mail2.tripnet.se
Message-ID: <6gkle6$8cs$1@minox.tripnet.se>
Source record: 4742

I have downloaded the source code and is looking on the code
and if i can do anything with it.

Erik Hall

On 9 Apr 1998 09:06:15 , "K�re Hampf" wrote:
>Anyone thougth of making a version for Atari now when they released some
>sources as free. I reccon it's a too big task for me alone ;)
>
>Regards K�re Hampf
>
>
>.

Mail:
erikhall@mail2.tripnet.se |||
Erik.Hall@epk.ericsson.se |||
/|\ HADES 060
URL: / | \
http://www2.tripnet.se/~erikhall/index.html

1332. cpx help programing.

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-10 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980410111504.6991B-100000@usr07.primenet.com>
Source record: 4743

hi, in order to work on a cpx I need some info about it.
I am not using C, so the cpx header or lib that could exist won't
help directly.
I need to know this: How do I embed my window(fixed w and h as
someone told me (but don't remember the value off hand)) into the
control panel?
what if I move the control panel? what wm_moved message do I get?

(the header for the cpx is not the prob itself), I just need to know
about the redraw, move and parent tree.
Anyone helps me?

Thanks.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1333. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-10 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980410171628.4582D-100000@ganymede.cs.mun.ca>
Source record: 4744
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st.tech

> I need to transfer my PC midi files to a friend's of mine Atari. Do you
> know how can I do it as long as the Atari does not read DOS formatted
> floppy-disks?

I think it depends on the atari computer your using. I use a mega/ste and I transfer files between my dos machine and the atari all the time. I usally format the disk in the IBM. I find the only times it don't work is when I make directories on the disk or delete some files from it. If you could fromat the disk in DOS format copy the file to it and do nothing elase it might work. Also, I think there are programs out there which allow atari computers to read dos formated disks. Don't hold me on that though. If you've got internet access search some of the shareware search sites.

Scott.

1334. Re: What image types in RSC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-10 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Er7z22.A2t@uia.ua.ac.be>
Source record: 4745

Joakim H&#65533;gberg (fiolerna_BULKMAIL_SUCK_@algonet.se) wrote:
: Greetings Atarians!
:
: I wonder what kind of image types (ICN, IMG, or other)
: that should be used within RSC-files. Secondly, does

No idea. Sorry.

: anyone know of a program that could be used to create
: icons or/and buttons in these formats.?

Yes. "Zoom" is designed to develop icons in RSC files. It can even import
(or export, I'm not sure) Windows 3.x iconfiles.
"Interface" kan incorporate images in RSC files (might be .IMGs) AFAIK.

Regards,

```
+-------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-------------------------------------------------------------+
```

--
Septimus' quote for today :

"Every dog has its day, and today's mine."
Terry Borer after winning the Masters finals at the New York M:TG Pro Tour

1335. Re: What image types in RSC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-11 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Message-ID: <352FEB6B.7769@algonet.se>
Source record: 4647

David.DeRidder wrote:

> Yes. "Zoom" is designed to develop icons in RSC files. It can even import
> (or export, I'm not sure) Windows 3.x iconfiles.

Ok, Ii¿½ll try to find that program, and see if it can do what I
want to. Thanks!

/Joakim

1336. --> MEGA & UFOST Disczine <--

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-11 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6gol9easj1@heliodor.xara.net>
Source record: 4648

Greetings all ATARI lovers.

Mega Disczine Issue 2 is now out, If you missed issue 1 then goto my site
and download it from there. Also UFOST issue 1.

There has been a few bug reports mailed to me so this issue is the NEW
version, V1.1
Bugs are mostly end of files been cut off and a few files which were missing
off the disc. A few other Shell bits have been updated as well.

http://www.users.globalnet.co.uk/~mega01/

MEGA Issue 2 is on 2 discs and has over 200 articles covering just about
everything we can think of. There should be something there for everyone.
If there isn't then why not write about it or suggest new pages. If you
don't then we won't know will we !!

Also UFOST issue 2 is available, Dedicated to UFO's abductions and
sightings. Not to be missed if you are interested in this type of thing.
This is produced by Lee Round.

If you would liked to be mailed issue 2 of either disczine then send your
E-mail address and request it. I will then Mail it to you. Or you can wait
until it is uploaded onto my site.

Please contribute to MEGA & UFOST and support it, else it will be one more
nail in the coffin for ATARI. Any articles are welcome, If you have idea on
one
why not mail me and tell me about it.

All comments and suggestions are more than welcome. Please feel free to
mail me at any time. Any support you can give is gratefully received.

Tell me a little about yourself, It will help me in producing MEGA if I get
some idea on what people like to read about. Don't hide behind you
keyboard, let the world hear you...

Mail me at. mega01@globalnet.co.uk Now for issues.

Please take the time to send a letter to Lee Round (UFOST) else he may not
produce future issues, Currently he has almost completed issue 3. Please
take time to send him a article or 2, A blank disc is not very encouraging.

If you want issue 3 then send a letter to Lee (not on the net as yet) and
request it from him. Issue 3 will be uploaded onto my site, but not for a
while.

Send a disc with a S+E to

Lee Round (UFOST)
23 Fellrose Court,
Pelton Fell,
Ch-Le-Str,
Co Durham,
England,
DH2 2QB.

Tell him that I sent you (Chris Swinson).

Please support MEGA NOW, If we don't get some REAL support for issue 3 then we may not produce another zine, Its up to you .

If you would like to help but don't know how then please feel free to ask me waht you can do.

From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

- - - > A t A r I F o R e V e R < - - -

1337. What image types in RSC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-11 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Message-ID: <352F19D9.5266@algonet.se>
Source record: 4746

Greetings Atarians!

I wonder what kind of image types (ICN, IMG, or other)
that should be used within RSC-files. Secondly, does
anyone know of a program that could be used to create
icons or/and buttons in these formats.?

Thanks in advance/

Joakim

1338. Re: Extending MintNet after install

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-12 00:00:00 UTC
From: Bernd_Mueller@du3.ohse.de
Message-ID: <199804121604.a54748@du3.maus.de>
Source record: 4649

Hey,

>I'm not really the right person to answer this as I'm not very familiar
>with KGMD, but since nobody else has... I believe all that stuff is in the
>KGMD compiler package. I think you can just untar the compiler package and
>copy the extra items into your existing system. Someone else can tell you
>where to get the most up to date versions, the compiler in the KGMD is
>very old. Maybe you would be better off posting to the MiNT mailing list,
>I can't remember how you subscribe but you should be able to find out at

You can "update" the KGMD very easy! cat all files together und untar them.
(cat compiler.a* | gzip -dc | tar -xf -) after them you got the usr/ and
var/ tree including all the files you need. The next step is to update the
old (2.5.8) binarys/libs with the new compiler (2.7.2) in the binary and
the lib dirs.

Don't know where to get the new files 'cause i have all on CD :-) but search
for it with any searchengine.

bye
/ Bernd /

/-^-\
/ Bernd_Mueller@mausdu3.ohse.de (no Mails >16 Kb) \
/ Bernd_Mueller@bbs.vobis.de (for Mails > 16 Kb) \
/ www.geocities.com/SilliconValley/Horizon/8196 \
}--{
| ATARI Mega ST4 + PAK/3 + FRAK + Linux |
ï¿½--ï¿½

PS: Does anyone knows for a new port. from gcc 2.8.0 to ST???

1339. Re: I need information on GEM programming using C

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-13 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <JLPRWIAenVM1Ew9q@thedruid.demon.co.uk>
Source record: 4650

Hi Phil,

> I also believe in some ways that products which are no longer sold by
> a company or its distributors, (deep breath) have no value to the
> company. Therefore to pay what they are worth is to pay nothing.
> Therefore to pay nothing is to pay what it is worth. i.e. Paying
> nothing, or 'piracy', is actually a lesser form of piracy than it is
> for a (presently) commercial product.

Firstly, Lattice C at least is still sold commercially. Secondly, the amount of damages a company may sue for a copyright breach would depend on the country. In the UK the courts would only award compensation and that is based on the amount of money the company have lost due to the copyright breach. However, in the USA and some other countries the copyright holder can be awarded punitive (or punishment) damages this would add up to a lot of money, the amount would depend on the means of the thief since the award is designed to punish.

> You do realise that typically 2nd hand software is illegal, don't
> you? Look at the license agreement for most software - you can't pass
> on the license to a third party.

Any such statement is invalid. Copyright only covers the copying of software it does not cover the sale of materials that it happens to be resident on. Selling software second hand is like selling a book.

> If you look at copyright over software in a similar way to trademarks,
> it's only illegal if the owner enforces it (no, I'm not suggesting
> companies pay to enforce it. i.e. that they exercise the copyright by
> still making copies, or by distributing it as (non-free) shareware.

This is of course true.

> Hey, I just want to be able to scavenge in the dustbin for stuff
> that's past its sell by date.

The expiry of copyright is 75 years after the oweners death.

> Who's looking to buy a 2nd hand copy of GFA basic - anyone wish to
> aid and abet me in this crime?

What crime? :*)

John.

--

1340. ICTARI R.I.P. ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-13 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <I7VR6OA1nVM1Ew+5@thedruid.demon.co.uk>
Source record: 4651

Hi Augeas,

> In the meantime, issue 52 is at the usual place:
>
> http://www.elis.demon.co.uk/ictari/ictari.htm

Any chance you could make this available via fidonet technology? This
way it
would reach many Atarians who like myself do not have full net access.

John.

--

1341. Re: ICTARI R.I.P. ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-13 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <892499721.9092.0.nnrp-02.9e98f145@news.demon.co.uk>
Source record: 4652

```
-----BEGIN PGP SIGNED MESSAGE-----

On 13 Apr 1998 01:19:01, johnr@thedruid.demon.co.R.e.m.o.v.e.T.o wrote:
>
> Hi Augeas,
>
> > In the meantime, issue 52 is at the usual place:
> >
> > http://www.elis.demon.co.uk/ictari/ictari.htm
>
> Any chance you could make this available via fidonet technology? This
> way it
> would reach many Atarians who like myself do not have full net access.

If the whole of issue 52 is archived, it could be distributed in the same
way as Atariphile was.
-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTIb9FeKRkq5A+OlAQEBwAH/fmZPudIpXie6UZBGtOGP9zPwT9qv73SQ
xYBMk2Hr2o2cThBULVdbkZ9ihgK/fgbJrb4IlZDCaJFhdeYYTMLFlA==
=p5iF
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb
```

1342. setinterrupt(src_inter,cause);

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-13 00:00:00 UTC
From: arjanbok@pop.xs4all.nl
Message-ID: <6h0emk$jj9$1@news2.xs4all.nl>
Source record: 4653

Is there anyone who has used the FALCON soundsys call:
long setinterrupt(src_inter, cause) ?

According to the developers toolkit it is supposed to set
up either a timer A or a MFP i7 interrupt.
But when i try to use it in an audio player program of mine,
I can only detect one MFPi7 interrupt. I thought it should give
a interrupt every time the play or record pointer hits the end of
the buffer. But it seems like it only occures when the playback or
record is stopped by changing the buffoper mode.

I want to use this interrupt if posible instead of having to check
the pointer continously to pass the half of the buffer before
refilling it.

regards, arjan

1343. Re: What image types in RSC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Message-ID: <3533D95B.4163@algonet.se>
Source record: 4654

David.DeRidder wrote:
> Yes. "Zoom" is designed to develop icons in RSC files. It can even import
> (or export, I'm not sure) Windows 3.x iconfiles.
> "Interface" kan incorporate images in RSC files (might be .IMGs)

Yeah, itï¿½s me again.. 8)
Where can I find these programs? Are they commercial, or free to use..?
Thanx again! 8)

1344. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352cce1a.11436815@news.demon.co.uk>
Source record: 4655

On Tue, 07 Apr 1998 13:43:08 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>
>> >A second use is to force coorrect behaviour when using the
>> >setjmp - longjmp functions. The C-standard is not quite clear
>> >on the use of these functions, esp. on what should happen to
>> >register variables.
>>
>> I have never used, and can never see, any reason to make use of either
>> of these two functions in user code. If people want to jump in and out
>> of functions then they should program in Basic! ;-)
>
>You can implement the C++ try...catch megansim in C using the
>setjmp - longjmp functions.

Good point.

>The try...catch meganism is (IMHO)
>a very elegant way to deal with errors; no need for checking
>error flags function results for error values. When a function
>stumles on an error it simply throws an exception. The part of
>the program dedicated to error handling will catch it and handle
>the problem.

Hmm, I just thought. My C++ is pretty poor and I've not used try/catch
myself yet. However, C++ Bulder wraps a Windoze application up in one.
If I understand it correctly then C++ will unwind the stack to whoever
catches the exception but it'll also have to call all the appropriate
destructers? If so, how do you simulate those with setjmp/longjmp?

(free'ing dynamic memory is what I'm thinking of rather than the local
stack frames)

>> >Different behaviour is observed from
>> >different compilers.
>>
>> Indicating perhaps that there are serious problems which wouldn't
>> exist if the functions themselves did not.
>
>Yes, but the big problem is a lousy definition by the standard.

Too many cooks spoil the broth! <G>

>> After all, the same effect can be obtained simply by linking in a
>> function written in assembler.

>
>That wouldn't be portable.

But at least it is predictable!

>We are using C for our ARJ project because
>C is very portable. Trying to exploit the language to the maximum caused
>us to run into features like this.

A method I've used to good effect in the past is to put the speed
critical sections into their own function(s) but keep them as C until
the program is debugged and working. Then I replace those functions
with asm. The original C versions can always be used for an initial
port to another compiler (or machine I guess).

[snip 1st bit]
>> >But then also
>> > move.w (a0),d0
>> > add.w d0,d0
>> > add.w d0,d0
>> > move.w d0,(a0)
[snip]

>I mean the second bit for:
>{
> x = *fred;
> x = x + x;
> *fred = x;
>}

I guessed so - just thought I'd better to check. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1345. Re: programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3532dbc4.14934484@news.demon.co.uk>
Source record: 4656

On Tue, 07 Apr 1998 12:21:13 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Peter Rottengatter wrote:
>>
>> In article <35270e9f.1717319@news.demon.co.uk>,
>> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>
>> >> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>> >> >> 68000, but requires supervisor mode on the 68030.
>
>> > compared to the 6809) then that would explain why the above
>> > instruction became a supervisor mode one - and would probably indicate
>> > an oversight in the 68000 design rather than later cpu's. All imo of
>> > course!
>>
>> It's absolutely stupid IMHO. Sure writing to SR must be priviledged, but
>> what the heck, no application can do any harm by reading SR. What do you
>> do in a situation where you don't know if you run in Super mode oder
>> User mode ? Calling Supexec() wastes a lot of time if already in Super
>> mode, and also cannot be used in all circumstances. Also, it's stupid,
>> if all you wanted to find out is if you run in Super mode ...
>
>That's exactly why reading the SR became a privilidged instruction
>on the 68010 and later. It should be impossible to figure out whether
>you are in supervisor mode or not. This to make perfect virtual machines
>possible.

I aggree with Peter that it is stupid but as you'll see in that
response I have a slightly different reason.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1346. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3533dc89.15131167@news.demon.co.uk>
Source record: 4657

On Sun, 05 Apr 1998 02:42:14 GMT, dbolt@my-ste.demon.co.uk (David
bolt) wrote:

>There is a way of setting the password as an environment variable, but that
>then means it would be available to anyone who decided to have a good look.
>This then causes a security risk, as far as I'm concerned, and would be
>unacceptable.

Use the "environment" pointer of Pexec() when you execute PGP to set
up the password variable and value. When PGP returns the old
environment will be restored. (Ideally you should duplicate the entire
environment and add your bit in).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1347. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352fd5c3.13397875@news.demon.co.uk>
Source record: 4658

On Sun, 5 Apr 1998 19:53:51 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35260a13.553505@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>> Yeah, it does look like a bug - I wonder how it comes about. Does it
>>>> behave the same with signed integers?
>>>
>>>How do you mean ?
>>
>> You used unsigned int bitfields in your structure example. I simply
>> wondered if it was the same with those bitfields declared as signed
>> int instead?
>>
>> Mwc accepts both unsigned and signed for bitfields and the sign is
>> taken into account.
>
>IIRC this is not according to the C standard. IMHO it also does not make
>any sense. A bit is unsigned by definition; a signed one would mean the
>one bit is taken as the sign, and zero bits for the absolute. That's silly
>isn't it ?

I certainly agree which is why I almost always choose to use unsigned
bitfields. Sometimes (very rarely) it is handy to have a signed
multibit bitfield though.

>I don't quite know about ANSI C though.
>
>
>> Mwc accepts both unsigned and signed for bitfields and the sign is
>> taken into account. ie "int fred:1" when set to any non zero value
>
>The compiler should not accept this, as a bitfield is not an "int". Note
>a bitfield is declared by
>
> unsigned fred : 1
>
>and not
>
> unsigned int fred : 1

I see. It looks like there might be a (deliberate?) oversight in Mwc.
Okay, you say that a bit field is not an "int" but "unsigned" is taken
to be "unsigned int" thus it follows that the natural size for an

"unsigned" bitfield would be sizeof(unsigned int) anyway. I dunno!

>> have the impression that ANSI only allows "int". I could be wrong
>
>ANSI must allow unsigned, as that was the original version also described in
>K&R. However I don't really know about signed.

Okidoki.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1348. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <352dd4d2.13156147@news.demon.co.uk>
Source record: 4659

On Sun, 5 Apr 1998 08:39:54 +0200, Jens M Andreasen
<jens-and@dsv.su.se> wrote:

>
>
>On Sat, 4 Apr 1998, Guy Harrison wrote:
>
>:Mwc accepts both unsigned and signed for bitfields and the sign is
>:taken into account. ie "int fred:1" when set to any non zero value
>:returns a value of -1 whereas "uint fred:1" will return +1 when set to
>:any non zero value. Although I almost always use "uint" myself I do
>:have the impression that ANSI only allows "int". I could be wrong
>:about this however. I just think I saw it somewhere.
>:
>
>ANSI definately allows unsigned int in bitfields. I believe it is
>recommended for single bits.

This is good to hear. Signed bitfields are not as useful as unsigned
ones and don't make a lot of sense for fields which are only one bit
wide!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1349. Re: programmierung des Fa

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3531da40.14546386@news.demon.co.uk>
Source record: 4660

On Sun, 5 Apr 1998 19:58:22 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35270e9f.1717319@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>> >> Not entirely true: MOVE SR,<ea> is a user mode instruction on the
>>> >> 68000, but requires supervisor mode on the 68030.
>>>
>>>Nightmare more like! Any other such oddities?
>>
>> I don't think so. If you take into account the "Purist" design
>> philosophy applied to the 68000 (ie PC relative code is crippled
>> compared to the 6809) then that would explain why the above
>> instruction became a supervisor mode one - and would probably indicate
>> an oversight in the 68000 design rather than later cpu's. All imo of
>> course!
>
>It's absolutely stupid IMHO. Sure writing to SR must be priviledged, but
>what the heck, no application can do any harm by reading SR.

It might. I agree it is stupid but for a slightly different reason.
The instruction should not be privilidged in >68000 cpu's - all they
need do was guarantee the "supervisor bits" were always set or cleared
unless the cpu performed the instruction within superstate.

>What do you
>do in a situation where you don't know if you run in Super mode oder
>User mode ?

You shouldn't be able to tell. ;-)

>Calling Supexec() wastes a lot of time if already in Super
>mode, and also cannot be used in all circumstances. Also, it's stupid,
>if all you wanted to find out is if you run in Super mode ...

Certainly on Atari systems as entering superstate is permissable. I
would hazard a guess that such abilities are extremely rare on other
systems.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1350. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3530d914.14246695@news.demon.co.uk>
Source record: 4661

On Wed, 01 Apr 1998 17:39:38 +0200, Hans Wessels
<mr_ni@mst.tn.utwente.nl> wrote:

>Guy Harrison wrote:
>
>> >This 'feature'
>> >makes Pure C's bit arrays useless if you got to match some externally
>> >defined structures (I had that trouble with various network protocol header
>> >definitions).
>>
>> Yeah, it does look like a bug - I wonder how it comes about. Does it
>> behave the same with signed integers?
>
>It looks like a bug, it might be a bug in the compiler, but
>it is perfectly legal according to the C standard.

Yeah. If I'd thought about it a little more. After all my waffling
about fields in structures and how they *might* be represented, then
there wouldn't be any particular rule on how bitfields were
represented either!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1351. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3534ddac.15422926@news.demon.co.uk>
Source record: 4662

On Sun, 05 Apr 1998 20:16:03 GMT, dbolt@my-ste.demon.co.uk (David
bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>On 4 Apr 1998 21:13:09 , Guy Harrison wrote:
>
>> >The trouble is I need to call vt52 as a child of my program and AFAIK using
>> >shel_write() would make it wait until my program has quit.
>>
>> Hmm, I may have misunderstood. I assumed when you mentioned VT52 that
>> you were referring to the MagiC VT52 window in which case the above
>> would work - the text would appear in the vt52 application window, and
>> your process would carry on working in parallel but here it would
>> simply wait for the CH_EXIT message which MagiC sends your process
>> when the "child parallel process" terminates.
>
>That is what i would like to do, use the VT52 window I mean, but doing that
>excedes my knowledge ATM. I've been given a suggestion of using AV_START to
>do this, and maybe that would be the way to go. The thing is, I still can't
>see how I'd be able to pass the command-line to PGP.TTP, going through VT52.
>Once I can, it should be a small(ish) change to use VT52. Then all I've got
>to do is check if Magic is in use.

You pass it to shel_write() in the same way as for Pexec().

>> >This than causes
>> >a problem since I have to separate the message from the header before
>> >editing so PGP only signs/encrypts the message, and not the header. Once
>> >PGP has finished, the signed/encrypted output is then added to the end of
>> >the messager header and the resulting file is what Newsie uses as its temp.
>>
>> Yes, the normal shel_write can only "chain" programs. If I have
>> misunderstood then you should use Pexec() and redirect the output as
>> Peter suggests.
>
>The trouble is, I can't redirect the output. If I do and there's a typing
>error when entering the pass phrase/word, the user wouldn't know unless
>they tried again after 5 mins of nothing happening.
>
>I'm looking at another method of passing the pass phrase/word via the
>command-line, and if it works, I can possibly remove PGPs display. That
>is, if the +force option and/or +verbose=0, turn off the output. I'll
>have to do a bit more checking, but that could be another way to go. I'm
>not too happy, since I'd then need to add another line to the dialog for

>the pass phrase/word to be entered into, and since I'm using form_do(),
>I can't hide it from view.

Have a look at my other response in this thread. In fact there is no
need to use shel_write() at all. If you've disabled the PGP output and
your program has to wait for PGP to finish then there's no point
launching PGP as a parallel process in the first place, so Pexec()
will do just fine. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1352. wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: David Knight <David@ritter.demon.co.uk>
Message-ID: <892583335.3760.0.nnrp-11.9e9805e3@news.demon.co.uk>
Source record: 4663

```
using wind_get wf_iconify returns the width and height to iconify to but is
there a way to find the correct x,y coordinates to place the window at?

David
```

1353. Re: What image types in RSC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-14 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <J666GfAa90M1QwHn@shaw1.demon.co.uk>
Source record: 4664

At Sat, 11 Apr 1998,00:20:57 (message <352F19D9.5266@algonet.se>) Joakim
Hi¿½gberg (from Algonet/Tninet) at mailto:fiolerna_BULKMAIL_SUCK_@algonet.
se sent a 10 line-long message in comp.sys.atari.programmer called What
image types in RSC? saying:
>Greetings Atarians!
>
>I wonder what kind of image types (ICN, IMG, or other)
>that should be used within RSC-files. Secondly, does
>anyone know of a program that could be used to create
>icons or/and buttons in these formats.?

The one I use uses IMG.

--
Clair Shaw (alias CDS) | A Atarian's Quote:
Mailto:Clair@Shaw1.demon.co.uk |
ICQ: 1043359 | In a world without walls
ICQ Pager mailto:1043359@pager.mirabilis.com | and fences, who needs
WWW: http://www.shaw1.demon.co.uk | Gates and Windows?

1354. Re: setinterrupt(src_inter,cause);

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: erikhall@mail2.tripnet.se
Message-ID: <6h1fqhcgn1@minox.tripnet.se>
Source record: 4665

```
You have to tell the MFP that the interrupt is served
Example:

asm{
bclr.b #7,0xfffffa0f ;tell MFP that the interrupt is served
rte ;return from exeption
}

and here is a working initiate code

/*****************************************************
Description : Init end-of-sample interrupt

Entry : None
Exit : None
*****************************************************/
int init_sound_interrupt()
{
long adr;

Jdisint(15);

old_sound_vect = xbios(0x0d,15,EndOSINT);

setinterrupt(1,1);

adr=Super(0L);
asm{
bset.b #7,0xfffffa03 ; set active edge in MFP
}
Super(adr);

Jenabint(15);

}

and a working restore code

/*****************************************************
Description: Restore and disable end-of-sample interrupt

Entrys : None
Exit : None
*****************************************************/
int restore_sound_interrupt()
{
long adr;
Jdisint(15);
```

```
adr=Super(0L);
asm{
bclr.b #7,0xfffffa03 ;active edge in MFP
}
Super(adr);

if(old_sound_vect != 0L)
{
xbios(0x0d,15,old_sound_vect);
old_sound_vect = 0L;
}

}
```

Best Regards
Erik H&#65533;ll

```
On 13 Apr 1998 22:58:16, arjanbok@pop.xs4all.nl wrote:
>
>Is there anyone who has used the FALCON soundsys call:
>long setinterrupt(src_inter, cause) ?
>
>According to the developers toolkit it is supposed to set
>up either a timer A or a MFP i7 interrupt.
>But when i try to use it in an audio player program of mine,
>I can only detect one MFPi7 interrupt. I thought it should give
>a interrupt every time the play or record pointer hits the end of
>the buffer. But it seems like it only occures when the playback or
>record is stopped by changing the buffoper mode.
>
>I want to use this interrupt if posible instead of having to check
>the pointer continously to pass the half of the buffer before
>refilling it.
>
>
>.

---------------------------------------------------------------
Mail:
erikhall@mail2.tripnet.se |||
Erik.Hall@epk.ericsson.se |||
/|\ HADES 060
URL: / | \
http://www2.tripnet.se/~erikhall/index.html

---------------------------------------------------------------
```

1355. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: dd@denscicorp.force9.co.uk
Message-ID: <MPG.f9dffb11b1c1947989890@news1.force9.net>
Source record: 4666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Holy Zarquons, Singing Fish! Benjamin.Ryzman@SOLsoft.Com says ....
> At the time, Sinclair had been producing a multitasking (even if it was just
> task switching, really) computer running a windowed environnement on a
> Motorola 68008 (8/16bits microprocessor).

Ermm, the Sinclair QL, was definitely true preemptive multitasking, you
could even set the priorities and stuff.

--
==========
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
==========

1356. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35349BF9.1F53@mst.tn.utwente.nl>
Source record: 4667

Guy Harrison wrote:
>
> On Tue, 07 Apr 1998 13:43:08 +0200, Hans Wessels
> <mr_ni@mst.tn.utwente.nl> wrote:

> >You can implement the C++ try...catch megansim in C using the
> >setjmp - longjmp functions.

> Hmm, I just thought. My C++ is pretty poor and I've not used try/catch
> myself yet. However, C++ Bulder wraps a Windoze application up in one.
> If I understand it correctly then C++ will unwind the stack to whoever
> catches the exception but it'll also have to call all the appropriate
> destructers? If so, how do you simulate those with setjmp/longjmp?
>
> (free'ing dynamic memory is what I'm thinking of rather than the local
> stack frames)

You can't automagicly deallocate allocated memory with the C try...catch
implementation using the setjmp() longjmp() functions, wish it could.
You have to deallocate malloced RAM yourself. Every malloc() free() pair
has to be allocated within a try...catch block so you can free the
allocated RAM on exceptions and then rethrow the exception.

> >We are using C for our ARJ project because
> >C is very portable. Trying to exploit the language to the maximum caused
> >us to run into features like this.
>
> A method I've used to good effect in the past is to put the speed
> critical sections into their own function(s) but keep them as C until
> the program is debugged and working. Then I replace those functions
> with asm. The original C versions can always be used for an initial
> port to another compiler (or machine I guess).

I am using macros like
#ifndef NOT_USE_STD_find_dictionary
around functions (here find_dictionary). If the macro is defined
the standard function is replaced by an alternative one. It might
be an assembley version, or an optimized C or whatever. As long
as the linker can find the alternative function all goes well.

The macros are comming from a headerfile with settings. There
every system and compiler can define which original functions
to keep and which to replace.

Cu, Hans

1357. Re: setinterrupt(src_inter,cause);

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzg1jfuw8n.fsf@issan.informatik.uni-dortmund.de>
Source record: 4668

Erik H&#65533;ll <erikhall@mail2.tripnet.se> writes:

```
|> and here is a working initiate code

|> /*************************************************
|> Description : Init end-of-sample interrupt

|> Entry : None
|> Exit : None
|> *************************************************/
|> int init_sound_interrupt()
|> {
|> long adr;

|> Jdisint(15);

|> old_sound_vect = xbios(0x0d,15,EndOSINT);

|> setinterrupt(1,1);

|> adr=Super(0L);
|> asm{
|> bset.b #7,0xfffffa03 ; set active edge in MFP
|> }

Why don't you just write that in C?

*(volatile char *)0xfffffa03 |= 0x80;

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org
```

1358. Lan drivers for Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: zap_25@hotmail.com
Message-ID: <6h2hrrpdo1@nnrp1.dejanews.com>
Source record: 4669

Are there any drivers available for the Lan port on the Falcon?

There isn't by any chance anyone around who happens to have
a complete tcp/ip implemantation lying around, is there :)

Thanx in advance

Zzap.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1359. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6h2ict$qb1$1@nnrp1.dejanews.com>
Source record: 4670
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

OK, guys, here is my little contribution to the subject:

I've own Ataris for mor than 10 years, it is IMHO one of the best designed computer systems of all times, but, as time goes by so computers, i don't own PC's, but i work with them all day long, the main reason i don't wanna buy a PC is the tech groundbreak, i've been thinking buying one just because i want APE for my Atari, anyhow, i don't think Hasbro or anyone will take the A8 out of the basquet, the many out there who own one of the newer game consoles know exactly why, in the meantime we are seeing a resurrection of old 8-bit tiltes, the last one, i think, is robotron for the N64.... So, games we will see lots of resurrections, systems, i don't think we'll see any.... Still, i buy any piece of A8 hardware that crosses my path.

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1360. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6h2dmqsci1@nyheter.chalmers.se>
Source record: 4671

```
In article <352fd5c3.13397875@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On Sun, 5 Apr 1998 19:53:51 GMT, perot@suse.modem.stud.uni-hannover.de
>(Peter Rottengatter) wrote:
>
>>In article <35260a13.553505@news.demon.co.uk>,
>> guy@swampdog.demon.co.uk (Guy Harrison) writes:
...
>>> Mwc accepts both unsigned and signed for bitfields and the sign is
>>> taken into account.
>>
>>IIRC this is not according to the C standard. IMHO it also does not make

The copy of K&R v2 that I looked in (a Swedish translation) stated clearly
that both unsigned and signed int are OK as bitfields.

>>any sense. A bit is unsigned by definition; a signed one would mean the
>>one bit is taken as the sign, and zero bits for the absolute. That's silly
>>isn't it ?

What's silly is the idea that C would use sign-magnitude integers!
I know there have been one or two computers that have done that, but it's
_very_ uncommon.
All modern computers use two-complement integers, where a single bit can
well be signed (with the possible values -1 and 0).

>>> Mwc accepts both unsigned and signed for bitfields and the sign is
>>> taken into account. ie "int fred:1" when set to any non zero value
>>
>>The compiler should not accept this, as a bitfield is not an "int". Note
>>a bitfield is declared by
>>
>> unsigned fred : 1
>>
>>and not
>>
>> unsigned int fred : 1

In C, 'unsigned' is a synonym for 'unsigned int'.

The K&Rv2 I checked clearly states that bitfields must be specified as
'int' and it recommends adding 'signed'/'usingned' for portability.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
```

| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1361. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6j9mjc.1f5.jedi@dementia.mishnet>
Source record: 4672
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Wed, 15 Apr 1998 10:06:05 -0600, rojasdelap@yahoo.com <rojasdelap@yahoo.com
> wrote:
>
>
>
> OK, guys, here is my little contribution to the subject:
>
> I've own Ataris for mor than 10 years, it is IMHO one of the best
>designed computer systems of all times, but, as time goes by so computers,
>i don't own PC's, but i work with them all day long, the main reason i don't

If you decide to 'go PC', I suggest trying Linux or
FreeBSD first. They, as unixen, tend to be a bit
harsher on newcomers but, they're much more reliable
than WinXX and perform better (more responsive) on
similar hardware. You will likely be quite shocked
with how much computing horsepower it takes to just
do basic computing with WinXX.

>wanna buy a PC is the tech groundbreak, i've been thinking buying one just
>because i want APE for my Atari, anyhow, i don't think Hasbro or anyone
>will take the A8 out of the basquet, the many out there who own one of the
>newer game consoles know exactly why, in the meantime we are seeing a
>resurrection of old 8-bit tiltes, the last one, i think, is robotron for the
>N64.... So, games we will see lots of resurrections, systems, i don't think
>we'll see any.... Still, i buy any piece of A8 hardware that crosses my path.

1362. Re: setinterrupt(src_inter,cause);

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: erikhall@mail2.tripnet.se
Message-ID: <6h2nhc$v7$1@minox.tripnet.se>
Source record: 4673

On 15 Apr 1998 14:04:24, Andreas Schwab wrote:
>Erik H�ll <erikhall@mail2.tripnet.se> writes:
>
>|> and here is a working initiate code
>
>|> /***
>|> Description : Init end-of-sample interrupt
>
>|> Entry : None
>|> Exit : None
>|> ***/
>|> int init_sound_interrupt()
>|> {
>|> long adr;
>
>|> Jdisint(15);
>
>|> old_sound_vect = xbios(0x0d,15,EndOSINT);
>
>|> setinterrupt(1,1);
>
>|> adr=Super(0L);
>|> asm{
>|> bset.b #7,0xfffffa03 ; set active edge in MFP
>|> }
>
>Why don't you just write that in C?
>
> *(volatile char *)0xfffffa03 |= 0x80;

Now you have done it ;-)

/Erik

Mail:
erikhall@mail2.tripnet.se |||
Erik.Hall@epk.ericsson.se |||
/|\ HADES 060
URL: / | \
http://www2.tripnet.se/~erikhall/index.html

1363. Re: PC to Atari file transfer!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6h2sbq$hb8$2@zingo.tninet.se>
Source record: 4674

On 5 Apr 1998 20:31:40 , "Horea Pascu" wrote:
>I need to transfer my PC midi files to a friend's of mine Atari. Do you
>know how can I do it as long as the Atari does not read DOS formatted
>floppy-disks?

The Atari should be able to read DOS formatted disks, at least if you
format them to 720kB.

Regards

Thomas Sahlin

1364. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3538f28e.13556503@news.demon.co.uk>
Source record: 4675

```
On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
<David@ritter.demon.co.uk> wrote:

>using wind_get wf_iconify returns the width and height to iconify to but is
>there a way to find the correct x,y coordinates to place the window at?

iirc, you'll find the dimensions of the iconified window in the
message buffer associated with the WM_ICONIFIED message you got from
evnt_mesag(...) or evnt_multi(msg[8]). Simply ...

wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

1365. Re: Register optimization (w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3537ef9c.12802298@news.demon.co.uk>
Source record: 4676

On 15 Apr 1998 13:46:02 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>In article <352fd5c3.13397875@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
^^
Er, I didn't - Peter did! ;-))

>>On Sun, 5 Apr 1998 19:53:51 GMT, perot@suse.modem.stud.uni-hannover.de
>>(Peter Rottengatter) wrote:
>>
>>>In article <35260a13.553505@news.demon.co.uk>,
>>> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>...
>>>> Mwc accepts both unsigned and signed for bitfields and the sign is
>>>> taken into account.
>>>
>>>IIRC this is not according to the C standard. IMHO it also does not make
>
>The copy of K&R v2 that I looked in (a Swedish translation) stated clearly
>that both unsigned and signed int are OK as bitfields.

[snip]

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1366. Re: What image types in RSC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: Lars.Froehlich@t-online.de
Message-ID: <6h3673bgh2@news02.btx.dtag.de>
Source record: 4677

Hi Joakim!

>> Yes. "Zoom" is designed to develop icons in RSC files. It can even import
>> (or export, I'm not sure) Windows 3.x iconfiles.
>> "Interface" kan incorporate images in RSC files (might be .IMGs)
>
>Where can I find these programs? Are they commercial, or free to use..?
>Thanx again! 8)

Zoom + Interface are commercial, but I've heard of a new (free?) RCS called
"ResourceMaster". Does anyone know where to find it?

Ciao,
Lars

//////////////////
// PGP fingerprint
// 24 2D 0C 80 E3 F2 69 79 69 52 A7 27 E6 99 FC 1B
/////////
// If debugging means removing errors, programming means producing them.
///

1367. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-15 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980416000338.20123D-100000@usr06.primenet.com>
Source record: 4678

David, I also want to know, when you find out, pliz tell me.
I basically need to use ICONIFY (of the aes), but without having a
ICONIFY widget, I don't know how to make it to work.

Thanks

On Thu, 16 Apr 1998, David Knight wrote:

>
>Guy Harrison wrote in message <3538f28e.13556503@news.demon.co.uk>...
>>On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
>><David@ritter.demon.co.uk> wrote:
>>
>>>using wind_get wf_iconify returns the width and height to iconify to but
>is
>>>there a way to find the correct x,y coordinates to place the window at?
>>
>>iirc, you'll find the dimensions of the iconified window in the
>>message buffer associated with the WM_ICONIFIED message you got from
>>evnt_mesag(...) or evnt_multi(msg[8]). Simply ...
>>
>>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
>
>
>correct when you are iconifying after receiving the WM_ICONIFIED message but
>I wish to iconify from a menu entry.
>
>
>David
>
>
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1368. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: David Knight <David@ritter.demon.co.uk>
Message-ID: <892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>
Source record: 4679

Guy Harrison wrote in message <3538f28e.13556503@news.demon.co.uk>...
>On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
><David@ritter.demon.co.uk> wrote:
>
>>using wind_get wf_iconify returns the width and height to iconify to but
is
>>there a way to find the correct x,y coordinates to place the window at?
>
>iirc, you'll find the dimensions of the iconified window in the
>message buffer associated with the WM_ICONIFIED message you got from
>evnt_mesag(...) or evnt_multi(msg[8]). Simply ...
>
>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])

correct when you are iconifying after receiving the WM_ICONIFIED message but
I wish to iconify from a menu entry.

David

1369. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-1604980832470001@portland15.portland.com>
Source record: 4680
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> If you decide to 'go PC', I suggest trying Linux or
> FreeBSD first. They, as unixen, tend to be a bit
> harsher on newcomers but, they're much more reliable
> than WinXX and perform better (more responsive) on
> similar hardware. You will likely be quite shocked
> with how much computing horsepower it takes to just
> do basic computing with WinXX.

I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost as responsive as my Macintosh at work (7200/75). I run Microsoft Office products and have never had a complaint about performance.

I would like to try Linux but it does seem intimidating. Also, where does one get software for it (like word processing, graphic)? This is an honest question.

-scott

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

1370. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35360753.76561169@NO.SPAM.emw.ericsson.se>
Source record: 4681

Katherine L Ellis wrote:

> >>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
> >
> >
> >correct when you are iconifying after receiving the WM_ICONIFIED message but
> >I wish to iconify from a menu entry.

I think you can do it by doing this (Anthony, correct me if I'm wrong):

```
wind_set(WF_ICONIFY,-1,-1,-1,-1);
```

I have not tested it my self, but I think this works.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1371. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <35361B07.E62FE967@sprynet.com>
Source record: 4682
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Scott Tirrell wrote:

> I would like to try Linux but it does seem intimidating. Also, where does
> one get software for it (like word processing, graphic)? This is an
> honest question.

There's a free (not for profit) office suite called Star Office
available for Linux. I've got it, I use it very occasionally. I end up
using Word 97 more often because I don't get the same quality print in
Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
Linux is primarily done with postscript, so if you have a postscript
printer you should have no problem. I, on the other hand, don't so I
have to use a postscript filter (apsfilter) to make it work with my
printer...and then I have to use a BJ-200e driver (which is half the
resolution).

StarOffice is not bad. It supports conversion of various format
documents (albeit, not Word 97, but will do Word 6.0). It has everything
you'd expect in a word processor. I especially like having the
mathematical formula editor...which comes with the package.

Geoff!
--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1372. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jcc1c.1p6.jedi@dementia.mishnet>
Source record: 4683
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 09:51:51 -0500, Geoff Oltmans <geoff@sprynet.com> wrote:
>Scott Tirrell wrote:
>
>> I would like to try Linux but it does seem intimidating. Also, where does
>> one get software for it (like word processing, graphic)? This is an
>> honest question.
>
>There's a free (not for profit) office suite called Star Office
>available for Linux. I've got it, I use it very occasionally. I end up
>using Word 97 more often because I don't get the same quality print in
>Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
>Linux is primarily done with postscript, so if you have a postscript
>printer you should have no problem. I, on the other hand, don't so I
>have to use a postscript filter (apsfilter) to make it work with my
>printer...and then I have to use a BJ-200e driver (which is half the
>resolution).

Have you tried the printfilters in the latest Redhats?

1373. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jcbug.1p6.jedi@dementia.mishnet>
Source record: 4684
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 08:32:47 -0400, Scott Tirrell <stirrell@portland.com> wrote
:
>> If you decide to 'go PC', I suggest trying Linux or
>> FreeBSD first. They, as unixen, tend to be a bit
>> harsher on newcomers but, they're much more reliable
>> than WinXX and perform better (more responsive) on
>> similar hardware. You will likely be quite shocked
>> with how much computing horsepower it takes to just
>> do basic computing with WinXX.
>
>I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost
>as responsive as my Macintosh at work (7200/75). I run Microsoft Office
>products and have never had a complaint about performance.

Ouch! 95+Office+486?

>
>I would like to try Linux but it does seem intimidating. Also, where does
>one get software for it (like word processing, graphic)? This is an
>honest question.

The major linux vendors distribute it (like Redhat or Caldera)
and you can find it in places like *linuxmall*. For games that
have been 'un'released, you can just pick up the game at CompUsa
and download the Linux version of the executable (QII, UO).

There's also a 'freeware' ST emulator called STonX that
you might want to try out. You'll have to provide ROM
images however (not hard to find on the web).

Linux will likely run more responsively on the hardware
you're using now. Although, unless you have lots of ram,
I would not expect much out of either '95 or linux.
Although Linux is a lot easier to trim and tune.

I never found the performance of M$ OSes to my liking.
I also found the registry and plug-n-pray quite annoying
as well.

1374. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <353639CE.FA0@cfcsc.dnd.ca>
Source record: 4685
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Geoff Oltmans wrote:
> Scott Tirrell wrote:
> > I would like to try Linux but it does seem intimidating. Also, where does
> > one get software for it (like word processing, graphic)? This is an
> > honest question.
> There's a free (not for profit) office suite called Star Office
> available for Linux. I've got it, I use it very occasionally. I end up
> using Word 97 more often because I don't get the same quality print in
> Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
> Linux is primarily done with postscript, so if you have a postscript
> printer you should have no problem. I, on the other hand, don't so I
> have to use a postscript filter (apsfilter) to make it work with my
> printer...and then I have to use a BJ-200e driver (which is half the
> resolution).

have you tried by chance the PaPyrus for Linux?

> *Geoff!*

1375. Re: Lan drivers for Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IDQQEDALUP@data.rhein-main.de>
Source record: 4686

In <6h2hrrpdo1@nnrp1.dejanews.com> zap_25@hotmail.com wrote:

>Are there any drivers available for the Lan port on the Falcon?
>
>There isn't by any chance anyone around who happens to have
>a complete tcp/ip implemantation lying around, is there :)

Have a look to HSMODEM7 and STinG
Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

1376. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35365dea.437994@news.tmisnet.com>
Source record: 4687
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Atari dealers are taking reservations on a
Linux 2.x CD-ROM, rumored to be available
Real Soon Now.

-- George Crissman
-- strads@tmisnet.com

On Thu, 16 Apr 1998 16:20:32 +0000, jedi@dementia.mishnet (jedi)
wrote:

>>I would like to try Linux but it does seem intimidating. Also, where does
>>one get software for it (like word processing, graphic)? This is an
>>honest question.
>
> The major linux vendors distribute it (like Redhat or Caldera)
> and you can find it in places like *linuxmall*. For games that
> have been 'un'released, you can just pick up the game at CompUsa
> and download the Linux version of the executable (QII, UO).

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1377. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35363d64.6171033@news.demon.co.uk>
Source record: 4688

```
On Thu, 16 Apr 1998 00:18:53 +0100, "David Knight"
<David@ritter.demon.co.uk> wrote:

>
>Guy Harrison wrote in message <3538f28e.13556503@news.demon.co.uk>...
>>On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
>><David@ritter.demon.co.uk> wrote:
>>
>>>using wind_get wf_iconify returns the width and height to iconify to but
>is
>>>there a way to find the correct x,y coordinates to place the window at?
>>
>>iirc, you'll find the dimensions of the iconified window in the
>>message buffer associated with the WM_ICONIFIED message you got from
>>evnt_mesag(...) or evnt_multi(msg[8]). Simply ...
>>
>>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
>
>
>correct when you are iconifying after receiving the WM_ICONIFIED message but
>I wish to iconify from a menu entry.

oic! In this case send yourself a WM_ICONIFIED message with msg[4..7]
set to -1 (or simply wind_set(WF_ICONIFY,-1,-1,-1,-1) but the first
method is better imo). When you get the WM_UNICONIFIED message simply
interrogate WF_PREVXYWH then pass those values to
wind_set(WF_UNICONIFY).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

1378. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35373faf.6758598@news.demon.co.uk>
Source record: 4689

On 15 Apr 1998 21:05:02 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>David, I also want to know, when you find out, pliz tell me.
>I basically need to use ICONIFY (of the aes), but without having a
>ICONIFY widget, I don't know how to make it to work.

This will get you started ...

```
typedef struct {
int16 x,y,w,h;
} Rect;
#define PRECT(a) &a.x,&a.y,&a.w,&a.h
#define NIL -1

main()
{int w;
Rect rr;

appl_init();
w = wind_create(NAME | MOVER | CLOSER,100,100,100,100);
wind_open(w,100,100,100,100);
evnt_timer(3000,0);
wind_set(w,WF_ICONIFY,NIL,NIL,NIL,NIL);
evnt_timer(3000,0);
wind_get(w,WF_PREVXYWH,PRECT(rr));
wind_set(w,WF_UNICONIFY,rr);
evnt_timer(3000,0);
wind_close(w);
wind_delete(w);
appl_exit();
return 0;
}
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1379. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3538405f.6934911@news.demon.co.uk>
Source record: 4690

On Thu, 16 Apr 1998 15:27:47 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Katherine L Ellis wrote:
>
>> >>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
>> >
>> >
>> >correct when you are iconifying after receiving the WM_ICONIFIED message but
>> >I wish to iconify from a menu entry.
>
>I think you can do it by doing this (Anthony, correct me if I'm wrong):
>
>wind_set(WF_ICONIFY,-1,-1,-1,-1);
>
>I have not tested it my self, but I think this works.

It does. Still better to rely on the user clicking the ICONIFY gadget
though. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1380. Re: setinterrupt(src_inter, cause)

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: arjanbok@pop.xs4all.nl
Message-ID: <6h5sbq$90g$1@news2.xs4all.nl>
Source record: 4691

Thanks Erik, that should do the job ;-)

But why do you use nr 15 in Jdisint, Jenabint and the xbios call? According to the help in pure-C number 15 is is the monochrom-monitor detect interrupt???

best regard, arjan

On 15 Apr 1998 05:16:01, erikhall@mail2.tripnet.se wrote:

```
>You have to tell the MFP that the interrupt is served
>Example:
>
>asm{
> bclr.b #7,0xfffffa0f ;tell MFP that the >interrupt is served
> rte ;return from exeption
>}
>
>
>and here is a working initiate code
>
>/*****************************************************
> Description : Init end-of-sample interrupt
>
> Entry : None
> Exit : None
>*****************************************************/
>int init_sound_interrupt()
>{
> long adr;
>
> Jdisint(15);
>
> old_sound_vect = xbios(0x0d,15,EndOSINT);
>
> setinterrupt(1,1);
>
> adr=Super(0L);
> asm{
> bset.b #7,0xfffffa03 ; set active edge in MFP
> }
> Super(adr);
>
> Jenabint(15);
>
>}
```

1381. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jd3nl.2kk.jedi@dementia.mishnet>
Source record: 4692
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 19:44:59 GMT, George Crissman <strads@tmisnet.com> wrote:
>Atari dealers are taking reservations on a
>Linux 2.x CD-ROM, rumored to be available
>Real Soon Now.

Eagle will be nice and all. However, most Atari's
still floating around now are still limited to 4M
which for GEM is nice but for Unix even in curses
mode, it's a bit cramped. That's just the RAM,
mind you, and not even getting into storage...

>
>-- George Crissman
>-- strads@tmisnet.com
>
>On Thu, 16 Apr 1998 16:20:32 +0000, jedi@dementia.mishnet (jedi)
>wrote:
>
>>>I would like to try Linux but it does seem intimidating. Also, where does
>>>one get software for it (like word processing, graphic)? This is an
>>>honest question.
>>
>> The major linux vendors distribute it (like Redhat or Caldera)
>> and you can find it in places like *linuxmall*. For games that
>> have been 'un'released, you can just pick up the game at CompUsa
>> and download the Linux version of the executable (QII, UO).
>
>Member Of The Atari WebRing, Featuring USA Links
>http://www.tmisnet.com/~strads/hq/atari.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1382. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35371619.6A7EEF3C@NO.SPAM.emw.ericsson.se>
Source record: 4548

Anthony Jacques wrote:

> Check my WWW pages, as they have details on "active iconify". This works
> for me (both from menu, and using the shortcut <CTRL>-Space).

Have you come up with this your self (ctrl space), or is this mentioned
somewhere for which shortcuts to use?

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1383. new Motorola syntax

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: Student <student@pczaal.utwente.nl>
Message-ID: <01bd69ef$e0597060$83b35982@pczaal31>
Source record: 4549

looking voor a list of conversion program with the new Motorola syntax for
the GNU assembler.
What is the meaning of things such as 'moveml a6@,#0x43c' or 'jra
0x16584'?
What is the new interpretation of the 'old' mnmonics 'movem.l' of 'addx.l'?

reactions to:
c.a.adler@student.utwente.nl

1384. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-1704980841090001@portland15.portland.com>
Source record: 4550
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>
> Ouch! 95+Office+486?
>
Honestly, it runs along at a nice pace! Keep in mind, I;ve used high-end
Power Macs, Suns, Pentium IIs and while it can't compare to those systems,
it runs nicely. Especially for simple tasks like Microsoft Office. I do
have 28 megs of RAM but even under 16 it wasn't bad.

> The major linux vendors distribute it (like Redhat or Caldera)
> and you can find it in places like *linuxmall*. For games that
> have been 'un'released, you can just pick up the game at CompUsa
> and download the Linux version of the executable (QII, UO).

I have seen Redhat at Electronics Boutique. The problem I might have with
Linux is that I only have a 500 meg hard drive.... Are these commercial
versions easy-to setup as, say, other major OSes? Like a nice setup
program?

>
> There's also a 'freeware' ST emulator called STonX that
> you might want to try out. You'll have to provide ROM
> images however (not hard to find on the web).

I have heard good things about it. Does it allow different resolutions
other than the three standard ST ones?

>
> Linux will likely run more responsively on the hardware
> you're using now. Although, unless you have lots of ram,
> I would not expect much out of either '95 or linux.
> Although Linux is a lot easier to trim and tune.

If by trimming and tuning I have to wade through tons of configuration
files, I am not sure I want to. Are many packages for Linux "complete" or
do you have to compile most packages yourself? Sorry I am so clueless on
Unix.

>
> I never found the performance of M$ OSes to my liking.
> I also found the registry and plug-n-pray quite annoying
> as well.

The registry is fairly easy to configure, IMHO. Also, for some odd reason
(I know I am in the minority), Plug-n-Play has worked flawlessly for me.
Windows detected all of my components and I had no conflicts. Strange ;-)

Thanks for all the responses and help!

-scott tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

1385. Re: What image types in RSC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35369c6b.407687@news.tmisnet.com>
Source record: 4551

ResourceMaster was on Reader Disc #6 of Atari
Computing. In upcoming issue #9, look for a
how-to-do-it article using ResourceMaster.

-- George Crissman
-- strads@tmisnet.com

On 15 Apr 1998 20:44:19 GMT, Lars.Froehlich@t-online.de (Lars
Froehlich) wrote:

>Hi Joakim!
>
>>> Yes. "Zoom" is designed to develop icons in RSC files. It can even import
>>> (or export, I'm not sure) Windows 3.x iconfiles.
>>> "Interface" kan incorporate images in RSC files (might be .IMGs)
>>
>>Where can I find these programs? Are they commercial, or free to use..?
>>Thanx again! 8)
>
>Zoom + Interface are commercial, but I've heard of a new (free?) RCS called
>"ResourceMaster". Does anyone know where to find it?
>
>Ciao,
> Lars
>
>
>//////////////////
>// PGP fingerprint
>// 24 2D 0C 80 E3 F2 69 79 69 52 A7 27 E6 99 FC 1B
>/////////
>// If debugging means removing errors, programming means producing them.
>///

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1386. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jf9hb.735.jedi@dementia.mishnet>
Source record: 4552
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 17 Apr 1998 08:41:09 -0400, Scott Tirrell <stirrell@portland.com> wrote:
>>
>> Ouch! 95+Office+486?
>>
>Honestly, it runs along at a nice pace! Keep in mind, I;ve used high-end
>Power Macs, Suns, Pentium IIs and while it can't compare to those systems,
>it runs nicely. Especially for simple tasks like Microsoft Office. I do
>have 28 megs of RAM but even under 16 it wasn't bad.

Run 'nicely' is not something I would describe of
any version of Windows. They're far too bloated
for too little actual functionality. Until I switched
to Linux, I was constantly contemplating an ST
emulator so that I could run more efficient (yet
useful) applications.

That fixation is gone. (although STonX is still
kinda nifty)

>
>> The major linux vendors distribute it (like Redhat or Caldera)
>> and you can find it in places like *linuxmall*. For games that
>> have been 'un'released, you can just pick up the game at CompUsa
>> and download the Linux version of the executable (QII, UO).
>
>I have seen Redhat at Electronics Boutique. The problem I might have with
>Linux is that I only have a 500 meg hard drive.... Are these commercial
>versions easy-to setup as, say, other major OSes? Like a nice setup
>program?

Yup. Hardware configuration is more Win 3.1ish. There is
some plug-n-pray but that's primarily with PCI devices.
Whether or not this is a good thing tends to correlate
to one's Win95 experiences (good or bad). For LInux,
500 may be a bit tight. I would expect it to be tight
for Win95 as well. If you dont have any intention of
using the linux dev tools are some of the more hardcore
unix utilities (like tex) you should be fine.

>
>>
>> There's also a 'freeware' ST emulator called STonX that
>> you might want to try out. You'll have to provide ROM
>> images however (not hard to find on the web).

>
>I have heard good things about it. Does it allow different resolutions
>other than the three standard ST ones?

Yes, but it only runs in 256 color mode.

>
>>
>> Linux will likely run more responsively on the hardware
>> you're using now. Although, unless you have lots of ram,
>> I would not expect much out of either '95 or linux.
>> Although Linux is a lot easier to trim and tune.
>
>If by trimming and tuning I have to wade through tons of configuration
>files, I am not sure I want to. Are many packages for Linux "complete" or
>do you have to compile most packages yourself? Sorry I am so clueless on
>Unix.

Yes, there is configuration overhead. Unix is a system
where you boss around the OS, instead of vice-versa.

>
>>
>> I never found the performance of M$ OSes to my liking.
>> I also found the registry and plug-n-pray quite annoying
>> as well.
>
>The registry is fairly easy to configure, IMHO. Also, for some odd reason
>(I know I am in the minority), Plug-n-Play has worked flawlessly for me.
>Windows detected all of my components and I had no conflicts. Strange ;-)

Win95 did detect my 2nd CDROM drive, my tape drive & still
doesn't have a proper driver for it, didn't have a useful
monitor type for my monitor & misconfigured my ethernet
card disabling my modem in the process. Yes YMMV.

The registry is too prone to corruption & not a help to me
as I would be directly modifying it anyways to bend the
machine to suit me.

1387. Re: Search for DOC and RTF file format

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: pwest@fortress.org.uk
Message-ID: <2146_pwest@fortress.org.uk>
Source record: 4693

FROM: pwest@fortress.org.uk
SUBJ: Search for DOC and RTF file format

In a message of <09.04.98>, pierre.tonthat@hol.fr (90:102/0.99) writes:

pt> I was speaking about the atarian FIRST WORDPLUS file format.
pt> Really don't need to take the path to heel exploring the M$Word00
pt> file format.

Many years ago (1989) GST (who sold 1WP) published a /1st Word Plus/
/Software Developers' Guide/ that had all the info you need. Long out of
print, but I could sell you my copy for what I paid for it then, 3 UKP if I
recall right, plus postage. Or 12 International Reply Coupons. :-)
If you are only after the text styles, then you can read about it in the
IdeaList manual. It uses a similar arrangement except that it shifts the
Escape characters down by $20 so that they can be typed from the keyboard

Alternatively, take a look at the Shareware TUC universal converter, which
has a module for 1WP conversion included. Studying it will tell you what
substitutions are necessary.

Regards
/Peter/

--
Mr Worf, set phasers to Tea, Earl Grey, warm-up-a-bit-more.

--

1388. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <892786629.21461.1.nnrp-04.9e98f145@news.demon.co.uk>
Source record: 4694

```
-----BEGIN PGP SIGNED MESSAGE-----

On 14 Apr 1998 18:33:27, Guy Harrison wrote:
> On Sun, 05 Apr 1998 02:42:14 GMT, dbolt@my-ste.demon.co.uk (David
> bolt) wrote:
>
> >There is a way of setting the password as an environment variable, but that
> >then means it would be available to anyone who decided to have a good look.
> >This then causes a security risk, as far as I'm concerned, and would be
> >unacceptable.
>
> Use the "environment" pointer of Pexec() when you execute PGP to set
> up the password variable and value. When PGP returns the old
> environment will be restored. (Ideally you should duplicate the entire
> environment and add your bit in).

At present I'm passing it on the command-line. However this way restricts
the maximum length of the password to 26 chars, and the email addresses to
32 chars. While this may be long enough for PGP to distinguish between the
names/addresses, I don't think that the password is long enough. I'm just
doing a small rewrite of that part to extended the length to 48 chars, which
I think is about right, and pass it via the environment instead. If it
works, I'll lengthen it to a maximum of about 62 and do it that way.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTbSwFeKRkq5A+OlAQFbxgH/cQzsFNMyvUFK2m1+UEfJPRQOaNhVL35n
WOLzvXXQW6LctRs1xBqjD0ex/WgDXAfKW9+8omZvW6N3nEh4TnzIfw==
=9pou
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb
```

1389. Re: Passing a command-line through VT52

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <892786632.21461.2.nnrp-04.9e98f145@news.demon.co.uk>
Source record: 4695

```
-----BEGIN PGP SIGNED MESSAGE-----

On 14 Apr 1998 18:33:28, Guy Harrison wrote:
> On Sun, 05 Apr 1998 20:16:03 GMT, dbolt@my-ste.demon.co.uk (David
> bolt) wrote:

<snipped>

> >I'm looking at another method of passing the pass phrase/word via the
> >command-line, and if it works, I can possibly remove PGPs display. That
> >is, if the +force option and/or +verbose=0, turn off the output. I'll
> >have to do a bit more checking, but that could be another way to go. I'm
> >not too happy, since I'd then need to add another line to the dialog for
> >the pass phrase/word to be entered into, and since I'm using form_do(),
> >I can't hide it from view.
>
> Have a look at my other response in this thread. In fact there is no
> need to use shel_write() at all. If you've disabled the PGP output and
> your program has to wait for PGP to finish then there's no point
> launching PGP as a parallel process in the first place, so Pexec()
> will do just fine. :-)

I did manage to get the output from PGP down to a bare minimum. It still
displays a single message on-screen to say it's created the clear-sig.
Apart from that, there is no other output, even for a password error.
Instead of displaying an error message, it just quits, and since I'm
ignoring any errors from PGP ATM, it is as though PGP wasn't called. I'll
put something in to let the user know if, and what type of, error occured
later.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTbV8leKRkq5A+OlAQEbIAH/R92Vur7TaUJNV0YqMqCDzdLOoJpQySId
/EapVYIAY8QnLOcrqFHFqXz16y5SwtCBVWUyQnTeegq+FFbSHgaFmQ==
=3Ult
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb
```

1390. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-17 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35371587.62BD5615@NO.SPAM.emw.ericsson.se>
Source record: 4696

Guy Harrison wrote:

> oic! In this case send yourself a WM_ICONIFIED message with msg[4..7]
> set to -1 (or simply wind_set(WF_ICONIFY,-1,-1,-1,-1) but the first
> method is better imo). When you get the WM_UNICONIFIED message simply
> interrogate WF_PREVXYWH then pass those values to
> wind_set(WF_UNICONIFY).

The last step wont work very well if you of some reason have moved the
iconified window (or maybe this is a special case?). So it's better to
save the position before iconifying it like Anthony said.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1391. Re: new Motorola syntax

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-18 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6h8rfkmor1@nyheter.chalmers.se>
Source record: 4553

In article <01bd69ef$e0597060$83b35982@pczaal31>,
Student <student@pczaal.utwente.nl> wrote:
>looking voor a list of conversion program with the new Motorola syntax for
>the GNU assembler.

Am I correct in assuming that you want to assemble 'normal' mnemonics
under GAS? If so, there is a program for such conversions in the MiNT
source distribution (it's probably available on its own somewhere as well).

The GAS m68k assembly syntax is not the new Motorola syntax, by the way.
I don't know why anyone would have wanted to invent something different
for GAS (especially since it also supports something that looks much more
like the 'standard', if you compile it with the right settings), but IIRC
it's usually called MIT syntax.

The new Motorola syntax is
move.w 14(a0),d2 -> move.w (14,a0),d2
move.b d0,temp -> move.b d0,(temp).l
and so on.
Does anyone happen to know of an Atari assembler that handles the code
to the right above, by the way?

>What is the meaning of things such as 'moveml a6@,#0x43c' or 'jra
>0x16584'?

The '@' is the GAS way of doing indirect addressing.
GCC does not create normal register lists for MOVEM for some reason, but
rather gives the extension word (with a bit for each register) directly
(GAS can handle register lists just fine).
Hexadecimal numbers are given with '0x', like in C, instead of the usual '$'.
IIRC, GAS handles all the usual branch mnemonics, but it also has a
couple of extra ones that are used by GCC for some reason.

>What is the new interpretation of the 'old' mnmonics 'movem.l' of 'addx.l'?

I think (normal) GAS will throw an error for those, or possibly interpret
them as labels.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1392. TOS calls that alter their stacked params

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-18 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6h9f9mkvr1@newshost.comnet.co.nz>
Source record: 4554

Are there any TOS calls (GEMDOS/BIOS/XBIOS) that obliterate any of their stacked parameters?

Given a TOS call of the form:

```
pea address
move.l #datum,-(sp)
move.w #funcnum,-(sp)
trap #X
```

can I rely on the stacked funcnum and address remaining untouched?

(I am thinking of a code optimisation whereby a number of similar OS calls in a row can use the already stacked parameters and just alter the function number [or vice-versa: keeping the func num the same but altering the stacked parameter] before issuing the next trap call to the OS)

So the above example may be followed by:

```
add.l #itemsize,2+4(sp)
trap #X
```

without having to :

```
pea address+itemsize
move.l #datum,-(sp)
move.w #funcnum,-(sp)
trap #X
```

(ie: datum and funcnum remain the same)

It seems OK on my TOS 3.05 TT, but, as I no longer own any other Atari 68k system, I am unable to test my ideas out

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

1393. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-18 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <3538BD47.A9CB09A1@sprynet.com>
Source record: 4555
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Scott Tirrell wrote:

> I have seen Redhat at Electronics Boutique. The problem I might have with
> Linux is that I only have a 500 meg hard drive.... Are these commercial
> versions easy-to setup as, say, other major OSes? Like a nice setup
> program?

I haven't personally installed Redhat before, but I've heard it's a good
installation. 500 meg should be plenty (I used to use Slackware and
XFree86 on a 500 meg drive and I still had room to spare).
>
> If by trimming and tuning I have to wade through tons of configuration
> files, I am not sure I want to. Are many packages for Linux "complete" or
> do you have to compile most packages yourself? Sorry I am so clueless on
> Unix.

As an end-user I had to reconfigure the kernal to support my hardware,
and if I wanted to connect to the internet, I had to write my own script
to connect to my provider and start the pppd daemon. There are books
that explain this, but they aren't terribly clear. Also configuring
XFree86 (the Xwindows) can be a real pain in the butt. Other than that,
that was about it. :)

Geoff!
--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

1394. Line-F

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-19 00:00:00 UTC
From: Marco Lagendijk <marcola@xs4all.nl>
Message-ID: <6hceaa$n3n$1@news2.xs4all.nl>
Source record: 4556
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Has anyone got information on the LINE-F routines in TOS? I's like to know what they do in the highest possible detail.
Seems to be undocumented stuff: I can find much documentation on LINE-A, but not on LINE-F (??).

Thanks, Marco.

1395. Re: Line-F

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-19 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <yz87m4lex3l.fsf@sara.lysator.liu.se>
Source record: 4557
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

"Marco Lagendijk" <marcola@xs4all.nl> writes:

> Has anyone got information on the LINE-F routines in TOS? I's like to know
> what they do in the highest possible detail.
> Seems to be undocumented stuff: I can find much documentation on LINE-A, but
> not on LINE-F (??).

LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F
call will give 11 bombs.

Greetings,

Tomas - tomas[@.]nocrew.org

1396. Descent on F030

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-19 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6hdee6$g55$1@plug.news.pipex.net>
Source record: 4558

Hi everyone :)

Has anyone thought of porting descent from interplay to the falcon?

after all it runs quite well even on 386 sx machines and only requires 4mb of RAM and to top that it only uses around 128 colours!

The falcon, especially ones with co processors would be easily capable of it

(only just thought of this because i have borrowed a 33mhz 486 (no floppy drive) to play against a friend in death match.

i don't know anything about this sort of programing but it sounds like a good and possibly popular idea

:) Ian Norton

1397. Resolution change. How?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <353AF57B.7424D5DA@NO.SPAM.emw.ericsson.se>
Source record: 4559

Hi there,

I wonder if anyone know how to change resolutions in the correctway in order
to let the OS know about it restart the AES and reload the ACCs?

The thing is that I'm writing a resolutions changer for the Nova cards but
I can't get it to work properly. How is it realy ment to be done and when
should I do the physical resolution change?

I think I have got a problem as I can only do a immediate resolution change
on the Nova, so I have to change resolution before my program exit. The thing
is that I think it's the AES which sets the resolution just before it restarts.

I guess this all sounds wacky and it is. :-)

Any ideas anyone? Or does such thing exist for the Nova cards?

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1398. Re: Line-F

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzvhs466o5.fsf@issan.informatik.uni-dortmund.de>
Source record: 4560
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Tomas Berndtsson <tobe@lysator.liu.se> writes:

|> "Marco Lagendijk" <marcola@xs4all.nl> writes:
|>> Has anyone got information on the LINE-F routines in TOS? I's like to know
|>> what they do in the highest possible detail.
|>> Seems to be undocumented stuff: I can find much documentation on LINE-A, but
|>> not on LINE-F (??).

|> LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F
|> call will give 11 bombs.

Not exactly true. Earlier TOS versions (upto 1.4(?)) (mis-)used LINE-F in
the AES part to squeeze a few bytes out of it. But this was as internal
as you can get, and you won't find any docs about that.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1399. Re: new Motorola syntax

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzu37o66gu.fsf@issan.informatik.uni-dortmund.de>
Source record: 4561

Johan Klockars <rand@cd.chalmers.se> writes:

|> The new Motorola syntax is
|> move.w 14(a0),d2 -> move.w (14,a0),d2
|> move.b d0,temp -> move.b d0,(temp).l
|> and so on.
|> Does anyone happen to know of an Atari assembler that handles the code
|> to the right above, by the way?

GAS can handle them without problems.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1400. Re: TOS calls that alter their stacked params

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzson866dc.fsf@issan.informatik.uni-dortmund.de>
Source record: 4562

Gaven Miller <gmiller@inca.co.nz> writes:

|> Are there any TOS calls (GEMDOS/BIOS/XBIOS) that obliterate any of their
|> stacked parameters?

|> Given a TOS call of the form:

|> pea address
|> move.l #datum,-(sp)
|> move.w #funcnum,-(sp)
|> trap #X

|> can I rely on the stacked funcnum and address remaining untouched?

I don't know if that was ever documented, but it should be true for all
TOS versions.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1401. Re: cpx help programing.

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6hfieh$muj@balaena.bio.vu.nl>
Source record: 4563

: > hi, in order to work on a cpx I need some info about it.

Apart from the Compendium, there should also be some pieces if example code
floating around on the Atari FTP sites somewhere. I might even have a link
to it on my (hugely outdated) Atari Developers page.

: > I am not using C, so the cpx header or lib that could exist won't
: > help directly.

: Well, if you are planning on doing it in GFA, I would give up, 'cause
: I doubt that it is possible. The CPX "init" code passes back a set of
: call-back functions that the control panel will call when certain
: things happen. I am not sure, but I dont think GFA has the concept
: of addresses of functions (appart from embedded asm routines).

Hmm, I seem to recall GFA having a function to call C-style routines...
If so, he should be able to use that...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"My life is a soap opera, but who has the rights?"
-- MadameX

1402. Bootup pics on falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6hfjqv$f9q$2@plug.news.pipex.net>
Source record: 4564

anyone know of a simple little program that'll show a
pic and play a sound on boot for a falcon 030? if possible same
for shutdown (magic5)

1403. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Erq3IH.63B@cix.compulink.co.uk>
Source record: 4565

jacquesa@zetnet.co.uk wrote:
>> Have you come up with this your self (ctrl space), or is this mentioned
>> somewhere for which shortcuts to use?
>
>I didn't just make it up, but I dont think it is documented anywhere -
>I found a number of other programs (not many, but a couple) which used
>this keyboard shortcut.
>
>I mentioned it here so that anyone else implementing it (hopefully) uses
>the same as me/us, so that even though it isn't formally documented anywhere
>it becomes a standard (and <CTRL>-Space is not defined in either MASS or
>the Compendium as any other shortcut).
The GEM-list keyboard standard (more or less agreed to years ago and used
mostly by the Germans but also by others) uses CNTL-D for Diminish a window,
that is, iconify.

There was an Atari standard keyboard short-cut list which hardly any one
adopted. I think the list in TAC and MASS is this one.

However, this list already conflicted with standards emerging from Germany
and so a group of commercial, shareware and PD programmers got together on
the Internet in 1994 to agree on an alternative set of keyboard equivalents
which became known as the GEM-List Keyboard Short-cut Standard.

Table K2: GEM-List Keyboard Equivalents

Key combination Meaning
[Cntl-I] Show Info about selected object

Window Manipulation
[Cntl-Tab] Cycle windows
[Cntl-W] Cycle windows
[Shift-Cntl-Tab] Reverse cycle windows
[Shift-Cntl-W] Reverse cycle windows
[Cntl-Esc] Close top window
[Cntl-U] Close top window
[Shift-Cntl-Tab] Close all windows
[Shift-Cntl-U] Close all windows
[Cntl-D] Diminish window (put in a menu or iconify)
[Cntl-<*>] Full window
[Cntl-<+>] Zoom in/larger font
[Cntl-<->] Zoom out/smaller font
[Cntl-<0>] Zoom 100%

I/O
[Cntl-O] Open

[Cntl-N] New
[Cntl-S] Save
[Shift-Cntl-S] Save as...
[Cntl-P] Print
[Shift-Cntl-P] Printer configuration
[Shift-Cntl-L] Page layout
[Cntl-L] Go to line
[Cntl-Q] Quit
[Cntl-X] Cut
[Cntl-C] Copy
[Shift-Cntl-C] Append/add (to clipboard)
[Cntl-V] Paste
[Shift-Cntl-V] Insert (paste) file

Editing
[Cntl-A] Select all
[Shift-Cntl-A] Deselect all
[Cntl-F] Find
[Cntl-G] Find next
[Shift-Cntl-G] Find previous
[Cntl-R] Replace
[Cntl-T] Replace next
[Shift-Cntl-T] Replace previous
[Help] Open context help window
[Cntl-Help] Display help contents
[Shift-Help] Enable/disable help mode
[Shift-Cntl-Help] Other help function
[Undo] Undo last operation
[Cntl-Undo] Redo last operation
[Shift-Undo] Revert (abandon all changes and reload)
[Cntl-Backspace] Delete word to left
[Cntl-Delete] Delete word to right
[Shift-Cntl-Delete] Delete to end of line
[Shift-Cntl-Backspace] Delete from start of line
[Cntl-Y] Delete line
[Shift-Cntl-Y] Delete paragraph
[Delete] Delete selected objects
[Insert] Toggle insert/overwrite mode
[Cntl-Z] Font selector
[Shift-Cntl-Z] Character map (text processor/editor)

Moving
[Cntl->/<] Move one word right/left
[Cntl-up/down] Move to top/bottom of page/frame
[ClrHome] Move to top of document
[Shift-ClrHome] Move to bottom of document
[Shift->/<] Move to end/start of line
[Shift-up/down] Scroll one screen up/down

Blocks
[Cntl-B] Set block start

[Cntl-E] Set block end
[Shift-Cntl-B] Move to block start
[Shift-Cntl-E] Move to block end

Dialog Boxes
[Return] OK, Yes, etc...
[Undo] Cancel, Abort, etc...

<> means numeric keypad

The complete list and introductory text is taken from The Atari A-Z.

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

1404. Need information on the VA Protocol

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6hg67ujnn1@cubacola.tninet.se>
Source record: 4566

Hi there!

Can anyone give me a hint on where I can find information concerning the
VA Protocol? I downloaded a copy of Gemini somewhere, but that package did
not offer any programming manuals.

Regards

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

1405. Re: Netscape

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ErpBL9.JLF@suse.modem.stud.uni-hannover.de>
Source record: 4567

In article <352c65d4.0@d2o29.telia.com>,
"Kï¿½re Hampf" <k_hampf@yahoo.com> writes:

> Anyone thougth of making a version for Atari now when they released some
> sources as free.

Many people did.

> I reccon it's a too big task for me alone ;)

Virtually all of them did this too ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1406. Re: cpx help programing.

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ErpC3r.Jnu@suse.modem.stud.uni-hannover.de>
Source record: 4568

In article <Pine.BSI.3.96.980410111504.6991B-100000@usr07.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:

> I need to know this: How do I embed my window(fixed w and h as
> someone told me (but don't remember the value off hand)) into the
> control panel?

The CPX "contents" are a usual resource tree as saved by all Resource
Construction Sets. Most of those allow saving the tree as C source code
which you can use to include the tree into the binary (a must for a CPX).

Upon loading, the CPX binary returns a list of function pointers to the
CPX server. For most CPXs, only one pointer is important, which is the
one to be called when the CPX is invoked by the user. As a parameter to
that function, the CPX gets a pointer passed that points to a structure
with all sort of important information, amongst those the info needed to
objc_draw() the tree into the window.

> what if I move the control panel? what wm_moved message do I get?

None. The CPX server handles that bit. The CPX only gets a REDRAW message
when necessary.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1407. Re: What image types in RSC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ErpCK3.Jq8@suse.modem.stud.uni-hannover.de>
Source record: 4569

In article <352F19D9.5266@algonet.se>,
Joakim Hi¿½gberg <fiolerna_BULKMAIL_SUCK_@algonet.se> writes:

> I wonder what kind of image types (ICN, IMG, or other)
> that should be used within RSC-files.

You can use whichever you want, depending on how you want to use that resource tree. Usually your program will want to display it using the AES objc_draw() call, for that you need to use the special image format used by AES. This format is entirely internal to RSCs and has no name.

If you use some other display code that objc_draw(), or if you set the OBJECT.ob_type to G_USERDEF, you can design your own image format or use any existing one.

> Secondly, does
> anyone know of a program that could be used to create
> icons or/and buttons in these formats.?

Most resource construction sets will place images into RSC files only by using the special AES format mentioned above. Images loaded from ICN or IMG files will be converted by those RCS.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1408. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ErpCq2.Jqu@suse.modem.stud.uni-hannover.de>
Source record: 4570

In article <892682603.6429.0.nnrp-09.9e9805e3@news.demon.co.uk>,
"David Knight" <David@ritter.demon.co.uk> writes:
>
> Guy Harrison wrote in message <3538f28e.13556503@news.demon.co.uk>...
>>On Tue, 14 Apr 1998 17:37:04 +0100, "David Knight"
>><David@ritter.demon.co.uk> wrote:
>>
>>>using wind_get wf_iconify returns the width and height to iconify to but
> is
>>>there a way to find the correct x,y coordinates to place the window at?
>>
>>iirc, you'll find the dimensions of the iconified window in the
>>message buffer associated with the WM_ICONIFIED message you got from
>>evnt_mesag(...) or evnt_multi(msg[8]). Simply ...
>>
>>wind_set(WF_ICONIFY,msg[4],msg[5],msg[6],msg[7])
>
>
> correct when you are iconifying after receiving the WM_ICONIFIED message but
> I wish to iconify from a menu entry.

It's the OS' task to keep track of x, y, width and heigth for the iconified
windows. IIRC there is a wind_get() call sub-code for inquiring this.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1409. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ErpD7A.Jtu@suse.modem.stud.uni-hannover.de>
Source record: 4571

```
In article <19980417010243809560@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:
>> method is better imo). When you get the WM_UNICONIFIED message simply
>> interrogate WF_PREVXYWH then pass those values to
>> wind_set(WF_UNICONIFY).
>
> IIRC, this screws up if the user has moved the iconified window, as it
> will get the last location of the iconified version, not the maximized
> window...
>
> And I guess you work with Magic (and again IIRC, from my tests, I couldn't
> get it to work correctly with AES 4.1 without the wind_close/open).

Most people consider this one of the many bugs in AES 4.1. No docs I've
seen mention this as required. So basically this is one of the many work-
arounds we'd need to add to keep the intrepid users of AES 4.1 happy.

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

1410. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-20 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ErpCyF.Jt8@suse.modem.stud.uni-hannover.de>
Source record: 4572

```
In article <35373faf.6758598@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
> On 15 Apr 1998 21:05:02 -0700, Katherine L Ellis <kellis@primenet.com>
> wrote:
>
>>David, I also want to know, when you find out, pliz tell me.
>>I basically need to use ICONIFY (of the aes), but without having a
>>ICONIFY widget, I don't know how to make it to work.
>
> This will get you started ...
>
> typedef struct {
> int16 x,y,w,h;
> } Rect;
> #define PRECT(a) &a.x,&a.y,&a.w,&a.h
> #define NIL -1
>
> main()
> {int w;
> Rect rr;
>
> appl_init();
> w = wind_create(NAME | MOVER | CLOSER,100,100,100,100);

A program that allows iconification from a menu but as no ICONIFIER gadget ?
Very confusing, mildly stated ;-) You should adjust the wind_kind parameter
to contain the iconifier too.

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

1411. Re: Bootup pics on falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-21 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6hgs8a$6bj@usenet.pa.dec.com>
Source record: 4573

In article <6hfjqv$f9q$2@plug.news.pipex.net>, inorton_badrul@hotmail.com (Ian Norton) wrote:
>anyone know of a simple little program that'll show a
>pic and play a sound on boot for a falcon 030? if possible same
>for shutdown (magic5)

On audio, you can try PH Player.
Try http://www.geocities.com/SiliconValley/6880/phsw.html

Rdgs
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

1412. Re: Line-F

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-21 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <893125094.21133.0.nnrp-11.9e98f145@news.demon.co.uk>
Source record: 4574

```
-----BEGIN PGP SIGNED MESSAGE-----

On 19 Apr 1998 15:53:50, Tomas Berndtsson wrote:
> "Marco Lagendijk" <marcola@xs4all.nl> writes:
>
> > Has anyone got information on the LINE-F routines in TOS? I's like to know
> > what they do in the highest possible detail.
> > Seems to be undocumented stuff: I can find much documentation on LINE-A, but
> > not on LINE-F (??).
>
> LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F
> call will give 11 bombs.

IIRC, with TOS 1.00 the LINE-F is used internally for GEM AES and VDI calls.
I don't know where it changed to bombs, but with 1.62 it does.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTtcQFeKRkq5A+OlAQHEfAIAoULECiCf4ijoGEE/Cwdj2kAE83BVhXOJ
0BSaSK/tr46DysWZTwgQWQ7XzLsidK2ii3QQePqNRtPYOjKeesNVPA==
=Bjl7
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb
```

1413. Re: Line-F

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-21 00:00:00 UTC
From: Kent Johansson <midwinter@hotmail.com>
Message-ID: <353C5952.4613A2A7@hotmail.com>
Source record: 4575
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Tomas Berndtsson wrote:

> "Marco Lagendijk" <marcola@xs4all.nl> writes:
>
> > Has anyone got information on the LINE-F routines in TOS? I's like to know
>
> LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F

Is there any software emulating a FPU that catches the Line-F calls and acts like a (slow) FPU? I know there is some thing like that for Linux, but for Tos usage?

//Kent Johansson

1414. Re: Line-F

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-21 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <893186921.11118.0.nnrp-04.9e98f145@news.demon.co.uk>
Source record: 4576

```
-----BEGIN PGP SIGNED MESSAGE-----

On 20 Apr 1998 14:04:10, Andreas Schwab wrote:

> Not exactly true. Earlier TOS versions (upto 1.4(?)) (mis-)used LINE-F in
> the AES part to squeeze a few bytes out of it. But this was as internal
> as you can get, and you won't find any docs about that.

ST Internals (Abacus) gives a bit of info about it, saying that it contains
self-modifying code. The idea was that a single 0xf??? opcode, with bit 0
set, replaced the following code:

tst.l (a7)+
movem.l (a7)+,dx-dy/ax-ay
unlk a6
rts

The dx-dy and ax-ay were selected by ANDing the opcode with 0x0ffe, and
left shifting 2 bits. By copying this word into the LINE-F code, the movem.l
could 'unstack' any of the registers between d3 and d7, and between a0 and
a5.

If bit 0 of the opcode was clear, it was taken as an offset in a jump table.
The jumptable entries corespond to 0xf000 to 0xf9cc. What each of these did
is anyones guess.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: Requires PGP version 2.6 or later.

iQBVAgUBNTzqjleKRkq5A+OlAQF3GgH/Y882L/DKSh4/5ljzvkOnv9IoO2o0hU5A
NUEtMrWmu4mWhDIllcAzQph9MKYueos0BOzaaibZ48Tayc2bRC0H+Q==
=8fz9
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, V.34
Atari 1040STE 4Mb
```

1415. Looking for and wnating to know...

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-22 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980422004834.10221A-100000@ganymede.cs.mun.ca>
Source record: 4577

Hello everyone,

Tab does anyone know where I can locate a decent movie player for
MPEG, AVI, e.t.c. I got one here and am using on a mega/ste with 2 megs
of RAM but it very seldom works and usally only in greyscale when it does.
I also have a copy of 1st guide, but this displays the movies very pixely.
If you stand back from the screen about 7 feet you can sort of pick out
the movie :) and greyscale is hopeless in this as well. Anyhow if anyone
has any ideas on where to locate a player/multi-media program, please let
me know.

As well, what kind of RAM fits thte MEGA/STE. I really don't want
to open it and look at the sockets to determine. Can simms fit it?

Scott.

1416. Re: Need information on the VA Protocol

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-22 00:00:00 UTC
From: Theo Ros <theo.ros@rnw.nl>
Message-ID: <01bd6dda$e6a65340$c0cb3a91@naladmin.rnw.nl>
Source record: 4578

Try browsing through the ICTARI disks at
http://www.elis.demon.co.uk/ictari/issues.htm

You'll find stuff in GfA Basic for the VA protocol (and more) on number 39
and 41
PS. if you are a programmer who likes to share his work with others, please
also think about uploading some stuff to e-mail: augeas@elis.demon.co.uk

Hope you find what you're looking for,

Theo Ros (theo.ros@rnw.nl)

Thomas Sahlin <thomas.sahlin@home.se> wrote in article
<6hg67ujnn1@cubacola.tninet.se>...
> Hi there!
>
> Can anyone give me a hint on where I can find information concerning the
> VA Protocol? I downloaded a copy of Gemini somewhere, but that package
did
> not offer any programming manuals.
>
> Regards
>
> Thomas Sahlin
>
> ----------
> thomas.sahlin@home.se
> http://user.tninet.se/~jyc891w/
>

1417. GFA BASIC routines for ste/TT DMA wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-22 00:00:00 UTC
From: Ecoplus@knoware.nl
Message-ID: <893267509.825425@ns2.knoware.nl>
Source record: 4579

Hi all

I was looking around for DMA (music) libraries for GFA basic, does anyone know where to find them?

1418. ---> MEGA ISSUE 3 ? <---

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-22 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6hlk5q$e5n$1@heliodor.xara.net>
Source record: 4580
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Only if you help us out !

I am currently working on issue 3, We have had some new members to support the new zine but I am sure there are a lot of you out there how would like to write somthing.

If you would but dont know how, then write a articles for the WIBBLE section of MEGA. Simply keep typing the first things that come into your head for a line or 100, and mail it to me.

Have any ideas on stuff to include, I like to hear from you.

Sorry to all those people who are waiting for MEGA to appear on my site, It should be there shortly. I will mail it to people who request it.

If you have already got MEGA, Make sure you have got the disc_1a.zip and disc_2a.zip files, The ones without the "a" are a faulty version. This was mailed in a almighty cock up on my part. The main problems are bottoms of files missing, a few not on the disc and the music will not turn on if you turn it off.

Anyone who I sent my questionnaire to , all have now been removed from the mailing list as they have not given permission for me to keep them on recored.

Please take a few moment to send your support to MEGA, I know there are a lot of readers out there, so Keep the mag going and offer your help. Support you ATARI computer, don't hide behind your keyboard, let the world hear you !!

ATARI FOREVER

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

1419. Re: ICTARI R.I.P. ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-22 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <17856097_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 4581

In article <892499721.9092.0.nnrp-02.9e98f145@news.demon.co.uk>
dbolt@my-ste.demon.co.uk (David bolt) wrote:-

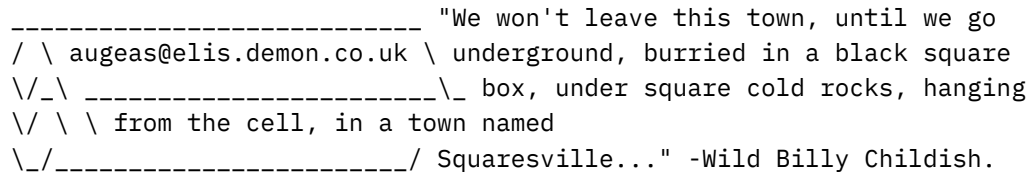
>-----BEGIN PGP SIGNED MESSAGE-----
>
>On 13 Apr 1998 01:19:01, johnr@thedruid.demon.co.R.e.m.o.v.e.T.o wrote:
>>
>> Hi Augeas,
>>
>> > In the meantime, issue 52 is at the usual place:
>> >
>> > http://www.elis.demon.co.uk/ictari/ictari.htm
>>
>> Any chance you could make this available via fidonet technology? This
>> way it
>> would reach many Atarians who like myself do not have full net access.
>
>If the whole of issue 52 is archived, it could be distributed in the same
>way as Atariphile was.

I can't imagine when I'd have time to start messing around with
Fido or NeST, but I've no problem with anyone else having a go.
-It'd be nice to include a note saying where you got the issues
from, and what ICTARI is meant to be about. The issues I upload
eventually end up as ST-Club disks, which I'm happy about.

Issue 48 is now fixed, by the way...

Have Fun,
"Augeas"

--


augeas@elis.demon.co.uk
"We won't leave this town, until we go
underground, burried in a black square
box, under square cold rocks, hanging
from the cell, in a town named
Squaresville..." -Wild Billy Childish.

1420. Re: Looking for and wnating to know...

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <6hmlck$vt8$1@nnrp1.dejanews.com>
Source record: 4582

Hi,

>
>
> Hello everyone,
>
> Tab does anyone know where I can locate a decent movie player for
> MPEG, AVI, e.t.c. I got one here and am using on a mega/ste with 2 megs
> of RAM but it very seldom works and usally only in greyscale when it does.
> I also have a copy of 1st guide, but this displays the movies very pixely.
> If you stand back from the screen about 7 feet you can sort of pick out
> the movie :) and greyscale is hopeless in this as well. Anyhow if anyone
> has any ideas on where to locate a player/multi-media program, please let
> me know.
>
> As well, what kind of RAM fits thte MEGA/STE. I really don't want
> to open it and look at the sockets to determine. Can simms fit it?
>
> Scott.
>
You could try Aniplay. It works very well on my system:

http://perso.wanadoo.fr/didierm/index-e.htm

Regards,

Ben Hills.

Ben Hills - UNIX, Windows & Atari programmer
ben@imperial.co.uk - http://www2.imperial.co.uk/home/ben

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1421. Re: Looking for and wnating to know...

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: grovem@BLOCKridgenet.net
Message-ID: <6hms0kdsj1@ash.ridgecrest.ca.us>
Source record: 4583

On 23 Apr 1998 00:59:47, Ben Hills wrote:
>Hi,
>
>>
>>
>> Hello everyone,
>>
>> Tab does anyone know where I can locate a decent movie player for
>> MPEG, AVI, e.t.c. I got one here and am using on a mega/ste with 2 megs
>> of RAM but it very seldom works and usally only in greyscale when it does.
>> I also have a copy of 1st guide, but this displays the movies very pixely.
>> If you stand back from the screen about 7 feet you can sort of pick out
>> the movie :) and greyscale is hopeless in this as well. Anyhow if anyone
>> has any ideas on where to locate a player/multi-media program, please let
>> me know.
>>
>> As well, what kind of RAM fits thte MEGA/STE. I really don't want
>> to open it and look at the sockets to determine. Can simms fit it?
>>
>> Scott.
>>
>You could try Aniplay. It works very well on my system:
>
> http://perso.wanadoo.fr/didierm/index-e.htm
>
>Regards,
>
>Ben Hills.

Like Ben said Aniplay works very well as does M_Player. Remember you
only have 16 colors however.

Your STE will accept standard 30 pin simms, 8 or 9 chip. Even 100ns
would work, I guess to a point, the faster the better. If you already
have two megs, you just need two more simms.

Mike

1422. Re: Line-F

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6hn8ev$344@balaena.bio.vu.nl>
Source record: 4584
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Kent Johansson (midwinter@hotmail.com) wrote:

: > LINE-F is used by the FPU, if one is installed. Otherwise, any LINE-F

: Is there any software emulating a FPU that catches the Line-F calls and acts like
: a (slow) FPU? I know there is some thing like that for Linux, but for Tos usage?

Linux 68k currently uses some code from FreeBSD, thoughit's not in the
official source distribution because the BSD liscense and the GNU liscense
are not 100% compatible. My guess is that with some modifications for the
lowlevel stuff the FreeBSD could be adapted for TOS as well, although most
TOS programs don't rely on an FPU...
The code used in Linux/BSD can be found in the Linux 68k FPU-emulation code
patch on the NoCrew FTP site.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

1423. Re: GFA BASIC routines for ste/TT DMA wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <353eefb0f67830@game-master.com>
Source record: 4585

on Wed 22-04-98 17:51 Barry Schut wrote:

>I was looking around for DMA (music) libraries for GFA basic, does
>anyone know where to find them?

I have something called d_sound for GFA. I can send it to you if
you like.

--
Ross MacIver
<rosco@game-master.com>

1424. Re: Line-F

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: Marco Lagendijk <marcola@xs4all.nl>
Message-ID: <6hnqc5$ba4$1@news2.xs4all.nl>
Source record: 4586
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Thanks all for your help on this subject.
It has made me find my bug, which was not decrementing the Program counter by 2 before creating the stack frame.
Result: instead of analyzing the Line-F code, an arbitray other value was being analyzed...

Marco

1425. Re: GFA BASIC routines for ste/TT DMA w

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6ho3ev$lj0$1@zingo.tninet.se>
Source record: 4587

>I was looking around for DMA (music) libraries for GFA basic, does
>anyone know where to find them?

GFA has some inbuilt commands for this. If I remember correctly they are
DMASOUND, MWOUT, STE?, TT? or something like that. I can give you a more
detailed description if you like.

Regards

Thomas Sahlin

1426. Re: Bootup pics on falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <353b9d8a.3367492@news.demon.co.uk>
Source record: 4588

On 20 Apr 1998 13:50:23 GMT, inorton_badrul@hotmail.com (Ian Norton)
wrote:

>anyone know of a simple little program that'll show a
>pic

No, but there must be one. It is certainly trivial to do on an ST(e)
with Setscrn(), Getrez() and a Degas image.

>and play a sound on boot for a falcon 030?

Sorry, I've never done a thing with sound!

>if possible same
>for shutdown (magic5)

Yes but it probably would be a little more involved.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1427. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3546642e.1408996@news.demon.co.uk>
Source record: 4589

On Tue, 21 Apr 1998 18:47:15 +0100, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> > And I guess you work with Magic (and again IIRC, from my tests, I couldn't
>> > get it to work correctly with AES 4.1 without the wind_close/open).
>>
>> Most people consider this one of the many bugs in AES 4.1. No docs I've
>> seen mention this as required. So basically this is one of the many work-
>> arounds we'd need to add to keep the intrepid users of AES 4.1 happy.
>
>I am told the same is true for N.AES.
>
>As I have never seen any official documentation for this, I cannot comment
>on it being a bug, except that to say as AES defined the standard, and
>N.AES / Magic are supposed to be compatible AES's, people should write for
>the standard, not the clone.

It's an obvious bug in my opinion Anthony. Imagine this ... there you
are with an iconification message, you close the window then horror of
horrors the window will not open again! Same problem in reverse.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1428. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3545635b.1197862@news.demon.co.uk>
Source record: 4590

On Mon, 20 Apr 1998 08:01:27 GMT,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:

>In article <35373faf.6758598@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> On 15 Apr 1998 21:05:02 -0700, Katherine L Ellis <kellis@primenet.com>
>> wrote:
>>
>>>David, I also want to know, when you find out, pliz tell me.
>>>I basically need to use ICONIFY (of the aes), but without having a
>>>ICONIFY widget, I don't know how to make it to work.
>>
>> This will get you started ...
>>
>> typedef struct {
>> int16 x,y,w,h;
>> } Rect;
>> #define PRECT(a) &a.x,&a.y,&a.w,&a.h
>> #define NIL -1
>>
>> main()
>> {int w;
>> Rect rr;
>>
>> appl_init();
>> w = wind_create(NAME | MOVER | CLOSER,100,100,100,100);
>
>A program that allows iconification from a menu but as no ICONIFIER gadget ?

Just answering a question.

>Very confusing, mildly stated ;-)

I wholeheartedly agree!

>You should adjust the wind_kind parameter
>to contain the iconifier too.

Hmm, do you reckon that might be handy? I guess so. ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1429. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <353da0ff.4252905@news.demon.co.uk>
Source record: 4591

On Fri, 17 Apr 1998 01:02:43 +0100, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> method is better imo). When you get the WM_UNICONIFIED message simply
>> interrogate WF_PREVXYWH then pass those values to
>> wind_set(WF_UNICONIFY).
>
>IIRC, this screws up if the user has moved the iconified window, as it
>will get the last location of the iconified version, not the maximized
>window...

Yes, it wouldn't surprise me if it did. Saving PREV somewhere
immediately after iconification would be a wise precaution.

>And I guess you work with Magic (and again IIRC, from my tests, I couldn't
>get it to work correctly with AES 4.1 without the wind_close/open).

Oh gawd. As if iconification wasn't badly thought out enough as it is!

>[as you may have guessed, it was about a year ago that I played with this
> code - ever since its just been in my standard library, so I cannot
> remember the reasons 100% why it looks as it does]

I know that situation all too well! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1430. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <354966af.2049036@news.demon.co.uk>
Source record: 4592

On Fri, 17 Apr 1998 10:40:39 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> oic! In this case send yourself a WM_ICONIFIED message with msg[4..7]
>> set to -1 (or simply wind_set(WF_ICONIFY,-1,-1,-1,-1) but the first
>> method is better imo). When you get the WM_UNICONIFIED message simply
>> interrogate WF_PREVXYWH then pass those values to
>> wind_set(WF_UNICONIFY).
>
>The last step wont work very well if you of some reason have moved the
>iconified window (or maybe this is a special case?).

I don't know. Iconification is a mess so I keep it simple. I use
wind_set(WF_ICONIFY,msg[...]) when I get the iconification message and
wind_set(WF_UNICONIFY,msg[...]) when its counterpart is received.

>So it's better to
>save the position before iconifying it like Anthony said.

He's most likely right. I didn't think of it as I whipped up my
example! Iconification should never have been left to the programmer
in the first place - it is a system function and the only part the
programmer should play in it is to have the ability to ignore the
original iconification message. I'm not even sure if the uniconify
message ahould even be "visible". Depends on the implementation.
Anyway, we're stuck with it as it is. ;-|

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1431. Re: TOS calls that alter their stacked params

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3542606f.449686@news.demon.co.uk>
Source record: 4593

On 18 Apr 1998 05:56:06 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Are there any TOS calls (GEMDOS/BIOS/XBIOS) that obliterate any of their
>stacked parameters?

I'm not sure. In some docs somewhere I have seen mention of a save
area for either BIOS or XBIOS calls. What the implications of this
are, however, is another matter.

Can anybody else shed light on this?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1432. Compiling Atari ST bins on a PC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-23 00:00:00 UTC
From: Franz Kruhm <fkruhm@one.net>
Message-ID: <353FC62A.7FBBE69A@one.net>
Source record: 4594

is it possible? cause the compilers (in C) i have for the ST wont work
with WinSton... any ideas?
please email at fkruhm@one.net
Franz Kruhm

1433. A bug in Lattice C?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-24 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <354035D4.5D9693A5@NO.SPAM.emw.ericsson.se>
Source record: 4595

Hi,

I wonder if anyone else using Lattice C has got this problem.

If I compile a program and then set the load program into
Fast-RAM flag, my program takes up twice as much memory!

Has anyone noticed this????

Am I the only one with this problem?

Am I the only one who has got Fast-RAM and wants to use it?

Anyone???

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1434. Re: GFA BASIC routines for ste/TT DMA wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-24 00:00:00 UTC
From: Theo Ros <theo.ros@rnw.nl>
Message-ID: <01bd6f8d$c5a8fc60$c0cb3a91@naladmin.rnw.nl>
Source record: 4596

Try downloading Ictari disk #51 from
http://www.elis.demon.co.uk/ictari/issues.htm
Currently I am working on new routines to deal with samples (μ-law, A-law conversions etc) and I will send these as an update to Ictari soonest.
If you have anything you are willing to share with other (GfA) programmers, please consider uploading something too.

Theo Ros (theo.ros@rnw.nl)

1435. Re: wind_get using wf_iconify

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-24 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980424183158809 56@zetnet.co.uk>
Source record: 4597

> >As I have never seen any official documentation for this, I cannot comment
> >on it being a bug, except that to say as AES defined the standard, and
> >N.AES / Magic are supposed to be compatible AES's, people should write for
> >the standard, not the clone.
>
> It's an obvious bug in my opinion Anthony. Imagine this ... there you
> are with an iconification message, you close the window then horror of
> horrors the window will not open again! Same problem in reverse.

Yes, I see your point, that could be rather problematic. :)

Anthony
--
---------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
---------------------------------------+------------------------------

1436. Re: Descent on F030

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-25 00:00:00 UTC
From: Sven Persson <sven.persson@mbox301.swipnet.se>
Message-ID: <01bd7031$23023ea0$37a6f482@sven133>
Source record: 4598

Hi!

> Hi everyone :)
> Has anyone thought of porting descent from interplay to the falcon?

I noticed something about that on DHS webpage.. Rumors say TBL is working
on it.

/Peter

1437. Re: GFA BASIC routines for ste/TT DMA wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-25 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <3541b9fa5fa850@game-master.com>
Source record: 4599

on Wed 22-04-98 17:51 Barry Schut wrote:

>I was looking around for DMA (music) libraries for GFA basic, does
>anyone know where to find them?

I have something called d_sound for GFA. I can send it to you if
you like.

--
Ross MacIver
<rosco@game-master.com>

1438. Re: Compiling Atari ST bins on a PC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35451e50.933952@news.demon.co.uk>
Source record: 4600

On Thu, 23 Apr 1998 17:52:26 -0500, Franz Kruhm <fkruhm@one.net>
wrote:

>is it possible? cause the compilers (in C) i have for the ST wont work
>with WinSton... any ideas?

Perhaps you could try a different emulator - Pacifist perhaps? I
haven't heard of any problems with using Lattice C or PureC with
MagicPC - well no more than with standard MagiC anyway. Mark Williams
C (which is command line based) certainly works with the demo, so I
would expect Sozobon and GNU would also.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1439. Your Input Needed: How Would YOU Improve TOS/GEM?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-26 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35428cad.2265235@news.tmisnet.com>
Source record: 4601

I've been having problems posting this ... if you've
seen it twice already, please accept my apologies!
!@#$%^&* Free Agent, someday I'll get my Falcon on-line!

For quite awhile now, Wizztronics
(http://www.wizztronics.com) has been asking
for comments and requests about what we would like
to see in their forthcoming TOS/GEM clone computer.

I've sent in a bunch of email suggestions, and recently
asked when the promised survey would be posted to their
web page. Part of the reply from Steve Cohen read:

>> After reading Email, almost daily I find many users
>> come up with brilliant suggestions. I'm sorry we do
>> not reply to each message sent, it would simply
>> take too much time away from developement.

I asked him if it would be okay to publish this comment
to the Usenet, and he said:

>Yes I have no objections to your request. We want
>users and prospective users to know what's going
>on. We do not want people to think we forgot
>about, or that we do not read their mail. All
>responses received from customers, and users of
>the TOS platform are important to us.

Now is the time to get that suggestion in writing and
emailed off to toscompinfo@wizztronics.com !! You
don't have to be a computer scientist to make a
suggestion, either -- if you've ever said to yourself
"I wish my computer would..." or "I wish I could do
this with my machine...", write it down and send it in!

On other computer platforms, you only get what they
have to offer. On our platform, you get a chance to
directly influence the features and capability of the
next update to the operating system & hardware.

Now's your chance!

-- George Crissman
-- strads@tmisnet.com

No, I'm not affiliated with Wizztronics. I'm just excited.
http://www.tmisnet.com/~strads/hq/atari.html

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1440. Visit the Silly Software emulation Site

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-26 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <35471f6b.6509525@news.zetnet.co.uk>
Source record: 4602

Visit the Silly Software emulation site: Lists all the top emulators
you can use on the Atari ST, Amiga, and PC...also with links to Rom
Sites. The url is http://www.users.zetnet.co.uk/sillysoftware/emu.htm

---
Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

1441. f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-26 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6hv8l3$d72$1@plug.news.pipex.net>
Source record: 4603

hi

can anyone reccomend a good mid file player for the falcon,
ideally multitask compatible

cheers

Ian Norton :)

inorton_badrul@hotmail.com

1442. Re: Compiling Atari ST bins on a PC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-26 00:00:00 UTC
From: John Sohn <jsohn@ee.net>
Message-ID: <35438BD0.938BB1BD@ee.net>
Source record: 4604

I've got Sozobon C running in Windows 95 as a Win32 command
prompt. You can use it to create an Atari ST executable. I'm hacking
with it in my spare time and may add onto it as time goes by.
You can find information on it at:

http://www.geocities.com/SiliconValley/Peaks/3562/

Regards,
John Sohn
jsohn@ee.net
http://www.geocities.com/SiliconValley/Peaks/3562/

1443. Pure C help

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: grovem@BLOCKridgenet.net
Message-ID: <6i1ae7$pb5$1@ash.ridgecrest.ca.us>
Source record: 4605

I was playing around with the source code (Pure C) that was included
with my ScreenEye video digitizer and Lattice C. I didn't have much
luck working with it, mostly because I don't know what I am doing, and
also I think that some of the lib's required for the program to be
compiled are from the Pure C package. I had asked Remi Vanel (author of
Mountain) about this as Mountain works well on the NOVA as does
M_Player.
He gave me an assembly example below, but I am even worse at that:).
He is also very busy with studies, so I hate to bother him to much.

>Is there anyway to report the video mode to the ScreenEye software so
>it will display properly on the NOVA video card?

>Argg, *very* difficult if you don't have the source code.
>In the code, when a dot is drawn you juste have to replace :

>move.w (a0)+,(a1)+

>by:

> move.w (a0)+,d5
> ror.l #5,d5
> lsr #1,d5
> rol.l #5,d5
> ror #8,d5
> move.w d5,(a1)+

>where d5 is an unused register.

>As there is more instructions in the second methode, it will be too hard (for me)
>to patch directly the executable.

>Maybe you can ask the author... ?

(No! Software looks to be the author of at least some of the package.
Matrix the rest).

I have what I think is the complete source and other related files
needed to compile this under Pure C.

If anyone thinks they might be able to help out, it would be worth an
HBS T-36 for their ST/MST if I was able to get the software up and
running on my Falcon/NOVA setup.

Thanks,

Mike

Remove BLOCK from my email address to reply

1444. Re: f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se>
Source record: 4606

Ian Norton wrote:
>
> hi
>
> can anyone reccomend a good mid file player for the falcon,
> ideally multitask compatible

Do you want a "module" player or a "midi" file player? If you
are after a midifile player which cam play sounds as well
there is only one and it's multitasking friendly. It works
very well under MagiC. This is called MIDPLAY and you can
find out more about it here:

http://perso.wanadoo.fr/softjee/

If you want a midi file player without sound you can find one
there as well, it's called PRETTY.

If you want a module player I don't know as I have got none
which works properly. There were one called MEGAPLAYER which was
pretty good and could play most formats, but it doesn't work
on my computer at all.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1445. Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <OZAXC6K@tos.pl.net>
Source record: 4607
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

I noticed after looking at the Atari mouse port pinout in my TT030 user's manual that on pin 5 there is room for a third (middle) mouse button.

While I don't know of any software that makes use of the third button, I wonder if the facility is there for a third button on pin 5, or is pin 5 simply not connected or ignored by the keyboard? If pin 5 is not ignored by the keyboard, does TOS support the third button? Is there any GEM software that uses the middle mouse button?

I ask as I am working on an adaptor to allow a serial mouse to be connected to the Atari ST mouse port. I would like to make the third button do something useful, but if pin 5 is disconnected or ignored it would not be sensible for me to use it. The other option is to make the third button act as a double click or as a simultanious left and right click, but I would not want to exclude users of perhaps X Windows or something that does make use of the third button on pin 5.

Another question - I observe that when the mouse is moved too quickly on my TT the mouse cursor moves in the reverse direction for a moment. I have noticed the same behaviour on other Atari ST series machines. (The effect is more noticable with third-party mice as they are faster than the Atari mouse.) I guessed that this must be caused by a movement count in the keyboard processor overflowing when the mouse is moved too quickly, and causing the sign to change. Is this really the reason? Is there anything I can do about that?

And finally, would there be any interest in such an adaptor? There is a serial mouse driver available allowing a serial mouse to be used on a serial port, but then you have the mouse port doing nothing while on the ST, with only one serial port, you have no serial ports left. Wouldn't it be better to be able to connect a serial mouse to the mouse port, leaving your serial port free for a modem? What do you think?

I look forward to your comments.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

1446. Re: TOS calls that alter their stacked params

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35446F33.43FF@mst.tn.utwente.nl>
Source record: 4608

Guy Harrison wrote:
>
> I'm not sure. In some docs somewhere I have seen mention of a save
> area for either BIOS or XBIOS calls. What the implications of this
> are, however, is another matter.
>
> Can anybody else shed light on this?

The TRAP dispatcher uses a fixed memory location to save
the registers and return adresses. The pointer to this
area is savptr (0x4A2). This says also nothing about
the routines changing their parameters on the stack.
I wouldn't count on those parameters staying unaltered.

Hans

1447. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <35447917.4A@cfcsc.dnd.ca>
Source record: 4609

Mario Becroft wrote:
> I noticed after looking at the Atari mouse port pinout in my TT030 user's
> manual that on pin 5 there is room for a third (middle) mouse button.
> While I don't know of any software that makes use of the third button, I
> wonder if the facility is there for a third button on pin 5, or is pin 5
> simply not connected or ignored by the keyboard? If pin 5 is not ignored
> by the keyboard, does TOS support the third button? Is there any GEM
> software that uses the middle mouse button?

I beleive that FaST Club sells a Mouse Tricks program that allows you to
use the third button on a mouse. all sorts of other tricks also.

> And finally, would there be any interest in such an adaptor? There is a
> serial mouse driver available allowing a serial mouse to be used on a
> serial port, but then you have the mouse port doing nothing while on the
> ST, with only one serial port, you have no serial ports left. Wouldn't it
> be better to be able to connect a serial mouse to the mouse port, leaving
> your serial port free for a modem? What do you think?

bloody right it is a marvellous idea. Amiga mice are getting hard to
find,
Atari mice even harder. a thingy that would allow you to use a serial
mouse
on an ST mouse port is _such_ a good idea! I think I speak for all
owners
of the excellent Atari (sic) mouse that this would revolutionize usage.
I mean, if you can get a standard PC mouse hooked up, then wouldn't
other
possibilities such as track balls (maybe even tablets??) also work?
plus the added factor of not having to constantly unplug and plug in the
ST mouse connector might be an option as well, non?
YES!

> I look forward to your comments.

> Mario Becroft Auckland, New Zealand
> mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
> Tariland, Atari Support in New Zealand _.|o o |_))
> tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Collï¿½ge des Forces canadiennes ken.macdonald@taf.ftn.org

1448. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: Branko Badrljica <brankob@svet-el.si>
Message-ID: <35447759.F2D41F61@svet-el.si>
Source record: 4610
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Mario Becroft wrote:

> I noticed after looking at the Atari mouse port pinout in my TT030 user's
> manual that on pin 5 there is room for a third (middle) mouse button.
>

IMHO Atari ST (at least) does not have hardware provisions for 3-button mouse.
This "extra" pin is simply empty.

Regards,

Branko

1449. Re: f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <35449aec12a86a1@club-internet.fr>
Source record: 4611

Hello,

in article <35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se>
Magnus Kollberg wrote:

> there is only one and it's multitasking friendly. It works
> very well under MagiC. This is called MIDPLAY and you can
^^^^^^^^^^^^^^^^^^^^
Ah ? Maybe I should upgrade my copy

--
Pascal, surfing the web on his Falcon...

1450. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: curis@news.ens.fr
Message-ID: <6i257f$e88$1@nef.ens.fr>
Source record: 4612
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Bonjour,

Dans l'article <3566833d.13867428@news.zetnet.co.uk>,
Tony Greenwood, <paxton@zetnet.co.uk> a ecrit :

>>IMHO Atari ST (at least) does not have hardware provisions for 3-button mouse.
>>This "extra" pin is simply empty.
>>
>>I believe the ATARI has 4 Mouse settings..well mine does...
>>
>>1=left mouse button
>>2=right mouse button
>>3=both mouse buttons
>>4=nothing (deep man!)
>>
>>Detecting third mouse button simply replaces option 3...I think!!

Not with standard functions... It seems that GEM/VDI functions
theoretically allow one button per bit of the returned word for the
mouse-buttons state.
That is, if 3 buttons :
%000 -> no button pressed
%001 -> button 1 pressed
%010 -> button 2 pressed (makes 2)
%011 -> button 1 & 2 pressed (makes 3)
%100 -> button 3 pressed (makes 4)
and so on...

The matter is that it seems that mouse-controller doesn't seem to be
made for using these capacities...
I had an optical 3-buttons mouse. As far as I could remember, pressing
the middle button had no effect on 520 but was recognized on Mega STE. But the
returned word was incorrectly set.
It was a long time ago, I can't give more details...
--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

1451. Re: f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6i25ko$p7q@balaena.bio.vu.nl>
Source record: 4613

Ian Norton (inorton_badrul@hotmail.com) wrote:

: can anyone reccomend a good mid file player for the falcon,
: ideally multitask compatible

There's one that simply plays over the MIDI port. It's called SMF and should
be available at most Atari FTP sites in the MIDI/Music area.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

1452. "International" str(case)cmp?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6i28gi$ln4$1@sun27.hrz.tu-darmstadt.de>
Source record: 4614

Hi!

I'd like to know if there's an implemnation of strcmp() and strcasecmp()
out there which respects foreign characters correctly, so that sorting via
those functions does "the right thing". I could do this for the German
"umlauts", but not for all the Scandinavian, French and Spanish national
characters. So, is there anybody who has done that?

Alternatively, could people from one of the above mentioned countries post
(or mail) a list of their national characters and how they get sorted in
the alphabet, with and without attention to upper/lower case?

Ciao

Thomas

P.S.: I need that for Thing, as some people have sent requests for correct
sorting ...

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1453. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3544a459.1733028@news.tmisnet.com>
Source record: 4615

I've taken the liberty of emailing this suggestion
to Wizztronics, since they're working on a new
TOS/GEM clone.

-- George Crissman
-- strads@tmisnet.com

On Mon, 27 Apr 1998 07:24:55 -0500, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>Mario Becroft wrote:
>> I noticed after looking at the Atari mouse port pinout in my TT030 user's
>> manual that on pin 5 there is room for a third (middle) mouse button.
>> While I don't know of any software that makes use of the third button, I
>> wonder if the facility is there for a third button on pin 5, or is pin 5
>> simply not connected or ignored by the keyboard? If pin 5 is not ignored
>> by the keyboard, does TOS support the third button? Is there any GEM
>> software that uses the middle mouse button?
>
>I beleive that FaST Club sells a Mouse Tricks program that allows you to
>use the third button on a mouse. all sorts of other tricks also.
>
>> And finally, would there be any interest in such an adaptor? There is a
>> serial mouse driver available allowing a serial mouse to be used on a
>> serial port, but then you have the mouse port doing nothing while on the
>> ST, with only one serial port, you have no serial ports left. Wouldn't it
>> be better to be able to connect a serial mouse to the mouse port, leaving
>> your serial port free for a modem? What do you think?
>
>bloody right it is a marvellous idea. Amiga mice are getting hard to
>find,
>Atari mice even harder. a thingy that would allow you to use a serial
>mouse
>on an ST mouse port is _such_ a good idea! I think I speak for all
>owners
>of the excellent Atari (sic) mouse that this would revolutionize usage.
>I mean, if you can get a standard PC mouse hooked up, then wouldn't
>_other_
>possibilities such as track balls (maybe even tablets??) also work?
>plus the added factor of not having to constantly unplug and plug in the
>ST mouse connector might be an option as well, non?
>YES!
>
>> I look forward to your comments.

>
>> Mario Becroft Auckland, New Zealand
>> mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
>> Tariland, Atari Support in New Zealand _.|o o |_))
>> tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------
>
>--
>**thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr**
>Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
>GraphicArts TOS 1.04-1.62-2.05-4.04
>Coll�ge des Forces canadiennes ken.macdonald@taf.ftn.org

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1454. Keyboard commands

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-27 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6i2kgb$2jd$2@zingo.tninet.se>
Source record: 4616

Hi there!

Mikael Folkesson (mikaelf@triton.tripnet.se) asked me to post this
message in the newsgroup:

Ruffly translated shortcuts (from German): (These ones are the real
standarised ones. Control-Space is no standardised shortcut!)

Standardised after decision of the developerconference (August '89):

Keyboard shortcut Function

Control-C copy
Control-F find
Control-O open
Control-Q quit
Control-V paste
Control-X cut

Shift-"arrow up" one page back
Shift-"arrow down" one page ahead
Shift-"arrow left" Cursor to beginning of line
Shift-"arrow right" Cursor to end of line

Control-"arrow left" cursor one word back
Control-"arrow right" cursor one word ahead

Home to beginning of document
Shift-Home (Clr) to end of document

Not standardised, but de facto-standard:

Keyboard shortcut Function

Control-A select all
Control-G search next
Control-M save as...
Control-N new document
Control-P print
Control-S save
Control-R replace
Control-U close top window
Control-W cycle to next window
Control-Y cut line to clipboard
Control-Z start shell

Alt-Control-Space iconify top window
Shift-Alt-Control-Space iconify application

NB: All 'Alternate-Control'-keyboard shortcuts are reserved for the system.

1455. Re: f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: Bernd_Mueller@du3.ohse.de
Message-ID: <199804280240.a55475@du3.maus.de>
Source record: 4617

Hey,

>There's one that simply plays over the MIDI port. It's called SMF and
>should be available at most Atari FTP sites in the MIDI/Music area.

Sure butit works only if you hav connect a midikeyboard to you comp.

bye
/ Bernd /

/-^-\
/ Bernd_Mueller@mausdu3.ohse.de (no Mails >16 Kb) \
/ Bernd_Mueller@bbs.vobis.de (for Mails > 16 Kb) \
/ www.geocities.com/SiliconValley/Horizon/8196 \
}--{
| ATARI Mega ST4 + PAK/3 + FRAK + Linux |
ï¿½--ï¿½

1456. Compiling Atari ST bins on a PC?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: jhaslam@fortress.org.uk
Message-ID: <2385_jhaslam@fortress.org.uk>
Source record: 4618

fkruhm@one.net wibbled to All about: Compiling Atari ST bins on a PC? in area 'COMP.SYS.ATARI.PROGRAMMER'

Wotcha fkruhm@one.net!

f> Organization: OneNet Communications News Hub
f>
f> is it possible? cause the compilers (in C) i have for the ST wont
f> work with WinSton... any ideas?

WinSton is not a very good emulator on the PC. Its really meant for running games, but doesn't even do this as well as PacifiST.

Have you tried TOSBOX? Thats probably the stablest emulator around, and its designed to run serious software.

Failing that, (and spending money) get MagicPC.

Cheers!

James

/ James Haslam Internet: jhaslam@fortress.org.uk \

\ FidoNet: 2:254/105.2 NeST: 90:102/0.2 BBSNet: 405:100/78.2 /

--

1457. Re: f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <354581EF.6C1B32D8@NO.SPAM.emw.ericsson.se>
Source record: 4619

Pascal Ricard wrote:
>
> Hello,
>
> in article <35443ECB.EEA6B8BF@NO.SPAM.emw.ericsson.se>
> Magnus Kollberg wrote:
>
> > there is only one and it's multitasking friendly. It works
> > very well under MagiC. This is called MIDPLAY and you can
> ^^^^^^^^^^^^^^^^^^^^
> Ah ? Maybe I should upgrade my copy

Hmm.... on the other hand I do have got a AB040 so my computer is
pretty fast. What is your problem? Atleast on my AB040 there are
no problems at all, but I guess a slow Falcon might have some
problems as it's quite a demanding program and I have heard that
under a multitasking system it can cause some keyboard troubles.
BTW. You realy should see MIDPLAY on a 040. The load is almost none
existant. It hardly show at all! If I turn off the caches the computer
hit the roof but with the caches enabled (which are bigger on the
040 than on the 030 as well) I get no slowdown what so ever. It's
marvelous what caches can do for you. :-)))

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1458. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: Benoit Perrin <genwax@geocities.com>
Message-ID: <35459739.41C67EA6@geocities.com>
Source record: 4620
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

```
Branko Badrljica wrote:
>
> Mario Becroft wrote:
>
> > I noticed after looking at the Atari mouse port pinout in my TT030 user's
> > manual that on pin 5 there is room for a third (middle) mouse button.
> >
>
> IMHO Atari ST (at least) does not have hardware provisions for 3-button mouse.
> This "extra" pin is simply empty.
>
> Regards,
>
> Branko

It seems that X11 can use the third button as I saw a friend using this
button on a falcon under Linux.

But he has a Mega-STE keyboard and not the original Falcon keyboard.
Perhaps these keyboards (and the TT-Keyboards) are quite different from
others.

Regards,

Benoit
--
.------------------------------------------------------------------------.
| Benoit PERRIN - Gen & Wax | e-mail: genwax@geocities.com |
| Visual Assembler once, Visual Assembler forever ! |
| http://www.geocities.com/SiliconValley/Bay/1209/ |
`------------------------------------------------------------------------'
```

1459. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <35458A9F.3916@ooc.de>
Source record: 4621
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Mario Becroft wrote:

> While I don't know of any software that makes use of the third button, I
> wonder if the facility is there for a third button on pin 5, or is pin 5
> simply not connected or ignored by the keyboard? If pin 5 is not

The Atari SVR4 Unix for the TT and Linux support the third mouse button.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1460. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Message-ID: <35458E7C.CE7B6BC9@capway.com>
Source record: 4622
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Benoit Perrin wrote:

> Branko Badrljica wrote:
> >
> > Mario Becroft wrote:
> >
> > > I noticed after looking at the Atari mouse port pinout in my TT030 user's
> > > manual that on pin 5 there is room for a third (middle) mouse button.
> > >
> >
> > IMHO Atari ST (at least) does not have hardware provisions for 3-button mouse.
> > This "extra" pin is simply empty.
> >
> > Regards,
> >
> > Branko
>
> It seems that X11 can use the third button as I saw a friend using this
> button on a falcon under Linux.
>
> But he has a Mega-STE keyboard and not the original Falcon keyboard.
> Perhaps these keyboards (and the TT-Keyboards) are quite different from
> others.
>
> Regards,
>
> Benoit
> --
> .---.
> | Benoit PERRIN - Gen & Wax | e-mail: genwax@geocities.com |
> | Visual Assembler once, Visual Assembler forever ! |
> | http://www.geocities.com/SiliconValley/Bay/1209/ |
> `---'

Yes it'me, and effectively the third button work as a real third button with my MegaSTE keyboard whereas, before, it doesn't work with the original one. So i think TT & MSTE keyboard are able to recognise 3 buttons mouse. I will take time to look on TT keyboard datasheet this evening to confirm this information and eventualy i'll try to disassemble the 6301 code to check the existance of the third button routine.

--
NO'MAD SARL / STraTOS
62, Bd Aristide Briand
77000 Melun FRANCE

SIRET : 411 413 826 00016
RCS Melun B 411 413 826

FAX : (+33) 164 378 228
HTTP://www.chez.com/stratos/

1461. Re: "International" str(case)cmp?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzra2ixo08.fsf@issan.informatik.uni-dortmund.de>
Source record: 4623

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> writes:

|> I'd like to know if there's an implemnation of strcmp() and strcasecmp()
|> out there which respects foreign characters correctly, so that sorting via
|> those functions does "the right thing". I could do this for the German
|> "umlauts", but not for all the Scandinavian, French and Spanish national
|> characters. So, is there anybody who has done that?

Check out strcoll and strxfrm.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1462. Re: f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6i4p12$43m@balaena.bio.vu.nl>
Source record: 4624

(Bernd_Mueller@du3.ohse.de) wrote:

: >There's one that simply plays over the MIDI port. It's called SMF and
: >should be available at most Atari FTP sites in the MIDI/Music area.

: Sure butit works only if you hav connect a midikeyboard to you comp.

Indeed, hence it works over the MIDI port (as opposed to DMA sound).
As I said.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

1463. ST-Protracker <2.0

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: Mathias <mpichotz@reis.e-technik.fh-lausitz.de>
Message-ID: <354607FA.578D@reis.e-technik.fh-lausitz.de>
Source record: 4625

looking for Protracker <2.0 for STFM
bye mathias

1464. Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-28 00:00:00 UTC
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Message-ID: <6i5v24$do5@bgtnsc03.worldnet.att.net>
Source record: 4626

Hey all,

I remember reading some time back about how the DSP in the Falcon would
be able to emulate a modem. I know the MWave card in my PC does this and
I was wondering if anyone ever wrote one for the Falcon?

--

||| Greg George
||| Editor, The Atari Times(US)
/ | \ greggeorge@worldnet.att.net
ATARI
TIMES http://www.geocities.com/TimesSquare/Arcade/8341
FREE! http://venus.beseen.com/boardroom/c/17653/Date

1465. Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-29 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35467f14.10518803@news.tmisnet.com>
Source record: 4627

(This was going to be a quick note ... sorry it
ran so long. Just excitable, I guess.)

> I'm still amazed that something like this
> hasn't been mentioned here before though...

Well, they're busy working on the new machine, and
I'm trying not to drool excitedly in public. Plus,
I'm not really associated with the project, so it's
hard to know just how much I should say.

I do know (via email) that the promised survey on the
Wizztronics page will be posted Sometime In May, which
is why I'm suggesting that the deadline for ideas and
suggestions is drawing near.

Since I consider myself a "recreational programmer"
(I know enough to get by, but not enough to create a
sale-able program), I'm doing two things:

1/ Sending in suggestions to make recreational
programming easier, both from a hardware
standpoint and from a GEM/AES standpoint
(since ease of use AND ease of programming
causes system growth and acceptance), and
2/ Advising the experts I come across that their
input is needed, right now!

The 680x0 architecture is already MUCH more efficient
than the x86 architecture, and GEM ... for those who
choose to use it ... is already MUCH more efficient
than MS-Windows; so concentrating on ease of use and
ease of program development is an important consideration
at this time!

Since Microsoft's[s&m] house-of-cards[tm] seems to be
nearing it's critical height, the availability of
another stable, reliable operating system (TOS) and
operating environment (GEM, MAGIC, et. al.) gives us
an edge we haven't had in years. There's a slight
chance we could overcome the dominant industry system,
in much the same way Microsoft overwhelmed the prior
dominant industry system (CP/M).

You may think your idea is "so obvious" that they can't
help but implement it, but my passing reference to an
"evnt_joypad()" call resulted in several postings and

an email or two that said "How come they haven't done
that yet?"

Just to be on the safe side, SUGGEST THE OBVIOUS!

In addition, Steve Cohen has stated for public consumption
that he receives email suggestions daily, and that many of
the ones he reads are "...brilliant!"

Just to be on the safe side, SUGGEST THE OBVIOUS!

Thanks for letting me ramble.

-- George Crissman
-- strads@tmisnet.com

Resources:
Wizztronics: http://www.wizztronics.com/
Suggestions: mailto:toscompinfo@wizztronics.com
Falcon Page: http://www.tmisnet.com/~strads/hq/atari.html

On Tue, 28 Apr 1998 11:19:14 GMT, paxton@zetnet.co.uk (Tony Greenwood)
wrote:

>Hey! hsideras@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk (Harry
>Sideras) wasn't it Mon, 27 Apr 98 04:14:00 that you wrote:
>
>
>> s> http://www.wizztronics.com and look for their request for input.
>> s>
>> s> Don't take too long, something's about to happen.
>>
>>Thanks for the pointer, George. I'm still amazed that something like this
>>hasn't been mentioned here before though...
>
>But it has..that's how come everyone enswering you already knows about
>it :)
>
>.
>
>- Cheers - Tony Greenwood - paxton@zetnet.co.uk
>Computer Games Maker,HTML,STOS,Javascript,Filos
>PAXTONweb http://www.users.zetnet.co.uk/paxton/
>--

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1466. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-29 00:00:00 UTC
From: Bernd Harries <bharries@vossnet.de>
Message-ID: <Pine.LNX.3.96.980429151958.523B-100000@hexe.bis.uni-oldenburg.de>
Source record: 4628
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Hi!

It works indeed!

I have a TT keyboard on my Medusa and shortly bought an Alfa data 3-button mouse for Amiga. I had to switch 2 little jumpers and now it works...

Linux supports the middle button. Before that I had to set Emulate3Buttons in the XF86Config and press both buttons together without shifting the mouse. But that was messy.

If you have a 'normal' ST keyboard you can just connect the UP line of the Joysick 2 port also to pin 5 of the mouse port. That's it!

Bernd Harries

bharries@freeyellow.com http://www.freeyellow.com/members/bharries
bharries@vossnet.de Tel.: +49 421 809 7351 priv. | Linux-m68k
harries@atlas.de +49 421 457 3966 offi. | Medusa T40
bernd@linux-m68k.org

1467. Re: "International" str(case)cmp?

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-29 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6i84gl$208$1@sun27.hrz.tu-darmstadt.de>
Source record: 4629

Hi!

Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> wrote:
: Check out strcoll and strxfrm.

Well, that doesn't help me much for the MiNT-Lib:

/* dummy implementations for strcoll and strxfrm, that doesn't know about
* locales */

(That's a quote from strcoll.c ...)

So, my question remains: Has anybody an implementation of a local character aware str(case)cmp() for the Atari's charset?

And just an implementation of strcoll() or strxfrm() also won't be enough, because as far as I've understood them, they don't provide case insensitivity. I'd also need a locale aware implemenation of toupper() (or alternatively of tolower()), which the MiNT-Lib doesn't provide, either ...

Ciao

Thomas

P.S.: That refers to PL46 of the MiNT-Lib

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1468. BEST Atari System Poll

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-29 00:00:00 UTC
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Message-ID: <6i8sog$og7@bgtnsc03.worldnet.att.net>
Source record: 4630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey everyone,

I've got a poll set up where you can vote for the BEST Atari system.
Please stop by and place your vote! Right now the Lynx is in the lead
with the 2600 is 2nd place and the Jaguar in 3rd. Of course, I'd really
like to see the ST and 8-bit have a presence too...

Here's the votin' place:

http://www.geocities.com/TimesSquare/Arcade/8341/poll_syst.html

--

||| Greg George
||| Editor, The Atari Times(US)
/ | \ greggeorge@worldnet.att.net
ATARI
TIMES http://www.geocities.com/TimesSquare/Arcade/8341
FREE! http://venus.beseen.com/boardroom/c/17653/Date

1469. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-30 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <354892E3.3710@cfcsc.dnd.ca>
Source record: 4631

George Crissman wrote:
> I do know (via email) that the promised survey on the
> Wizztronics page will be posted Sometime In May, which
> is why I'm suggesting that the deadline for ideas and
> suggestions is drawing near.
-snip-
what?
It seems to me that it is _during_ the survey that one makes
suggestions. Unless this survey is a compilation of info,
rather than requesting info? The Wizz page seems to suggest to me
that the survey form will be posted and one can input then, non?
-snip-
> -- George Crissman
> -- strads@tmisnet.com
> Resources:
> Wizztronics: http://www.wizztronics.com/
> Suggestions: mailto:toscompinfo@wizztronics.com
> Falcon Page: http://www.tmisnet.com/~strads/hq/atari.html

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald
GraphicArts TOS 1.04-1.62-2.05-4.04
Collï¿½ge des Forces canadiennes ken.macdonald@taf.ftn.org

1470. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-04-30 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35489a01.3839324@news.tmisnet.com>
Source record: 4632

On Thu, 30 Apr 1998 10:04:03 -0500, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>George Crissman wrote:
>> I do know (via email) that the promised survey on the
>> Wizztronics page will be posted Sometime In May,
>what?
>It seems to me that it is _during_ the survey that one makes
>suggestions.

IIRC, the reason they added the toscompinfo@wizztronics.com
email address was to handle the suggestions they were receiving.

> Unless this survey is a compilation of info,
>rather than requesting info? The Wizz page seems to suggest to me
>that the survey form will be posted and one can input then, non?

Yes, the Wizz page /does/ make that implication. If it
wasn't for the fact that I'd received an email from
Wizztronics noting the receipt of many good ideas
from a variety of Atarians daily and stressing the fact
they can't reply to every suggestion received, I'd be
inclined to wait, too.

I'm looking forward to the survey, sensing it will be
a "which do you prefer, this or that" type of document
(just guessing, here).

-- George Crissman
-- strads@tmisnet.com

Wouldn't it be nice to have a form_progress(), an
easy-to-use standardized progress bar similar in
concept to form_alert? It could be non-modal so
that several could be active at the same time. This
would be perfect for multitasking environments or
multiple-simultaneous-file-downloads when using PPP.

>> Resources:
>> Wizztronics: http://www.wizztronics.com/
>> Suggestions: mailto:toscompinfo@wizztronics.com
>> Falcon Page: http://www.tmisnet.com/~strads/hq/atari.html
>
>--
>**thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr**
>Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald

>GraphicArts TOS 1.04-1.62-2.05-4.04
>Coll�ge des Forces canadiennes ken.macdonald@taf.ftn.org

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1471. Middle mouse button, how reported?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-02 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <7CGXCEZ@tos.pl.net>
Source record: 4633
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

How is the middle mouse button state reported by the keyboard processor?
According to the compendium a relative mouse packet header byte reads as
follows:

0xF8 - No buttons pressed
0xF9 - Left button pressed
0xFA - Right button pressed
0xFB - Both buttons pressed

How is the middle button reported?

And can anyone tell me on which machines the middle button works and on
which it doesn't? I think someone mentioned before that it works on the
Mega STE but not the ST. What about the TT, Falcon, STacy, Mega ST or any
other machines? What about the new Atari clones, do they even have an
Atari mouse port?

Thank you for your assistance.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

1472. Re: "International" str(case)cmp?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3551a355.2928420@news.demon.co.uk>
Source record: 4634

On 27 Apr 1998 15:33:38 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>I'd like to know if there's an implemnation of strcmp() and strcasecmp()

I know very little (if not nothing!) about this, but I would think that you ought to be investigating 'wide' character sets to see if they have a portable scheme for this problem.

>out there which respects foreign characters correctly, so that sorting via
>those functions does "the right thing". I could do this for the German
>"umlauts", but not for all the Scandinavian, French and Spanish national
>characters.

Is this simply because you don't know which are upper/lowercase ir because the order they appear in different fonts changes (or both)?

>So, is there anybody who has done that?

Certainly not me! :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1473. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3550a339.2900080@news.demon.co.uk>
Source record: 4635

On Mon, 27 Apr 1998 20:47:00 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>I noticed after looking at the Atari mouse port pinout in my TT030 user's
>manual that on pin 5 there is room for a third (middle) mouse button.
>
>While I don't know of any software that makes use of the third button, I
>wonder if the facility is there for a third button on pin 5, or is pin 5
>simply not connected or ignored by the keyboard? If pin 5 is not ignored
>by the keyboard, does TOS support the third button? Is there any GEM
>software that uses the middle mouse button?

Gem is theoretically capable of dealing with lots of buttons.

>I ask as I am working on an adaptor to allow a serial mouse to be
>connected to the Atari ST mouse port. I would like to make the third
>button do something useful, but if pin 5 is disconnected or ignored it
>would not be sensible for me to use it. The other option is to make the
>third button act as a double click or as a simultanious left and right
>click, but I would not want to exclude users of perhaps X Windows or
>something that does make use of the third button on pin 5.

iirc, 8 bits are used so 8 buttons could be used. In reality though,
this would be unrealistic as only 7 buttons could be used because of
software constraints. Having said that, for the same reasons, I
wouldn't expect software to "see" more than two buttons.

>Another question - I observe that when the mouse is moved too quickly on
>my TT the mouse cursor moves in the reverse direction for a moment. I have
>noticed the same behaviour on other Atari ST series machines. (The effect
>is more noticable with third-party mice as they are faster than the Atari
>mouse.) I guessed that this must be caused by a movement count in the
>keyboard processor overflowing when the mouse is moved too quickly, and
>causing the sign to change. Is this really the reason? Is there anything I
>can do about that?

The keyboard processor reports mouse movement as keyboard "make" and
"break" actions. If it reports it faster than the serial line or
interrupt service routine can cope with then things are going to go
"pear shaped".

>And finally, would there be any interest in such an adaptor? There is a
>serial mouse driver available allowing a serial mouse to be used on a
>serial port, but then you have the mouse port doing nothing while on the
>ST, with only one serial port, you have no serial ports left. Wouldn't it
>be better to be able to connect a serial mouse to the mouse port, leaving
>your serial port free for a modem? What do you think?

It would indeed be better to have it conected to the normal mouse
port, certainly for folks who are "online".

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1474. Re: Drag to lowercase utility?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-03 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6igp42$t5c$1@newshost.comnet.co.nz>
Source record: 4636
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

David Bolt (dbolt@my-ste.demon.co.uk) wrote in comp.sys.atari.st:
> > Why the lookup table? Surely you just need to check it 's an alphabetic
> > character then add or subtract a fixed offset from its ASCII value?

> While this works for A-Z -> a-z, it fails for the chars above 128. That's
> the only reason for the LUT. I've toyed with the idea of re-doing the
> basic part in m/code, just to add a touch of speed. The idea I had was
> pass the address and length of the string, and let the code do the rest.
> Much nicer than:

```
> FOR i&=1 to LEN(the.string$)
> MID$(the.string$,i&,1)=CHR$(PEEK(table%+ASC(MID$(the.string$,i&,1))))
> NEXT i&
```

(I can't tell which version of BASIC you are using, so some of these suggestions may not yield any improvement in code size or speed)

First optimisation: calculate the string length _before_ entering the loop. Depending on how good your BASIC is, it may already do this. But, it doesn't have to. So, the code becomes:

```
length = len( the.string$ )
For i = 1 to length
do stuff
Next i
```

Second optimisation: You've calculated the same address twice as part of two MID$ statements. Calculate it once, and use the calculated result later.

```
address = adr( mid$( the.string$, i, 1 ) )
bytepoke address, bytepeek( adr( table + bytepeek( address ) ) )
```

Third optimisation: move the address calculation out of the loop - you only need to find the start of the.string$, and you'll be stepping through it byte by byte, so there is no need to recalculate the address on every iteration.

So, it becomes:

```
address = adr( the.string )
length = len( the.string )
for i = 1 to length
address = address + 1
bytepoke address, bytepeek( adr( table + bytepeek( address ) ) )
next i
```

I haven't coded seriously in basic in about a decade, so these suggestions on code optimisations may not be worth the effort of changing your code.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

1475. Re: Drag to lowercase utility?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-03 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980503095315809 56@zetnet.co.uk>
Source record: 4637

```
The message <6igp42$t5c$1@newshost.comnet.co.nz>
from gmiller@inca.co.nz (Gaven Miller) contains these words:

> David Bolt (dbolt@my-ste.demon.co.uk) wrote in comp.sys.atari.st:
> > FOR i&=1 to LEN(the.string$)
> > MID$(the.string$,i&,1)=CHR$(PEEK(table%+ASC(MID$(the.string$,i&,1))))
> > NEXT i&
>
> (I can't tell which version of BASIC you are using, so some of these
> suggestions may not yield any improvement in code size or speed)

Hisoft BASIC, I think (its the &'s that give it away).

> So, it becomes:
>
> address = adr( the.string )
> length = len( the.string )
> for i = 1 to length
> address = address + 1
> bytepoke address, bytepeek( adr( table + bytepeek( address ) ) )
> next i
>
> I haven't coded seriously in basic in about a decade, so these suggestions
> on code optimisations may not be worth the effort of changing your code.

... but I think it is highly likely that they are worth changing, as (IMO) it
is unlikely that it is automatically making these optimisations.

Anthony
--
----------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
----------------------------------------+------------------------------
```

1476. disk read during interrupt

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-03 00:00:00 UTC
From: arjanbok@pop.xs4all.nl
Message-ID: <6iiimk$s16$1@news2.xs4all.nl>
Source record: 4638

Is there a way to read/write data from/to a harddisk
during an end of sound buffer interrupt routine?
(on a FALCON)

I tried several functions: rwabs, dmaread and Fread,
but the all freeze the system so that even a ctrl+alt+del
does not work.
This is probably because these are BIOS, XBIOS AND GEMDOS functions.

Does anyone know of a way that does work, or is what
I want imposible?

regards, Arjan

C-LAB Falcon MK-it-your-selve
Blowup-FX 16Mb, SP/dif

1477. ---> SUPPORT MEGA 3 <---

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-03 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6iimrk$k9n$1@heliodor.xara.net>
Source record: 4639

For those of you who have not seen the best disczine around send a E-mail to me and request issue 1 or 2.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell us what you liked and what you didn't.

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it.

So come on, Lets have some feedback, I want to make it YOUR zine, Let us know what your would like to see happen and the MEGA team will support your idea.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time.

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

1478. Re: Drag to lowercase utility?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <894313580.1035.0.nnrp-07.9e98f145@news.demon.co.uk>
Source record: 4498

```
-----BEGIN PGP SIGNED MESSAGE-----

On 3 May 1998 09:53:15 , Anthony Jacques wrote:
> The message <6igp42$t5c$1@newshost.comnet.co.nz>
> from gmiller@inca.co.nz (Gaven Miller) contains these words:
>
>
> > David Bolt (dbolt@my-ste.demon.co.uk) wrote in comp.sys.atari.st:
> > > FOR i&=1 to LEN(the.string$)
> > > MID$(the.string$,i&,1)=CHR$(PEEK(table%+ASC(MID$(the.string$,i&,1))))
> > > NEXT i&
> >
> > (I can't tell which version of BASIC you are using, so some of these
> > suggestions may not yield any improvement in code size or speed)
>
> Hisoft BASIC, I think (its the &'s that give it away).

It's GFA Basic. I found it more 'comfortable' than Hisoft Basic. Not that
Hisoft was that 'uncomfortable', but with GFA, it's easier to see where
something mucks up.

> > So, it becomes:
> >
> > address = adr( the.string )
> > length = len( the.string )
> > for i = 1 to length
> > address = address + 1
> > bytepoke address, bytepeek( adr( table + bytepeek( address ) ) )
> > next i
> >
> > I haven't coded seriously in basic in about a decade, so these suggestions
> > on code optimisations may not be worth the effort of changing your code.
>
> ... but I think it is highly likely that they are worth changing, as (IMO) it
> is unlikely that it is automatically making these optimisations.

That's basically how the final function looks. The bit I wrote was a (bad)
example of how it worked. The snippet above is how the assembler version
looks, more or less.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNU1GgFeKRkq5A+OlAQEtWwH/SLhR0fe49MNdSb7Fmi6GSKJX5gTcEeRf
HfSLpP9dY+vqWInjsnJLzMq7bxrK+VI338kc6m35rtxaD/XL77n+/Q==
```

=MVZv
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

1479. ---> SUPPORT MEGA 3 <---

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6il8v5$5j5$1@heliodor.xara.net>
Source record: 4499

For those of you who have not seen the best disczine around send a E-mail to me and request issue 1 or 2.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell us what you liked and what you didn't.

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The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it.

So come on, Lets have some feedback, I want to make it YOUR zine, Let us know what your would like to see happen and the MEGA team will support your idea.

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Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

1480. For Sale: Atari 1040 STF / SC1224 RGB Monitor / 20 MB Supra HD

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: Omega-1 <kombat@icanect.net>
Message-ID: <6ilov4$i0u$1@news.icanect.net>
Source record: 4500

Hi,
I've got an Atari 1040 STF with an SC1224 atari RGB monitor and an
external 20 MB Supra hard drive.
$120 buys it all.
Everything works, and is in very good condition.
And yes, I have the mouse.
Also, the monitor has built-in speakers.

You also get 3 years worth of disks from START magazine, a few games, and
Mark Williams C compiler with manual.

Please mail me if interested.

kombat@icanect.net

1481. Regular expressions with pure c

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: s1383700@uottawa.ca
Message-ID: <354d34a0.0@news1.ottawa.cyberus.ca>
Source record: 4640

Hi!

Anybody here got some regular expression matching
and substituting going with pure c? Is there a library
available to do this stuff? I know that GCC can
handle it, but is there a way to stick to pure c?

Thanx!
Gilles

1482. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <354D8047.86DC7556@NO.SPAM.emw.ericsson.se>
Source record: 4641

George Crissman wrote:

> Wouldn't it be nice to have a form_progress(), an
> easy-to-use standardized progress bar similar in
> concept to form_alert? It could be non-modal so
> that several could be active at the same time. This
> would be perfect for multitasking environments or
> multiple-simultaneous-file-downloads when using PPP.

What about something like:

```
#define GFX_MODULE 0x01;
#define DTP_MODULE 0x02;
#define TXT_MODULE 0x04;
#define.....

void main()
{
while(do_program(GFX_MODULE|DTP_MODULE|TXT_MODULE));
}
```

Which will give you a program with those modules? Cool eh?

:-)

//Magnus kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1483. Re: Regular expressions with pure c

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <354DA91B.6D6C@mst.tn.utwente.nl>
Source record: 4642

Gilles Charron wrote:
> Anybody here got some regular expression matching
> and substituting going with pure c? Is there a library
> available to do this stuff? I know that GCC can
> handle it, but is there a way to stick to pure c?

Port de GNU C library to Pure C. I might have
it lying around somewhere. Will have a look for
you if you are intrested (I also have the complete
string lib).

Bye, Hans

1484. help playing 44k1 audio samples on a falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: Vincent Bakker <bakkerv@pi.net>
Message-ID: <354E2E01.217B@pi.net>
Source record: 4643

Can anyone help me with a piece of C code that can do DMA play on 44k1?

I can get DMA play to work on falcon sample rates, so I know how to get DMA play to work, but not with an external (44k1) clock signal and it's really the external clock part I'm looking for (my guess it's about one line of code...)

Purpose is a fast'n'simple player to scan samples (avr, wav and aif) on cd-roms without having to start (and close!) an application.

btw I tried several pieces of source that claim to use the external clock I found on the internet but none produces any audible results.

--
greetz,
Vince

1485. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <354DB602.3705@cfcsc.dnd.ca>
Source record: 4644

Guy Harrison wrote:
> On Mon, 27 Apr 1998 20:47:00 GMT, mb@tos.pl.net (Mario Becroft) wrote:
> >I noticed after looking at the Atari mouse port pinout in my TT030 user's
> >manual that on pin 5 there is room for a third (middle) mouse button.
> >While I don't know of any software that makes use of the third button, I
> >wonder if the facility is there for a third button on pin 5, or is pin 5
> >simply not connected or ignored by the keyboard? If pin 5 is not ignored
> >by the keyboard, does TOS support the third button? Is there any GEM
> >software that uses the middle mouse button?
>
> Gem is theoretically capable of dealing with lots of buttons.
>
> >I ask as I am working on an adaptor to allow a serial mouse to be
> >connected to the Atari ST mouse port. I would like to make the third
> >button do something useful, but if pin 5 is disconnected or ignored it
> >would not be sensible for me to use it. The other option is to make the
> >third button act as a double click or as a simultanious left and right
> >click, but I would not want to exclude users of perhaps X Windows or
> >something that does make use of the third button on pin 5.
>
> iirc, 8 bits are used so 8 buttons could be used. In reality though,
> this would be unrealistic as only 7 buttons could be used because of
> software constraints. Having said that, for the same reasons, I
> wouldn't expect software to "see" more than two buttons.

Is it really a question of the software seeing the physical buttons?
I would have thought it would be possible through the OS to have a
button
press assigned to whatever event you want? i.e. clicking the third
button
send a signal to the closer of the window the cursor happens to be
topping then.
or the third button could be assigned to any system event you chose,
non?
loading a mouse driver would allow all sorts of setups, as all mouse
actions
would be interpreted by the driver and the way it was configured.
am I way off base here?

> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk

--
thanks*merci*danke*slainte-mhath*tusen-takk*diolch-yn-fawr
Coinneach Seumas Domhnullaich <=> Kenneth James Macdonald

GraphicArts TOS 1.04-1.62-2.05-4.04
Collï¿½ge des Forces canadiennes ken.macdonald@taf.ftn.org

1486. ST+ Fanzine STOS CORNER + New STOS Manual

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <3551b907.1045417@news.zetnet.co.uk>
Source record: 4645

Theres one thing I think about every time I create the STOS Corner for the Fanzine, that is...how many people actually read and enjoy it.

The next issue sees the start of a game creating tutorial and I wondered, with it being such hard work to create such a tutorial, would it be worth it.

Therefore, I would apperciate it if you could post your comments either to this list or direct to me at Deano@zetnet.co.uk

So basically I am asking.....should I keep the STOS Corner or should I drop it? After all, if noone reads it its a waste of time.

Also, if I wrote a manual like the Games Maker Manual by Stephen Hill which showed in detail how to write various programs like games, databases, art packages etc and sold it at a reasonable price would anyone be interested. If so, please send me an email with New STOS Manual as the subject, and if enough people show interest in purchasing such a manual then I will write it.

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

1487. Re: Pure C help (ScreenEye & NOVA)

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-04 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6ikh5u$255@balaena.bio.vu.nl>
Source record: 4646

Michael Grove (grovem@BLOCKridgenet.net) wrote:

: >Is there anyway to report the video mode to the ScreenEye software so
: >it will display properly on the NOVA video card?

: >move.w (a0)+,(a1)+

: >by:

: > move.w (a0)+,d5
: > ror.l #5,d5
: > lsr #1,d5
: > rol.l #5,d5
: > ror #8,d5
: > move.w d5,(a1)+

: >where d5 is an unused register.

Hmm, shouldn't the ror.l and rol.l be ror.w and rol.w?
Anyway, if this is supposed to do what I think it's supposed to do,
it just converts a pixel with Falcon bit-ordering to a little-endian
(intel-style) 15-bit pixel:

Falcon bit-order: rrrrrgggggxbbbbb
(where x is either an overlay/genlock bit or an extra green bit)

NOVA bit-order: bbxrrrrrgggggbbb (where x is an overlay/genlock bit)

In C this would be:

dest = (src >> 9) | ((src & 0xff00) << 5) | ((src & 0x1f) << 9);

This would be _much_ slower than the assembly code, though...

: I have what I think is the complete source and other related files
: needed to compile this under Pure C.

Is the source commented? If so, you'd just have to look up the plot or
line-conversion routines (whatever it uses) and modify them for the NOVA
pixel format. (Does the NOVA have a 16-bit mode? If so, you could simply
swap the bytes in the output pixels)

: If anyone thinks they might be able to help out, it would be worth an
: HBS T-36 for their ST/MST

What's that then? :)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Every program has at least one bug and can be shortened by at least one
instruction -- from which, by induction, one can deduce that every
program can be reduced to one instruction which doesn't work.

1488. Re: help playing 44k1 audio samples on a falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <354E75EC.66704F2F@francenet.fr>
Source record: 4501

Vincent Bakker wrote:

> Can anyone help me with a piece of C code that can do DMA play on 44k1?
>
> I can get DMA play to work on falcon sample rates, so I know how to get
> DMA play to work, but not with an external (44k1) clock signal and it's
> really the external clock part I'm looking for (my guess it's about one
> line of code...)
>
> Purpose is a fast'n'simple player to scan samples (avr, wav and aif) on
> cd-roms without having to start (and close!) an application.
>
> btw I tried several pieces of source that claim to use the external
> clock I found on the internet but none produces any audible results.
>
> --
> greetz,
> Vince

You *need* an external clock : it's a small electronic device you plug on
the dsp expansion port.

1489. Re: help playing 44k1 audio samples on a falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <354E7650.2D4341D7@francenet.fr>
Source record: 4502

Vincent Bakker wrote:

> Can anyone help me with a piece of C code that can do DMA play on 44k1?
>
> I can get DMA play to work on falcon sample rates, so I know how to get
> DMA play to work, but not with an external (44k1) clock signal and it's
> really the external clock part I'm looking for (my guess it's about one
> line of code...)
>
> Purpose is a fast'n'simple player to scan samples (avr, wav and aif) on
> cd-roms without having to start (and close!) an application.
>
> btw I tried several pieces of source that claim to use the external
> clock I found on the internet but none produces any audible results.
>
> --
> greetz,
> Vince

You *need* an external clock : it's a small electronic device you plug on
the dsp expansion port.

1490. event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>
Source record: 4503

Hi, I have a prob with this:
My event_multi() IF mu_timer will not fetch all the redraw messages
correctly.
If I remove the mu_timer flag, everything works fine.
Any idea why the aes gem message get messed up and not reliable?
What Am I doing wrong?

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1491. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: Mikko Larjava <mitala@utu.fi>
Message-ID: <354F529E.99D5FEC3@utu.fi>
Source record: 4504

```
Katherine L Ellis wrote:
> Hi, I have a prob with this:
> My event_multi() IF mu_timer will not fetch all the redraw messages
> correctly.
> If I remove the mu_timer flag, everything works fine.
> Any idea why the aes gem message get messed up and not reliable?
> What Am I doing wrong?

Well one think comes to mind. event_multi() may return multiple events
at once so you should check for every event everytime not just one.
e.g.

event = event_multi(...);

if (event & MU_TIMER) { ... }
if (event & MU_MESAG) { ... }
if (event & MU_KEYBD) { ... }
etc...

and not like this:

if (event & MU_TIMER) { ...}
else if (event & MU_MESAG) { ... }
else if (event & MU_KEYBD) { ... }
etc...

other than that I don't know...
```

1492. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6inkofosj1@zingo.tninet.se>
Source record: 4505

On 5 May 1998 09:30:00 , Katherine L Ellis wrote:
>Hi, I have a prob with this:
>My event_multi() IF mu_timer will not fetch all the redraw messages
>correctly.
>If I remove the mu_timer flag, everything works fine.
>Any idea why the aes gem message get messed up and not reliable?
>What Am I doing wrong?

Maybe you don't test all the possible return messages individually? The evnt_multi() function returns a bit array stating which conditions that were fulfilled, so a timer event may occur at the same time as your program receives a message.

Regards

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

1493. MagiC's VT52 crashing

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <29376423_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 4506
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I'm having problems with a .TTP program that I've written when it runs in MagiC's VT52 window. Every so often it crashes and the VT52 program then hangs and has to be killed.

This seems to be related to the length of lines being output, but I'm not sure.

All my program does is a Cconws of a string, and I suspect the problem is actually not my program, but VT52.

Does anyone know if this is a known bug in the VT52 program, or could it be something I'm doing? If it's a bug, does anyone know if there is a more reliable replacement for VT52 under MagiC?

Thanks for any help,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

1494. --->MEGA 3 Links<---

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6ins0e$b9u$3@heliodor.xara.net>
Source record: 4507

For those of you who have not seen the best disczine around Click on the links below and get disc 1 and 2 or issue 2 of MEGA DISCZINE.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell us what you liked and what you didn't.

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it. This would be a great shame as there is now other zine like it.

So come on, Lets have some feedback, I want to make it YOUR zine, Let us know what your would like to see happen and the MEGA team will support your idea.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time.

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him.

I have issue 2 ready for E-mail should you dare to ask for it. Sorry but it has not yet been added to my site, Keep trying though !!

Here are the URL's for issue 2.

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d1.zip

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d2.zip

Thanks to Deano for the upload.

Visit his site at....

Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

1495. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <354f8a64.2892575@news.tmisnet.com>
Source record: 4508

You probably already know not to use a value of "0"
for both the high-time and low-time values used with
evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
right?

And you ARE using evnt_multi, not event_multi, right?

-- George Crissman
-- strads@tmisnet.com

Just checking ... these are mistakes I've made ....

On 5 May 1998 09:30:00 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>Hi, I have a prob with this:
>My event_multi() IF mu_timer will not fetch all the redraw messages
>correctly.
>If I remove the mu_timer flag, everything works fine.
>Any idea why the aes gem message get messed up and not reliable?
>What Am I doing wrong?
>
>
>_____
>Email:Kellis@primenet.com
>Web http://www.primenet.com/~kellis/
>_____
>

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1496. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-05 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980506022039.6412A-100000@usr06.primenet.com>
Source record: 4509

Thanks guys. I found the prob. Actually someone here gave me the clue
:)

Was just the way I was checking for the messages, It worked, but not
consistent, Now I use if event and mu_button for example, with all the
rest, and everything if caught properly :)
so thanks again.

(about the event_multi() and evnt_multi() yes, of course, well, As I
said, it worked, but not consistent if I added the | mu_timer, so if
my mistake was that big, I think it wouldn't have worked at all :)
bye

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1497. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-06 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6ioireptd1@o.online.no>
Source record: 4510

On 5 May 1998 21:54:28 , George Crissman wrote:
>You probably already know not to use a value of "0"
>for both the high-time and low-time values used with
>evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
>right?
>
>And you ARE using evnt_multi, not event_multi, right?
^^^^^^^^^^^ ^^^^^^^^^^^

What is the difference between the two?? I thought that only evnt_multi()
existed.... What is event_multi then and where can I read about it?

>-- George Crissman
>-- strads@tmisnet.com
>
>Just checking ... these are mistakes I've made ....
>
>On 5 May 1998 09:30:00 -0700, Katherine L Ellis <kellis@primenet.com>
>wrote:
>
>>Hi, I have a prob with this:
>>My event_multi() IF mu_timer will not fetch all the redraw messages
>>correctly.
>>If I remove the mu_timer flag, everything works fine.
>>Any idea why the aes gem message get messed up and not reliable?
>>What Am I doing wrong?
>>
>>
>>____
>>Email:Kellis@primenet.com
>>Web http://www.primenet.com/~kellis/
>>____
>>
>
>Member Of The Atari WebRing, Featuring USA Links
>http://www.tmisnet.com/~strads/hq/atari.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.
>.

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
~~~~~~

Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~
~~~~~~

1498. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-06 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzd8drd78n.fsf@issan.informatik.uni-dortmund.de>
Source record: 4511

Odd Skancke <oskancke@online.no> writes:

|> On 5 May 1998 21:54:28 , George Crissman wrote:
|>> You probably already know not to use a value of "0"
|>> for both the high-time and low-time values used with
|>> evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
|>> right?
|>>
|>> And you ARE using evnt_multi, not event_multi, right?
|> ^^^^^^^^^^^ ^^^^^^^^^^^

|> What is the difference between the two?? I thought that only evnt_multi()
|> existed....

Yes, that's exactly the difference.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1499. Atari to Sell

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-06 00:00:00 UTC
From: Waxman <pin_christophe@hotmail.com>
Message-ID: <3550A101.2222@hotmail.com>
Source record: 4512

```
Hello, I have a 520 STe Atari and I'd like to sell it.
I'm a South Franchie. So, if you are interrested, send me a mail:
pin_christophe@hotmail.com
```

1500. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <354f2819.383751@news.demon.co.uk>
Source record: 4513

On Mon, 04 May 1998 07:35:14 -0500, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>Guy Harrison wrote:
>> On Mon, 27 Apr 1998 20:47:00 GMT, mb@tos.pl.net (Mario Becroft) wrote:
>> >I noticed after looking at the Atari mouse port pinout in my TT030 user's
>> >manual that on pin 5 there is room for a third (middle) mouse button.
>> >While I don't know of any software that makes use of the third button, I
>> >wonder if the facility is there for a third button on pin 5, or is pin 5
>> >simply not connected or ignored by the keyboard? If pin 5 is not ignored
>> >by the keyboard, does TOS support the third button? Is there any GEM
>> >software that uses the middle mouse button?
>>
>> Gem is theoretically capable of dealing with lots of buttons.
>>
>> >I ask as I am working on an adaptor to allow a serial mouse to be
>> >connected to the Atari ST mouse port. I would like to make the third
>> >button do something useful, but if pin 5 is disconnected or ignored it
>> >would not be sensible for me to use it. The other option is to make the
>> >third button act as a double click or as a simultanious left and right
>> >click, but I would not want to exclude users of perhaps X Windows or
>> >something that does make use of the third button on pin 5.
>>
>> iirc, 8 bits are used so 8 buttons could be used. In reality though,
>> this would be unrealistic as only 7 buttons could be used because of
>> software constraints. Having said that, for the same reasons, I
>> wouldn't expect software to "see" more than two buttons.
>
>Is it really a question of the software seeing the physical buttons?
>I would have thought it would be possible through the OS to have a
>button
>press assigned to whatever event you want? i.e. clicking the third
>button
>send a signal to the closer of the window the cursor happens to be
>topping then.
>or the third button could be assigned to any system event you chose,
>non?
>loading a mouse driver would allow all sorts of setups, as all mouse
>actions
>would be interpreted by the driver and the way it was configured.
>am I way off base here?

Nope. There are lots of stages involved though and if any one of them
is deficient in some way then it may not work.

Firstly the keyboard processor must (a) posess hardware to detect the third button, (b) posess the software to process such a third button.

Secondly the keyboard processor passes this information as keypress codes. One is sent each time the mouse "changes" and they are caught by a general interrupt routine which then dispatches incoming data to the relevent drivers - keyboard, joystick, mouse etc. Thus the general routine must be capable of detecting and dispatching these 'new' mouse codes to the mouse driver and the mouse driver must be able to preserve them.

The third stage is the VDI mouse handler. It must be capable of handling the new codes and translating them according to the requirements of the AES which finally will make them visible via such system calls as evnt_multi etc.

In turn the applications being run will need to be able to process them. Alternatively, as you suggest, if the third button is to be used to generate existing messages instead, then at some point between the VDI mouse handler and the AES, a message (such as WM_CLOSED) must be injected into Gem. This would require the "injector" to have access to both the active window handle, and the relevent application's message pipe - which may be impossible as these internals will not be known.

On the other hand, a suitable (say) accessory could make use of a 3 button evnt_multi upon which it could send a WM_CLOSED with the desktop id to the window under the mouse, which would fool most applications. This isn't a clean method however and can lead to problems.

I'm not saying >2 buttons is impossible - just that there are a lot of things which can get in the way! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1501. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35503635.3995855@news.demon.co.uk>
Source record: 4514

On Thu, 30 Apr 1998 15:55:46 GMT, strads@tmisnet.com (George Crissman) wrote:

>Wouldn't it be nice to have a form_progress(), an
>easy-to-use standardized progress bar similar in
>concept to form_alert? It could be non-modal so
>that several could be active at the same time. This
>would be perfect for multitasking environments or
>multiple-simultaneous-file-downloads when using PPP.

That's a bit too specific, a 'form_print' could serve the same purpose. If you think about it, even if form_progress only dealt with single lines you would still have to have the ability to "word wrap" just in case the text string was too wide for a particular resolution. This in turn requires the generation of an object tree on the fly so that the required amount of G_STRING or G_TEXT objects could be generated - then you have to create and open a window of the correct size. Having gone to this much trouble you might as well add in the ability to process simple control codes such as CR, LF, CLS, HOME and (maybe) TAB. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1502. Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-06 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>
Source record: 4515

```
-----BEGIN PGP SIGNED MESSAGE-----

I've written a small utility to rename files, giving them the lowercase
version of their name. There are a few things I would like to add,
especially the ability to force a media change so Magic will update the
directory windows to reflect the changes to the altered directories. The
problem is I've no idea how to do this so, and am hoping that someone will
know how to do this and give me a few pointers. BTW, just in case it helps,
the language I'm using is Sozobon C v2.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNVDtzleKRkq5A+OlAQGSHAIAgywnc2u3iZ3WYqcet1ZjbuGWz5401Jpp
8OSLUb8PeCVDahgkagjd5DHAat6sM9xniHJP9pcq/Zb1MlrGdDNFkg==
=xINB
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1503. STe

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-06 00:00:00 UTC
From: bwarren@ibm.net
Message-ID: <35512D36.3BD0@ibm.net>
Source record: 4516

Does anyone have some source code to control and create rasters? I'm looking for anything that I could use (GFA, C, etc...) to create rasters and change palette registers for any given scanline.

1504. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <355123CC.DFAC4A2B@francenet.fr>
Source record: 4517

I know that's not the current question, but I rewired a pc mouse to an atari mouse (trackball, in fact), and there was 3 buttons. Originally the 3rd button was used as a 'first button on/off'. It was managed by the microcontroller of the mouse. Some pc mouse use the 3rd button as 'first-double click'.
I choosed a new way : my third button is the "return" and I find it usefull for default (gem)buttons.
What I'm trying to say is : If a pc mouse is connected to a falcon's serial port (serial, lan, midi), the soft has to redirect the mouse messages as if it is form the original keyboard. This soft could propose several options to use the 3rd button.
Just an idea ...

Eric

1505. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35512315.937557@news.tmisnet.com>
Source record: 4518

On Wed, 06 May 1998 19:31:26 GMT, (Guy Harrison) wrote:
>On Thu, 30 Apr 1998 15:55:46 GMT, (George Crissman)>wrote:
>>Wouldn't it be nice to have a form_progress(), an
>>easy-to-use standardized progress bar similar in
>>concept to form_alert?

>That's a bit too specific, a 'form_print' could serve
>the same purpose.

Well, sure, you could have a special-purpose progress bar alert box for printing operations, but a general-purpose form_progress() box would also work for printing functions just fine.

In addition, form_progress() would also lend itself to file downloading operations, user-decision/timeout activity, file format translations, and other hey-I'm-working-on-it / wait-until-I'm-finished situations.

>If you think about it, even if form_progress only
>dealt with single lines you would still have to have
>the ability to "word wrap" just in case the text
>string was too wide for a particular resolution.

Display text used in form_alert() is limited to a maximum of 30 characters per line, IIRC, making word-wrapping unnecessary. Using the same prompting mechanism in form_progress() (with an added progress bar, of course) would work in all resolutions, all the way back to ST low for those who enjoy looking at large, readable characters.

As a bonus, using the same construction from a programming standpoint would lessen the confusion (and potentially reduce space demands on the RSC file) that occurs when two similar calls implement identical functions in different ways.

>This in turn requires the generation of an object
>tree on the fly so that the required amount of
>G_STRING or G_TEXT objects could be generated -
>then you have to create and open a window of the
>correct size.

It would be no different from the existing form_alert() which can display an icon (if desired), 1 to 5 lines

of programmer-supplied text, and 1 to 3 exit buttons
(one of which may be defined as the default exit by
the programmer).

It's not necessary to open a window to display a
form_alert(), IIRC, and I don't envision opening a
window to display a form_progress() although a
window-like handle might be needed to handle updates
to the progress bar (i.e., 100, 237, 862, all the way
up to 1000) since the form is supposed to be non-modal
in nature.

Does form_alert() really generate an object tree
on the fly?

>Having gone to this much trouble you might as well
>add in the ability to process simple control codes
>such as CR,

... operates the default exit button, if chosen ...

> LF, CLS, HOME

... perform no function ... and just out of
curiosity, how would the general user create
an LF on a keyboard when both the ENTER and
RETURN keys generate a CR/LF sequence?

> and (maybe) TAB. ;-)

... normally used to move from one editable line
to another, but there are no user-editable lines
in an alert box.

-- George Crissman
-- strads@tmisnet.com

<<< Leftover quoted text from above >>>
>>It could be non-modal so
>>that several could be active at the same time. This
>>would be perfect for multitasking environments or
>>multiple-simultaneous-file-downloads when using PPP.
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1506. Re: Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <35514fd2.0@d2o29.telia.com>
Source record: 4519

David Bolt wrote in message
<894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>...
>BTW, just in case it helps, the language I'm using is Sozobon C v2.

How supported is Sozobon C today? Where can one find more info about the
current version?
Back in the old days it took about the same amount of time to avoid Sozobon
C's internal bugs that it took to troubleshoot your own ones ;)

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

1507. ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: screenstyles@hotmail.com
Message-ID: <6iruf4$34q$1@nnrp1.dejanews.com>
Source record: 4520

Hello,
I need YOUR help.
I've been using my ST to make music for years. Now, having been inspired by Electronic Cow and others, I want to learn a bit of programming.
Unfortunately I know NOTHING.
Are there any essential bits of reading to do? On-line, or are there books?
Should I be learning C, or some kind of Visual Basic?
What about compilers?
Where, in other words, do I start?
I'd really appreciate any help you can give me.
Please mail me at screenstyles@hotmail.com.
Thanks,
Paul.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1508. STTODSK.TTP

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: screenstyles@hotmail.com
Message-ID: <6is8j0$f7l$1@nnrp1.dejanews.com>
Source record: 4521

I'm having problems expanding .ST files using STTODSK.TTP.
I have placed my .ST file on a disk along with the application, and typed
every likely command line I can think of.
What am I doing wrong? (on my 1040 STf)

please mail screenstyles@hotmail.com if you can help.
Peace.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1509. TOS images

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: screenstyles@hotmail.com
Message-ID: <6is909frb1@nnrp1.dejanews.com>
Source record: 4522

And another thing...
I realise that TOS IMG files are used by people running ST emulators on PCs, but is it possible to create ST boot-up disks from TOS IMG files - to use as a kind of software TOS update?
Forgive me for asking what are probably bloody obvious questions. I've owned an ST + Cubase for years, but I've never seen an ST manual, and conquesquently I have some large and fundamental gaps in my knowledge.

Any illumination would be gratefully received at screenstyles@hotmail.com

Thank you.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1510. Re: Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6isdpv$d82@balaena.bio.vu.nl>
Source record: 4523

K.Hampf (k_hampf@yahoo.com) wrote:

: How supported is Sozobon C today?

Not very.

: Where can one find more info about the
: current version?

The current version should always be on
ftp://ftp.fu-berlin.de/pub/atari/programming/sozobon/

: Back in the old days it took about the same amount of time to avoid Sozobon
: C's internal bugs that it took to troubleshoot your own ones ;)

Well, it's not that bad.
I've been using Sozobon for several years now, but I haven't found any real
bugs. Just some incompatibilities in the libs, which are mosly irritating
when trying to port stuff...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

1511. application name

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Message-ID: <3551CC8D.232C@ws.rz.tu-bs.de>
Source record: 4524

Hi, everyone!

I've got a problem: For a shutdown-master for multitasking-OS like N.AES
I need to know the name including full path under which other running
applications/ accessories were started. Provided I know the particular
AES-IDs, can anyone give me a clean AES-method to achieve this?
Otherwise something with GEMDOS/ BASEPAGE would be fine, too.

Thanks already.

_/_ _ _/ _/_ _/
Michael Nau _/_/__/_/ _/_/_ _/
m.nau@tu-bs.de _/ _/ _/ _/ _/_/
_/ _/ _/ _/

1512. ---> Support MEGA 3 <---

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6it4im$26d$3@heliodor.xara.net>
Source record: 4525

For those of you who have not seen the best disczine around Click on the links at the end of this message and get disc 1 and 2 of issue 2 of MEGA DISCZINE.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell us what you liked and what you didn't. There are a lot of people who have not yet seen MEGA so get downloading there or over 200 articles on the 2 discs with a nice shall which anyone can use without any info at all on it.

There are many sections in this zine, Some or 1 off and are very interesting to read, It would be impossible to list them all so heres a quick rundown.

True horror/ghost tales, STOS, Tesla, Electronics, jokes and humour, Dreams what they mean and stuff, get rich, UFO articles, stories, Anti car crime, Reviews, Returned questionnaires, Science, Black holes, and much more. Simply take a look and you will be amazed on what we have found for you. There should be something for everyone in issue 2. Lets here what YOU would like to see appear !!

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced. Anything you do will be included in issue 3 which is currently been done by the MEGA team.

I want to make MEGA "YOUR" zine, so tell me what you want and we will include that page in the next issue. Any ideas not matter who obscure or small they be, are more than welcome.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it. This would be a great shame as there is now other zine like it.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time.

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Everyone who has sent me mail over the last few weeks has not been added to the list. If you would like to be added to the mailing list then please re-mail me so I can add you to the list. Please check if you have requested to be added to make sure you have been added.

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him. If you would like to send Lee mail, Send it to me but put "FOR LEE ROUND" in the subject box and I will be happy to pass it onto him. If your interested in UFO's or related stuff then request issue 2 of UFOST now, I regret it still has not been added to my site. Send me a mail if you would like a copy.

I have issue 2 ready for E-mail should you dare to ask for it. Sorry but it has not yet been added to my site, Keep trying though !!

Here are the URL's for MEGA Disczine issue 2.

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d1.zip

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d2.zip

Thanks to Deano for the upload of issue 2.

Visit his site at....

Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favourite zines !!

- - - > A t A r I F o R e V e R < - - -

1513. CD ROM PROBLEMS

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998050722090400.SAA18759@ladder01.news.aol.com>
Source record: 4526

Hello All,
I have a C-Lab Falcon 030 with a Toshiba internal 2.5" 540meg scsi hard drive, and an external NEC scsi CDR-MV2 1x cdrom drive.
My problem is that when ever I boot my Falcon with the cdrom connected to the Falcon's scsi port, my boot partition gets scrambled and I end up having to rebuild the partition and reloading the files placed therein. I have tried 3 different external scsi cdrom drives and have replaced the cable all to no avail. Can anyone out there figure out what the problem is and let me know so I can rectify it and make use of my cdrom drive? Thanks! :)
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI

1514. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EsL0rs.Fu@suse.modem.stud.uni-hannover.de>
Source record: 4527

In article <35489a01.3839324@news.tmisnet.com>,
strads@tmisnet.com (George Crissman) writes:

> Wouldn't it be nice to have a form_progress(), an
> easy-to-use standardized progress bar similar in

Hmm, up to now I've only seen proposals that move frequently used stuff into the OS. Although that certainly is desirable, it is not an important matter. I consider suggestions far more important that *ENABLE* new functionality that was not achievable up to now. An example what I'd really appreciate is a evnt_multi() extension that allows linking code that checks for additional events, similar to what MiNT does with it's select() call for files. Right now, an application needing to wait for some event needs to do so via polling and employing MU_TIMER, which is not efficient and blocks the system if several applications use this. This effect is not even achievable by linking own code before the AES's evnt_multi() call, but requires changes deep in the AES.

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1515. Re: Regular expressions with pure c

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EsL4sI.p5@suse.modem.stud.uni-hannover.de>
Source record: 4528

In article <354d34a0.0@news1.ottawa.cyberus.ca>,
s1383700@uottawa.ca (Gilles Charron) writes:

> Anybody here got some regular expression matching
> and substituting going with pure c? Is there a library
> available to do this stuff? I know that GCC can
> handle it, but is there a way to stick to pure c?

Of course it is, I wrote such a thing a couple of years ago. It was
a nice exercise in parsing and recursive programming.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1516. Re: Middle mouse button, how reported?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EsL47q.M5@suse.modem.stud.uni-hannover.de>
Source record: 4529
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <7CGXCEZ@tos.pl.net>,
mb@tos.pl.net (Mario Becroft) writes:
> How is the middle mouse button state reported by the keyboard processor?
> According to the compendium a relative mouse packet header byte reads as
> follows:
>
> 0xF8 - No buttons pressed
> 0xF9 - Left button pressed
> 0xFA - Right button pressed
> 0xFB - Both buttons pressed
>
> How is the middle button reported?

The keyboard processor knows only two buttons, i.e. two inputs. The button
you hook to the one is treated as the left, the button at the other input
is treated as the right button. No more buttons are supported.

You can connect a serial mouse to a serial port, but I do not know the
details how buttons are reported.

> And can anyone tell me on which machines the middle button works and on
> which it doesn't? I think someone mentioned before that it works on the
> Mega STE but not the ST. What about the TT, Falcon, STacy, Mega ST or any
> other machines?

AFAIK they all use the same keyboard processor.

> What about the new Atari clones, do they even have an
> Atari mouse port?

Probably not if they employ PC keyboards.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1517. Re: disk read during interrupt

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EsL4ox.oJ@suse.modem.stud.uni-hannover.de>
Source record: 4530

In article <6iiimk$s16$1@news2.xs4all.nl>,
arjanbok@pop.xs4all.nl writes:
> Is there a way to read/write data from/to a harddisk
> during an end of sound buffer interrupt routine?
> (on a FALCON)
>
> I tried several functions: rwabs, dmaread and Fread,
> but the all freeze the system so that even a ctrl+alt+del
> does not work.
> This is probably because these are BIOS, XBIOS AND GEMDOS functions.
>
> Does anyone know of a way that does work, or is what
> I want imposible?

This is a tricky thing to do as neither GEMDOS nor BIOS nor XBIOS are
reentrant. With MagiC, they are, so you can call, say, GEMDOS from
interrupt; but this will work with no other system (not even MiNT !).

What you can do is link into the traps #1, #13 and #14 to set and reset
a flag indicating that a GEMDOS etc. call is being executed. Then, have
the end-of-buffer interrupt enable some code that is periodically executed,
say, from the 200 Hz interrupt. This code checks the flags mentioned above
and jumps to the floppy access code if neither is set, or does nothing
otherwise, until that periodical interrupt fires again.

You'll need to be very careful to make this code portable such that it
will work will all systems.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1518. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EsL4zq.rJ@suse.modem.stud.uni-hannover.de>
Source record: 4531

In article <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:

> Hi, I have a prob with this:
> My event_multi() IF mu_timer will not fetch all the redraw messages
> correctly.
> If I remove the mu_timer flag, everything works fine.
> Any idea why the aes gem message get messed up and not reliable?
> What Am I doing wrong?

You might have fallen into a well frequented pitfall ;-)

evnt_multi() does return more than one event on occasion. So

```
event = evnt_multi (MU_TIMER | MU_MESAG, ...);

if (event == MU_TIMER) { ... }
if (event == MU_MESAG) { ... }
```

is broken code and can produce precisely the effect you describe.
Use

```
event = evnt_multi (MU_TIMER | MU_MESAG, ...);

if (event & MU_TIMER) { ... }
if (event & MU_MESAG) { ... }
```

instead.

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1519. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EsL53o.s6@suse.modem.stud.uni-hannover.de>
Source record: 4532

In article <vyzd8drd78n.fsf@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> writes:
> Odd Skancke <oskancke@online.no> writes:
>
>|> On 5 May 1998 21:54:28 , George Crissman wrote:
>|>> You probably already know not to use a value of "0"
>|>> for both the high-time and low-time values used with
>|>> evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
>|>> right?
>|>>
>|>> And you ARE using evnt_multi, not event_multi, right?
>|> ^^^^^^^^^^^ ^^^^^^^^^^^
>
>|> What is the difference between the two?? I thought that only evnt_multi()
>|> existed....
>
> Yes, that's exactly the difference.

ROTFL ! ;-)

AFAIK event_multi() is provided by some GEM libraries. Talking about the
AES, true, only evnt_multi() exists.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1520. ttram question.

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-07 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980508012220.19422E-100000@usr04.primenet.com>
Source record: 4533

what is the best way of knowing how much TTram you have, not what's
left, but what's installed.
so far I am using a pointer to $5a4 then - 16meg, but it seems not
reliable on every case, example some TT with some g.card, not all
though!. very weird.
any idea?

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1521. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-08 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <3552d815.10106531@news.mindspring.com>
Source record: 4534
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 27 Apr 1998 20:47:00 GMT mb@tos.pl.net (Mario Becroft) wrote:

>And finally, would there be any interest in such an adaptor? There is a
>serial mouse driver available allowing a serial mouse to be used on a
>serial port, but then you have the mouse port doing nothing while on the
>ST, with only one serial port, you have no serial ports left. Wouldn't it
>be better to be able to connect a serial mouse to the mouse port, leaving
>your serial port free for a modem? What do you think?

FWIW, there is already such an adapter for the Amiga, called
"Topolino" or similar. Since the only difference between Amiga and
Atari mice are the pinouts (which is why most aftermarket mice are
switchable between the two), anyone needed such a solution tomorrow
could purchase a Topolino and wire up and adapter.

BTW, if you incorporate a switch into your device, you could market it
to both Atari and Amiga owners, something the makers of the Topolino
overlooked.

On the subject of third button support, it would be nice if support
for the "fourth button" some mice now have (usually on the side, like
the current top of the line Logitech mouse, and the newest version of
the inexpensive Genius Netmouse), as well as scroll wheels. About the
only way I could see to support that, however, would be to make use of
the second joystick port for the signals (and either a custom driver
or software written to spec would be required, of course).

==========
lmcclure1@mindspring.com

1522. Re: Atari mouse port 3rd button query

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-08 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980508085225.22796A-100000@moose.erie.net>
Source record: 4535
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 8 May 1998, Lonnie McClure wrote:

> On Mon, 27 Apr 1998 20:47:00 GMT mb@tos.pl.net (Mario Becroft) wrote:
>
> >And finally, would there be any interest in such an adaptor? There is a
> >serial mouse driver available allowing a serial mouse to be used on a
> >serial port, but then you have the mouse port doing nothing while on the
> >ST, with only one serial port, you have no serial ports left. Wouldn't it
> >be better to be able to connect a serial mouse to the mouse port, leaving
> >your serial port free for a modem? What do you think?
>
> FWIW, there is already such an adapter for the Amiga, called
> "Topolino" or similar. Since the only difference between Amiga and
> Atari mice are the pinouts (which is why most aftermarket mice are
> switchable between the two), anyone needed such a solution tomorrow
> could purchase a Topolino and wire up and adapter.

Topolino is a nice device, but at $40 it costs twice as much as an
Atari mouse!

1523. Atari C compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-08 00:00:00 UTC
From: centek <centek@graphity.fr>
Message-ID: <6ivqqt$j2t$1@news.imaginet.fr>
Source record: 4536

I am looking for informations about the way Atri C compilers store their debugging informations in executable files.

This is important because I want CENTinel (our 68030/040/060 & 56001/56301 Debugger) to provide Source Level Debugging.

Any informations about Pure C, Lattice C & GCC would REALLY help a lot !!!

Ronan CARDAUT

-
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.centek.graphity.fr
http://www.graphity.fr/centek

1524. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-08 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980508184802.20403A-100000@usr02.primenet.com>
Source record: 4537

```
And this is what was happenning :) exactly that :)
I was using the first example. Then upon the advice from someone here
I change to the other, and it fixed it :)
Many thanks :)

On Thu, 7 May 1998, Peter Rottengatter wrote:

>In article <Pine.BSI.3.96.980505122746.5539A-100000@usr06.primenet.com>,
> Katherine L Ellis <kellis@primenet.com> writes:
>
>> Hi, I have a prob with this:
>> My event_multi() IF mu_timer will not fetch all the redraw messages
>> correctly.
>> If I remove the mu_timer flag, everything works fine.
>> Any idea why the aes gem message get messed up and not reliable?
>> What Am I doing wrong?
>
>You might have fallen into a well frequented pitfall ;-)
>
>evnt_multi() does return more than one event on occasion. So
>
> event = evnt_multi (MU_TIMER | MU_MESAG, ...);
>
> if (event == MU_TIMER) { ... }
> if (event == MU_MESAG) { ... }
>
>is broken code and can produce precisely the effect you describe.
>Use
>
> event = evnt_multi (MU_TIMER | MU_MESAG, ...);
>
> if (event & MU_TIMER) { ... }
> if (event & MU_MESAG) { ... }
>
>instead.
>
>
>Cheers Peter
>--
>-----------------------------------------------------------------------
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/~perot
>-----------------------------------------------------------------------
>
>
```

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1525. STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-08 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980508201750.9509B-100000@ganymede.cs.mun.ca>
Source record: 4538

Hello everyone,

I'm currently writing a game in STOS BASIC. I've made a title
screen and have letters i.e sprites fall down the title screen into their
positons. The problem I'm having is when the letters fall their
backgroung color overwrites where the have fallen to. I only want the
characters to be displayed and not the backround color on which they were
displayed. Any ideas?

1526. Re: Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-09 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <894677520.2331.0.nnrp-06.9e98f145@news.demon.co.uk>
Source record: 4539

```
-----BEGIN PGP SIGNED MESSAGE-----

On 7 May 1998 09:05:31 , "K.Hampf" wrote:
> David Bolt wrote in message
> <894497691.18664.1.nnrp-11.9e98f145@news.demon.co.uk>...
> >BTW, just in case it helps, the language I'm using is Sozobon C v2.
>
>
> How supported is Sozobon C today? Where can one find more info about the
> current version?

I've no idea. I've been using v2 for about 2 years, and used v1.? for a
few years before that. I haven't seen much in the way of updates, but then
again, I haven't really been on the lookout for them.

> Back in the old days it took about the same amount of time to avoid Sozobon
> C's internal bugs that it took to troubleshoot your own ones ;)

Would you care to tell me what these bugs are/were, as I've not noticed any.
And as the programs I write in C are compiled with Sozobon, I'd like to know
if there are likely to be any problems.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNVMSIleKRkq5A+OlAQGjzQH/YLv+vxRfCDNt7MatpGpixozlhg4NeBrp
ZOCbsKmvF9p3ftA1d1J21+kMH3ulIRAUw3kKcXr1TIzkDKlHmhwjFg==
=uWKI
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1527. Re: Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-09 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <894677522.2331.0.nnrp-06.9e98f145@news.demon.co.uk>
Source record: 4540

```
-----BEGIN PGP SIGNED MESSAGE-----

On 7 May 1998 13:43:27 , Levien van Zon wrote:
> K.Hampf (k_hampf@yahoo.com) wrote:

> : Back in the old days it took about the same amount of time to avoid Sozobon
> : C's internal bugs that it took to troubleshoot your own ones ;)
>
> Well, it's not that bad.
> I've been using Sozobon for several years now, but I haven't found any real
> bugs. Just some incompatibilities in the libs, which are mosly irritating
> when trying to port stuff...

One good thing about Sozobon is the source for the libraries are available,
if you're using dlibs, so any real problems can be sorted out by rewriting
and recompiling the relavent functions. I did that to add desk accessory
support directly into the init code, with a variable to check the PRG/ACC
status, as well as adding support for atexit().

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNVMT2leKRkq5A+OlAQEptgH+MAzXbIA588qGpyVQijhbqBLJZfkkejbf
A8OoeZ53rmaQqmqHJkknxqPHBzytl63sRZHvyUDTDuedX2hQn8XR9w==
=LL1w
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1528. Re: Atari C compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6j1gm0$msv@balaena.bio.vu.nl>
Source record: 4541

centek (centek@graphity.fr) wrote:

: I am looking for informations about the way Atri C compilers store their
: debugging informations in executable files.
: Any informations about Pure C, Lattice C & GCC would REALLY help a lot !!!

The sources for the GCC debugger (gdb, I think, if it's available for Atari)
should be freely available...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The sheep that fly over your head are soon to land.

1529. Re: ttram question.

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6j1grb$msv@balaena.bio.vu.nl>
Source record: 4542

Katherine L Ellis (kellis@primenet.com) wrote:

: so far I am using a pointer to $5a4 then - 16meg, but it seems not
: reliable on every case, example some TT with some g.card, not all
: though!. very weird.

And don't forget the problems with the Falcon TOS, which can report FastRAM
when there is none, and with Virtual Memory, which sometime disguises itself
as FastRAM... (for both, see FreeMiNT 1.14.xx)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The sheep that fly over your head are soon to land.

1530. Re: structs and binary trees

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-09 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Esp3Lx.FFv@uia.ua.ac.be>
Source record: 4543

Twinkle900 (twinkle900@aol.com) wrote:

```
: struct part_record
: {
: int part_num;
: int price;
: int quantity;
: }
: i know how to do basic maniputlations of binary trees, like transversing trees
: and all, but i am not sure of how to store a struct in a binary tree.
```

In fact, binary trees are rather easy. You should smth like :

```
typedef struct {
int partnumber;
int price;
int quantity;
} PartInfo;
```

and then :

```
typedef struct Node {
PartInfo data;
struct Node *left;
struct Node *right;
} PartNode;
```

Then, you can access your fields through :

```
{
PartNode *p;

/* ...SOME CODE... */

p->data.quantity = 100;

/* ...SOME CODE... */
}
```

Now remains the question how your Binary tree will be ordered. Does it have
to be sorted by price, quantity or partnumber ? There's no use in this case
to use a binary tree if it isn't for searching (hence, a Binary Search Tree).

If you have any further questions, just ask.

Good luck !

```
+-----------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
```

```
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-----------------------------------------------------------------+

--
Septimus' quote for today :

"The grit in your eye soon enters your heart
and all that was strength is just falling apart."
- Anne Clark
```

1531. ---> MEGA 3, Support needed NOW ! <---

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-09 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6j2i8m$2d5$3@heliodor.xara.net>
Source record: 4544

MEGA 2 is now added to my site, Still working on the other links so please bare with me. Or you can get MEGA 2 by clicking on the links near the end of the message.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell us what you liked and what you didn't. There are a lot of people who have not yet seen MEGA so get downloading there or over 200 articles on the 2 discs with a nice shall which anyone can use without any info at all on it.

There are many sections in this zine, Some or 1 off and are very interesting to read, It would be impossible to list them all so heres a quick rundown. True horror/ghost tales, STOS, Tesla, Electronics, jokes and humour, Dreams what they mean and stuff, get rich, UFO articles, stories, Anti car crime, Reviews, Returned questionnaires, Science, Black holes, and much more. Simply take a look and you will be amazed on what we have found for you. There should be something for everyone in issue 2. Lets here what YOU would like to see appear !!

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced. Anything you do will be included in issue 3 which is currently been done by the MEGA team.

I want to make MEGA "YOUR" zine, so tell me what you want and we will include that page in the next issue. Any ideas not matter who obscure or small they be, are more than welcome.

Can you suggest a good articles site, Something you may think could be of interest to other MEGA readers ? No matter what it is we would like to here from you. Just look at the area of topics we are covering, You name it, we will do it. Anything you may think could possibly help please mail me the links, If I use the site I will give you credit (of course) for giving me the site URL.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it. This would be a great shame as there is now other zine like it.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time. Get on the MEGA mailing list, or ask if you are already on it just to make sure (I may have missed you off for some silly reason).

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you

wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Everyone who has sent me mail over the last few weeks has not been added to the list. If you would like to be added to the mailing list then please re-mail me so I can add you to the list. Please check if you have requested to be added to make sure you have been added.

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

Issue 3 is really taking off now, We need your suppot now ! We have had good responce for MEGA but no one knows how they can help, First of all fill in the questionnaire. I will try to suggest a article that you can write about, you then simply write it and have the sortcut to fame in issue 3.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him. If you would like to send Lee mail, Send it to me but put "FOR LEE ROUND" in the subject box and I will be happy to pass it onto him. If your interested in UFO's or related stuff then request issue 2 of UFOST now, I regret it still has not been added to my site. Send me a mail if you would like a copy.

I have issue 2 ready for E-mail should you dare to ask for it. Sorry but it has not yet been added to my site, Keep trying though !!

Here are the URL's for MEGA Disczine issue 2.

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d1.zip

ftp://ftp.funet.fi/pub/atari/mag/mega/mega2_d2.zip

Thanks to Deano for the upload of issue 2.

Visit his site at....

Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favourite zines !!

- - - > A t A ɾ I F o R e V e R < - - -

1532. Re: CD ROM PROBLEMS

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-09 00:00:00 UTC
From: Bud Connolly <budc@harborcom.net>
Message-ID: <6j38khsll1@supernews.com>
Source record: 4545

Sounds like you don't have the SCSI cable terminated properly. Only the last device should be terminated, either on the device itself or you can place a SCSI Terminator at the end of the cable.

OR

Both devices have the same SCSI ID. Make sure each device has a unique SCSI ID and don't use 7, it is reserved for the SCSI Controller.

ANGIEF18 wrote in message
<1998050722090400.SAA18759@ladder01.news.aol.com>...
>Hello All,
>I have a C-Lab Falcon 030 with a Toshiba internal 2.5" 540meg scsi hard drive,
>and an external NEC scsi CDR-MV2 1x cdrom drive.
>My problem is that when ever I boot my Falcon with the cdrom connected to the
>Falcon's scsi port, my boot partition gets scrambled and I end up having to
>rebuild the partition and reloading the files placed therein. I have tried 3
>different external scsi cdrom drives and have replaced the cable all to no
>avail. Can anyone out there figure out what the problem is and let me know so
>I can rectify it and make use of my cdrom drive? Thanks! :)
>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI

1533. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-10 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3555e88e.7028123@news.tmisnet.com>
Source record: 4448

A customizable evnt_multi() is an excellent
idea! Have you sent this suggestion to
Wizztronics? I would definitely support this
as a must-have improvement to the system!

-- George Crissman
-- strads@tmisnet.com

On Thu, 7 May 1998 10:21:28 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35489a01.3839324@news.tmisnet.com>,
> strads@tmisnet.com (George Crissman) writes:
>
>> Wouldn't it be nice to have a form_progress(), an
>> easy-to-use standardized progress bar similar in
>
>Hmm, up to now I've only seen proposals that move frequently used stuff
>into the OS. Although that certainly is desirable, it is not an important
>matter. I consider suggestions far more important that *ENABLE* new
>functionality that was not achievable up to now. An example what I'd
>really appreciate is a evnt_multi() extension that allows linking code
>that checks for additional events, similar to what MiNT does with it's
>select() call for files. Right now, an application needing to wait for
>some event needs to do so via polling and employing MU_TIMER, which is
>not efficient and blocks the system if several applications use this.
>This effect is not even achievable by linking own code before the AES's
>evnt_multi() call, but requires changes deep in the AES.
>
>
>Cheers Peter
>--
>---
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/~perot
>---

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1534. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-10 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3555e990.7286471@news.tmisnet.com>
Source record: 4449

Hmmmm ... this is hard to answer gently and
effectively. Using a well-written program is
easy, writing a well-written program can be
very difficult.

You need to be aware of:
a) standard implementation techniques
(does File, New open a window or clear
the existing one?)
b) expectations of the program user
("it doesn't do what I mean!")
c) bugs in various versions of the operating
system and how to squash them.
d) "features" in OS calls that don't work the
way they're described, but in a manner that
makes sense ... kinda.
e) how the programming language works.

My recommendation -- get a copy of HiSoft Basic
for your computer, then hit the used book stores
for an "Introduction to Microsoft Quick Basic"
book (You'll find the two are AMAZINGLY similar...).

Read the book, do the exercises, and get comfortable
with the language even though you won't be doing much
windowing to start.

When you reach the point where you can comfortably
define a project and program it to completion, you're
ready for GEM. And with one of the "From Basic to C"
books, you'll be able to use Lattice C (not one of the
friendliest compilers out there, BTW).

It's been said that a programmer new to the windowing
environment takes a year to become productive. With a
bit of dedication, and the experience that comes through
time, you'll be able to experience the joys and
frustrations of programming on your own computer.

Just don't get discouraged -- take the successes as they
occur, and you'll do just fine. Besides, we're all friendly
in here and glad to help out.

Does this answer the question?

-- George Crissman
-- strads@tmisnet.com

On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:

>Hello,
>I need YOUR help.
>I've been using my ST to make music for years. Now, having been inspired by
>Electronic Cow and others, I want to learn a bit of programming.
>Unfortunately I know NOTHING.
>Are there any essential bits of reading to do? On-line, or are there books?
>Should I be learning C, or some kind of Visual Basic?
>What about compilers?
>Where, in other words, do I start?
>I'd really appreciate any help you can give me.
>Please mail me at screenstyles@hotmail.com.
>Thanks,
>Paul.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1535. Re: Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-10 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <6j5q96$26h@bgtnsc02.worldnet.att.net>
Source record: 4450

I wrote:

> Hey all,
>
> I remember reading some time back about how the DSP in the Falcon would
> be able to emulate a modem. I know the MWave card in my PC does this and
> I was wondering if anyone ever wrote one for the Falcon?

I see by the huge response to this message that there is either:

A. No modem software that was ever written.
B. It was written, but no one thinks it's important enough to say.
C. All Falcon owners who use newsgroups already have modems and just don't
care anyway.

||| Greg George
||| Editor, The Atari Times(US)
/ | \ greggeorge@worldnet.att.net
ATARI
TIMES http://www.geocities.com/TimesSquare/Arcade/8341
FREE! http://venus.beseen.com/boardroom/c/17653/Date

1536. Help!

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-10 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998051014361900.KAA13754@ladder03.news.aol.com>
Source record: 4546

Hello all,
My name is Sam and I'm the one who sent out the CDRom Problems message a few days ago. Thanks to everyone who responded with ideas and suggestions. Unfortunately, I haven't been able to try any of the suggestions because my Falcon won't even boot now! :(When I turn on my Falcon, you can here the power supply kick on and the hard drive starts to boot, then it stops. When I disconnect the hard drive and attempt to boot from floppy, the only thing that comes on is the power supply. Can anyone tell me what to do so that I can at least get my Falcon to boot?
Getting desparate,
Sam
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

1537. Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-10 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6j4oq9kmb1@news4.isdnet.net>
Source record: 4547

```
Hi all,
I'd like to know how to draw in memory without using a GDOS (if it is
possible) under a multitasking environment.
Thanks !
--
<------------- fredd ---------------->
Freder:c D:nh -> frederic.dinh@ffv.fr
http://wwwperso.hol.fr/~fdinh
```

1538. Re: Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <35569129.0@d2o29.telia.com>
Source record: 4451

Gregory D. George wrote in message <6j5q96$26h@bgtnsc02.worldnet.att.net>...
>> I remember reading some time back about how the DSP in the Falcon would
>> be able to emulate a modem. I know the MWave card in my PC does this and
>> I was wondering if anyone ever wrote one for the Falcon?

>
>I see by the huge response to this message that there is either:

>
>A. No modem software that was ever written.
>B. It was written, but no one thinks it's important enough to say.
>C. All Falcon owners who use newsgroups already have modems and just don't
>care anyway.

There was a software-modem under developement, supposed to run at about
14.4Kbps, but due to someone's stupidity, most likely Atari Corp. going
Jaguar and not really caring about anything else, it got forgotten. The
product was one of many reasons to buy a Falcon in the first place. I
beleive I once also heard that the developers wanted too much money for the
product, and that was one reason for why it never got to the market.

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

1539. Re: Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <35569491.0@d2o29.telia.com>
Source record: 4452

David Bolt wrote in message
<894677520.2331.0.nnrp-06.9e98f145@news.demon.co.uk>...
>> Back in the old days it took about the same amount of time to avoid
Sozobon
>> C's internal bugs that it took to troubleshoot your own ones ;)
>
>Would you care to tell me what these bugs are/were, as I've not noticed
any.
>And as the programs I write in C are compiled with Sozobon, I'd like to
know
>if there are likely to be any problems.

I wrote K&R ANSI-C code only as I was taking classes in C/C++ and was supposed to use Borland's C++ which was a bit truoblesome when I had no IBM PC clone. I had a lot of problems that I can't remember, but I remember that you could get rid of some errors by moving your code some lines up or down, without really changing anything. Since there is a new version I beleive many of the v.1 bugs have been fixed, and it should be safe to use it now. I've already downloaded v.2 and will try it out as soon as I get time to, let's say in a couple of years ;)
I remember all those hours with the lousy photocopied papers from the class, K&R's book on the C language, coffee (and more coffee) and my Mega 2ST hooked up in a clauset ... accessing drives an generating millions of errors on the dusty little screen. Today I barely have time to use my Falcon, and I've got so much problems with HD casings, drivers, OS's and so forth ... there is no longer time to do anything productive and creative with your Atari ... you need to upgrade ;)

BTW, do you know if Sozobon C runs under MagiC? ... Then I would definately run Sozo!

Regards, K. Hampf
e-mail: k_hampf@yahoo.com

1540. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6j6buq$4r0@balaena.bio.vu.nl>
Source record: 4453

Scott Harris (harris@cs.mun.ca) wrote:

: I'm currently writing a game in STOS BASIC. I've made a title
: screen and have letters i.e sprites fall down the title screen into their
: positons. The problem I'm having is when the letters fall their
: backgroung color overwrites where the have fallen to. I only want the
: characters to be displayed and not the backround color on which they were
: displayed. Any ideas?

You need to do a transparent blit. Don't ask me how, I don't use STOS.
Should probably be in the user manual somewhere. Look up "transparent" in
the index.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Second Law of Business Meetings:
If there are two possible ways to spell a person's name, you
will pick the wrong one.

Corollary:
If there is only one way to spell a name, you will spell it
wrong, anyway.

1541. Re: Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6j6c6b$4r0@balaena.bio.vu.nl>
Source record: 4454

Frederic Dinh (frederic.dinh@hol.fr) wrote:

: I'd like to know how to draw in memory without using a GDOS (if it is
: possible) under a multitasking environment.

Use either an offscreen bitmap (you'll need an EdDI compatible VDI,
either NVDI or use the VDI enhancer) or draw to the screen and then blit to
memory (not always a good idea...)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Second Law of Business Meetings:
If there are two possible ways to spell a person's name, you
will pick the wrong one.

Corollary:
If there is only one way to spell a name, you will spell it
wrong, anyway.

1542. ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <VIA51.29$cL3.643322@wagner.videotron.net>
Source record: 4455
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I've been trying to find extensive docs about the ST cartrige port,
but without much success. What I'm trying to achieve is to burn an
EPROM that would install as a read-only drive upon bootup. Ideas?

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
---
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payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

1543. Re: Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6j6kj3$c62@balaena.bio.vu.nl>
Source record: 4456

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: I see by the huge response to this message that there is either:
: A. No modem software that was ever written.

That seems to be the case for the Falcon, or at least, no one seems to have heard of such software ever being released...

: B. It was written, but no one thinks it's important enough to say.

It might have been written for the DSP 52001 (is this the one in the Falcon? can't remember...) by Motorola or something, but it has never been adapted for the Falcon. In this case, a look at the motorola DSP site might help (www.mot.com), they have a (link to a) DSP software library somewhere...

: C. All Falcon owners who use newsgroups already have modems and just don't
: care anyway.

Additionally, that could also be a factor of some importance.. :)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

How come only your friends step on your new white sneakers?

1544. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: Yves Gablin <yves.gablin@imag.fr>
Message-ID: <3556E595.41C6@imag.fr>
Source record: 4457

Martin-Eric Racine wrote:
>
> I've been trying to find extensive docs about the ST cartrige port,
> but without much success. What I'm trying to achieve is to burn an
> EPROM that would install as a read-only drive upon bootup. Ideas?
>

I thought that was the normal use of the cartrige port. Standard, I
mean, even if many other uses were made.

1545. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6j720d$140$1@nyheter.chalmers.se>
Source record: 4458

In article <EsL0rs.Fu@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <35489a01.3839324@news.tmisnet.com>,
> strads@tmisnet.com (George Crissman) writes:
>
>> Wouldn't it be nice to have a form_progress(), an
>> easy-to-use standardized progress bar similar in
>
>Hmm, up to now I've only seen proposals that move frequently used stuff
>into the OS. Although that certainly is desirable, it is not an important

Exactly!
People also seem to forget that these things actually won't make programming
for Atari machines in general any easier. You still have to provide code
for all non-Wizztronics machines...

When it comes to hardware, I gave up on Wizztronics years ago (anyone else
remember the Barracuda and more recently the Hawk?), and we certainly don't
need (IMHO) any further OS compatibility problems.

'Ease of use' things belong in libraries, preferably shared ones.

>matter. I consider suggestions far more important that *ENABLE* new
>functionality that was not achievable up to now. An example what I'd
>really appreciate is a evnt_multi() extension that allows linking code
>that checks for additional events, similar to what MiNT does with it's

I agree that things like that would be useful, but only if they are
available in all OSes, or at least in a free one, like OAESis or XaAES
(or MiNT, fVDI etc depending on the OS level in question).

>This effect is not even achievable by linking own code before the AES's
>evnt_multi() call, but requires changes deep in the AES.

You should be able to get the same effect by using a multithreaded
application. Just let one small thread do the evnt_multi() and then send
the messages along to the main code via a pipe (which can then be used in a
select()) when they occur.
Not as nice as real AES-level support of course (and there will be some
performance penalty (probably not very much)), but I think it would work.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1546. Re: Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8pvhku7c8.fsf@sara.lysator.liu.se>
Source record: 4459

"Gregory D. George" <greggeorge@worldnet.att.net> writes:

> > I remember reading some time back about how the DSP in the Falcon would
> > be able to emulate a modem. I know the MWave card in my PC does this and
> > I was wondering if anyone ever wrote one for the Falcon?
>
> I see by the huge response to this message that there is either:
>
> A. No modem software that was ever written.
> B. It was written, but no one thinks it's important enough to say.
> C. All Falcon owners who use newsgroups already have modems and just don't
> care anyway.

Probably both A and C. I haven't heard of any such software, and from
what I heard in the early days, it wouldn't be possible to practically
make a modem that was fast enough to compete with serial modems. It
would still take hardware to do it, and there's probably no business
in it, since modems are so cheap nowadays anyhow.

This is what I've heard, and my oppinions. If anyone knows better than
me, please tell. :)

Tomas - tomas[@.]nocrew.org

1547. Re: Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: firebird@noln.com
Message-ID: <firebird-1105981336380001@pm3s18.shscomputer.com>
Source record: 4460

In article <6j6kj3$c62@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:

> Gregory D. George (greggeorge@worldnet.att.net) wrote:
>
> : I see by the huge response to this message that there is either:
> : A. No modem software that was ever written.
>
> That seems to be the case for the Falcon, or at least, no one seems to have
> heard of such software ever being released...
>
> : B. It was written, but no one thinks it's important enough to say.
>
> It might have been written for the DSP 52001 (is this the one in the Falcon?
> can't remember...) by Motorola or something, but it has never been adapted
> for the Falcon. In this case, a look at the motorola DSP site might help
> (www.mot.com), they have a (link to a) DSP software library somewhere...
>
> : C. All Falcon owners who use newsgroups already have modems and just don't
> : care anyway.
>
> Additionally, that could also be a factor of some importance.. :)
>
> -=Levien
>
> ------
> Levien van Zon (lvzon@bio.vu.nl)
> MALEB Homepage: http://huizen.dds.nl/~levjenno/
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> ------
>
> How come only your friends step on your new white sneakers?

The answer is yes it can be used as a modem if the software is designed for it. However alot of software written for the falcon relies alot on the dsp56001 and taxes the available power it has. If you use the dsp in the falcon as a modem for the internet instead of an external modem, jpegs and any other software that uses the dsp would be alot slower. Using the dsp as a modem would be a good idea if newer falcons are developed with a 040/060 cpu, a faster dsp 56002 66/80 mhz, and faster custom chips where the dsp would have the extra cycles to spare and less software would have to use it to make up for the slow cpu.

Garland Sexton
firebird@noln.com

1548. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <894908403.6666.0.nnrp-06.c1ed1184@news.demon.co.uk>
Source record: 4461

```
On 11 May 1998 13:48:39, Yves Gablin wrote:
>Martin-Eric Racine wrote:
>>
>> I've been trying to find extensive docs about the ST cartrige port,
>> but without much success. What I'm trying to achieve is to burn an
>> EPROM that would install as a read-only drive upon bootup. Ideas?
>>
>
>I thought that was the normal use of the cartrige port. Standard, I
>mean, even if many other uses were made.
>.

There are 2 standards: (1) Applications & (2) Diagnostics.

Cheers! for now
Steve

**********************************************************************
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
**********************************************************************
```

1549. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <894908484.6666.0.nnrp-06.c1ed1184@news.demon.co.uk>
Source record: 4462

```
On 11 May 1998 13:48:39, Yves Gablin wrote:
>Martin-Eric Racine wrote:
>>
>> I've been trying to find extensive docs about the ST cartrige port,
>> but without much success. What I'm trying to achieve is to burn an
>> EPROM that would install as a read-only drive upon bootup. Ideas?
>>
>
>I thought that was the normal use of the cartrige port. Standard, I
>mean, even if many other uses were made.
>.

There are 2 standards: (1) Applications & (2) Diagnostics.

Cheers! for now
Steve

**********************************************************************
| Email: | "If fame is to come after death, |
| steve@steverosie.demon.co.uk | I am in no hurry for it." |
********************************** ===== |
| Web Site: | Marcus Valerius Martial |
| www.steverosie.demon.co.uk | (A.D. 40-102) |
**********************************************************************
```

1550. Re: Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6j7dpp$4u5$1@zingo.tninet.se>
Source record: 4463

On 11 May 1998 08:17:15, Levien van Zon wrote:
>Frederic Dinh (frederic.dinh@hol.fr) wrote:
>
>: I'd like to know how to draw in memory without using a GDOS (if it is
>: possible) under a multitasking environment.
>
>Use either an offscreen bitmap (you'll need an EdDI compatible VDI,
>either NVDI or use the VDI enhancer) or draw to the screen and then blit to
>memory (not always a good idea...)

I think there's an XBIOS call the lets you alter the logical and physical address of the screen, so you can draw on an "invisible" screen. At least on the ST models.

Regards

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

1551. Re: Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6j7je0rc1@news4.isdnet.net>
Source record: 4464

Hi Thomas you wrote:

> I think there's an XBIOS call the lets you alter the logical and physical
> address of the screen, so you can draw on an "invisible" screen. At least
> on the ST models.

I know about that solution, but I wonder if it is reliable under multitasking.
What if at least 2 applications make this call ?

--
<------------- fredd ---------------->
Freder:c D:nh -> frederic.dinh@ffv.fr
http://wwwperso.hol.fr/~fdinh

1552. Re: Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6j7je8rc2@news4.isdnet.net>
Source record: 4465

Hi Levien, you wrote:

> Use either an offscreen bitmap (you'll need an EdDI compatible VDI,
> either NVDI or use the VDI enhancer) or draw to the screen and then blit to
> memory (not always a good idea...)

Wow. I think I will find information about offscreen drivers in a NVDI doc.
What is the VDI Enhancer ? What is EdDI ? Extended Device Interface ?
Is it an official feature from Atari or a independent project ?

Thanks.

--
<------------- fredd ---------------->
Freder:c D:nh -> frederic.dinh@ffv.fr
http://wwwperso.hol.fr/~fdinh

1553. GFA Bug?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: rgc@zetnet.co.uk
Message-ID: <6j7kdt$66f$1@irk.zetnet.co.uk>
Source record: 4466

Does anyone know if there is a bug in the MAT READ x() command inGFA Basic v3.6TT?

The following code stops with the error 'Out of Data'

```
DATA 1,2,3,4
DIM a(2,2)
MAT READ a()
```

Can anyone help (quite soon please)? :)

Robert Casey

1554. Re: GFA Bug?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: mitala@utu.fi
Message-ID: <6j7n2a$2b9$1@news.utu.fi>
Source record: 4467

rgc@zetnet.co.uk (Robert Guy Casey) writes:

>Does anyone know if there is a bug in the MAT READ x() command inGFA
>Basic v3.6TT?

>The following code stops with the error 'Out of Data'

```
>DATA 1,2,3,4
>DIM a(2,2)
>MAT READ a()
```

DIM a(2,2) makes a table sized 3 x 3 and you only have data for 2 x 2.
Change the base from 0 to 1 or DIM a(1,1). I hope that MAT READ is
supposed to fill the array from DATA?

1555. Re: Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-11 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <6j88gg$bbn@bgtnsc01.worldnet.att.net>
Source record: 4468

Tomas Berndtsson wrote:

> "Gregory D. George" <greggeorge@worldnet.att.net> writes:
>
> > > I remember reading some time back about how the DSP in the Falcon would
> > > be able to emulate a modem. I know the MWave card in my PC does this and
> > > I was wondering if anyone ever wrote one for the Falcon?
> >
> > I see by the huge response to this message that there is either:
> >
> > A. No modem software that was ever written.
> > B. It was written, but no one thinks it's important enough to say.
> > C. All Falcon owners who use newsgroups already have modems and just don't
> > care anyway.
>
> Probably both A and C. I haven't heard of any such software, and from
> what I heard in the early days, it wouldn't be possible to practically
> make a modem that was fast enough to compete with serial modems. It
> would still take hardware to do it, and there's probably no business
> in it, since modems are so cheap nowadays anyhow.

Thanks for the responses guys.

While it is doubtless that such software wouldn't make much (if any) money, I would be interested to see if it could be done. Shoot, my Linux friend is dying to get his hands on my 1040STe to try some new Linux variant on it. He's just wants to see if it's possible!

I wonder... If it were written, how would you connect the Falcon to the phone line? I suppose you'd have to build a DSP interface. Or was there something else in mind?

--Greg G.

1556. Re: Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <3557db7e.0@d2o29.telia.com>
Source record: 4469

Gregory D. George wrote in message <6j88gg$bbn@bgtnsc01.worldnet.att.net>...
>While it is doubtless that such software wouldn't make much (if any) money,
I
>would be interested to see if it could be done. Shoot, my Linux friend is
dying
>to get his hands on my 1040STe to try some new Linux variant on it. He's
just
>wants to see if it's possible!

A lot of computing is just testing and trying out ...

>I wonder... If it were written, how would you connect the Falcon to the
phone
>line? I suppose you'd have to build a DSP interface. Or was there something
else
>in mind?

There was a special interface that fitted the DSP connector at the back of Falcon. I tried to remember and I know that Atari let all the ST magazines of the time know that they were just about to release 14.4Kbps modem software. I beleive they got the product ready but then they let it all go due to the price of it all.

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

1557. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <C7QXCZJ@tos.pl.net>
Source record: 4470

Martin-Eric Racine (q-funk@megacom.net) wrote:
: I've been trying to find extensive docs about the ST cartrige port,
: but without much success. What I'm trying to achieve is to burn an
: EPROM that would install as a read-only drive upon bootup. Ideas?

You don't say what area of the cartridge port you need to know about - do you want to know how to electrically connect the EPROM to the cartridge port, or do you need to know what to burn into the EPROM?

Well to look briefly at the hardware:

The ROM cartridge uses a 40-way edge connector and plugs into the ROM port at the side of the ST. 128K of ROM is available in the address range $FA0000 to $FBFFFF. Having never used the port I can't say precisely, but it seems that the ROM3 and ROM4 select (active low) enable one of two banks to be selected in order to access the full 128K of space, my documentation is a bit vague on this. Otherwise the port looks quite straight-forward.

And from the Compendium:

There are two types of cartridge - diagnostic and application. Since you're interested in the latter, I'll skip straight to that. Application cartridges should contain one or more application headers beginning at location 0xFA0004 as follows:

Name Offset Meaning
CA_NEXT 0x00 Pointer to next app. header or NULL if no more
CA_INIT 0x04 Pointer to app init code. High 8 bits have special meaning:
Bit Set Meaning
0 Execute prior to disp. mem. and int. vec. init.
1 Execute just before GEMDOS initialised
2 Unused
3 Execute prior to boot disc
4 Unused
5 Application is a desk accessory
6 Application is not a GEM application
7 Application needs parameters
CA_RUN 0x08 Pointer to application's main entry point.
CA_TIME 0x0C Standard GEMDOS time stamp
CA_DATE 0x0E Standard GEMDOS date stamp
CA_SIZE 0x10 Size of application in bytes
CA_NAME 0x14 Null terminated ASCII filename in standard GEMDOS 8+3 format.

Unfortunately the Compendium does not explain exactly how the CA_INIT and CA_RUN entries are used.

The cartridge can then be accessed as a lower-case `c' drive, with the
applications listed like ordinary files.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

1558. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <3557f5e1.0@news.utbm.fr>
Source record: 4471

Hello
>Hi, I have a prob with this:
>My event_multi() IF mu_timer will not fetch all the redraw messages
>correctly.
>If I remove the mu_timer flag, everything works fine.
>Any idea why the aes gem message get messed up and not reliable?
>What Am I doing wrong?

I see only one possibility when you use evnt_multi() to know if there is
a message you must verify that evnt_multi()&0x10 is true and not verify
evnt_multi()==0x10 that is fault.

bye
Olivier

1559. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980512065604.8645A-100000@ganymede.cs.mun.ca>
Source record: 4472

On 11 May 1998, Levien van Zon wrote:

> Scott Harris (harris@cs.mun.ca) wrote:
>
> : I'm currently writing a game in STOS BASIC. I've made a title
> : screen and have letters i.e sprites fall down the title screen into their
> : positons. The problem I'm having is when the letters fall their
> : backgroung color overwrites where the have fallen to. I only want the
>
> You need to do a transparent blit. Don't ask me how, I don't use STOS.
> Should probably be in the user manual somewhere. Look up "transparent" in
> the index.

Well could'nt find and transparent in the manual or a blit :(However I
now know around what lines I'm looking for.

Thanks,

Scott.

1560. Re: Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980512070216.8645B-100000@ganymede.cs.mun.ca>
Source record: 4473

On 11 May 1998, Thomas Sahlin wrote:

> On 11 May 1998 08:17:15, Levien van Zon wrote:
> >Frederic Dinh (frederic.dinh@hol.fr) wrote:
> >
> >: I'd like to know how to draw in memory without using a GDOS (if it is
> >: possible) under a multitasking environment.
> >
> >Use either an offscreen bitmap (you'll need an EdDI compatible VDI,
>
> I think there's an XBIOS call the lets you alter the logical and physical
> address of the screen, so you can draw on an "invisible" screen. At least
> on the ST models.

I know in GFA BASIC phy%=xbios(2) returns the physical screen address and logic%=xbios(3) return the logic address. Perhaps (If your using GFA) you could use logic%=xbios(3) to return the logical screen address, then use then set that to the current active screen somehow. All thte drawing functions should go to the logical screen and not be seen. You could then get the physical screen up and running again by using the physical screen address. As a matter of fact you should be able to swap the physical address with logical.

1561. CLI menu accessory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: robin@px.uk.com
Message-ID: <6j94h3$duj@co-op.newsguy.com>
Source record: 4474
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello,

I am looking for a good command line interpretor in the form of a desk accessory. It would have to run external programs such as gcc, make, etc. and be able to set envioroment variables.

I know I could use Mint with toswin and a shell like bash but that is a bit too complex for my needs.

If anybody could send any information via email on such an accessory I would be very grateful.

Thanks alot, Robin Grant.
robin@px.uk.com

1562. Re: Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6j996q$q28@balaena.bio.vu.nl>
Source record: 4475

Frederic Dinh (frederic.dinh@hol.fr) wrote:

: Wow. I think I will find information about offscreen drivers in a NVDI doc.

Indeed. Try the NVDI v4 programmers guide (should be available from the Natural Born Programmers site, maybe on my site as well, if the link's still valid...)

: What is the VDI Enhancer ?

It's a little program written by the guys that did NVDI, to implement EdDI calls in existing VDI's (don't know if this'll work for all VDI's though...) It's freeware and should be on most FTP sites...

: What is EdDI ? Extended Device Interface ?

It seems to be some kind of protocol or standard to inplement extended VDI features. It implements offscreen bitmaps, some new calls to get more info on workstations and a few other bits...

: Is it an official feature from Atari or a independent project ?

It's independant. It was implemented in NVDI and MagiC and can be added to older VDI's using the enhancer, so it's pretty well supported. I hope it will be added to FVDI as wel...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

It was one of those perfect summer days -- the sun was shining, a breeze was blowing, the birds were singing, and the lawn mower was broken ...
-- James Dent

1563. Re: Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6j98k2$q28@balaena.bio.vu.nl>
Source record: 4476

Thomas Sahlin (thomas.sahlin@home.se) wrote:

: I think there's an XBIOS call the lets you alter the logical and physical
: address of the screen,

Indeed, there is...

: so you can draw on an "invisible" screen. At least
: on the ST models.

And that's just the problem with this method: it won't work on graphics
cards! Lots of people use graphics cards nowadays...
And besides, it not a good idea to do this in a GEM program anyway,
it's definitely not clean GEM programming...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

It was one of those perfect summer days -- the sun was shining, a
breeze was blowing, the birds were singing, and the lawn mower was
broken ...
-- James Dent

1564. Re: Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6j98ee$q28@balaena.bio.vu.nl>
Source record: 4477

K.Hampf (k_hampf@yahoo.com) wrote:

: BTW, do you know if Sozobon C runs under MagiC? ... Then I would definately
: run Sozo!

It runs under MiNT (even in the MiNT domain!) and under TOS without problem,
so it should run under MagiC as well... (It's even got a global variable,
__MagiC or something, which is set when MagiC is present...)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

It was one of those perfect summer days -- the sun was shining, a
breeze was blowing, the birds were singing, and the lawn mower was
broken ...
-- James Dent

1565. Re: Falcon DSP Modem?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8iunbhgk2.fsf@sara.lysator.liu.se>
Source record: 4478

"Gregory D. George" <greggeorge@worldnet.att.net> writes:

> I wonder... If it were written, how would you connect the Falcon to the phone
> line? I suppose you'd have to build a DSP interface. Or was there something else
> in mind?

Yes, you would have to have some hardware. I don't know the details of
what would be needed, nor how to make the DSP program itself. I
believe Motorola's DSP56001 manual mentions that the DSP _can_ be used
as a modem, but I don't know if Atari's implementation in the Falcon
allows for this. They skipped out on some things, e.g. handshaked DMA
tranfers, which is supported my the DSP, but not the Atari hardware.
There are ways around that thing though, kinda. :)

Tomas - tomas[@.]nocrew.org

1566. Re: CLI menu accessory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: Yves Gablin <yves.gablin@imag.fr>
Message-ID: <35583A29.41C6@imag.fr>
Source record: 4479
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

> I know I could use Mint with toswin and a shell like bash but that is a bit too
> complex for my needs.

I still think the most powerful is to have TosWin because:
TosWin can be used without MiNT. So not very complex, is it?

Yves.

Note: there is a new release of TosWin which cannot be used without
MiNT.

1567. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5sY51.72$cL3.1398796@wagner.videotron.net>
Source record: 4480

On 12 May 1998 10:23:12, Mario Becroft wrote:
>Martin-Eric Racine (q-funk@megacom.net) wrote:
>: I've been trying to find extensive docs about the ST cartrige port,
>: but without much success. What I'm trying to achieve is to burn an
>: EPROM that would install as a read-only drive upon bootup. Ideas?
>
>You don't say what area of the cartridge port you need to know about - do
>you want to know how to electrically connect the EPROM to the cartridge
>port, or do you need to know what to burn into the EPROM?

Both.
I'm aware of how to burn an EPROM already. However, I only have the
edge connector pinout from my user manual (no info about which pins
access which cartrige mode, for instance) and the incomplete coding
data found in the Compendium.

Seems you barely have more info than me.. <g>.
Thanks for your reply anyways! ;-)

>Well to look briefly at the hardware:

[...]

>my documentation is a bit vague on this. Otherwise the port looks quite
>straight-forward.
>
>And from the Compendium:

[...]

>Unfortunately the Compendium does not explain exactly how the CA_INIT and
>CA_RUN entries are used.
>
>The cartridge can then be accessed as a lower-case `c' drive, with the
>applications listed like ordinary files.

Yep. I remember that drive letter. That's what I'm trying to achieve,
except I need about 2 Mb worth of memory. I guess I'll have to use those
128 Kb for the small application that bootstraps drive 'd'.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
----
Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

```
<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>
```

1568. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: Phil Young <philyoung@myself.com>
Message-ID: <35586A96.DD2@myself.com>
Source record: 4481

Scott Harris wrote:
>
> Hello everyone,
>
> I'm currently writing a game in STOS BASIC. I've made a title
> screen and have letters i.e sprites fall down the title screen into their
> positons. The problem I'm having is when the letters fall their
> backgroung color overwrites where the have fallen to. I only want the
> characters to be displayed and not the backround color on which they were
> displayed. Any ideas?

Are you using the STOS sprite commands or some from an extension (such
as the missing link)??
If you are using the standard STOS ones, then all you have to do is copy
your forground screen display into the background screen. This
background screen is used to redraw the bits in the foreground where the
sprites have moved over.
e.g. screencopy logic to back
should do the trick i think

Hope this helps

Phil

Phil Young

philyoung@myself.com
http://www.cms.dmu.ac.uk/~c96py/

1569. Re: Atari C compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980512160523809 56@zetnet.co.uk>
Source record: 4482

> I am looking for informations about the way Atri C compilers store their
> debugging informations in executable files.

> Any informations about Pure C, Lattice C & GCC would REALLY help a lot !!!

Modern Atari System Software (available still from HiSoft?) contains the
object file formats for Lattice, GST and DRI. I'm not sure how much of
the debugging information is detailed in here though.

Craig Graham created a MiNT based source-level Lattice C debugger, and both
source and binaries are available from his WWW pages.

GDB sources are available, which should provide access to the GCC debugging
structures.

Anthony
--
--+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
--+------------------------------

1570. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980512135545.10470E-100000@moose.erie.net>
Source record: 4483

On Tue, 12 May 1998, Martin-Eric Racine wrote:

> On 12 May 1998 10:23:12, Mario Becroft wrote:
> >Martin-Eric Racine (q-funk@megacom.net) wrote:
> >: I've been trying to find extensive docs about the ST cartrige port,
> >: but without much success. What I'm trying to achieve is to burn an
> >: EPROM that would install as a read-only drive upon bootup. Ideas?

> I'm aware of how to burn an EPROM already. However, I only have the
> edge connector pinout from my user manual (no info about which pins
> access which cartrige mode, for instance) and the incomplete coding
> data found in the Compendium.
>
>

I have a Lakmeyer EPROM burner (made in the UK) which came with
"ROMdrive" software. I beleive this does exactly what you want to do,
although I have never used it. It makes the cartridge appear as an open
window on the desktop with whatever programs you have saved in the EPROM.

I also have a "Back Pack" cartridge, again from the UK, which
included a set of desktop utility programs (calculator, address book,
appointment calendar, etc.). I was pretty impressed with this cartridge
back in the days of the 520 ST with only 512K of RAM.

There is also some documentation on writing to the cartridge port
at Vezz's ST hardware web site. Sorry, I don't have the URL handy, but if
you can't find it, let me know and I'll look it up.

BTW, if anyone else is familar with or has the Lakmeyer EPROM
burner, I'd like to know what the latest version of the software is.

1571. Re: disk read during interrupt

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3554c65f.5045595@news.demon.co.uk>
Source record: 4484

On Sun, 03 May 1998 21:03:06 GMT, arjanbok@pop.xs4all.nl wrote:

>Is there a way to read/write data from/to a harddisk
>during an end of sound buffer interrupt routine?
>(on a FALCON)
>
>I tried several functions: rwabs, dmaread and Fread,
>but the all freeze the system so that even a ctrl+alt+del
>does not work.
>This is probably because these are BIOS, XBIOS AND GEMDOS functions.
>
>Does anyone know of a way that does work, or is what
>I want imposible?

You could just set a flag then have another process (eg an accessory)
poll that flag in order to decide if data should be written. In
practice, it will probably involve implementing some sort of ring
buffer of suitable size so that no data gets lost.

A (possible) MagiC solution ...

In the MagiC header file MAGX.H one of the system structures contains
an "in_dos" flag. If this behaves in a similar manner to the flag of
the same name used in the PC world then it *might* be possible to do
it that way. If memory serves, the flag gets set when a dos call is
being made and is cleared when dos is exited. This makes it possible
for TSR's to make dos calls. They simply poll the flag until it is
clear - then they know a dos call can be made without re-entrancy
problems. This feature could allow an IRQ to make a dos call (subject
to timing constraints etc).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1572. Re: event_multi() with mu_timer

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3555c9b7.5901676@news.demon.co.uk>
Source record: 4485

On 6 May 1998 02:45:02 GMT, oskancke@online.no (Odd Skancke) wrote:

>On 5 May 1998 21:54:28 , George Crissman wrote:
>>You probably already know not to use a value of "0"
>>for both the high-time and low-time values used with
>>evnt_timer / evnt_multi(MU_TIMER) in a desk accessory,
>>right?
>>
>>And you ARE using evnt_multi, not event_multi, right?
> ^^^^^^^^^^^ ^^^^^^^^^^^
>
> What is the difference between the two?? I thought that only evnt_multi()
> existed.... What is event_multi then and where can I read about it?

Some compilers (Lattice iirc) use a specialised "EVNT_MULTI" structure
which is neater than passing all those arguments. It also allows the
compiler to stack the strucure a bit more efficiently.

Perhaps that was what was meant?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1573. Re: MagiC's VT52 crashing

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3556cadc.6194336@news.demon.co.uk>
Source record: 4486

On Tue, 5 May 98 19:07:58 GMT, gary@the-gap.demon.co.uk (Gary Priest) wrote:

>I'm having problems with a .TTP program that I've written when it runs in
>MagiC's VT52 window. Every so often it crashes and the VT52 program then
>hangs and has to be killed.
>
>This seems to be related to the length of lines being output, but I'm not
>sure.
>
>All my program does is a Cconws of a string, and I suspect the problem is
>actually not my program, but VT52.

What sort of length are we talking about?

>Does anyone know if this is a known bug in the VT52 program, or could it be
>something I'm doing?

Either. I've had situations in the past where the program I'm developing appears to be ok whilst other apps intermittantly get kicked out and VT52 invariably bears the brunt of this as it is usually the parent process of my development programs. In almost all cases the bug has been mine - usually my prog corrupts some memory area belonging to another process which in turn may corrupt something else until the corruption reaches the point where MagiC picks it up, whereupon it kicks out the process which owns the corrupted memory block, rather than the one responsible for the corruption.

>If it's a bug, does anyone know if there is a more
>reliable replacement for VT52 under MagiC?

If memory serves, I did send my MagiC version 2 VT52 to someone (ah who was it?) with a later version of MagiC who had problems, and it solved it in his case.

>Thanks for any help,

On the assumption your app has no bugs then methinks the line length might be the key. Try fiddling with the refresh and buffering options and see if that has an effect (perhaps even try vt52 singletasking). We don't know the internals of VT52 so who knows, but it is feasible that if a given number of chars in a given font takes longer than a given time (iyswim) to be buffered/displayed then some internal limit may be reached.

You might also try MEMEXAMN at various stages in the crashes and hangs and compare them. This is the tool I used to figure out which process

was at fault. Although a bit hit & miss you get lucky eventually!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1574. SE Protocoll software

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-12 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6jac2t$1jg$2@news3.isdnet.net>
Source record: 4487

Hi everybody,
I'd like to experiment SE protocoll. Where could I find a version of PCShell
supporting this protocoll ? I tried some FTP sites but only found a version
dating back to 94.
Thanks !

--
<------------- fredd ---------------->
Freder:c D:nh -> frederic.dinh@ffv.fr
http://wwwperso.hol.fr/~fdinh

1575. Re: CLI menu accessory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <355ec6e3.13327103@news.demon.co.uk>
Source record: 4398

On 12 May 1998 02:24:51 -0700, robin@px.uk.com wrote:

>Hello,
>
>I am looking for a good command line interpretor in the form of a desk
>accessory. It would have to run external programs such as gcc, make, etc. and be
>able to set envioroment variables.

Don't bother. I only ever saw one CLI acc (years ago) and it didn't
work very well. The way accessories work with the system makes this
sort of thing nigh on impossible. :-(

If you must have access to a CLI while running another app then I
suggest you purchase MagiC. It has a window driven VT52 emulator
application which quite happily runs my command line driven MWC
compiler (and multiples thereof).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1576. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: thomas.sahlin@home.se
Message-ID: <6jc7gr$9lf$1@cubacola.tninet.se>
Source record: 4399

On 7 May 1998 04:21:41 , screenstyles@hotmail.com wrote:
>I've been using my ST to make music for years. Now, having been inspired by
>Electronic Cow and others, I want to learn a bit of programming.
>Unfortunately I know NOTHING.
>Are there any essential bits of reading to do? On-line, or are there books?
>Should I be learning C, or some kind of Visual Basic?
>What about compilers?
>Where, in other words, do I start?

There's a newly started Basic tutorial in Atari Computing, and this would probably be a good place to start. You can also order the Atari Computing cover disk that included HiSoft Basic.

Regards

Thomas Sahlin

---
thomas.sahlin@home.se
http://user.tninet.se/~jyc891w/

1577. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <355895a7.723259@news.demon.co.uk>
Source record: 4400

On Thu, 07 May 1998 04:10:30 GMT, strads@tmisnet.com (George Crissman)
wrote:

>On Wed, 06 May 1998 19:31:26 GMT, (Guy Harrison) wrote:
>>On Thu, 30 Apr 1998 15:55:46 GMT, (George Crissman)>wrote:
>>>Wouldn't it be nice to have a form_progress(), an
>>>easy-to-use standardized progress bar similar in
>>>concept to form_alert?
>
>>That's a bit too specific, a 'form_print' could serve
>>the same purpose.
>
>Well, sure, you could have a special-purpose progress bar
>alert box for printing operations, but a general-purpose
>form_progress() box would also work for printing functions
>just fine.

We're at cross purposes here. ;-)

I meant a printf() kind of form_print() where you passed a text string
to the function and it displayed that string. With this in mind you
can see why I mentioned the control codes (CR etc) below, to implement
some limited text processing.

>In addition, form_progress() would also lend itself to
>file downloading operations, user-decision/timeout
>activity, file format translations, and other
>hey-I'm-working-on-it / wait-until-I'm-finished
>situations.

Yep. I was thinking of a textual "progress" form.

>>If you think about it, even if form_progress only
>>dealt with single lines you would still have to have
>>the ability to "word wrap" just in case the text
>>string was too wide for a particular resolution.
>
>Display text used in form_alert() is limited to a
>maximum of 30 characters per line, IIRC, making
>word-wrapping unnecessary.

The 30 char/5 line limit is nothing more than a cop-out by Atari. More
on this below.

>Using the same
>prompting mechanism in form_progress() (with an
>added progress bar, of course) would work in all

>resolutions, all the way back to ST low for those
>who enjoy looking at large, readable characters.

They could have implemented form_alert using a scrollable text area of user defined size: the system could have downsized this where it won't fit a given resolution and autowrapping would take care of the line length.

>As a bonus, using the same construction from a
>programming standpoint would lessen the confusion
>(and potentially reduce space demands on the RSC
>file) that occurs when two similar calls implement
>identical functions in different ways.

Due to the blocking nature of form_alert I really only use it for 'critical' errors. Given a file write error say, ideally you would want to display something like this...

Tos error number ??
{error message}
{filename}

... and as we need space for 30*5 chars plus a trailing nul plus the line break char (max 4 * '|') we need 155 chars workspace (assuming your limits are correct - I can't remember offhand and it doesn't alter my point anyway). Then we have to figure out where to insert the '|' so that no line is over 30 chars, only this looks messy so we need a better algorithm which attempts to insert the '|' over whitespace chars (if we can).

In my case I have no idea how long {error message} is going to be as I obtain it from errno.h not from the resource file. That aside, we have no idea how long {filename} is going to be either. The total could exceed 155 chars and we are in trouble.

Thus as far as I am concerned, sticking to the limits presents me with more difficulties than rewriting form_alert from scratch (which I have done)!

>>This in turn requires the generation of an object
>>tree on the fly so that the required amount of
>>G_STRING or G_TEXT objects could be generated -
>>then you have to create and open a window of the
>>correct size.
>
>It would be no different from the existing form_alert()
>which can display an icon (if desired), 1 to 5 lines
>of programmer-supplied text, and 1 to 3 exit buttons
>(one of which may be defined as the default exit by
>the programmer).

This can be done with a dynamically generated tree.

>It's not necessary to open a window to display a
>form_alert(), IIRC,

That is correct.

>and I don't envision opening a
>window to display a form_progress() although a
>window-like handle might be needed to handle updates
>to the progress bar (i.e., 100, 237, 862, all the way
>up to 1000) since the form is supposed to be non-modal
>in nature.

There are two ways of looking at modality. A given object is either
modal to an application or non modal to an application. With the
former, the application will block until the modal object is removed.
With the latter the application may continue reguardless.

The "form" library is useless in this respect because it is neither.
In essence it is modal to the system and causes all applications to
block the moment they attempt to perform a visual change. This is why
your form_progress needs a window!

>Does form_alert() really generate an object tree
>on the fly?

I doubt it. Otherwise it would not be as limited as it is. I would
imagine the AES has a single "fixed" tree containing the maximum
required objects then simply unlinks those which are not visually
required from the tree.

>>Having gone to this much trouble you might as well
>>add in the ability to process simple control codes
>>such as CR,
>
>... operates the default exit button, if chosen ...

I meant that if those codes occured in the text string they would be
interpreted as simple control codes.

>> LF, CLS, HOME
>
>... perform no function ... and just out of
>curiosity, how would the general user create
>an LF on a keyboard when both the ENTER and
>RETURN keys generate a CR/LF sequence?
>
>> and (maybe) TAB. ;-)
>
>... normally used to move from one editable line
>to another, but there are no user-editable lines
>in an alert box.

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

1578. Mint Kernel crash ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <EswDEE.9EG@uia.ua.ac.be>
Source record: 4401

Hi,

I'm developing a Pearl90 compiler on my Mint-ed Falcon030 with gcc. I have
FreeMint 1.12. Now, when I execute the [Pearl] compiler on certain sources
(which are meant to stress my compiler), Mint totally blocks. The cursor
stops blinking, no more disk activity, virtual consoles don't work anymore...
Is it possible that the Mint kernel itself crashes ? I suspect my problem
is triggered by some NULL pointer somewhere, but I have memory protection,
so normally it should be caught, no ?

Start sending those comments, please !

```
+-------------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-------------------------------------------------------------------+
```

--
Septimus' quote for today :

"Gonzo : - I just don't understand you people. Immortality is up for grabs !
But you don't deserve it...
Old man : - No, but you do !"
- 'The Muppet Show'

1579. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980513113606.21932A-100000@usr06.primenet.com>
Source record: 4402

On Wed, 13 May 1998, Guy Harrison wrote:

>Lattice and PureC are the two Ansi compilers. You should be able to
^^^^^ ?
PureC ansi compiler? you sure? lattice, yes, sozobon yes, gcc yes. but
I really doubt about purec.

>get one second hand. The manuals will have most of the Atari specific
>stuff in as well actually, aside from how to compile with the darn
>things of course!
>
>
>--
>guy@swampdog.demon.co.uk
>http://www.swampdog.demon.co.uk
>
>
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1580. Full Version of Grafix Art Tutor availible

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <355bf523.10235020@news.zetnet.co.uk>
Source record: 4403

```
Go here for more details.
http://www.users.zetnet.co.uk/sillysoftware/grafix.htm

-----------------------------------------------
Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/
-----------------------------------------------
```

1581. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: zerzawy <zerzawy@pop.agri.ch>
Message-ID: <6jcvbb$l3k$1@ubnnews.unisource.ch>
Source record: 4404

Hi,

there is a german book 'ATARI ST Profibuch', which explains the cardridge HW
and how to write a program to make it run from there. Maybe the book was
translated to english ?

The books number is ISB N 3-88745-501-0 from SYBEX, Authors Hans-Dieter
Jankowski, Julian F.Reschke, Dietmar Rabich

maybe this helps

greetings

>I've been trying to find extensive docs about the ST cartrige port,
>but without much success. What I'm trying to achieve is to burn an
>EPROM that would install as a read-only drive upon bootup. Ideas?
>

1582. Re: GFA Bug?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: atari@bright.net
Message-ID: <6jd2cdsmh1@cletus.bright.net>
Source record: 4405

```
On 11 May 1998 19:43:57, Robert Guy Casey wrote:
>Does anyone know if there is a bug in the MAT READ x() command inGFA
>Basic v3.6TT?
>
>The following code stops with the error 'Out of Data'
>
>DATA 1,2,3,4
>DIM a(2,2)
>MAT READ a()

I think you need more values in the DATA statement. DIM a(2,2) would
allow 0,1, and 2 in both directions. You can either add more values
or add MAT BASE 1 at the top of the program. It depends on if you
need the '0' element or not. Hope this help...

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

1583. clipbrd questions:

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980513185300.2296D-100000@usr07.primenet.com>
Source record: 4406

Why is the clipbrd need to be totally emptied when copying to it?

Example, in my prog I dump some info in the clipbrd.
A user (with the help of the compendium) told me that I should erase
the whole content of the clipbrd folder (scrap.*).
I find this a little stupid, and can find any good reason. Anyone has
a logical answer to that? so I THEN migh follow that way of doing.

Also, should I lock the clipbrd folder when using it from my code? if
yes, why? (considering that it is running under MiNT).

Thanks

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1584. Re: GFA Bug?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: rgc@zetnet.co.uk
Message-ID: <6jdajh$d80$1@irk.zetnet.co.uk>
Source record: 4407

```
On 13 May 1998 21:12:45, Lonny Pursell wrote:
>On 11 May 1998 19:43:57, Robert Guy Casey wrote:
>>Does anyone know if there is a bug in the MAT READ x() command inGFA
>>Basic v3.6TT?
>>
>>The following code stops with the error 'Out of Data'
>>
>>DATA 1,2,3,4
>>DIM a(2,2)
>>MAT READ a()
>
>I think you need more values in the DATA statement. DIM a(2,2) would
>allow 0,1, and 2 in both directions. You can either add more values
>or add MAT BASE 1 at the top of the program. It depends on if you
>need the '0' element or not. Hope this help...

I have tried having 15 numbers in the DATA line (which should be more
than enough) and I still have the same problem :(
```

1585. Re: GFA Bug?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: atari@bright.net
Message-ID: <6jaoan$b8a$2@cletus.bright.net>
Source record: 4488

```
On 11 May 1998 19:43:57, Robert Guy Casey wrote:
>Does anyone know if there is a bug in the MAT READ x() command inGFA
>Basic v3.6TT?
>
>The following code stops with the error 'Out of Data'
>
>DATA 1,2,3,4
>DIM a(2,2)
>MAT READ a()
>
>Can anyone help (quite soon please)? :)

I have used the MAT commands however the manual states there is a
MAT BASE command much like OPTION BASE. I think a() would have the
range 0,1,2 for each dimension thus you don't have enough values in
your DATA statement. This would result in the error.
Try adding 2 more values to the DATA statement or adding MAT BASE 1
to the top of the program.

Hope this help...

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

1586. Re: Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <895034864.28130.0.nnrp-11.9e98f145@news.demon.co.uk>
Source record: 4489

```
-----BEGIN PGP SIGNED MESSAGE-----

On 11 May 1998 08:59:32, "K.Hampf" wrote:

> PC clone. I had a lot of problems that I can't remember, but I remember that
> you could get rid of some errors by moving your code some lines up or down,
> without really changing anything.

I remember having to do that as well. Usually when I'd wanted a long value
returned, rather than an int. I think Sozo came out 'bad second declaration'
or something similar.

> I remember all those hours with the lousy photocopied papers from the
> class, K&R's book on the C language, coffee (and more coffee) and my Mega
> 2ST hooked up in a clauset ... accessing drives an generating millions of
> errors on the dusty little screen.

I've not witten anything that big, although I've managed something in the
region of a couple of hundred errors. Forgot to include a couple of
#includes at the start :( Put them in, added the ';'s that were missing
and no more errors (until it ran)

> Today I barely have time to use my
> Falcon, and I've got so much problems with HD casings, drivers, OS's and so
> forth ... there is no longer time to do anything productive and creative
> with your Atari ... you need to upgrade ;)

The 'joys' of trying to use windows I gather. I think I'll keep what little
sanity I have just a bit longer ;)

>
> BTW, do you know if Sozobon C runs under MagiC? ... Then I would definately
> run Sozo!

It seems to do so here, in a nice little vt52 window. This is nice in that
I can leave the output window on screen and correct any errors that have
come up. The only trouble I've got is I don't have a debugger that will work
under Magic. 'Tis a bit of a pain when trying to sort something out. To
get round it I debug under TOS and then check with Magic just to make sure.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNVh1ZFeKRkq5A+OlAQErqQH/VwTX+2k77miLqUP754XJPEys6pMMts1F
SR3pbBK79X3cCQSJD7Q6KVJSksFMrmjzjQQzPx1MrWyk+/j9U27LoA==
=kb+0
-----END PGP SIGNATURE-----
```

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

1587. Port to X11 and/or Windows 95

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35598bf428c8c00@xs4all.nl>
Source record: 4490

Has anyone ever attempted a port of a GEM program to X11 Windows
and/or Windows 95?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

1588. Re: Atari C compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6jbvhe$9fe@balaena.bio.vu.nl>
Source record: 4491

Anthony Jacques (jacquesa@zetnet.co.uk) wrote:

: Modern Atari System Software (available still from HiSoft?) contains the
: object file formats for Lattice, GST and DRI. I'm not sure how much of
: the debugging information is detailed in here though.

IIRC, the DRI object file format should also be in Atari's GEMDOS manual,
which can be found on several FTP sites.
And Sozobon 2.x uses an extended version of this object format.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The end of the world will occur at 3:00 p.m., this Friday, with
symposium to follow.

1589. Re: Atari C compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <3559891D.F8CB8269@france2.fr>
Source record: 4492

Can you tell me the FTP site's address, where we can found "Atari's GEMDOS
manual" ??
thank you !

1590. Re: Atari C compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6jc07i$9fe@balaena.bio.vu.nl>
Source record: 4493

```
: IIRC, the DRI object file format should also be in Atari's GEMDOS manual,
: which can be found on several FTP sites.
: And Sozobon 2.x uses an extended version of this object format.

More info in the sources at
ftp.uni-erlangen.de/pub/atari/languages/c/packages/sozobon/scsrc20.lzh

-=Levien

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

Remember, UNIX spelled backwards is XINU.
```

1591. falcon dsp prog questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: Vincent Bakker <bakkerv@pi.net>
Message-ID: <355A1146.1A2C@pi.net>
Source record: 4494

Hello all,

is it possible to do devconnects on different clock speeds at the same
time, e.g. connect dmaplay to dsp on 22k050 and connect dsp to dac with
44k1 and let the dsp fill in the gaps? or is the dsp input freq always
the same as the output freq?

do I have to use handshake mode to handle this correctly?

--
greetz,
Vince

http://home.pi.net/~bakkerv/

1592. Re: Forcing a media change

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3559acdb.6663231@news.demon.co.uk>
Source record: 4495

On Wed, 06 May 1998 23:34:51 GMT, dbolt@my-ste.demon.co.uk (David Bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>I've written a small utility to rename files, giving them the lowercase
>version of their name. There are a few things I would like to add,
>especially the ability to force a media change so Magic will update the
>directory windows to reflect the changes to the altered directories. The
>problem is I've no idea how to do this so, and am hoping that someone will
>know how to do this and give me a few pointers. BTW, just in case it helps,
>the language I'm using is Sozobon C v2.

Try this ...

```
extern int16 gl_apid;

#define SH_WDRAW 72
#define WH_DESKTOP 0

main()
{int16 msg[8];
int16 which =-1;
int16 apid;

apid = appl_init();
msg[0] = SH_WDRAW;
msg[1] = gl_apid;
msg[2] = 0;
msg[3] = which;
appl_write(WH_DESKTOP,16,msg);
appl_exit();
exit(0);
}
```

... and from the MagiC 2 manual ...

"The shell is informed by the application that the contents of a drive have changed and so the shell window should be updated. The drive numbers are specified in msg[3], whereby 0 zero means drive A:. If msg[3] is -1, all windows will be updated by the shell. This message is supported by MAGXDESK, EASE3 and GEMINI 2."

Note:
I've used 'gl_apid' as I'm not sure if Sozobon is one of those compilers which mangles the return value from appl_init(). If it doesn't then take out the 'gl_apid' stuff and use 'msg[1]=apid'

instead. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1593. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <355cbdc4.10992596@news.demon.co.uk>
Source record: 4496

On Tue, 12 May 1998 06:58:14 -0230, Scott Harris <harris@cs.mun.ca>
wrote:

>
>
>On 11 May 1998, Levien van Zon wrote:
>
>> Scott Harris (harris@cs.mun.ca) wrote:
>>
>> : I'm currently writing a game in STOS BASIC. I've made a title
>> : screen and have letters i.e sprites fall down the title screen into their
>> : positons. The problem I'm having is when the letters fall their
>> : backgroung color overwrites where the have fallen to. I only want the
>>
>> You need to do a transparent blit. Don't ask me how, I don't use STOS.
>> Should probably be in the user manual somewhere. Look up "transparent" in
>> the index.
>
>Well could'nt find and transparent in the manual or a blit :(However I
>now know around what lines I'm looking for.

I don't use STOS either ...

A 'blit' (Bit Line Image Transfer iirc) is simply the term used in the
Gem world for copying an image from one place to another.

A 'transparent' blit is such a copy performed so that the image
background remains the same. That is, we're talking "OR" mode.

Look at the STOS command which is moving the images (sprites) and see
if it has a "mode" parameter. If it doesn't then you might be using
the wrong command. Assuming the command is correct then you could have
to look at the sprite foreground and background masks (if such items
exist).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1594. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <355ab1c4.7920138@news.demon.co.uk>
Source record: 4497

On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:

>Hello,
>I need YOUR help.
>I've been using my ST to make music for years. Now, having been inspired by
>Electronic Cow and others, I want to learn a bit of programming.
>Unfortunately I know NOTHING.

If you have never programmed at all before then you might get put off
if you tried C first. This is because if you tell it to do something
stupid it will usually *do* something stupid simply because it assumes
you're the boss and know what you are doing. This is what makes it so
powerful - and so difficult to debug!

>Are there any essential bits of reading to do? On-line, or are there books?

Grab a few general purpose C and Basic books from a library and see
how you get on with understanding them.

>Should I be learning C, or some kind of Visual Basic?

If you mean 'Visual Basic' as in the Windoze equivilent then there
isn't one. There are Basic interpreters and compilers though.

C doesn't actually have many commands so it easy to learn the language
itself. Its power comes from the flexible ways it can manipulate data
and its ability to let you add your own commands (called functions) to
it so that they become part of the language. There are also an awful
lot of prewritten functions which you can use. Some of these are
"standard" ones (which a general purpose book will teach you) then
there are the non standard ones for accessing the Atari operating
system for example.

Thus, if you do choose C, any "standard" stuff you learn will be
useful on any Ansi compiler on any machine.

>What about compilers?

Generally, compilers are best for creating programs and interpreters
are best for learning to program. On the other hand I only know of one
C interpreter and it hasn't been supported for years.

>Where, in other words, do I start?

If you choose C then get an ANSI conforming compiler and some general
purpose programming books. You don't want anything "machine" specific
to start with. Just learn the stuff which is common to all C compilers
(which is all a decent general purpose book should cover). When you're

happy with that then try some Atari specific stuff.

>I'd really appreciate any help you can give me.

Lattice and PureC are the two Ansi compilers. You should be able to get one second hand. The manuals will have most of the Atari specific stuff in as well actually, aside from how to compile with the darn things of course!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1595. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35690663.65857668@news.demon.co.uk>
Source record: 4408

On Mon, 11 May 1998 10:49:25 GMT, q-funk@megacom.net (Martin-Eric Racine) wrote:

>I've been trying to find extensive docs about the ST cartrige port,
>but without much success. What I'm trying to achieve is to burn an
>EPROM that would install as a read-only drive upon bootup. Ideas?

I have an ancient atari book somewhere that has some details on hardware and software. The downside is it was badly proof-read and has many errors (although for all I know the cartridge info may be fine). I could root around for it if you want and scan the relevent pages?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1596. Re: GFA Bug?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: mitala@utu.fi
Message-ID: <6jdjmd$3e4$1@news.utu.fi>
Source record: 4409

rgc@zetnet.co.uk (Robert Guy Casey) writes:

>>>The following code stops with the error 'Out of Data'
>>>
>>>DATA 1,2,3,4
>>>DIM a(2,2)
>>>MAT READ a()
>>
>I have tried having 15 numbers in the DATA line (which should be more
>than enough) and I still have the same problem :(

Tried using RESTORE before MAT READ? After one read the internal pointer is pointing to next unread value and next read would cause a "Out of data" because there's no more DATA to read. e.g. this won't work

```
DATA 1,2,3,4
DIM a(1,1)
FOR i=1 TO 10
MAT READ a()
NEXT i
```

but this will:

```
just_a_label:
DATA 1,2,3,4
DIM a(1,1)
FOR i=1 TO 10
RESTORE just_a_label
MAT READ a()
NEXT i
```

"just_a_label" is a point where the next READ will happen.

Haven't tried these...

1597. 8-bit atari ppp anyone ??

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: Jose Moreno <jose_m@internetmci.com>
Message-ID: <355A70AF.D0AED29A@internetmci.com>
Source record: 4410

hey there !!

does anyone know if anyone has come up with a ppp for the 8-bit atari
yeat ???
if so, please send me e-mail

thanks

Jose

1598. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <355AC632.659E@neo-interaktiv.no>
Source record: 4411

Guy Harrison wrote:
>
> On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:
>
> >Should I be learning C, or some kind of Visual Basic?
>
> If you mean 'Visual Basic' as in the Windoze equivilent then there
> isn't one. There are Basic interpreters and compilers though.

Actually, Face Value (http://home.sol.no/~veg/faceval.html) comes pretty close to being a kind of "Visual Basic", using GFA Basic. Version 2 is released, but the website is not updated yet.

Vegard Hofsoy

1599. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <355AD8A4.387@mst.tn.utwente.nl>
Source record: 4412

Katherine L Ellis wrote:
>
> On Wed, 13 May 1998, Guy Harrison wrote:
>
> >Lattice and PureC are the two Ansi compilers. You should be able to
> ^^^^^ ?
> PureC ansi compiler? you sure? lattice, yes, sozobon yes, gcc yes. but
> I really doubt about purec.

I haven't found much deviations between the ANSI standard and Pure C.
I think it is save to call it an ANSI C compiler. It is at least
not a K&R compiler.

Bye, Hans

1600. Re: Atari C compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6jelvf$mvq@balaena.bio.vu.nl>
Source record: 4413

Laurent FAVARD (l.favard@france2.fr) wrote:

: Can you tell me the FTP site's address, where we can found "Atari's GEMDOS
: manual" ??
: thank you !

Sure. It's on umich or one of it's mirrors. From Europe you'd best
try this one:

ftp://ftp.doc.ic.ac.uk/Mirrors/atari.archive.umich.edu/Programming/gemdos.arc

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"If value corrupts then absolute value corrupts absolutely"

1601. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6jem4m$mvq@balaena.bio.vu.nl>
Source record: 4414

zerzawy (zerzawy@pop.agri.ch) wrote:

: there is a german book 'ATARI ST Profibuch', which explains the cardridge HW
: and how to write a program to make it run from there. Maybe the book was
: translated to english ?

The Profibuch was never translated AFAIK, it was only published in German.

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"If value corrupts then absolute value corrupts absolutely"

1602. Re: Port to X11 and/or Windows 95

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6jem7t$mvq@balaena.bio.vu.nl>
Source record: 4415

Jos den Bekker (josdb@xs4all.nl) wrote:

: Has anyone ever attempted a port of a GEM program to X11 Windows
: and/or Windows 95?

A while back I heard rumours about a library for X designed to port Atari
programs. Sort of a GEM implementation on X. Anyone know if this exists?

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"If value corrupts then absolute value corrupts absolutely"

1603. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <SbD61.8$fs5.170680@wagner.videotron.net>
Source record: 4416

On 14 May 1998 11:56:06, Levien van Zon wrote:
>zerzawy (zerzawy@pop.agri.ch) wrote:
>
>: there is a german book 'ATARI ST Profibuch', which explains the cardridge HW
>: and how to write a program to make it run from there. Maybe the book was
>: translated to english ?
>
>The Profibuch was never translated AFAIK, it was only published in German.
>

Which is a shame, because people who have it tell me it's even better
than the Compendium on several aspects. Still, while my german isn't
as good as it was in high-school, I can get by... anyone selling their
copy of the Profibuch, by any chance? ;-)

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
---
Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

1604. Re: clipbrd questions:

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <lfD61.9$fs5.170680@wagner.videotron.net>
Source record: 4417

On 13 May 1998 15:57:00, Katherine L Ellis wrote:
>Why is the clipbrd need to be totally emptied when copying to it?
>
>Also, should I lock the clipbrd folder when using it from my code?
>if yes, why? (considering that it is running under MiNT).

If this is specifically a MiNT app, might as well use /tmp instead
of the Clipboard..

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
---
Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

1605. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980514180344809 56@zetnet.co.uk>
Source record: 4418

Its been a LONG time since I touched standard STOS sprites, so I'm a little shakey on how they work...

> >Well could'nt find and transparent in the manual or a blit :(However I
> >now know around what lines I'm looking for.

It sounds like you are using the standard STOS sprites (most people dont anymore, as extensions such as TML give MUCH faster sprite routines), so here are a few commands to look up: "sprite", "autoback", "update", and "screencopy".

TML's "bob" command gives much better performance, but restoring the screen is harder

> I don't use STOS either ...
>
> A 'blit' (Bit Line Image Transfer iirc) is simply the term used in the
> Gem world for copying an image from one place to another.

Yes, there are various "blit" commands - STOS's command is called "screencopy", although the blitter extension, Misty, and The Missing Link all provide blit-type instructions under various names (as well as the Falcon aware copy in my extension).

> A 'transparent' blit is such a copy performed so that the image
> background remains the same. That is, we're talking "OR" mode.

When drawing sprites via the "sprite" command, STOS always automatically respects a transparent background.

> Look at the STOS command which is moving the images (sprites) and see
> if it has a "mode" parameter. If it doesn't then you might be using
> the wrong command. Assuming the command is correct then you could have
> to look at the sprite foreground and background masks (if such items
> exist).

They exist, but the STOS programmer doesn't get to see them while writing the code. If using standard routines, it should handle a certain amount if it for you. The important bit with STOS is the "back" and "logic" screens (draw to logic, restore from back, and physic [sometimes same as logic] is what is displayed on screen).

Anthony
--
---------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,

jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
---------------------------------------+--------------------------------

1606. Re: Atari Update Suggestions Due Soon

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Esy56r.nEr@suse.modem.stud.uni-hannover.de>
Source record: 4419

In article <6j720d$140$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) writes:

>>This effect is not even achievable by linking own code before the AES's
>>evnt_multi() call, but requires changes deep in the AES.
>
> You should be able to get the same effect by using a multithreaded
> application. Just let one small thread do the evnt_multi() and then send
> the messages along to the main code via a pipe (which can then be used in a
> select()) when they occur.

Sure, but there is no performance benefit. Still each application that needs
this has to employ it's own evnt_multi() thread, so the same kind of system
blocking occurs if several such programs run at the same time.

The situation would be eased though if all such applications could query a
common program for doing this, so that only that single program needs to
do evnt_multi() with MU_TIMER all the time. However, it's *very* unlikely
that a significant portion of programmers would achieve to agree on such
a mechanism. This would be different if it were built into the OS.

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1607. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Esy5Jy.nH6@suse.modem.stud.uni-hannover.de>
Source record: 4420

In article <Pine.BSI.3.96.980513113606.21932A-100000@usr06.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:
> On Wed, 13 May 1998, Guy Harrison wrote:
>
>>Lattice and PureC are the two Ansi compilers. You should be able to
> ^^^^^ ?
> PureC ansi compiler? you sure? lattice, yes, sozobon yes, gcc yes. but
> I really doubt about purec.

Why ? Where do you think does it deviate ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1608. Re: Drawing in memory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Esy5oC.nHs@suse.modem.stud.uni-hannover.de>
Source record: 4421

In article <6j7je0rc1@news4.isdnet.net>,
frederic.dinh@hol.fr (Frederic Dinh) writes:
> Hi Thomas you wrote:
>
>> I think there's an XBIOS call the lets you alter the logical and physical
>> address of the screen, so you can draw on an "invisible" screen. At least
>> on the ST models.
>
> I know about that solution, but I wonder if it is reliable under multitasking.
> What if at least 2 applications make this call ?

Chaos. There is very good reason why Atari strongly discouraged use of
Physbase, Logbase and Setscreen. Also, it's not portable, i.e. won't work
on most modern machines.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1609. Re: CLI menu accessory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Esy61L.nK6@suse.modem.stud.uni-hannover.de>
Source record: 4422
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <6j94h3$duj@co-op.newsguy.com>,
robin@px.uk.com writes:

> I am looking for a good command line interpretor in the form of a desk
> accessory. It would have to run external programs such as gcc, make, etc. and be
> able to set envioroment variables.

You'll have bad luck. Accessories may not launch other programs under
SingleTOS, this is due to OS internal limitations. So you won't find any
such thing that works reliable.

Go for true multitasking, you'll like it ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1610. Re: Port to X11 and/or Windows 95

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Esy650.nKs@suse.modem.stud.uni-hannover.de>
Source record: 4423

In article <35598bf428c8c00@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:
> Has anyone ever attempted a port of a GEM program to X11 Windows
> and/or Windows 95?

A little while ago someone mentioned that he's working on a library for
both GEM and X-Window that would make an X program out of a GEM application
by just recompiling. Dunno how far he's got.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1611. Re: clipbrd questions:

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Esy6JL.nn6@suse.modem.stud.uni-hannover.de>
Source record: 4424

In article <Pine.BSI.3.96.980513185300.2296D-100000@usr07.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:

> Why is the clipbrd need to be totally emptied when copying to it?

It isn't. Only all files matching "SCRAP.*" need to be deleted. Reason
is data consistency. What do you expect a both graphics and text tool to
insert from the clipboard, if some (other ?) graphics tool copied some
graphics (SCRAP.GEM) into the clipboard but forgot to delete the text
(SCRAP.TXT) that was copied there before by a text editor ? Ambiguity
is even worse if a word processor wrote some SCRAP.RTF and a text
editor writes a SCRAP.TXT but does not delete the RTF.

> Example, in my prog I dump some info in the clipbrd.
> A user (with the help of the compendium) told me that I should erase
> the whole content of the clipbrd folder (scrap.*).
> I find this a little stupid, and can find any good reason. Anyone has

It is not stupid but absolutely necessary, see above.

> a logical answer to that? so I THEN migh follow that way of doing.
>
> Also, should I lock the clipbrd folder when using it from my code? if
> yes, why? (considering that it is running under MiNT).

Probably not, I guess it is not the purpose of the clipboard to get some
SCRAP file and then get locked so that no other program can access it.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1612. Path of AES-Applications

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-15 00:00:00 UTC
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Message-ID: <Pine.HPP.3.95.980515092259.15178A-100000@rzpool03.rz.tu-bs.de>
Source record: 4425

Hi, out there!

I posted this once already, but didn't get a response. So next try:
For a shutdown master I urgently need to know the full names (including
path) under which other running AES-applications were started. I already
know their AES- and MiNT-IDs.
Anyone knowing a clean AES-method for this? Otherwise a tricky solution
with GEMDOS/ BASEPAGE would help me, too.

Thanks!

_/_ _ _/ _/_ _/
Michael Nau _/_/__/_/ _/_/_ _/
m.nau@tu-bs.de _/ _/ _/ _/ _/_/
_/ _/ _/ _/

1613. Re: clipbrd questions:

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-15 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <6jhdou$31g$1@testinfo.uoguelph.ca>
Source record: 4426

: Why is the clipbrd need to be totally emptied when copying to it?

: Example, in my prog I dump some info in the clipbrd.
: A user (with the help of the compendium) told me that I should erase
: the whole content of the clipbrd folder (scrap.*).
: I find this a little stupid, and can find any good reason. Anyone has
: a logical answer to that? so I THEN migh follow that way of doing.

The short answer is consistency -- so that the clipboard behaves the way the user expects it to, the way it does on other platforms. Remember that programs using the clipboard are supposed to write out as many formats as they can to the clipboard folder when cutting or copying. Papyrus, for example, might write out SCRAP.PAP, SCRAP.RTF and SCRAP.ASC. Programs reading from the clipboard are supposed to use the format with the maximum information content. Now suppose I'm using EvereST to edit some code which I'm going to insert in a Papyrus document. EvereST will write out SCRAP.TXT or SCRAP.ASC to the clipboard when I'm transferring the code to Papyrus. What happens if EvereST _doesn't_ erase everything in the clipboard folder? There might still be SCRAP.PAP and SCRAP.RTF from previous use of the clipboard by Papyrus in the folder. Papyrus will load these, rather than the desired SCRAP.TXT/SCRAP.ASC, since they contain more information, but that's not at all what I would want in this no-so-hypothetical situation.

: Also, should I lock the clipbrd folder when using it from my code? if
: yes, why? (considering that it is running under MiNT).

Why bother? I just checked the man page for flock() (to "apply or remove an advisory lock on an open file"). Since the locks are advisory, they are not enforced by the OS; if programmers don't check for them, they can be ignored, and will be ignored by every non-MiNT-specific application. Also, it's hard to imagine a situation where two processes would be accessing the clipboard "simulataneously", since every action with respect to the clipboard takes place at the behest of the user, and the user interacts with only one application at a time.

THeo

1614. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-15 00:00:00 UTC
From: Wolfgang Heidtmann <Wolfgang.Heidtmann@prompt.de>
Message-ID: <355C4063.3450@prompt.de>
Source record: 4427

Martin-Eric Racine wrote:
> Which is a shame, because people who have it tell me it's even better
> than the Compendium on several aspects. Still, while my german isn't
> as good as it was in high-school, I can get by... anyone selling their
> copy of the Profibuch, by any chance? ;-)

Never!

1615. FS: Atari Portfolio - The Original Palmtop

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-15 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1505980959260001@128.146.74.157>
Source record: 4428

The world's first palmtop computer! The Atari Portfolio runs MSDOS applications and comes with a suite of built-in software including calendar, addressbook, text editor, Lotus-compatible spreadsheet, and file-transfer utilities. Plus there are plenty of third-party shareware apps, including games and productivity tools, available for download. This package includes the Atari Portfolio, a parallel port adapter so you can hook it to your desktop for file transfers, a 64k storage card, manuals, and AC adapter. This is a real collectible! Buyer pays shipping. For more info on the Portfolio, check out this page:
http://www.ncsc.dni.us/fun/user/tcc/cmuseum/Portfoli.htm

The auction is at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14157247

1616. Re: clipbrd questions:

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-15 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980515111258.6489B-100000@usr04.primenet.com>
Source record: 4429

Theodore, Thanks, Finaly someone added some sense to it. Especially
the example you gave. So yes, I will erase all SCRAP.* files. thanks
again.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1617. Re: f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-15 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <355c87d4ce3e90@club-internet.fr>
Source record: 4430

Hello,

in article <354581EF.6C1B32D8@NO.SPAM.emw.ericsson.se>
Magnus Kollberg wrote in an old message :-)

> > > there is only one and it's multitasking friendly. It works
> > > very well under MagiC. This is called MIDPLAY and you can
> > ^^^^^^^^^^^^^^^^^^^^
> > Ah ? Maybe I should upgrade my copy

Done ! (1.06)

> Hmm.... on the other hand I do have got a AB040 so my computer is
> pretty fast. What is your problem? Atleast on my AB040 there are
> no problems at all, but I guess a slow Falcon might have some
> problems as it's quite a demanding program and I have heard that
> under a multitasking system it can cause some keyboard troubles.

Yes, that was the problem (mouse problem).

> BTW. You realy should see MIDPLAY on a 040. The load is almost none

Argh!

> existant. It hardly show at all! If I turn off the caches the computer
> hit the roof but with the caches enabled (which are bigger on the
> 040 than on the 030 as well) I get no slowdown what so ever. It's
> marvelous what caches can do for you. :-)))

My (rather stock) Falcon is a bit too slow to play say more than 4 or five
voices at the same time with velocity (or medium) in action. I need to go
back to the 'cut' option and then it's ok.

AB040: the word that kills (even the thought empties my purse ;-)). Maybe
the forthcoming 'Centurbo 2' will give some punch to My Falcon. It'll be
less than the price of an AB040...

Bye,
/Pascal/

--
Pascal, surfing the web on his Falcon...

1618. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <355f39b0.1812135@news.demon.co.uk>
Source record: 4431

On Thu, 14 May 1998 11:23:47 +0100, Vegard Hofsoy
<vegard@neo-interaktiv.no> wrote:

>Guy Harrison wrote:
>>
>> On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:
>>
>> >Should I be learning C, or some kind of Visual Basic?
>>
>> If you mean 'Visual Basic' as in the Windoze equivilent then there
>> isn't one. There are Basic interpreters and compilers though.
>
>Actually, Face Value (http://home.sol.no/~veg/faceval.html) comes pretty
>close to being a kind of "Visual Basic", using GFA Basic. Version 2 is
>released, but the website is not updated yet.

I'll bow to your judgement on that, as I've not used Visual Basic or
GFA/Face Value!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1619. Atari Executive???

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-16 00:00:00 UTC
From: Oz Good <robbh@flash.net>
Message-ID: <6jjntoqia1@excalibur.flash.net>
Source record: 4432
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,rec.games.video.arcade.collecting

Anybody know who the former textile executive was (is?) who headed
the Warner Entertainment Conglomerate and drove Atari into the
toilet. As described on pages 324-325 of Steven Levy's 'Hackers',
he refered to the hackers who designed and wrote Atari's games as
'towel designers'. Mr. Levy chose not name him, as there wasn't much
good to be said of him, but I'd like to know his name, if he is still
breathing, and what he has screwed up since.

Thanx in advance.

1620. Re: Atari Executive???

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-16 00:00:00 UTC
From: Landon Dyer <landon@shell9.ba.best.com>
Message-ID: <6jk9cfqbh2@nntp1.ba.best.com>
Source record: 4433
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,rec.games.video.arcade.collecting

In comp.sys.atari.programmer Oz Good <robbh@flash.net> wrote:
:>Anybody know who the former textile executive was (is?) who headed
:>the Warner Entertainment Conglomerate and drove Atari into the
:>toilet. As described on pages 324-325 of Steven Levy's 'Hackers',
:>he refered to the hackers who designed and wrote Atari's games as
:>'towel designers'. Mr. Levy chose not name him, as there wasn't much
:>good to be said of him, but I'd like to know his name, if he is still
:>breathing, and what he has screwed up since.

Ray Kassar, used to sell Egyption cotton [underwear, i think]

[i just deleted a bunch of stuff about his rumored personal
habits. dunno if he's still alive. don't care, except that i
don't want to get sued. not my favorite exec...]

then there was the exec from the tobacco company phillip-morris. he
was basically a one-person smoke filled room. hoo boy. then warner
bros. brought in the headsmen (spring/summer '84)

--

landon@best.com

"Sundial with a great hand, sweeping dust across the floor,
Puts a strain on a sane man, 'til he knows what he's looking for."
-- Kim Carnes

1621. Re: Port to X11 and/or Windows 95

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-17 00:00:00 UTC
From: curis@news.ens.fr
Message-ID: <6jngth$9uc$1@nef.ens.fr>
Source record: 4434

Bonsoir,

Dans l'article <6jem7t$mvq@balaena.bio.vu.nl>,
Levien van Zon, <lvzon@bio.vu.nl> a ecrit :

>>: Has anyone ever attempted a port of a GEM program to X11 Windows
>>: and/or Windows 95?

I'm doing that now, for X11 R 6.
For the moment, it's mainly a kind of common library for GEM and X,
based on GEM & VDI. But it should be possible to complete it so that one could
directly use GEM functions [in fact, a few of them are already made, as
menu_bar, rsrc_load or evnt_multi [partly]].
For an example : see

http://www.eleves.ens.fr:8080/home/curis/anneau.html [in French...]

where you can download
- the GEM version of the programm [exafs.zip]
- the X code of it, ready to recompile [well, if everything is ok :-)]
[XExafs.zip]

so you can compare :-)
The only big thing currently missing [for the needs of that
programm... that means, in that common-library] is the file selector.

For the moment, the X version has been tested on falcon/linux,
Sparcstation/SunOS [machine I use to develop], SGI Indigo II/Irix, PC/Linux &
DEC-alpha/linux.
Currently in development, so don't expect too much :-)

For more informations, please ask...

For the Win95 version: if somebody wants to adapt, I'll be very happy
:-) [I think W95 programming is closer to X11 programming than to GEM
programming, but I'm not sure...]

>>A while back I heard rumours about a library for X designed to port Atari
>>programs. Sort of a GEM implementation on X. Anyone know if this exists?

May be it answers your question (ever if I don't know if it's this one
you're speaking about...)

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

1622. Re: f030 mod player

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-18 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <356011B9.C3B2A880@NO.SPAM.emw.ericsson.se>
Source record: 4435

Pascal Ricard wrote:

> > > > there is only one and it's multitasking friendly. It works
> > > > very well under MagiC. This is called MIDPLAY and you can
> > > ^^^^^^^^^^^^^^^^^^^^
> > > Ah ? Maybe I should upgrade my copy
> >
> Done ! (1.06)

Hm... I wonder what my version is...

> > Hmm.... on the other hand I do have got a AB040 so my computer is
> > pretty fast. What is your problem? Atleast on my AB040 there are
> > no problems at all, but I guess a slow Falcon might have some
> > problems as it's quite a demanding program and I have heard that
> > under a multitasking system it can cause some keyboard troubles.
> >
> Yes, that was the problem (mouse problem).

Did it work better with the new version?

> > BTW. You realy should see MIDPLAY on a 040. The load is almost none
> >
> Argh!

:-)

> > existant. It hardly show at all! If I turn off the caches the computer
> > hit the roof but with the caches enabled (which are bigger on the
> > 040 than on the 030 as well) I get no slowdown what so ever. It's
> > marvelous what caches can do for you. :-)))
> >
> My (rather stock) Falcon is a bit too slow to play say more than 4 or five
> voices at the same time with velocity (or medium) in action. I need to go
> back to the 'cut' option and then it's ok.

Okey. I don't know where the limit is on my computer but it's higher than that.
With EXPAND I can atleast play more than 16 voices if I use 8-bit sounds. If I
use 16-bit it lowers a bit.

> AB040: the word that kills (even the thought empties my purse ;-)). Maybe
> the forthcoming 'Centurbo 2' will give some punch to My Falcon. It'll be
> less than the price of an AB040...

Yes that should make a huge difference as well if it ever gets released.

//Magnus Kollberg
--

+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1623. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-18 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35604979.E013A0B0@iwaynet.net>
Source record: 4436

Anthony Jacques wrote:
>
> Its been a LONG time since I touched standard STOS sprites, so I'm a little
> shakey on how they work...

My understanding was that the ST didn't really have sprites and that it
was just emulated in the software.
(perhaps to take advantage of a later hardware upgrade?)

1624. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-18 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35604EE6.5720@mst.tn.utwente.nl>
Source record: 4437

```
Levien van Zon wrote:
>
> zerzawy (zerzawy@pop.agri.ch) wrote:
>
> : there is a german book 'ATARI ST Profibuch', which explains the cardridge HW
> : and how to write a program to make it run from there. Maybe the book was
> : translated to english ?
>
> The Profibuch was never translated AFAIK, it was only published in German.

There was a Dutch version of the old Profibuch. I have got all versions:
1 old German
1 dutch translation
2 new German
One new German copy is at the university, the old and the new German
are at home and the dutch version is at my parents home. So I always
have a reference manual to the Atari at my elbow.

Bye, Hans
```

1625. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-18 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <%yZ71.75$hH2.781891@wagner.videotron.net>
Source record: 4438

```
On 18 May 1998 17:08:23, Hans Wessels wrote:
>> The Profibuch was never translated AFAIK, it was only published in German.
>
>There was a Dutch version of the old Profibuch. I have got all versions:
>1 old German
>1 dutch translation
>2 new German
>One new German copy is at the university, the old and the new German
>are at home and the dutch version is at my parents home. So I always
>have a reference manual to the Atari at my elbow.
>
>Bye, Hans
>.

Just wondering, WHERE can I buy the new german version?

Thanks.

---------------------------------------------------------------
From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
---------------------------------------------------------------
Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.
---------------------------------------------------------------
<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>
```

1626. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-18 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980518182143809 56@zetnet.co.uk>
Source record: 4439

> > Its been a LONG time since I touched standard STOS sprites, so I'm a little
> > shakey on how they work...
>
> My understanding was that the ST didn't really have sprites and that it
> was just emulated in the software.
> (perhaps to take advantage of a later hardware upgrade?)

Erm, it is true that the ST doesn't have hardware sprites (although line-a,
part of the OS of older machines had sprite routines), but the question
was specifically about sprites in STOS - a games programming language - which
provides sprite routines.

Anthony
--
--+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
--+------------------------------

1627. Spec-Tech

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-18 00:00:00 UTC
From: bwarren@ibm.net
Message-ID: <3560CD46.934@ibm.net>
Source record: 4440

Here I go again. I'm having no luck looking for the code examples for spectrum. It's really depressing that I lost the code I had years ago. I used to have some code (which I modified) that would allow you to draw in spectrum mode in GFA. You could create graphics on the fly. I modified it for several routines to animate and rund super color graphics.

I wish I could remember where I got it from (a magizine, BBS?) I wish I could find something simple (or write it) to handle rasters (like neocrome does.)

I've pretty well given up on the overscan (not that important really) but I still search for code examples using Spectrum. I have a displayer, but not one that can modify the graphic.

Maybe if I could create a spectrum-compatible file and display it! Ah that would be cool!

Could anyone help? Anyone played around with the old spec-tech or with rasters? I'd love to be able to raster a scan line and use the cool technique many games do for extra color.

-Thanks for anyone's wisdom.

1628. Re: Port to X11 and/or Windows 95

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-19 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35614becbc1a80@xs4all.nl>
Source record: 4441

on Sun 17-05-98 20:22 Emmanuel Curis wrote:

> I'm doing that now, for X11 R 6.
> For the moment, it's mainly a kind of common library for GEM and X,
>based on GEM & VDI. But it should be possible to complete it so that one could
>directly use GEM functions [in fact, a few of them are already made, as
>menu_bar, rsrc_load or evnt_multi [partly]].
> For an example : see
>
>http://www.eleves.ens.fr:8080/home/curis/anneau.html [in French...]
>
> where you can download
> - the GEM version of the programm [exafs.zip]
> - the X code of it, ready to recompile [well, if everything is ok :-)]
>[XExafs.zip]

I downloaded it and on first sight it looks great! I haven't studied
it in detail yet, or tried to compile it, but I most certainly will.

Is it all right to contact you if I have specific problems?

Thanks.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"I never liked a man I didn't meet." - Dorothy Parker

1629. Re: Port to X11 and/or Windows 95

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-19 00:00:00 UTC
From: curis@news.ens.fr
Message-ID: <6jrfd1$ar7$1@nef.ens.fr>
Source record: 4442

Bonjour,

Dans l'article <35614becbc1a80@xs4all.nl>,
Jos den Bekker, <josdb@xs4all.nl> a crit :

I downloaded it and on first sight it looks great! I haven't studied
it in detail yet, or tried to compile it, but I most certainly will.

Is it all right to contact you if I have specific problems?

No problem. I'm really interested by any bug-report or installation
problems.
--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

1630. TOS-Windows - how to show an output in a window

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-19 00:00:00 UTC
From: Braunstein Armin <Armin.Braunstein@at.origin-it.com>
Message-ID: <01bd82ff$a9e265e0$230a9282@Braunstein.vie.at.origin-it.com>
Source record: 4443

I want to show text-outputs in a GEM-Window.
Does anybody know, how I can do this in Omikron.Basic
or in GnuCC?

1631. Re: Port to X11 and/or Windows 95

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-19 00:00:00 UTC
From: curis@news.ens.fr
Message-ID: <6jrmq6$il2$1@nef.ens.fr>
Source record: 4444

Bonjour,

Dans l'article <Esy650.nKs@suse.modem.stud.uni-hannover.de>,
Peter Rottengatter, <perot@pallas.amp.uni-hannover.de> a crit :

A little while ago someone mentioned that he's working on a library for
both GEM and X-Window that would make an X program out of a GEM application
by just recompiling. Dunno how far he's got.

-> the part library of common functions for X & GEM/VDI is in good
progress. That means, if someone wants to start a new development and wishes
to make it usable on both X & GEM, I think he can use it.

-> the part recode the GEM functions is not really started, so just
recompiling an existing soft doesn't work for the moment.

Anyway, a simple porting will never be enough, essentially because of
some choices under X : each objetc is a window, which means that (for
simplicity) changing an object size by OB_HEIGHT() won't have any effect till
the tree is closed and reopened. One must use my own functions for that (that
means, for instance, to do a slider...)

More details on demand...
See the address given in another message for an example.

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

1632. Re: ST cartridge port docs

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35616CA1.7EBD@mst.tn.utwente.nl>
Source record: 4445

Martin-Eric Racine wrote:
>
> >> The Profibuch was never translated AFAIK, it was only published in German.

> Just wondering, WHERE can I buy the new german version?

AFIAK both the new and the old version are sold out. You will have
to find a store that has some still on stock.

The old Profibuch is the first edition, original title:
ATARI ST Profibuch
The new profibuch is called:
ATARI Profibuch
ST - STE - TT
The books were re-printed at least 10 times as I have got the
tenth printing.

Bye, Hans

1633. Whiteline Linux 2.0 CD Installation

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-19 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35619f10.1547477@news.tmisnet.com>
Source record: 4446

I picked up the newly-released Linux 2.0 for
Atari CD and discovered that it has the same
problem I've found on previous releases
(Toad, etc.). It's simple, really: you can't
load the Linux OS until you've got the Linux OS
already running.

In this case, it means I cannot even open the
folders containing the code! All I can do is
read the README files (using a German to English
translation program) that apologize for the fact
the instructions are not in English.

<sigh>

I've visited the various Linux-for-Atari websites,
and I'm pretty certain about the need for ataboot,
vmlinux, and newfilesys -- but they're not included
in an executable form for single-tasking GEM!

So I'm stuck. Again.

Has anyone else been able to install Linux 2.0 from
the CD, using only the CD?

Thanks!

-- George Crissman
-- strads@tmisnet.com

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1634. Re: Script maker

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-20 00:00:00 UTC
From: Braunstein Armin <Armin.Braunstein@at.origin-it.com>
Message-ID: <01bd83cd$b969e0a0$230a9282@Braunstein.vie.at.origin-it.com>
Source record: 4348

Hello Mike!

I don't now about such a program,
but I can write such a program in Omikron.Basic for you if you want so.
It is also possible to compile it.

E-Mail me, when you are interested in it.

Armin

1635. Re: Script maker

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-20 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <35629c96ccf4f0@game-master.com>
Source record: 4349

on Wed 20-05-98 03:01 Michael Grove wrote:

>Are there any utilites that can read a directory and create an ascii
>script of the contents (for use with applications that need
>DIR:\filename*.*)?

Quite a few come to mind : MAXIFILE, UIS, DIRECT DRIVE, maybe DIAMOND
EDGE, and I'm sure there's more.

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

1636. Script maker

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-20 00:00:00 UTC
From: grovem@BLOCKridgecrest.ca.us
Message-ID: <6jth1v$jl8$1@ash.ridgecrest.ca.us>
Source record: 4447

Hi,

Are there any utilites that can read a directory and create an ascii
script of the contents (for use with applications that need
DIR:\filename*.*)?

Thank,

Mike

1637. ST+ Fanzine STOS CORNER + New STOS Manual

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-21 00:00:00 UTC
From: pwest@fortress.org.uk
Message-ID: <3156_pwest@fortress.org.uk>
Source record: 4350

FROM: pwest@fortress.org.uk
SUBJ: ST+ Fanzine STOS CORNER + New STOS Manual

In a message of <04.05.98>, Deano@zetnet.co.uk (90:102/0.99) writes:
D> Theres one thing I think about every time I create the STOS Corner
D> for the Fanzine, that is...how many people actually read and enjoy
D> it.
D> The next issue sees the start of a game creating tutorial and I
D> wondered, with it being such hard work to create such a tutorial,
D> would it be worth it.

Although I do not program, I like reading about it and I find your
contributions in ST+ very interesting - it gives me some insight into
what's involved.

D> So basically I am asking.....should I keep the STOS Corner or should
D> I drop it? After all, if noone reads it its a waste of time.

Please keep it!

D> Also, if I wrote a manual like the Games Maker Manual by Stephen
D> Hill which showed in detail how to write various programs like games,
D> databases, art packages etc and sold it at a reasonable price
D> would anyone be interested. If so, please send me an email with New
D> STOS Manual as the subject, and if enough people show interest in
D> purchasing such a manual then I will write it.

Might be interested just to gain info - depends on the price. Must
confess I haven't read the main STOS manual properly yet :-(

Regards
/Peter/

--
"If only we could reverse polarise the anti-felching sub-system?"

--

1638. My C-Lab Falcon MKII

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-21 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998052116043300.MAA29438@ladder03.news.aol.com>
Source record: 4351

I have a C-Lab Falcon MKII which I purchased from Toad Computers 2-3 years ago. Since December of last year I had been having trouble booting the Falcon with the cdrom drive and scsi cable connected to the Falcon's scsi port. Every time I tried booting the Falcon in this way, the boot partition would become corrupted and I would have to reload the boot files. The other day, I tried it one more time and the worst happened...the Falcon no longer operates. The fan comes on, the hard drive starts to spin up, and nothing else happens. I disconnected the hard drive and tried to boot from floppy---nothing. The fan comes on and the power indicater light comes on but that's it. No floppy activity. Does this mean that my $1400.00 computer is now junk? I am now very frustated, sad, and angry. What can I do now to rectify this situation that won't cost me an arm and a leg to fix? All I really want to do is to get the machine up and running again in order to be able to use it as trade in for a TOS clone motherboard/cpu.
Thank you,
Sam Ferrer

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

1639. Re: CLI menu accessory

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-21 00:00:00 UTC
From: noSPAMdwilga@mtholyoke.edu
Message-ID: <noSPAMdwilga-2105981322040001@wilga.mtholyoke.edu>
Source record: 4352
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <Esy61L.nK6@suse.modem.stud.uni-hannover.de>,
perot@pallas.amp.uni-hannover.de wrote:

> In article <6j94h3$duj@co-op.newsguy.com>,
> robin@px.uk.com writes:
>
> > I am looking for a good command line interpretor in the form of a desk
> > accessory. It would have to run external programs such as gcc, make,
etc. and be
> > able to set envioroment variables.
>
> You'll have bad luck. Accessories may not launch other programs under
> SingleTOS, this is due to OS internal limitations. So you won't find any
> such thing that works reliable.

NeoDesk combined with the NeoDesk CLI can launch any TOS or GEM-based
program reliably, with any version of TOS. It's all in the way the CLI
tells NeoDesk to run the program, rather than running it itself.

Dan Wilga
Gribnif Software
www.pair.com/gribnif

1640. MiNT drives

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6k4674unm2@roch.zetnet.co.uk>
Source record: 4353

I don't know a lot about MiNT but I am trying to install the system on this TT. I am using the 1.14.6 version in the MINT030.PRG configuration.

The first thing I notice is that it will not recognise drives beyond P:

Is this a restriction on ALL MiNT versions or is there some .CNF parameter which I can use to extend the drive map?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1641. objc_change(...,SELECTED,1) doesn't work ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-22 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6k4bkj$988$1@news4.isdnet.net>
Source record: 4354

Hello all,

I wonder why objc_change(... DISABLED,1) or any other ob_state works, but not with SELECTED.

If I want my button to be redrawn immediately, I have to use objc_draw(). This occurs under TOS 4.01 and Magic 5.13.
Thanks for all answer.

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
ajoutez-vous !

1642. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3564bf3c.16461991@news.demon.co.uk>
Source record: 4355

On Mon, 18 May 1998 10:45:13 -0400, The Doctor <dklugh@iwaynet.net>
wrote:

>Anthony Jacques wrote:
>>
>> Its been a LONG time since I touched standard STOS sprites, so I'm a little
>> shakey on how they work...
>
>My understanding was that the ST didn't really have sprites

It does.

>and that it was just emulated in the software.

Sort of true. Sprites "just are" - how they are implemented is nothing
to do with sprites themselves. On the ST sprites are implemented via
the LineA interface. The LineA refers to a set of unused instructions
in the processor, all of which start with an opcode of $Axxx, hence
the name (there is also a LineF on the 68000 as well). LineA and LineF
cause a processor exception, the handler for which dispatches the
processor to the required routine.

>(perhaps to take advantage of a later hardware upgrade?)

LineA calls will take advantage of the blitter chip if one is fitted.
Perversely, recent software add-ons are so efficient that greater
speed can be obtained by turning the blitter *off*!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1643. Re: TOS-Windows - how to show an output in a window

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3566c7b7.18632632@news.demon.co.uk>
Source record: 4356

On Tue, 19 May 1998 10:25:41 +0200, "Braunstein Armin"
<Armin.Braunstein@at.origin-it.com> wrote:

>I want to show text-outputs in a GEM-Window.
>Does anybody know, how I can do this in Omikron.Basic
>or in GnuCC?

Others will be able to advise if there are suitable libraries which
provide this.

Failing that you have two choices. "Bodge" it or do it yourself.

Bodging
=======
This works very well for simple output. You just create an object tree
with G_STRING or G_TEXT objects in it and write the lines to them, and
a scroll can be implemented quite easily. Being a tree in a window the
rest of the code is not much different from any other windowed tree.

Do it Yourself
==============
This can be as simple or as complex as you like. For a monospaced font
it isn't too hard. Maintain a "console buffer" somewhere in memory and
write to that. Update the screen from the console buffer when
required. The more features you add to the console the more work is
involved (bold, underlined, colours etc) as these must be remembered
in the console buffer as well.

Proportional fonts are trickier because not only do you come up
against the problems of implementing it, you are forced to figure out
how to do so in such a way that output doesn't slow to a crawl. Use
baseline alignment.

The single most important thing you can do to increase speed is
perform "line/string" output rather than character output. This is
especially true with proportional fonts. Prefill the background then
use v_gtext in transparent mode, it's faster. Save the results of
vqt_extent in an "extent" buffer because it takes nearly as long as
v_gtext does.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1644. Re: Path of AES-Applications

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3565c591.18082441@news.demon.co.uk>
Source record: 4357

On Fri, 15 May 1998 09:31:52 +0200, Michael Nau
<y0005609@ws.rz.tu-bs.de> wrote:

>Hi, out there!
>
>I posted this once already, but didn't get a response. So next try:
>For a shutdown master I urgently need to know the full names (including
>path) under which other running AES-applications were started. I already
>know their AES- and MiNT-IDs.

I don't use MiNT but even so, I'm not too sure what it is you are
wanting to do? Is it some sort of idea like the one in MagiC where
processes are *killed* prior to (say) a resolution change?

>Anyone knowing a clean AES-method for this?

Only the usual one - send each application a shutdown message keeping
your fingers crossed they all respond.

>Otherwise a tricky solution
>with GEMDOS/ BASEPAGE would help me, too.

Is there a SIGABORT type signal? Perhaps you could hack the process id
and issue it to each process killing them that way? Dunno really - a
wild guess!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1645. Re: Path of AES-Applications

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-22 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3565f8ba.830366@news.tmisnet.com>
Source record: 4358

On Fri, 22 May 1998 21:24:35 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>Only the usual one - send each application a shutdown message keeping
>your fingers crossed they all respond.

Respond? Uh-oh ... I thought sending an acknowledgement
caused an error, so I merely cause the application to exit
when it receives a shutdown message from the pipe.

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1646. Re: TOS-Windows - how to show an output in a window

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-22 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3565f960.996485@news.tmisnet.com>
Source record: 4359

If anyone writes an app note on this topic,
going into detail about the hows and whys,
and showing lots of well-commented code, I'd
certainly be willing to pay for a copy of it!

-- George Crissman
-- strads@tmisnet.com

On Fri, 22 May 1998 21:24:36 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>On Tue, 19 May 1998 10:25:41 +0200, "Braunstein Armin"
><Armin.Braunstein@at.origin-it.com> wrote:
>
>>I want to show text-outputs in a GEM-Window.
>>Does anybody know, how I can do this in Omikron.Basic
>>or in GnuCC?
>
>Others will be able to advise if there are suitable libraries which
>provide this.
>
>Failing that you have two choices. "Bodge" it or do it yourself.
>
>Bodging
>=======
>This works very well for simple output. You just create an object tree
>with G_STRING or G_TEXT objects in it and write the lines to them, and
>a scroll can be implemented quite easily. Being a tree in a window the
>rest of the code is not much different from any other windowed tree.
>
>Do it Yourself
>==============
>This can be as simple or as complex as you like. For a monospaced font
>it isn't too hard. Maintain a "console buffer" somewhere in memory and
>write to that. Update the screen from the console buffer when
>required. The more features you add to the console the more work is
>involved (bold, underlined, colours etc) as these must be remembered
>in the console buffer as well.
>
>Proportional fonts are trickier because not only do you come up
>against the problems of implementing it, you are forced to figure out
>how to do so in such a way that output doesn't slow to a crawl. Use
>baseline alignment.
>
>The single most important thing you can do to increase speed is

>perform "line/string" output rather than character output. This is
>especially true with proportional fonts. Prefill the background then
>use v_gtext in transparent mode, it's faster. Save the results of
>vqt_extent in an "extent" buffer because it takes nearly as long as
>v_gtext does.
>
>
>--
>guy@swampdog.demon.co.uk
>http://www.swampdog.demon.co.uk
>
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1647. Spectrum 512

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-23 00:00:00 UTC
From: bwarren@ibm.net
Message-ID: <35675510.DEC@ibm.net>
Source record: 4360

Has anyony played with the file format of Spectrum (SPU)? I'm curiors on how it's formatted. I have a short description but it doesn't explain how the palette data is formatted.

Also, how does it display on the screen? Does it break the screen up into threes? I have a C program that claim to return the index but I'm unsure how the display works. Thanks.

-The Doctor <?>

1648. Need original 600XL/800XL OS binary file

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-24 00:00:00 UTC
From: "D.J. Hatfield" <ldw9e@virginia.edu>
Message-ID: <3567E0B5.AE2@virginia.edu>
Source record: 4361

Hi all,
I Happen to have a non-functional Atari 600XL. I have used a Universal Device programmer to test the individual logic ICs and was able to locate one bad IC. However, just replacing that one IC did not work. Further investigation revealed that the OS prom was getting really HOT. I popped out the OS prom and read it with a Universal Device programmer which revealed no data (i.e. the prom was dead). I have been searching everywhere on the web for the 600XL's original OS binary file so I can program a 27128 EPROM and get my machine back up and running (to no avail). Would anyone happen to know where I can get this file or where I can get a comparable OS that would let me boot up into BASIC? If anyone out there has one of these machines and access to an EPROM/PROM reader, could you possibly copy the OS prom to a binary file and send it (email) to me? The part number on the OS prom is CO615988B.

Any help with this would be greatly appreciated.

Best Regards,
D.J. Hatfield

1649. Re: Script maker

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-25 00:00:00 UTC
From: aprice@postern.demon.co.uk
Message-ID: <896091940.14911.0.nnrp-06.9e987258@news.demon.co.uk>
Source record: 4362

On 20 May 1998 03:01:19, Michael Grove wrote:
>Hi,
>
>Are there any utilites that can read a directory and create an ascii
>script of the contents (for use with applications that need
>DIR:\filename*.*)?
>
There's an ACC, DIR_2000, which will read a directory and gives the
option of display/print/write an ASCII file- options include how much
information about each file or folder you want including. You would have
to edit the result for your particular requirements.
HTH.

--
Alan Price
http://www.postern.demon.co.uk

1650. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-25 00:00:00 UTC
From: aprice@postern.demon.co.uk
Message-ID: <896091942.14911.0.nnrp-06.9e987258@news.demon.co.uk>
Source record: 4363

On 13 May 1998 13:35:11, Guy Harrison wrote:
>On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:
>
>>Hello,
>>I'd really appreciate any help you can give me.
>
>Lattice and PureC are the two Ansi compilers. You should be able to
>get one second hand. The manuals will have most of the Atari specific
>stuff in as well actually, aside from how to compile with the darn
>things of course!
>
Ay, there's the rub! I have been using Hisoft C (interpreter) for some time, having decided it's about time I moved on from Modula-2, but it doesn't like my Falcon AB40 (it's very unforgiving about non-standard screen resolutions) and very slow for serious work. I have obtained Lattice C (compiler), and followed all the instructions I can find about porting Hisoft C programs- "Normally fairly simple, requiring few changes to the source code" it says. The problem is with the Hisoft C toolbox- at link time, all the routines I use from the toolbox report as missing. Anyone sugest what stupid mistake I am making?

Hisoft no longer provide helpline support for Lattice C- the people who know about it left last year.

--
Alan Price
http://www.postern.demon.co.uk

1651. Re: STOS sprites...

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-25 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980525084355.4209D-100000@ganymede.cs.mun.ca>
Source record: 4364

On Tue, 12 May 1998, Phil Young wrote:

> > I'm currently writing a game in STOS BASIC. I've made a title
> > screen and have letters i.e sprites fall down the title screen into their
> > positons. The problem I'm having is when the letters fall their
> > backgroung color overwrites where the have fallen to. I only want the
> > characters to be displayed and not the backround color on which they were
> > displayed. Any ideas?
>
> Are you using the STOS sprite commands or some from an extension (such
> as the missing link)??
> If you are using the standard STOS ones, then all you have to do is copy
> your forground screen display into the background screen. This
> background screen is used to redraw the bits in the foreground where the
> sprites have moved over.
> e.g. screencopy logic to back
> should do the trick i think
>

Well I'm using the normal STOS sprite commands for now because it is
nothing major and does not require alot of speed e.t.c. I tried this but
the problem is not that the sprite leaves behind a trail as it falls but
the problem is the sprites backgound color. Such as if I had the letter O
I want ot be able to see what is underneath the O through the center.
Therefore, I need to sprites background color to be see through.

Scott.

1652. GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6kc3u5$lkj@balaena.bio.vu.nl>
Source record: 4365

Hi everyone,
it's the irritating Dutch bloke without a Compendium again,
with two little GEM related questions:

I've been working on a new (more or less OO) dialog handler/manager for
a while now, but ran into a few problems yesterday with the keyboard
input handler...

Firstly, what is the best way to get the ASCII value of a key when
pressed simultaneously with ALT? I'd assumed that the ASCII value
would be returned in the low byte after an event, but to my surprise
I only got the scancode back, and 0 for ASCII. I think I'm beginning
to understand why people have language incompatibility problems
with ALT+[key] combinations... Anyway, what is the best method to get
the ASCII value of [key] in this case?

And secondly, I can't get objc_edit() to work. It should be simple
enough, but no matter what I try, nothing seems to happen. I can't pass
any keys, I can't even get a cursor... I use Sozobon's XGEMFAST
lib and call objc_edit() in what I think is the correct manner:

```
objc_edit (tree, obj, key, &pos, mode);
```

First with mode EDINIT (same as ED_INIT, depending on which lib is used)
to init the edit field, then with EDCHAR for each character entered
into the field (scancode stripped for valid ASCII chars),
and finally with EDEND on leaving the field...
I checked the input values, they seemed fine, and the return value
was 1 in all cases (which means that there was no error).
Anyone got a simple working example or can tell me what I could be
doing wrong?

Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I don't like spinach, and I'm glad I don't, because if I liked it I'd
eat it, and I just hate it."
-- Clarence Darrow

1653. Re: Whiteline Linux 2.0 CD Installation

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6kc313$lkj@balaena.bio.vu.nl>
Source record: 4366

George Crissman (strads@tmisnet.com) wrote:

: I've visited the various Linux-for-Atari websites,
: and I'm pretty certain about the need for ataboot,
: vmlinux, and newfilesys -- but they're not included
: in an executable form for single-tasking GEM!

Try the Linux68k FTP site at, I think, ftp.uni-erlangen.de
(have a look at the Alt OS page on my atari site to be sure:
http://huizen.dds.nl/~levjenno/atari)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I don't like spinach, and I'm glad I don't, because if I liked it I'd
eat it, and I just hate it."
-- Clarence Darrow

1654. Re: Spectrum 512

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6kc49s$lkj@balaena.bio.vu.nl>
Source record: 4367

bwarren@ibm.net wrote:

: Has anyony played with the file format of Spectrum (SPU)? I'm curiors
: on how it's formatted. I have a short description but it doesn't
: explain how the palette data is formatted.

I would guess that the data is in standard ST palette format. Assuming that you got you info from "ST Picture Formats" by David Bagget, look at the top of the file. The palette format is in the Introductory Information.

: Also, how does it display on the screen? Does it break the screen up
: into threes?

Hmm, from what I can remember, the display routine "simply" changes the palette three times per scanline.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I don't like spinach, and I'm glad I don't, because if I liked it I'd eat it, and I just hate it."
-- Clarence Darrow

1655. Mummies Playtime Beta 2

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-25 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <356ad71d.6112547@news.zetnet.co.uk>
Source record: 4368

Download it by clicking on this link.

http://www.users.zetnet.co.uk/sillysoftware/playtime.zip

Falcon and Tos 206 users might have to patch it using STOS Fix or
GenFix.

Please test this and let me know if you find any bugs, or have ideas
for improvements.

Includes all four sub games although the fourth is not quite finished
yet.

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

1656. Forcing TOS/TTP in window

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-26 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <219B5D47AAF868B2.C928ACE0E6DCA35B.8D84012639EBEBFA@library-proxy.airnews.net>
Source record: 4369

How is it possible to force a TOS program to run in a window using a multi-tasking environment such as MiNT without using an external program like MINIWIN? Thanks.

-Jared

1657. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-26 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <356a8e0c1334a13@xs4all.nl>
Source record: 4370

on Mon 25-05-98 15:49 "the irritating Dutch bloke without a
Compendium" wrote:

>Firstly, what is the best way to get the ASCII value of a key when
>pressed simultaneously with ALT? I'd assumed that the ASCII value
>would be returned in the low byte after an event, but to my surprise
>I only got the scancode back, and 0 for ASCII. I think I'm beginning
>to understand why people have language incompatibility problems
>with ALT+[key] combinations... Anyway, what is the best method to get
>the ASCII value of [key] in this case?

Try

```
KEYTAB *key_tab = Keytbl((void*)-1,(void*)-1,(void*)-1);
unsigned char ascii_value;

evnt_multi(......,&key,&key_shift,...);
ascii_value = key_tab->unshift[key>>8];
```

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"We had to live on food and water for 30 days." - W.C. Fields

1658. Re: MiNT drives

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-26 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <IKBa1.26$mm5.673702@wagner.videotron.net>
Source record: 4371

On 22 May 1998 15:39:16, Roger Cain wrote:
>I don't know a lot about MiNT but I am trying to install the system on
>this TT. I am using the 1.14.6 version in the MINT030.PRG configuration.
>
>The first thing I notice is that it will not recognise drives beyond
>P:
>
>Is this a restriction on ALL MiNT versions or is there some .CNF
>parameter which I can use to extend the drive map?

Rather odd, cause one of the main features of MiNT is to extend drive
letters beyond P...

1659. Re: MiNT drives

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-26 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <896210836.631197@tornado.itea.ntnu.no>
Source record: 4372

Martin-Eric Racine <q-funk@megacom.net> wrote:

> >The first thing I notice is that it will not recognise drives beyond
> >P:
> >
> >Is this a restriction on ALL MiNT versions or is there some .CNF
> >parameter which I can use to extend the drive map?

> Rather odd, cause one of the main features of MiNT is to extend drive
> letters beyond P...

?? MiNT relies on GEMDOS, so it won't recognise drives beyond P unless
you install something like BigDOS or perhaps MetaDOS (not sure about
MD).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1660. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EtJy5v.MyB@suse.modem.stud.uni-hannover.de>
Source record: 4373

In article <6kc3u5$lkj@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) writes:

> Firstly, what is the best way to get the ASCII value of a key when
> pressed simultaneously with ALT? I'd assumed that the ASCII value
> would be returned in the low byte after an event, but to my surprise
> I only got the scancode back, and 0 for ASCII. I think I'm beginning
> to understand why people have language incompatibility problems
> with ALT+[key] combinations... Anyway, what is the best method to get
> the ASCII value of [key] in this case?

I believe the low byte contains the ASCII value for a few ALT key
kombinations. So I'd suggest to check for a zero, and use the value
if it's not zero, and do something different otherwise. I'm not sure
though what would be the smartest thing to do in that case.

> objc_edit (tree, obj, key, &pos, mode);
>
> First with mode EDINIT (same as ED_INIT, depending on which lib is used)
> to init the edit field, then with EDCHAR for each character entered
> into the field (scancode stripped for valid ASCII chars),
> and finally with EDEND on leaving the field..

That's about correct.

> I checked the input values, they seemed fine, and the return value
> was 1 in all cases (which means that there was no error).
> Anyone got a simple working example or can tell me what I could be
> doing wrong?

Dunno. Maybe you should post a piece of your source code. I never had
problems when using objc_edit().

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1661. Re: Forcing TOS/TTP in window

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EtJyAE.Myx@suse.modem.stud.uni-hannover.de>
Source record: 4374

In article <219B5D47AAF868B2.C928ACE0E6DCA35B.8D84012639EBEBFA@library-proxy.airnews.net>,
jdaddin9@airmail.net (Jared Addington) writes:
> How is it possible to force a TOS program to run in a window using a
> multi-tasking environment such as MiNT without using an external program
> like MINIWIN? Thanks.

Have the external TOS program launched parallel, i.e. non-blocking. Before
launch, Fforce() it's stdin and stdout into pipes, the other end of which
are read/written by the launching program and displayed in a window.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1662. Re: MiNT drives

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-27 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6kh05b$c2s$1@roch.zetnet.co.uk>
Source record: 4375

On 26 May 1998 19:29:50, Jo Even Skarstein wrote:

>> >The first thing I notice is that it will not recognise drives beyond
>> >P:
>> >
>> >Is this a restriction on ALL MiNT versions or is there some .CNF
>> >parameter which I can use to extend the drive map?
>
>> Rather odd, cause one of the main features of MiNT is to extend drive
>> letters beyond P...
>
>?? MiNT relies on GEMDOS, so it won't recognise drives beyond P unless
>you install something like BigDOS or perhaps MetaDOS (not sure about
>MD).

Ah, this would explain a lot. I had been under the impression that
MiNT replaced the WHOLE OS (like Magic). So ..I just need a better
DOS.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1663. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-27 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EtM127.MD0@suse.modem.stud.uni-hannover.de>
Source record: 4376

In article <356a8e0c1334a13@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:

```
> KEYTAB *key_tab = Keytbl((void*)-1,(void*)-1,(void*)-1);
> unsigned char ascii_value;
>
> evnt_multi(......,&key,&key_shift,...);
> ascii_value = key_tab->unshift[key>>8];
```

That might be a sensible way, but maybe not what Levien was asking for.
That table contains the codes for the keys without any of Shift CTRL or Alt
keys, while he explicitly asked for the kombination with Alt. The XBios
Keytbl does not provide access to Alt kombinations.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1664. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-28 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6kjtsb$4sc@balaena.bio.vu.nl>
Source record: 4377

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote:

: > I checked the input values, they seemed fine, and the return value
: > was 1 in all cases (which means that there was no error).
: > Anyone got a simple working example or can tell me what I could be
: > doing wrong?

: Dunno. Maybe you should post a piece of your source code. I never had
: problems when using objc_edit().

These are the two routines that deal with objc_edit(), for now
(the redraw routines might also want to do so as soon as I can
get this to work...)

The problem is simple: nothing happens. No cursor, no input...

```
------------------------------------------------------------------------

/* Compiled using SozobonX version 2-point-something and XGEMFast */

/* Set new editable object */

short new_edit (XDIAL *dial, short obj)
{
/* [Stuff removed] */

if (dial->tree[obj].ob_flags & EDITABLE) {

if (curr_ed_dial != dial) { /* Disable editing in old dialog */
if (curr_ed_dial->obj_edit >= 0)
objc_edit (curr_ed_dial->tree, curr_ed_dial->obj_edit, 0,
&curr_ed_dial->edit_pos, EDEND);
curr_ed_dial = dial;

} else if (dial->obj_edit >= 0) /* Disable previous field */
objc_edit (dial->tree, dial->obj_edit, 0, &dial->edit_pos, EDEND);

dial->obj_edit = obj; /* Set new field */
dial->edit_pos = 0; /* Reset cursor */

objc_edit (dial->tree, obj, 0, &dial->edit_pos, EDINIT);
return (obj);

} else
return (NO_OBJECT);
}

/* Parse keyboard events */
```

```
short Xdial_ParseKeybd (XDIAL *dial, short key, short ctrl)
{
/* [Lots of Stuff removed] */

if ((key || raw) && dial->obj_edit >= 0) {
if (dial->tree[dial->obj_edit].ob_flags & EDITABLE) {
objc_edit (dial->tree, dial->obj_edit, key, &dial->edit_pos, EDCHAR);
}
}
}
```

Thanks,
-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

We can predict everything, except the future.

1665. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-28 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6kju54$4sc@balaena.bio.vu.nl>
Source record: 4378

Jos den Bekker (josdb@xs4all.nl) wrote:

: KEYTAB *key_tab = Keytbl((void*)-1,(void*)-1,(void*)-1);

Ah! Perfect!
That's one of those XBIOS calls of which you never see the use,
until you need it, at which time you have, of course, forgotten
it exists. :)

Veel dank en Gegroet,
-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

We can predict everything, except the future.

1666. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-28 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6kk1jr$q9h$1@sun27.hrz.tu-darmstadt.de>
Source record: 4379

Hi!

In article <6kju54$4sc@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) writes:
> That's one of those XBIOS calls of which you never see the use,
> until you need it, at which time you have, of course, forgotten
> it exists. :)

It's similar to the ftw() function you find in most UNIX libraries,
including the MiNT-Lib ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1667. Programming the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-28 00:00:00 UTC
From: popov
Message-ID: <01bd8a70$f7ecbf60$LocalHost@default>
Source record: 4380
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.programmer

I'm making a little electronic assembly (made by me!) and I'd like to use
it with the parallel port on my atari (1040ste).
So I gonna make a program with the gfa basic 2.0 and I'd like to know how
to :
1) get the condition of a pin
2) set or reset some other pins
I think it's feasible with peek and poke.

1668. ---> MEGA Disczine <---

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-28 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6kkg7trua3@heliodor.xara.net>
Source record: 4381

Hello all,

If you have read MEGA disczine please fill in the questionnaire. It will hep us decide to put in future issues.

Thanks goto the other people who have sent me theirs.

If you recive mail from me, But don't what to , you may be on our maliing list. Please ask to be removed if you no long with tho recive mail.

If you would like to be added to our mailing list then simply say so.

Please take the time to support MEGA, Anything you can do no matter how small or wired it may be I would like to hear from you.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

1669. Help Me please !!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: myst <myst@hkstar.com>
Message-ID: <356E23C9.4A97F@hkstar.com>
Source record: 4382
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.ibm.pc.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

Dear Sir,

I'm a HK student, i'm very like to made
program...

I have a big problem...
How to captrue DirectX Game Screen !?

May you teach me ?

Thankyou very Much !!!

From Myst Ho.(myst@hkstar.com)

1670. oaesis.cnf

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <2Prb1.70$FN.524082@newsread.com>
Source record: 4383

What number do I use to get ST HIGH 256 colors at AE_REZ=?

1671. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <356e8038a29af0@xs4all.nl>
Source record: 4384

on Wed 27-05-98 09:58 Peter Rottengatter wrote:

```
>> KEYTAB *key_tab = Keytbl((void*)-1,(void*)-1,(void*)-1);
>> unsigned char ascii_value;
>>
>> evnt_multi(......,&key,&key_shift,...);
>> ascii_value = key_tab->unshift[key>>8];
>
>That might be a sensible way, but maybe not what Levien was asking for.
>That table contains the codes for the keys without any of Shift CTRL or Alt
>keys, while he explicitly asked for the kombination with Alt. The XBios
>Keytbl does not provide access to Alt kombinations.
```

Dearest Peter, this is what he asked for:

```
>Firstly, what is the best way to get the ASCII value of a key when
>pressed simultaneously with ALT? I'd assumed that the ASCII value
>would be returned in the low byte after an event, but to my surprise
>I only got the scancode back, and 0 for ASCII. I think I'm beginning
>to understand why people have language incompatibility problems
>with ALT+[key] combinations... Anyway, what is the best method to get
>the ASCII value of [key] in this case?
```

So what he wanted was the ASCII value of `key', and I gave him a neat way to get it. The ALT value can simply be gotten from key_shift after a keyboard event.

```
--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"I have ... seemed to myself broken off from mankind; a kind of
solitary wanderer in the wilds of life, without any direction,
or fixed point of view: a gloomy glazer on the world to which I
have little relation."
- Samuel Johnson
```

1672. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <356e8038a29af1@xs4all.nl>
Source record: 4385

on Thu 28-05-98 15:58 Thomas Binder wrote:

>It's similar to the ftw() function you find in most UNIX libraries,
>including the MiNT-Lib ...

Hu? the ftw() function, under UNIX and under MiNT, is for recursively
searching directories!

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"Es fï¿½llt die Menschen beim Lesen oder Studiren gar nicht ein, wissen
zu wollen, was wahr sei; sondern sie wollen bloss wissen, was
gesagt worden ist." - Arthur Schopenhauer

1673. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <356e8038a29af2@xs4all.nl>
Source record: 4386

on Thu 28-05-98 14:55 Levien van Zon wrote:

>These are the two routines that deal with objc_edit(), for now
>(the redraw routines might also want to do so as soon as I can
>get this to work...)
>
>The problem is simple: nothing happens. No cursor, no input...

I don't see any key or event values passed to this function, nor is
there a key value passed to objc_edit, so I get the the itchy feeling
that you're not in an evnt_multi() loop. You do realize, I hope, you
have to be in an evnt_multi() loop and call objc_edit() for each
keyboard event?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"I'm nobody! Who are you?" - Emily Dickinson

1674. Text output via the VDI

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6km2bk$j22$1@nyheter.chalmers.se>
Source record: 4387

While trying to finish up fVDI v0.85, I've run into problems with two applications: CAB and AtariWorks. For some reason, those two programs insist on drawing text on _very_ widely separated lines under fVDI (well, AtariWorks is usually OK with a file that has just been loaded, but as soon as I try to change anything, things break down).

I'm pretty sure I've got all the normal character and string size functions right (after all, no other program I've tried exhibits these strange problems), but perhaps there's something I might have missed? Strange as it may sound, I have very little previous experience with the VDI.

If anyone has any ideas about what might be going wrong (or have some similar program (doing 'advanced' text output) and would be willing to test it with fVDI), please let me know.

There's no use trying to test this with fVDI v0.84, since that is nowhere near as good as v0.85 at these kinds of things. There is a small archive (only engine and monochrome driver) of fVDI v0.85c on my ftp site (/pub/Other/fvdi_085c.lzh), however, which is only a week old. If you attempt to use the newer fVDI, please get in touch with me.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1675. Re: Mint Kernel crash ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: Thomas.Goirand@hol.fr
Message-ID: <6kmkg2$f4m$1@news3.isdnet.net>
Source record: 4388

On 13 May 1998 13:27:50, David.DeRidder wrote:
> Hi,
>
> I'm developing a Pearl90 compiler on my Mint-ed Falcon030 with gcc. I have
> FreeMint 1.12. Now, when I execute the [Pearl] compiler on certain sources
> (which are meant to stress my compiler), Mint totally blocks. The cursor
> stops blinking, no more disk activity, virtual consoles don't work anymore...
> Is it possible that the Mint kernel itself crashes ? I suspect my problem
> is triggered by some NULL pointer somewhere, but I have memory protection,
> so normally it should be caught, no ?

It SHOULD but it does not ! The fact is that the MiNT's memory
protection si lame, and it doesn't protect a lot ! If you have a NULL
pointer problem, try to look at YOUR program first.

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- mailto:thomas.goirand@hol.fr (when in holidays :)) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
---

1676. Re: Programming the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <896468650.17567.0.nnrp-09.9e98f145@news.demon.co.uk>
Source record: 4389

```
-----BEGIN PGP SIGNED MESSAGE-----

On 28 May 1998 19:48:17, "popov" wrote:
> I'm making a little electronic assembly (made by me!) and I'd like to use
> it with the parallel port on my atari (1040ste).
> So I gonna make a program with the gfa basic 2.0 and I'd like to know how
> to :
> 1) get the condition of a pin
> 2) set or reset some other pins
> I think it's feasible with peek and poke.

I don't think you'll be able to do this with peek and poke, but you should
be able to do this with INP(1) and OUT 1,xx. Another thing you can't do is
find out if there's a character waiting to be read from the port, although
you can see if it's ready to receive one.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNW6CXFeKRkq5A+OlAQFTFwH/dHBNz12l+YM/O2wMqtuhJxVrWarEpLe/
frZfSXt31m4Xv/t2MPiCvW9ZO8/PDv7FwdGMLzVVW+aA2wb3+gRMZw==
=VRKZ
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1677. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <356ace30.12956510@news.demon.co.uk>
Source record: 4390

On Mon, 25 May 1998 10:25:42 GMT, aprice@postern.demon.co.uk (Alan Price) wrote:

>On 13 May 1998 13:35:11, Guy Harrison wrote:
>>On Thu, 07 May 1998 04:21:41 -0600, screenstyles@hotmail.com wrote:
>>
>>>Hello,
>>>I'd really appreciate any help you can give me.
>>
>>Lattice and PureC are the two Ansi compilers. You should be able to
>>get one second hand. The manuals will have most of the Atari specific
>>stuff in as well actually, aside from how to compile with the darn
>>things of course!
>>
>Ay, there's the rub! I have been using Hisoft C (interpreter) for some
>time, having decided it's about time I moved on from Modula-2, but it
>doesn't like my Falcon AB40 (it's very unforgiving about non-standard
>screen resolutions) and very slow for serious work. I have obtained
>Lattice C (compiler), and followed all the instructions I can find about
>porting Hisoft C programs- "Normally fairly simple, requiring few
>changes to the source code" it says. The problem is with the Hisoft C
>toolbox- at link time, all the routines I use from the toolbox report as
>missing. Anyone sugest what stupid mistake I am making?

The most obvious one is a link problem - essentially not specifiying the object library which contains the functions. Probably the best way to start figuring this out is to take the simplest Hisoft program you've got which is failing and make a note of the function names that fail to link with it under Lattice. I would be surprised if things such as printf() were failing to link for instance (unless you've made some wierd alterations to Lattice without realising). With Hisoft being interpreted it wouldn't suprise me if the "ease of use" philosophy extended to linking also, so it may be pulling in library functions that do not exist under a "standard link".

I don't use Lattice but I'll explain how Mwc does it which will get the idea across ...

Mwc has four separate object libraries. The standard one contains "standard functions" such as printf(), malloc(), memcpy() etc - all the things common to a C compiler on any machine. Lattice probably has similar.

There is also a maths libray which has to be specifically linked by me. If I forget it then such functions as tan() ans sin() fail to be resolved at link time. Lattice probably has similar.

The two other libraries are to do with Gem. One is a library
containing all the VDI function calls. The other contains all the AES
function calls. Again, I must specifically tell Mwc to scan these
libraries during a link other such functions as v_gtext() or
appl_init() will not resolve. Lattice probably has a specific option
for linking Gem programs within the workbench.

The most important two things to check are these ...

a)
The path to the object libraries has been specified correctly. I dunno
how you do this. It might be specified in the project file or you
might set a variable in the workbench. I can't help with this as I use
a 'makefile' with Mwc. I believe Lattice can do so also but iirc this
feature is nowhere near as easy (or desirable) to use as a project
file within the workbench.

b)
That the project file being used is valid.

Finally, I assume there was an original installation program. Check
the options on this as it might have been possible to install in such
a way that the libraries never got transferred.

In any case, a list of some of the unresolved function names will help
us sort it out.

>Hisoft no longer provide helpline support for Lattice C- the people who
>know about it left last year.

Hmm, that's a shame. Pity they couldn't have posted their support docs
as public domain.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1678. Re: Path of AES-Applications

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <356bd56d.14809534@news.demon.co.uk>
Source record: 4391

On Fri, 22 May 1998 22:20:07 GMT, strads@tmisnet.com (George Crissman)
wrote:

>On Fri, 22 May 1998 21:24:35 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>>Only the usual one - send each application a shutdown message keeping
>>your fingers crossed they all respond.
>
>Respond? Uh-oh ... I thought sending an acknowledgement
>caused an error, so I merely cause the application to exit
>when it receives a shutdown message from the pipe.

Terminating quietly is the correct "response". You only need to reply
(with AP_TFAIL) if your application cannot shut down.

Sorry my wording worried you! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1679. Re: TOS-Windows - how to show an output in a window

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35720e0f.22536075@news.demon.co.uk>
Source record: 4392

On Fri, 22 May 1998 22:20:09 GMT, strads@tmisnet.com (George Crissman) wrote:

>If anyone writes an app note on this topic,
>going into detail about the hows and whys,
>and showing lots of well-commented code, I'd
>certainly be willing to pay for a copy of it!

Some depressing info ...

I spent weeks and hundreds of lines of code (for each attempt) figuring out the best way to add this feature. It had: user defined console size, font changes anywhere (and wrap round correctly if desired), attribute changes anywhere, foreground and background colour changes anywhere, and the whole lot was overlayed onto a standard Gem OBJECT tree where the console was defined to be the area covered by one of the objects in the tree. As any object could have a console it was possible to have multiple consoles per tree. I got to the stage where I was ready to write the final version, combine all these features together and add it into Pug - which would have meant the object tree was automatically windowed and was active (ie buttons would work etc) as well. The consoles would have been used via a printf() type function call to pug using escape codes to implement the features.

I asked for Lattice and PureC techies in order to iron out any problems of those compilers calling Mwc object code. I got zero responses, so no release could be made. One night I binned the console code in disgust.

... told you it was depressing.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1680. [Fwd: ATARI STuff 4 SALE (UK)]

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: Brond <brond@csi.com>
Message-ID: <356DF584.8D151097@csi.com>
Source record: 4393
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Here is some ST stuff I have for Sale.
Make me an offer.

HiSoft Lattice C 5.5 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Devpac 3 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Forth

Prospero Software Pascal

NeoDesk 3.04

Virus Killer v3.9

68000 Assembly Language Programming 2nd Edition (Osborne McGraw Hill)

Atari ST : The Concise Atari ST 68000 Programmers Reference Guide (V
Good)

Mail me

mailto:brond@compuserve.com

Here is some ST stuff I have for Sale.
Make me an offer.

HiSoft Lattice C 5.5 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Devpac 3 ST/STE/TT/Falcon All manuals, still boxed.

HiSoft Forth

Prospero Software Pascal

NeoDesk 3.04

Virus Killer v3.9

68000 Assembly Language Programming 2nd Edition (Osborne McGraw Hill)

Atari ST : The Concise Atari ST 68000 Programmers Reference Guide (V
Good)

Mail me

mailto:brond@compuserve.com

1681. Spectrum 512

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-29 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <d2a_9805300816@tor250.org>
Source record: 4394

```
BW>Has anyony played with the file format of Spectrum (SPU)? I'm curiors
BW>on how it's formatted. I have a short description but it doesn't
BW>explain how the palette data is formatted.
BW>Also, how does it display on the screen? Does it break the screen up
BW>into threes? I have a C program that claim to return the index but I'm
BW>unsure how the display works. Thanks.
You need a copy of the text file called PIXFMT.TXT or PICFMT.TXT or what
ever, it's been floating around for a couple years now. It has decent
detail about the SPU/SPC file formats from Spectrum 512.
Later...
---
SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.
```

1682. Re: objc_change(...,SELECTED,1) doesn't work ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35701140.88889716@news.demon.co.uk>
Source record: 4298

On 22 May 1998 17:11:47 GMT, frederic.dinh@hol.fr (Frederic Dinh)
wrote:

>Hello all,
>
>I wonder why objc_change(... DISABLED,1) or any other ob_state works, but not
>with SELECTED.
>
>If I want my button to be redrawn immediately, I have to use objc_draw(). This
>occurs under TOS 4.01 and Magic 5.13.
>Thanks for all answer.

I can't recall what my problem was but I do remember having one with
objc_change() so now I always use objc_draw(). In fact, as all my
forms are windowed and can be active in the background I actually
perform a proper redraw.

Now that I think about it, the problem I had might have been that
objc_change could select something but not _always_ unselect it. Can't
be sure after all this time though.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1683. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6kpi2a$706@balaena.bio.vu.nl>
Source record: 4299

Jos den Bekker (josdb@xs4all.nl) wrote:

: I don't see any key or event values passed to this function, nor is
: there a key value passed to objc_edit, so I get the the itchy feeling

Erm... Look again:

short Xdial_ParseKeybd (XDIAL *dial, short key, short ctrl)

This function is called from an event loop, with key and ctrl containing the
values for the key pressed and the control keys. After some checking, the
key value is passed to objc_edit:

objc_edit (dial->tree, dial->obj_edit, key, &dial->edit_pos, EDCHAR);

: that you're not in an evnt_multi() loop. You do realize, I hope, you
: have to be in an evnt_multi() loop and call objc_edit() for each
: keyboard event?

Hence the function name ParseKeybd ...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Drawing on my fine command of language, I said nothing."

1684. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6kphqf$706@balaena.bio.vu.nl>
Source record: 4300

Jos den Bekker (josdb@xs4all.nl) wrote:

: >That might be a sensible way, but maybe not what Levien was asking for.
: >That table contains the codes for the keys without any of Shift CTRL or Alt
: >keys, while he explicitly asked for the kombination with Alt. The XBios
: >Keytbl does not provide access to Alt kombinations.

: So what he wanted was the ASCII value of `key', and I gave him a neat
: way to get it. The ALT value can simply be gotten from key_shift after
: a keyboard event.

Indeed. So it should do just fine...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Drawing on my fine command of language, I said nothing."

1685. Re: Text output via the VDI

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6kplnu$274$1@nyheter.chalmers.se>
Source record: 4301

In article <3571151c.89877016@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 29 May 1998 10:23:48 GMT, rand@cd.chalmers.se (Johan Klockars)
>wrote:
>
>>
>>While trying to finish up fVDI v0.85, I've run into problems with two
>>applications: CAB and AtariWorks. For some reason, those two programs
>>insist on drawing text on _very_ widely separated lines under fVDI
...
>Are the lines double spaced? Might be a "single pixel" problem. If

No, there's far more space than that between them. I'd say at least ten
lines worth. At least for CAB, I also think that some text is actually
missing completely.

>Gut feeling on my part is some sort of character cell issue but there
>are 101 ways that could arise.

On the tests I've done, fVDI and NVDI have reported the same size for
characters and strings. I guess it still _must_ be something like that,
though.

>Likely. The interaction between vqt_extent and vqt_font_info can be
>quite complex for instance, especially when using "special effects".

fVDI currently doesn't support any text effects.

>>If anyone has any ideas about what might be going wrong (or have some
>>similar program (doing 'advanced' text output)
>
>Can you be more specific about what 'advanced' text output consists

Well, that would be whatever it is that CAB and AtariWorks does which
isn't done by ordinary text editors. ;-)
From what I've seen of Papyrus (old version), that program doesn't seem to
have any problems either, but I suspect it only uses the VDI to blit things
it draws in internal buffers.

Perhaps the programs set/check font sizes in some strange way. They
certainly use varying alignments and justification.
I don't see why any of that should be a problem, but something must be.

>If you can describe the attributes of the problem line(s) well enough
>then perhaps I could cobble together a small program to send to you -

All lines exhibit this problem. It doesn't matter if they are drawn in
proportional fonts or not and neither does size matter.

If you have CAB (I found the problem with a demo version) or AtariWorks
it's easy enough to test it yourself. Just download the normal fVDI v0.84
archive (for information on how to set it up) and the new fvdi_85c.lzh
(only via ftp from my site in /pub/Other) and
- create an fvdi.sys file (normally on c:)
- put 1_plane.sys (the monochrome driver) in the same directory as your fonts
(usually mentioned via the PATH variable in fvdi.sys)
- switch to a monochrome graphics mode
- run fvdi.prg
(note that current fvdi versions _can't_ run in the autofolder)
Everything should now look just about as it used to, but fVDI will be
running instead of the previous VDI.
Things to check for to make sure its really fVDI:
- A small font is used for the menu and a few other things (for a while)
- XOR mode only works for lines that are vertical or horizontal
- There are no line patterns
- No text effects are available
If you were running the standard VDI before, things should also be a lot
quicker.

>hopefully it will "screw" up as well. The bug should then be pretty
>easily located as you'll be able to use a debugger on fVDI whilst
>following my source code.

I don't even need source code as long as the cause and the effect are
reasonably close. Unfortunately, that doesn't seem to be the case with
the programs I mentioned.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1686. Re: Mint Kernel crash ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <EtsM6y.5uJ@uia.ua.ac.be>
Source record: 4302

Thomas GOIRAND (Thomas.Goirand@hol.fr) scribbled:
: On 13 May 1998 13:27:50, David.DeRidder wrote:
: > Is it possible that the Mint kernel itself crashes ? I suspect my problem
: > is triggered by some NULL pointer somewhere, but I have memory protection,
: > so normally it should be caught, no ?
:
: It SHOULD but it does not ! The fact is that the MiNT's memory
: protection si lame, and it doesn't protect a lot ! If you have a NULL
: pointer problem, try to look at YOUR program first.

Well, it's all solved now. Still, I don't think a NULL pointer (if that was
really the problem) should crash my Mint for several reasons :

* Mint does not seem to use logical address spaces (for compatibility I
guess), so a NULL pointer is almost always out-of-bounds, thus should
generate a Bus error, segment violation or whatever.
* Address 0 lies within the 2048 'supervisor bytes' and therefore should
generate a Bus error, whether under Mint or SingleTOS or any 680x0 system.

Greetings,

```
+-------------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-------------------------------------------------------------------+
```

--
Septimus' quote for today :

"Lies fall out of your mouth like love,
that's so shallow to become so disposable."
- Anne Clark

1687. GFA compiling problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Message-ID: <3570DB30.3116@algonet.se>
Source record: 4303

Greetings Atarians!

I made some adjustments to an example program for window-handling
(which I found at some ICTARI issue) so that it can show the
content that I want in GEM-windows.

My problem is that it throughs a zillion of bombs at me when I try to
run the compiled program, although it runs OK when run from the editor.

I guess that it can be caused by a lot of things, but if someone has
even the faintest idea what do look out for, please let me know!

thanks in advance! /Joakim

http://hem1.passagen.se/gokmase/atari

1688. Atari C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: mibweb@nwlink.com
Message-ID: <356fadd9.1753041@news.nwlink.com>
Source record: 4395

I am looking for information on Atari C compilers. Please post to
this group. Thanks
Jim Cox

* Antispam Warning: Replace "web" in my email address *
* with "a51" to reply via email. *

1689. Re: Programming the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35711c12.26123824@news.demon.co.uk>
Source record: 4396

On 28 May 1998 19:48:17 GMT, "popov"
<popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
wrote:

>I'm making a little electronic assembly (made by me!) and I'd like to use
>it with the parallel port on my atari (1040ste).
>So I gonna make a program with the gfa basic 2.0 and I'd like to know how
>to :
>1) get the condition of a pin
>2) set or reset some other pins
>I think it's feasible with peek and poke.

It may be, but the thing to watch out for is what peek and poke
actually do. They may result in multiple accesses and thus have side
effects! A tiny bit of assembler would be safer.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1690. Re: Text output via the VDI

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3571151c.89877016@news.demon.co.uk>
Source record: 4397

On 29 May 1998 10:23:48 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

>
>While trying to finish up fVDI v0.85, I've run into problems with two
>applications: CAB and AtariWorks. For some reason, those two programs
>insist on drawing text on _very_ widely separated lines under fVDI
>(well, AtariWorks is usually OK with a file that has just been loaded,
> but as soon as I try to change anything, things break down).

Are the lines double spaced? Might be a "single pixel" problem. If
perhaps, fVDI is returning info where it is a single pixel out it
could be causing those programs to insert blank lines.

Gut feeling on my part is some sort of character cell issue but there
are 101 ways that could arise.

>I'm pretty sure I've got all the normal character and string size
>functions right (after all, no other program I've tried exhibits these
>strange problems), but perhaps there's something I might have missed?

Likely. The interaction between vqt_extent and vqt_font_info can be
quite complex for instance, especially when using "special effects".

>Strange as it may sound, I have very little previous experience with
>the VDI.
>If anyone has any ideas about what might be going wrong (or have some
>similar program (doing 'advanced' text output)

Can you be more specific about what 'advanced' text output consists
of?

>and would be willing to
>test it with fVDI), please let me know.

If you can describe the attributes of the problem line(s) well enough
then perhaps I could cobble together a small program to send to you -
hopefully it will "screw" up as well. The bug should then be pretty
easily located as you'll be able to use a debugger on fVDI whilst
following my source code.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1691. Re: What sould I do with an assembler ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-31 00:00:00 UTC
From: popov
Message-ID: <01bd8c65$8e1ea340$680f03c3@default>
Source record: 4304

I can program in assembler on a pc, so I think I could do this on an atari.
So what should I do ?

And I would like to know what is the adress of the parallel port on an
atari st ?

Guy Harrison <guy@swampdog.demon.co.uk> a crit dans l'article
<35711c12.26123824@news.demon.co.uk>...
> On 28 May 1998 19:48:17 GMT, "popov"
> <popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
> wrote:
>
> >I'm making a little electronic assembly (made by me!) and I'd like to
use
> >it with the parallel port on my atari (1040ste).
> >So I gonna make a program with the gfa basic 2.0 and I'd like to know
how
> >to :
> >1) get the condition of a pin
> >2) set or reset some other pins
> >I think it's feasible with peek and poke.
>
> It may be, but the thing to watch out for is what peek and poke
> actually do. They may result in multiple accesses and thus have side
> effects! A tiny bit of assembler would be safer.
>
>
> --
> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk
>
>
>

1692. How do I convert PC samples to work on a STFM?

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-31 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <3574aae6.31340488@news.zetnet.co.uk>
Source record: 4305

Can anyone help. I have tried recording samples from tape but keep
getting too much background noise. I want to record my samples on the
PC and convert them so they work on the STFM. I can get them to work
on the STE but they don't sound right on the FM. Any sample converters
that will convert PC recorded samples to work on the FM?

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

1693. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-31 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Ettvzr.J3M@suse.modem.stud.uni-hannover.de>
Source record: 4306

In article <356e8038a29af0@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:

> Dearest Peter, this is what he asked for:
>
>>Firstly, what is the best way to get the ASCII value of a key when
>>pressed simultaneously with ALT? I'd assumed that the ASCII value
>>would be returned in the low byte after an event, but to my surprise
>>I only got the scancode back, and 0 for ASCII. I think I'm beginning
>>to understand why people have language incompatibility problems
>>with ALT+[key] combinations... Anyway, what is the best method to get
>>the ASCII value of [key] in this case?
>
> So what he wanted was the ASCII value of `key', and I gave him a neat
> way to get it. The ALT value can simply be gotten from key_shift after
> a keyboard event.

Hmm, considering Leviens

> Indeed. So it should do just fine...

apparently this is what he asked for. To me however it clearly looked as if
he wanted the (due to the ALT key) *modified* ASCII code of the key. The
concept of "*the* ASCII code for a key" is not defined, since already pressing
the shift key makes "the" ASCII code become entirely different. Both values
can be obtained by looking up the tables returned by Keytbl(). However pressing
ALT makes the code become different again for many keys, and this new value
cannot be obtained from these BIOS tables. This is all what I pointed out,
since for me it was clear that it was that what Levien asked for.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1694. Atari C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-05-31 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <c50_9805312349@tor250.org>
Source record: 4307

```
MI>I am looking for information on Atari C compilers. Please post to
MI>this group. Thanks
What exactly were you hoping for? I use Heat'n'Serve C because it works
well, and it's freeware. Also because it's based on the Alcyon C from the
Atari devkit it is nicely compatible with all the code examples I find
in the old programming books.
I also use the object linker for linking my DEVPAC v2 assembly code while
I'm studying a book called "Compute!'s Atari ST Machine Language Programmin
Guide". The code examples make external calls to the Alcyon object
libraries, and DEVPAC v2 lacks a DRI object file format compatible linker
and libraries.
Later...
---
SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.
```

1695. Perl/sHTTPd (w/Magic)

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-01 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6kt1ct$oas@news2.tds.net>
Source record: 4308

I'm trying to test some scripts in a server environment using Magic (I am eventually going to be using Mint) - While I can get sHTTPd to access compiled programs, and batch files, I can't get it to use perl.ttp. Does anyone have this set up, and can they explain how they're doing it?

TIA
Terry
--

http://www.geocities.com/SiliconValley/Peaks/6320/ (ARD/ST+/More!)
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

1696. Re: Atari C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-01 00:00:00 UTC
From: Thomas.Goirand@hol.fr
Message-ID: <6kuo39$4lh$1@news3.isdnet.net>
Source record: 4309

```
On 31 May 98 04:19:00 G, Jeff Thomas wrote:
>MI>I am looking for information on Atari C compilers. Please post to
>MI>this group. Thanks
>What exactly were you hoping for? I use Heat'n'Serve C because it works
>well, and it's freeware. Also because it's based on the Alcyon C from the
>Atari devkit it is nicely compatible with all the code examples I find
>in the old programming books.
>I also use the object linker for linking my DEVPAC v2 assembly code while
>I'm studying a book called "Compute!'s Atari ST Machine Language Programmin
>Guide". The code examples make external calls to the Alcyon object
>libraries, and DEVPAC v2 lacks a DRI object file format compatible linker
>and libraries.
>Later...
>---
> SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
>--
>| Gated by the premier Fido Technology Networks gateway .
>| Providing USENET, Internet Email and FTP hub facilities.
>| See "http://www.ftn.org" for details.
>.

--- end of message ---
---------------------------------------------------------------
--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---------------------------------------------------------------
--- mailto:thomas.goirand@hol.fr (when in holidays :) ) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
---------------------------------------------------------------
```

1697. Programming the serial port : I'm looking for asm routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-01 00:00:00 UTC
From: popov
Message-ID: <01bd923b$cf593e20$LocalHost@default>
Source record: 4310

Hello,

I realised that using the parallel port wasn't easy. So I think that I
could use the pins RTS, CTS, DSR, DTR, RI and DCD on the serial port.
I still want to program with the gfa basic, but I noticed that I can
include ASM routines with the function call.
So I'd like to know how to :
1) set and reset the pins RTS and DTR
2) get the condition of the pins CTS, DSR, RI and DCD

Now, I think (I hope ;-) that it's going to work correctly.

Thanks in advance for your answers !

1698. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-01 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3572fb74496100@xs4all.nl>
Source record: 4311

on Sat 30-05-98 18:10 Levien van Zon wrote:

>Erm... Look again:
>
>short Xdial_ParseKeybd (XDIAL *dial, short key, short ctrl)

You're absolutely right! Sorry about that. I never saw that code,
because I thought I had reached the end of the message. :)

>This function is called from an event loop, with key and ctrl containing the
>values for the key pressed and the control keys. After some checking, the
>key value is passed to objc_edit:
>
>objc_edit (dial->tree, dial->obj_edit, key, &dial->edit_pos, EDCHAR);

Try

```
int new_objc;
if (form_keybd(dial->tree,dial->obj_edit,dial->obj_edit,key,&new_objc,&key);
objc_edit (dial->tree, dial->obj_edit, key, &dial->edit_pos, EDCHAR);
```

instead.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"It is the greatest possible victory to be, to continue to be,
and to have been. No defeat can deprive us of the success of
having existed for some moment of time in a universe that seems
indifferent to us." - Norbert Wiener

1699. Re: Atari C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-01 00:00:00 UTC
From: mibweb@nwlink.com
Message-ID: <35733b97.1799727@news.nwlink.com>
Source record: 4312

Jeff:

I'm just gettng started and really don't know what's out there. Do
you have a URL for Heat'n'Serve?

On 31 May 98 04:19:00 GMT, Jeff.Thomas@taf.ftn.org (Jeff Thomas)
wrote:

>MI>I am looking for information on Atari C compilers. Please post to
>MI>this group. Thanks
>What exactly were you hoping for? I use Heat'n'Serve C because it works
>well, and it's freeware. Also because it's based on the Alcyon C from the
>Atari devkit it is nicely compatible with all the code examples I find
>in the old programming books.
>I also use the object linker for linking my DEVPAC v2 assembly code while
>I'm studying a book called "Compute!'s Atari ST Machine Language Programmin
>Guide". The code examples make external calls to the Alcyon object
>libraries, and DEVPAC v2 lacks a DRI object file format compatible linker
>and libraries.
>Later...
>---
> SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
>--
>| Gated by the premier Fido Technology Networks gateway .
>| Providing USENET, Internet Email and FTP hub facilities.
>| See "http://www.ftn.org" for details.

Jim Cox

* Antispam Warning: Replace "web" in my email address *
* with "a51" to reply via email. *

1700. Re: GFA compiling problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-01 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna_BULKMAIL_SUCK_@algonet.se>
Message-ID: <3572721F.6F1E@algonet.se>
Source record: 4313

Thanks everybody who have bothered to answer my questions so far.. 8)
I have now noticed that the compiled program runs fine
if I doni¿½t limit the memory with $MXXXXX.

Any ideas why it woni¿½t run it cani¿½t have access to all memory?

Thanks in advance!

Joakim Hi¿½gberg

http://hem1.passagen.se/gokmase/atari

1701. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-02 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3573d6841b80310@xs4all.nl>
Source record: 4314

on Sun 31-05-98 15:50 Peter Rottengatter wrote:

>Hmm, considering Leviens
>
>> Indeed. So it should do just fine...
>
>apparently this is what he asked for. To me however it clearly looked as if
>he wanted the (due to the ALT key) *modified* ASCII code of the key. The
>concept of "*the* ASCII code for a key" is not defined, since already pressing
>the shift key makes "the" ASCII code become entirely different. Both values
>can be obtained by looking up the tables returned by Keytbl(). However pressing
>ALT makes the code become different again for many keys, and this new value
>cannot be obtained from these BIOS tables. This is all what I pointed out,
>since for me it was clear that it was that what Levien asked for.

It is the value in `key' and `key_shift' that is modified by ALT and
SHIFT etc. after a keyboard event, but I have never heard this called
the `ASCII code'. What remains constant - or should remain constant -
is key>>8. You can use that value to look up the real ASCII code in
different tables pointed to by Keytbl(), depending on the value of
key_shift. Maybe the terminology wasn't one hundred percent right, but
the idea was, to me at least, clear.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"It is very easy for a constitutionally vigorous mind to fritter
its power away in trivialities." - Norbert Wiener

1702. United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-02 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8n2bw9dcv.fsf@sara.lysator.liu.se>
Source record: 4315
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi Atari friends!

For those of you who don't know me, I'm aka NoBrain of NoCrew. I was one of the two making the mp2 player for Falcon.

I also started a project of making an mp3 player, by converting from C sources of the amp player. This is however dropped now, for some reasons.

I've heard of a few people also working on, or thinking of making, an mp3 player for Falcon. I therefore have the suggestion of instead of some people trying at their side, we'd try to unite the effort, or at least share what we have done so far, or ideas that we have.

NoCrew has a mailing list running, nocrew-mp3@nocrew.org. This was mainly put up when I was working on the player, and has been very dead for a long time. But, it would be a good place to discuss the development of a player. You subscribe by sending a mail to nocrew-mp3-request@nocrew.org with the subject "subscribe".

Although I can't forbid anyone to join the list (well, I could :), this is what I would like it to be:

Talk about development of a possible mp3 player for Falcon.
_NO_ questions like, where can I get mp3 files, this and that song.
_NO_ mails simply asking how things are going.

I know a lot of people wants to have a player, but few are willing to try to write one. A few things that everyone might not know. An mp3 player on Falcon _will_ use the DSP, so you'd have to be able to program the DSP to make one, obviously.

Alright, this was my idea. Now, all it takes are people who want to join. :) If you know the DSP and don't have anything better to do, what are you waiting for? :)

Comments?

Tomas - tomas[@.]nocrew.org

1703. Re: Path of AES-Applications

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-02 00:00:00 UTC
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Message-ID: <3573FD97.741B@ws.rz.tu-bs.de>
Source record: 4316

Guy Harrison wrote:
>
> I don't use MiNT but even so, I'm not too sure what it is you are
> wanting to do? Is it some sort of idea like the one in MagiC where
> processes are *killed* prior to (say) a resolution change?
>
> >Anyone knowing a clean AES-method for this?
>
> Only the usual one - send each application a shutdown message keeping
> your fingers crossed they all respond.
>
> >Otherwise a tricky solution
> >with GEMDOS/ BASEPAGE would help me, too.
>
> Is there a SIGABORT type signal? Perhaps you could hack the process id
> and issue it to each process killing them that way? Dunno really - a
> wild guess!

Sorry I didn't make clear what I really wanted. Making other apps
terminate wasn't the problem. I only want to know where on the hard disk
they can be found, so that during shutdown I can save all their names.
When booting up again I can start all apps from disk via shell_write().
The result: My system boots in just the mode I quit it.
I think 'Multistrip' does sth. alike, so it should be possible.

Michael Nau
m.nau@tu-bs.de

1704. Re: How do I convert PC samples to work on a STFM?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <357424CA.105E@mst.tn.utwente.nl>
Source record: 4317

Deano wrote:
>
> Can anyone help. I have tried recording samples from tape but keep
> getting too much background noise. I want to record my samples on the
> PC and convert them so they work on the STFM. I can get them to work
> on the STE but they don't sound right on the FM. Any sample converters
> that will convert PC recorded samples to work on the FM?

The STe play signed samples, most ST sample players are using
unsigned samples. (ie STe: MIN = 128, ZERO = 0, MAX = 127, and
ST: MIN= 0, ZERO = 128, MAX = 255)

To convert the sample to ST format XOR every byte value
with 128 (=0x80).

Hope this helps,

Hans

1705. Re: Programming the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35742E36.52F4@mst.tn.utwente.nl>
Source record: 4318

On 28 May 1998 19:48:17, "popov" wrote:
> I'm making a little electronic assembly (made by me!) and I'd like to use
> it with the parallel port on my atari (1040ste).
> So I gonna make a program with the gfa basic 2.0 and I'd like to know how
> to :
> 1) get the condition of a pin
> 2) set or reset some other pins
> I think it's feasible with peek and poke.

It is not that hard to do it with some peek and pokes,
but it is easy to blow up your printer port, and with it the
soundchip on an Atari.

The parallel port on an Atari is controlled by the soundchip
(all data lines plus strobe) and the MFP (busy). More
lines are not available on an Atari.

Bits are counted form 0-7, with 0 lsb and 7 msb

How to control them:
You have to program the soundchip. The soundchip
has two registers:

Adress Acces Name Function
$ff8800 R giread Read the selected register
W giselect Select a chip register
$ff8802 W giwrite Write the selected register

Relevant registers:
7: Mix control + IO port select
Bit 0: 1 = Sound A off
Bit 1: 1 = Sound B off
Bit 2: 1 = Sound C off
Bit 3: 1 = Noise A off
Bit 4: 1 = Noise B off
Bit 5: 1 = Noise C off
Bit 7: 0 = Port A on IN
1 = Port A on OUT
Bit 8: 0 = Port B on IN
1 = Port B on OUT

14: I/O Port A (used as output)
Bit 0: disk side 1=side 0
Bit 1: drive select A 0=select
Bit 2: drive select B 0=select
Bit 3: RS 232 RTS

```
Bit 4: RS 232 DTR
Bit 5: Strobe parallel port
Bit 6: P3 monitor bus
Bit 7: Not used on ST's

15: I/O Port B data lines

So to set data on the printer port, you have to switch
it to output (normal configuration):

reg is of type byte

poke $ff8800,7 'IO select
reg= peek($ff8800) 'read register
reg = reg OR 128 'set port on out
poke $ff8800,7 'IO select
poke $ff8802,reg 'write register

' I/O B is now on output

poke $ff8800,15 'I/O port B
poke $ff8802,192 'bit 7 and 6 are now high

Note that you have to disable the interrupts when writing
to the soundchip. System interrupts are also accessing
the soundchip.

You can get clean acces whit the OS function Giaccess (XBIOS 28)
char Giaccess(char data, WORD regno)

Return is the value of the selected register
regno: select register 0..15, add 128 for writing to the register
(-> 128..143).
data: data to write in case of write select.

The busy line can be read from the MFP:
$fffa01 R GPIP data register
bit 0: BUSY from parallel port
bit 1: RS 232 DCD
bit 2: RS 232 CTS
bit 3: GPU done
bit 4: IRQ keyboard or MIDI ACIA
bit 5: INT from FDC/ACSI bus
bit 6: RS 232 RI
bit 7: Mono monitor detect

This is in a nutshell the parallel port of tha Atari ST.

Hans
```

1706. Re: Programming the serial port : I'm looking for asm routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35742ED9.5EA4@mst.tn.utwente.nl>
Source record: 4319

popov wrote:
>
> Hello,
>
> I realised that using the parallel port wasn't easy. So I think that I
> could use the pins RTS, CTS, DSR, DTR, RI and DCD on the serial port.
> I still want to program with the gfa basic, but I noticed that I can
> include ASM routines with the function call.
> So I'd like to know how to :
> 1) set and reset the pins RTS and DTR
> 2) get the condition of the pins CTS, DSR, RI and DCD
>
> Now, I think (I hope ;-) that it's going to work correctly.
>
> Thanks in advance for your answers !

Well, with the registers of the parallel port I gave you also
all available registers off the serial port.

Hans

1707. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-03 00:00:00 UTC
From: cwesterh@dds.nl
Message-ID: <3574ef54.308698@news.utrecht.nl.net>
Source record: 4320
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

On 02 Jun 1998 14:50:40 +0200, Tomas Berndtsson <tomas@nocrew.org>
wrote:

>I've heard of a few people also working on, or thinking of making, an
>mp3 player for Falcon. I therefore have the suggestion of instead of
>some people trying at their side, we'd try to unite the effort, or at
>least share what we have done so far, or ideas that we have.
>

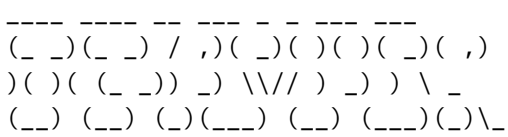
Why don't you make it more general. I have a TT and would like to use
a player to. Is it not possible to make the software use the DSP when
it is there and otherwise the normal processor, just like sometimes
done with the floating point processor?

Cecil Westerhoff.

--

Cecil Westerhoff
E-Mail : cecilld@dds.nl

The whole world is using MS-DOS and Windows.
Am I glad that I am not the whole world.



1708. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-03 00:00:00 UTC
From: aprice@postern.demon.co.uk
Message-ID: <896865207.3527.2.nnrp-04.9e987258@news.demon.co.uk>
Source record: 4321

On 29 May 1998 19:47:25, Guy Harrison wrote:
>On Mon, 25 May 1998 10:25:42 GMT, aprice@postern.demon.co.uk (Alan
>Price) wrote:
>
>>On 13 May 1998 13:35:11, Guy Harrison wrote:
>>>Lattice and PureC are the two Ansi compilers. You should be able to
>>>get one second hand. The manuals will have most of the Atari specific
>>>stuff in as well actually, aside from how to compile with the darn
>>>things of course!

>>I have obtained
>>Lattice C (compiler), and followed all the instructions I can find about
>>porting Hisoft C programs- "Normally fairly simple, requiring few
>>changes to the source code" it says. The problem is with the Hisoft C
>>toolbox- at link time, all the routines I use from the toolbox report as
>>missing. Anyone sugest what stupid mistake I am making?
>
>The most obvious one is a link problem - essentially not specifiying
>the object library which contains the functions.

The Hisoft C Toolbox is a 'library' of windows management routines which
simplify the use of the GEM and VDI libraries, and are available without
explicit declaration. "The Hisoft C Toolbox is supplied already compiled
as a library for use with Lattice C, and can simply be linked
in." (Lattice C User Manual). The compiler finds the headers ok, but
linker reports that library routines which are in Toolbox cannot be
found. The toolbox library file is in the library folder, and I have
edited the default linker command line to tell it to include the file in
the library file list.

>Probably the best way
>to start figuring this out is to take the simplest Hisoft program
>you've got which is failing and make a note of the function names that
>fail to link with it under Lattice.

Done that- they are all toolbox routines.

>With Hisoft
>being interpreted it wouldn't suprise me if the "ease of use"
>philosophy extended to linking also, so it may be pulling in library
>functions that do not exist under a "standard link".
>
Yes- see above.
>
>The two other libraries are to do with Gem. One is a library
>containing all the VDI function calls. The other contains all the AES

>function calls. Again, I must specifically tell Mwc to scan these
>libraries during a link other such functions as v_gtext() or
>appl_init() will not resolve. Lattice probably has a specific option
>for linking Gem programs within the workbench.
>
Yes- it's a menu option, and yes, I have selected it.
>
>Finally, I assume there was an original installation program. Check
>the options on this as it might have been possible to install in such
>a way that the libraries never got transferred.
>
The libraries are listed in the manual, and all are in the library
folder- including the toolbox library.

>In any case, a list of some of the unresolved function names will help
>us sort it out.
>
open_window, clear_window, pos_window, print_window, close_window,
init_box, draw_box, text_box, button_box, readstr_box, edit_box, main
and Malloc. ('main' in the program has to be replaced by ic_main, so
that the initialistion code in 'main' runs before the rest of the
program.)

>>Hisoft no longer provide helpline support for Lattice C- the people who
>>know about it left last year.
>
>Hmm, that's a shame. Pity they couldn't have posted their support docs
>as public domain.
>
Even a FAQ file would have been useful. All that accumulated experience
of user problems lost!

--
Alan Price
http://www.postern.demon.co.uk

1709. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-03 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8emx6r3j4.fsf@sara.lysator.liu.se>
Source record: 4322
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

cwesterh@dds.nl (Cecil Westerhoff) writes:

> >I've heard of a few people also working on, or thinking of making, an
> >mp3 player for Falcon. I therefore have the suggestion of instead of
> >some people trying at their side, we'd try to unite the effort, or at
> >least share what we have done so far, or ideas that we have.
>
> Why don't you make it more general. I have a TT and would like to use
> a player to. Is it not possible to make the software use the DSP when
> it is there and otherwise the normal processor, just like sometimes
> done with the floating point processor?

The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3 decoding. The FPU surely helps a lot, but still not enough to be able to do it in realtime. There are some ways to make the decoder much fast, if the quality of the sound is reduce significally.

Although optimization for CPU/FPU and DSP assembler are quite different, you're probably right in that development of both can take advantage from each other. You're free to try ;)

Tomas - tomas[@.]nocrew.org

1710. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <896886530.805735@tornado.itea.ntnu.no>
Source record: 4323
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In comp.sys.atari.programmer Tomas Berndtsson <tomas@nocrew.org> wrote:

> The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
> decoding. The FPU surely helps a lot, but still not enough to be able
> to do it in realtime. There are some ways to make the decoder much
> fast, if the quality of the sound is reduce significally.

The Amiga has several mp3-players, a few of them even works in
real-time on 14MHz 020. Sure, the sound-quality isn't the best, but
I'm sure that one of these players can be converted to a 030-Atari.
Not that I want to do it... ;-)

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1711. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: cwesterh@dds.nl
Message-ID: <3576422e.470334@news.utrecht.nl.net>
Source record: 4324
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

On 03 Jun 1998 15:57:51 +0200, Tomas Berndtsson <tomas@nocrew.org>
wrote:

>> Why don't you make it more general. I have a TT and would like to use
>> a player to. Is it not possible to make the software use the DSP when
>> it is there and otherwise the normal processor, just like sometimes
>> done with the floating point processor?
>
>The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
>decoding. The FPU surely helps a lot, but still not enough to be able
>to do it in realtime. There are some ways to make the decoder much
>fast, if the quality of the sound is reduce significally.
>
>Although optimization for CPU/FPU and DSP assembler are quite
>different, you're probably right in that development of both can take
>advantage from each other. You're free to try ;)
>

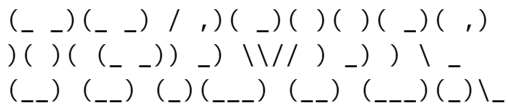
I would not mind to try, but I do not know anything about mp3 on the
technical level. Also I almost only program in C. I have done a little
bit assembler, but that has been in the far past. And the floating
point processor I have never used. (Maybe some programs, but I
understand most programs do not use it.) But if you think it would be
possible for me to contribute to the Atari community. I would be glad
to keep the Atari a little more interesting to the userbase.

Cecil Westerhoff.

--

Cecil Westerhoff
E-Mail : cecilld@dds.nl

The whole world is using MS-DOS and Windows.
Am I glad that I am not the whole world.



1712. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: cwesterh@dds.nl
Message-ID: <35764368.783920@news.utrecht.nl.net>
Source record: 4325
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

On 3 Jun 1998 15:11:28 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:

>The Amiga has several mp3-players, a few of them even works in
>real-time on 14MHz 020. Sure, the sound-quality isn't the best, but
>I'm sure that one of these players can be converted to a 030-Atari.
>Not that I want to do it... ;-)
>
Is it possible to obtain the code for this?

Cecil Westerhoff.

--

Cecil Westerhoff
E-Mail : cecilld@dds.nl

The whole world is using MS-DOS and Windows.
Am I glad that I am not the whole world.

1713. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6l64rphhv2@news.campus.mci.net>
Source record: 4326

```
On 4 Jun 1998 06:49:50 , Cecil Westerhoff wrote:
]-On 3 Jun 1998 15:11:28 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:
]-
]->The Amiga has several mp3-players, a few of them even works in
]->real-time on 14MHz 020. Sure, the sound-quality isn't the best, but
]->I'm sure that one of these players can be converted to a 030-Atari.
]->Not that I want to do it... ;-)
]->
]-Is it possible to obtain the code for this?
]-
]-Cecil Westerhoff.

This sounds like something we need. Surely if a 14mhz '020 Amiga A1200 can
do it, then my 14 meg, 25mhz '030 (Nemesis), 50mhz DSP, 50mhz FPU, equipped
Falcon can! Let alone a Falcon like Jo Even Skarsteins (Beer! Maria! Falcon!
Babylon 5!) AfterBurner model! ;-)

_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1714. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: Vincent Bakker <v.bakker@wxs.nl>
Message-ID: <3577184B.222F@wxs.nl>
Source record: 4327
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

> >The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
> >decoding. The FPU surely helps a lot, but still not enough to be able
> >to do it in realtime. There are some ways to make the decoder much
> >fast, if the quality of the sound is reduce significally.

IMHO I would for starters also be very glad to have a (slow) mp3
encoder/decoder for atari (falcon) so at least it is possible to
exchange files with various resources :)
decode them offline and play them as wav of aif or avr or whatever.

Couldn't that be a starting point? (instead of directly going all the
DSP way)

The Fraunhofer decoder routines I compiled on Falcon have not ever
worked yet...
lots of sync problems.
--
greetz,
Vince

http://home.pi.net/~bakkerv/

1715. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <357688A1.62F09D71@francenet.fr>
Source record: 4328
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Cecil Westerhoff wrote:

> On 3 Jun 1998 15:11:28 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:
>
> >The Amiga has several mp3-players, a few of them even works in
> >real-time on 14MHz 020. Sure, the sound-quality isn't the best, but
> >I'm sure that one of these players can be converted to a 030-Atari.
> >Not that I want to do it... ;-)
> >
> Is it possible to obtain the code for this?
>
> Cecil Westerhoff.
>

And why don't you begin with a _real time_ MP2 player for falcon (or TT), and then a MP3->MP2 translator, not real time (because of lack of speed). The only MP2 players I saw for falcon are only C ports of PC sources : takes 10 minutes to

decode 1 minute of music !
That would interest me.

Eric

1716. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: Sven Persson <sven.persson@mbox301.swipnet.se>
Message-ID: <01bd8fda$5313f020$85a4f482@sven133>
Source record: 4329
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi Eric!

> And why don't you begin with a _real time_ MP2 player for falcon (or TT),
and
> then a MP3->MP2 translator, not real time (because of lack of speed). The
only
> MP2 players I saw for falcon are only C ports of PC sources : takes 10
minutes to

There is a realtime MP2 player for the Falcon! Uses DSP! Made by NoCrew or
whatever they're called!
A MP3-MP2 translator would really be great!

Cheers!

/Peter

1717. Re: GFA compiling problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: Sven Persson <sven.persson@mbox301.swipnet.se>
Message-ID: <01bd8fdc$0fa21720$85a4f482@sven133>
Source record: 4330

Hi Joakim!

Could be a bug in the compiler... There is lots of them :)

/Peter, getting drunk as usual

1718. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980604184810809 56@zetnet.co.uk>
Source record: 4331

Hi

> And why don't you begin with a _real time_ MP2 player for falcon (or TT), and

Well, it already exists for the Falcon [see NoBrain's original post].

> then a MP3->MP2 translator, not real time (because of lack of speed). The only

That will be extremely slow... MP3 encoding is very slow, and I'm pretty sure
that MP2 encoding is of a similar speed... whether you can take a short-cut
because its already in MP3, I dont know...

> MP2 players I saw for falcon are only C ports of PC sources : takes 10 minutes to
> decode 1 minute of music !
> *That* would interest me.

Look again then.... NoCrew pages...

Anthony
--
--+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
--+------------------------------

1719. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6l6pbo$76n@balaena.bio.vu.nl>
Source record: 4332

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Try this. The executable is in there so you can see what should be
: happening ...

I tried it. It didn't work. I think I've just found a bug in XGEMFAST :-)
Come to think of it, it does explain some compatibility problems I had in
the past...
I'll try to get the latest XGEMFAST sources and fix it...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

1720. SCC Falcon ports programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: Stanislav Opichal <opichals@alpha.inf.upol.cz>
Message-ID: <Pine.OSF.3.94.980604222554.18143D-100000@alpha.inf.upol.cz>
Source record: 4333

Hi!

Is here anybody, who knows $subj?

Contact me please

Stan

Stanislav Opichal * JAY Software * Summer Workshop 1996,97
e-mail: Opichals@risc.upol.cz www: http://www.inf.upol.cz/~opichals
address: Za vodojemem 8, Olomouc, 77900, Czech republic
********** JAY Software - JAYSoft@cyberstrider.org **********
www.inf.upol.cz/~krupkaj/jay or www.jaysoft.cyberstrider.org

1721. ST-Guide WYSIWYG Editor

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-04 00:00:00 UTC
From: Stanislav Opichal <opichals@alpha.inf.upol.cz>
Message-ID: <Pine.OSF.3.94.980604222416.18143B-100000@alpha.inf.upol.cz>
Source record: 4334
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi!

We (with my friend) are writting $subj recently. Nowadays, there is
available "only" unfinished viewer of STG files.
Does anybody here use ST-Guide here for more than to read HYPs? i.g. for
write them? I'm looking for person who tried to play with ST-guide closer
tham just write @node blablabla @endnode.
Is there anybody like that?

Anyway, what are you thinking about such a program?

regards

Stan

BTW: More info about our products (JAY MSA, JAZ Formatter, ZebuLand,
DSPDOC.HYP, COMPEND.HYP (distribution prohibited by the author of the
book Scott Sanders).... and more useful utilities) is on our page.

Stanislav Opichal * JAY Software * Summer Workshop 1996,97
e-mail: Opichals@risc.upol.cz www: http://www.inf.upol.cz/~opichals
address: Za vodojemem 8, Olomouc, 77900, Czech republic
********** JAY Software - JAYSoft@cyberstrider.org **********
www.inf.upol.cz/~krupkaj/jay or www.jaysoft.cyberstrider.org

1722. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6l9c1j$i3a@balaena.bio.vu.nl>
Source record: 4248
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Callum Lerwick (look@my.sig) wrote:

: In theory, mpg123 should compile no problem on a Linux-68k system. Hacking
: it for MiNT/TOS can't be that hard... :) I wish I could try it myself...

Takes only a few minor ajustments if you use GCC and MiNT Libs.
I even compiled it with Sozobon once. The sound quality was awful though,
so it wasn't a very good port :-)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Confidence is the feeling you have before you understand the
situation.

1723. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6l9bls$i3a@balaena.bio.vu.nl>
Source record: 4249

Levien van Zon (lvzon@bio.vu.nl) wrote:

: I tried it. It didn't work. I think I've just found a bug in XGEMFAST :-)
: I'll try to get the latest XGEMFAST sources and fix it...

I haven't been able to locate the sources yet, but I hacked together
a little binding of my own which worked perfectly, sort of...
Thanks to everyone who helped or tried to... :)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Confidence is the feeling you have before you understand the
situation.

1724. The Lost ICTARIs.

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <85880600_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 4250
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Okay folks, issues 20-37 of ICTARI are not on the regular ICTARI page, and they're not yet on the FTP sites, but can now be found at:

http://www.geocities.com/SiliconValley/Hills/3271/

There is also a link to this from the main ICTARI site:

http://www.elis.demon.co.uk/ictari/ictari.htm

For those that *still* don't know, ICTARI is/was the disk-zine devoted to programing Atari machines. If I ever get enough interest or contributions, then I shall try to do another one. In the meantime, there are now 52 disks worth of programming information out on the 'net. -Just put it to good use. One day there might be a complete HTML table of contents and index.

If you are going to distribute ICTARI via your PD library or user group, please give the snail contact address. If you want to link this site, please get the URL right. If you do there's a chance ICTARI could be a going concern again.

Enjoy Theeself,
"Augeas"

--

```
_____________________________
/ \ augeas@elis.demon.co.uk \ "I'm only ever punk in drublic, and
\/_\ _____________________\_ I'd rather be a gunk than a poth."
\/ \ \
\_/_____________________/
```

1725. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35786ee9.1181427@news.tmisnet.com>
Source record: 4251

On Fri, 05 Jun 1998 17:28:31 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:
>On Wed, 03 Jun 1998 09:13:27 GMT, aprice@postern.demon.co.uk (Alan
>Price) wrote:
>>The Hisoft C Toolbox is a 'library' of windows management routines which
>>simplify the use of the GEM and VDI libraries, and are available without
>>explicit declaration. "The Hisoft C Toolbox is supplied already compiled
>>as a library for use with Lattice C, and can simply be linked
>>in." (Lattice C User Manual).
>If the library is supplied with Lattice it would make sense for Hisoft
>to have included an example?

Like most C compiler suppliers, HiSoft only supplies
enough information with Lattice C to permit those who
already know how to use the library use the library.

Now if they had a companion tutorial, like the HiSoft
BASIC package, the system would be MUCH more user
friendly.

-- George Crissman
-- strads@tmisnet.com

See you at the World of Atari Show 1998 in Las Vegas!
Details at http://www.atarihq.com/atari98/
http://www.tmisnet.com/~strads/hq/atari.html

1726. Re: Programming the serial port : I'm looking for asm routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35786f4a.1278542@news.tmisnet.com>
Source record: 4252

On Fri, 05 Jun 1998 17:28:30 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>How about the cartridge port? That just starts at $FA0000 and ends at >$FBFFFF inclusive. Does anybody know of a reason why that wouldn't >work? The only thing I can think of offhand is to avoid accidentally >making the ST think there's a real diagnostic or application cartridge >in there?

The only thing to watch out for is attempting to write to the cartridge space -- that causes a bus error. The cartridge port is read only.

-- George Crissman
-- strads@tmisnet.com

BTW: There must be some tricky way to make the port think you are reading when actually writing, but I don't know how it's done.

See you at the World of Atari Show 1998 in Las Vegas!
Details at http://www.atarihq.com/atari98/
http://www.tmisnet.com/~strads/hq/atari.html

1727. How do I convert PC sampl

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <1d3_9806070935@tor250.org>
Source record: 4253

```
DE>Can anyone help. I have tried recording samples from tape but keep
DE>getting too much background noise. I want to record my samples on the
DE>PC and convert them so they work on the STFM. I can get them to work
DE>on the STE but they don't sound right on the FM. Any sample converters
DE>that will convert PC recorded samples to work on the FM?
Soundlab should handle WAV files from the PC world.
Later...
---
SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.
```

1728. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8d8cox12g.fsf@tinget.lysator.liu.se>
Source record: 4335

Anthony Jacques <jacquesa@zetnet.co.uk> writes:

> > then a MP3->MP2 translator, not real time (because of lack of speed). The only
>
> That will be extremely slow... MP3 encoding is very slow, and I'm pretty sure
> that MP2 encoding is of a similar speed... whether you can take a short-cut
> because its already in MP3, I dont know...

No, not really. I don't know much about encoding, more than that it's
a very complex algorhitm andtakes quite a lot memory and time. The
very last part of the decoding is the same for MP2 as for MP3, but all
before is different in several ways. So, a translator would pretty
much be an MP3 decoding followed by an MP2 encoding. IMHO, it wouldn't
be worth the effort.

Tomas - tomas[@.]nocrew.org

1729. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: look@my.sig
Message-ID: <3576aac5.152312733@news.wavetech.net>
Source record: 4336
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
>> Why don't you make it more general. I have a TT and would like to use
>> a player to. Is it not possible to make the software use the DSP when
>> it is there and otherwise the normal processor, just like sometimes
>> done with the floating point processor?
>
>The problem is that even a "fast" CPU as 32MHz 030 is too slow for mp3
>decoding. The FPU surely helps a lot, but still not enough to be able
>to do it in realtime. There are some ways to make the decoder much
>fast, if the quality of the sound is reduce significally.

Yeah, its unlikely that a stock TT could decode a full 128kbs mp3, but I'd
still like to hear from someone who's actually* tried* how it manages on
low bitrates, ones suitable for streaming audio. (wink wink :) Say, 8kbps
which is the lowest l3enc will go...

In theory, mpg123 should compile no problem on a Linux-68k system. Hacking
it for MiNT/TOS can't be that hard... :) I wish I could try it myself...

--
Email should go to a username of lerwick that belongs to yet another annoyed
spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)
```

1730. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: look@my.sig
Message-ID: <3576b00c.153664214@news.wavetech.net>
Source record: 4337

This sounds like something we need. Surely if a 14mhz '020 Amiga A1200
can
> do it, then my 14 meg, 25mhz '030 (Nemesis), 50mhz DSP, 50mhz FPU, equipped
> Falcon can! Let alone a Falcon like Jo Even Skarsteins (Beer! Maria! Falcon!
> Babylon 5!) AfterBurner model! ;-)

I'm telling you, install Linux-68k, and compile mpg123. In theory it
shouldn't be any problem. :)

Damn I wish I had something better than a MegaST... I'll just have to be
content with this p200... >;}

--
Email should go to a username of lerwick that belongs to yet another annoyed
spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

1731. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: look@my.sig
Message-ID: <3576b166.154009795@news.wavetech.net>
Source record: 4338
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

>IMHO I would for starters also be very glad to have a (slow) mp3
>encoder/decoder for atari (falcon) so at least it is possible to
>exchange files with various resources :)
>decode them offline and play them as wav of aif or avr or whatever.

Yeah, forget realtime for now. I see no reason why a plain ST couldn't
decode an MP3 given the proper software and enough time... ;)

Ack, gotta get my MegaST4 back from my dad... Otherwise I have to make do
with a 1mb 520STfm, I doubt SozobonX is gonna like the mpg123 source... :)

>Couldn't that be a starting point? (instead of directly going all the
>DSP way)

I would think one of the existing Unix players (mpg123!) would be trivial
to get running under Linux-68k, (I say again :) as a starting point. Then
you could move on to a MiNT port, and then plain TOS... Now where did I put
that GCC...

--
Email should go to a username of lerwick that belongs to yet another annoyed
spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

1732. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz84sy0m708.fsf@tinget.lysator.liu.se>
Source record: 4339
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

look@my.sig (Callum Lerwick) writes:

> >IMHO I would for starters also be very glad to have a (slow) mp3
> >encoder/decoder for atari (falcon) so at least it is possible to
> >exchange files with various resources :)
> >decode them offline and play them as wav of aif or avr or whatever.
>
> Yeah, forget realtime for now. I see no reason why a plain ST couldn't
> decode an MP3 given the proper software and enough time... ;)
>
> Ack, gotta get my MegaST4 back from my dad... Otherwise I have to make do
> with a 1mb 520STfm, I doubt SozobonX is gonna like the mpg123 source... :)
>
> >Couldn't that be a starting point? (instead of directly going all the
> >DSP way)
>
> I would think one of the existing Unix players (mpg123!) would be trivial
> to get running under Linux-68k, (I say again :) as a starting point. Then
> you could move on to a MiNT port, and then plain TOS... Now where did I put
> that GCC...

I have compiled the amp player without problem in Linux/m68k, it was
what I used when I first tried to convert it into DSP code. There
should be no problem at all to make a MiNT version as well. The
mpegaudio package, with encoder and decoder, is already ported to
MiNT. AFAIK, that package also includes Layer 3.

The amp player when decoding an mp3 on my 16MHz 030 + FPU in Linux,
was about 40 times as slow as realtime.

The reason why I requested for a realtime player, is that it's slow to
convert (mp3 decoding plus mp2 encoding) and it takes up much
space. There are already ways to convert it now, for people who would
have spent a little time to compile some of the programs that are
available.

Personally, I use Linux far more than MiNT and TOS on my Falcon, and I
don't have gcc more than for Linux.

If you don't know where to find sources for Unix players, look at
http://www.mpeg3.com

About the Amiga players, I've mailed the author of one of them, and am
waiting for answer.

Tomas - tomas[@.]nocrew.org

1733. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <6l8uho$ep0$1@jair.pressenter.com>
Source record: 4340

>The Hisoft C Toolbox is a 'library' of windows management routines which
>simplify the use of the GEM and VDI libraries, and are available without
>explicit declaration. "The Hisoft C Toolbox is supplied already compiled
>as a library for use with Lattice C, and can simply be linked
>in." (Lattice C User Manual). The compiler finds the headers ok, but
>linker reports that library routines which are in Toolbox cannot be
>found. The toolbox library file is in the library folder, and I have
>edited the default linker command line to tell it to include the file in
>the library file list.

>Alan Price
>http://www.postern.demon.co.uk
>
>.

Maybe editing the default linker command line is not the way to go.
List the toolbox.lib file (or whatever it's called) in your project
file. This is the only way I have ever gotten my own libraries to be
linked in Lattice.

--Terence Kelly

1734. Partition splitter?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <CZTd1.39$tg6.861688@wagner.videotron.net>
Source record: 4341
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Is there any utility that allows splitting a partition in half?

The idea is, you only loose data that is on the partition you split;
you don't need to repartition the whole hard-disk and reinstall every
application on every partition.

I know the DOS market has such a utility, but I would need the same
for my Atari. Either a GEM/TOS program or a MiNT port of some Unix
utility is perfectly fine for me.

Please Cc your reply to my e-mail, if you have a positive answer.
Thanks.

1735. Re: What sould I do with an assembler ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3575b8d2.37656837@news.demon.co.uk>
Source record: 4342

On 31 May 1998 07:28:15 GMT, "popov"
<popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
wrote:

>I can program in assembler on a pc, so I think I could do this on an atari.
>So what should I do ?
>
>And I would like to know what is the adress of the parallel port on an
>atari st ?

Silly me. When you said "parallel port" I was thinking "cartridge
port"!!!

I've not programmed the printer port myself but according to the
Compendium it uses port B of the Programmable Sound Generator (PSG)
which is a Yamaha (YM-2149) chip which is accessed via two locations
at $FF8800 and $FF8802. The Strobe line is bit5 of port A on the PSG.

The BUSY signal is attached to the Multi Function Processor (MFP) chip
which is an MK68901. It's bit0 of the Active Edge Register (AER).

The are two XBIOS calls which set and clear bits in port A of the PSG,
Ongibit() and Offgibit(). The xbios call Mfpint() defines an interrupt
handler for the MFP. The xbios functions Jenabint() and Jdisint()
enable and disable the interrupt. I've never used any of these OS
calls either.

If you mess with the ports directly or need to change the processor
interrupt level then you'll need to have it running in supervisor
mode. There is a call for this also, called Super().

Hopefully someone else will see this and correct any mistakes I may
have made, or even better, post some example code which reads and
writes the port!

>Guy Harrison <guy@swampdog.demon.co.uk> a ï¿½crit dans l'article
><35711c12.26123824@news.demon.co.uk>...
>> On 28 May 1998 19:48:17 GMT, "popov"
>> <popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
>> wrote:
>>
>> >I'm making a little electronic assembly (made by me!) and I'd like to
>use
>> >it with the parallel port on my atari (1040ste).
>> >So I gonna make a program with the gfa basic 2.0 and I'd like to know
>how
>> >to :

>> >1) get the condition of a pin
>> >2) set or reset some other pins
>> >I think it's feasible with peek and poke.
>>
>> It may be, but the thing to watch out for is what peek and poke
>> actually do. They may result in multiple accesses and thus have side
>> effects! A tiny bit of assembler would be safer.
>>
>>
>> --
>> guy@swampdog.demon.co.uk
>> http://www.swampdog.demon.co.uk
>>
>>
>>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1736. Re: Programming the serial port : I'm looking for asm routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3576c8f9.41791573@news.demon.co.uk>
Source record: 4343

On 1 Jun 1998 17:45:56 GMT, "popov"
<popov@[[[ENLEVEZ_CECI_POUR_QUE_LE_COURRIER_ARRIVE]]]mail.dotcom.fr>
wrote:

> Hello,
>
> I realised that using the parallel port wasn't easy. So I think that I
>could use the pins RTS, CTS, DSR, DTR, RI and DCD on the serial port.
> I still want to program with the gfa basic, but I noticed that I can
>include ASM routines with the function call.
> So I'd like to know how to :
> 1) set and reset the pins RTS and DTR
> 2) get the condition of the pins CTS, DSR, RI and DCD

All that lot is in the 68901. It starts at [um I've forgotten, $FFFA01
iirc].

> Now, I think (I hope ;-) that it's going to work correctly.
>
> Thanks in advance for your answers !

How about the cartridge port? That just starts at $FA0000 and ends at
$FBFFFF inclusive. Does anybody know of a reason why that wouldn't
work? The only thing I can think of offhand is to avoid accidentally
making the ST think there's a real diagnostic or application cartridge
in there?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1737. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357a5e99.335322@news.demon.co.uk>
Source record: 4344

On Wed, 03 Jun 1998 09:13:27 GMT, aprice@postern.demon.co.uk (Alan Price) wrote:

>The Hisoft C Toolbox is a 'library' of windows management routines which >simplify the use of the GEM and VDI libraries, and are available without >explicit declaration. "The Hisoft C Toolbox is supplied already compiled >as a library for use with Lattice C, and can simply be linked >in." (Lattice C User Manual).

If the library is supplied with Lattice it would make sense for Hisoft to have included an example?

>The compiler finds the headers ok, but >linker reports that library routines which are in Toolbox cannot be >found. The toolbox library file is in the library folder, and I have >edited the default linker command line to tell it to include the file in >the library file list.

If there's an example then I'd be surprised if it didn't include a project file. This would be much more preferable than editing the default project file. From what I've heard Lattice has a myriad of options. For instance, it is convention for C functions to have a leading underscrore prepended to their names within the object libraries. There are sometimes options for discarding this automatic conversion and for implementing all sorts of other possibilities, all dependant upon the compiler. Support for foreign languages is not unusual. An option for linking object code written in Pascal would typically require the compiler to convert all your function names to uppercase and plonk the @ symbol in front of each.

I'm certain this is just a linker configuration problem. Locating an HC project file would solve this.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1738. Re: GEM text input questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357c6da3.4185738@news.demon.co.uk>
Source record: 4345

On 4 Jun 1998 18:34:32 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Try this. The executable is in there so you can see what should be
>: happening ...
>
>I tried it. It didn't work. I think I've just found a bug in XGEMFAST :-)

Goody iyswim!

>Come to think of it, it does explain some compatibility problems I had in
>the past...
>I'll try to get the latest XGEMFAST sources and fix it...
>
> -=El Vienno
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>MALEB Homepage: http://huizen.dds.nl/~levjenno/
>(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
>------

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1739. Re: Path of AES-Applications

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357b68cb.2945825@news.demon.co.uk>
Source record: 4346

On Tue, 02 Jun 1998 15:26:47 +0200, Michael Nau
<y0005609@ws.rz.tu-bs.de> wrote:

>Guy Harrison wrote:
>>
>> I don't use MiNT but even so, I'm not too sure what it is you are
>> wanting to do? Is it some sort of idea like the one in MagiC where
>> processes are *killed* prior to (say) a resolution change?
>>
>> >Anyone knowing a clean AES-method for this?
>>
>> Only the usual one - send each application a shutdown message keeping
>> your fingers crossed they all respond.
>>
>> >Otherwise a tricky solution
>> >with GEMDOS/ BASEPAGE would help me, too.
>>
>> Is there a SIGABORT type signal? Perhaps you could hack the process id
>> and issue it to each process killing them that way? Dunno really - a
>> wild guess!
>
>
>Sorry I didn't make clear what I really wanted. Making other apps
>terminate wasn't the problem. I only want to know where on the hard disk
>they can be found, so that during shutdown I can save all their names.
>When booting up again I can start all apps from disk via shell_write().
>The result: My system boots in just the mode I quit it.

I get the idea.

You might get away with using shel_read and modifying the global array
to fool the Aes into thinking it is the original app which made the
call. shel_read is a bit idiosyncratic though!

The other possibility is to perform a simple Dgetdrv()+Dgetpath()
whilst whilst using the process id of each of the apps. As you're
shutting down you might get away with hacking p_run.

>I think 'Multistrip' does sth. alike, so it should be possible.

Dunno what Multistrip is. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1740. Re: GFA compiling problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357f6e8b.4417662@news.demon.co.uk>
Source record: 4347

On Sat, 30 May 1998 21:23:12 -0700, Joakim Hï¿½gberg
<fiolerna_BULKMAIL_SUCK_@algonet.se> wrote:

>Greetings Atarians!
>
>I made some adjustments to an example program for window-handling
>(which I found at some ICTARI issue) so that it can show the
>content that I want in GEM-windows.

This is related to the memory leak problem below. In a standard ST
display: draw off the right edge and it'll just corrupt the left edge.
This is easy to see. Draw off the top or bottom and things will
usually go pear-shaped.

>My problem is that it throughs a zillion of bombs at me when I try to
>run the compiled program, although it runs OK when run from the editor.

Zillians of bombs result typically result from multiple processor
exceptions, the cause of which will be corruption of your compiled
code, causing the processor to jump somewhere stupid.

>I guess that it can be caused by a lot of things, but if someone has
>even the faintest idea what do look out for, please let me know!

Sometimes memory leaks go undetected when editing because they just so
happen to be corrupting part of the editor/compilation-environment
which doesn't happen to be critical at the time. It happens more often
than you would think.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1741. Re: Text output via the VDI

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3579d36c.13314855@news.demon.co.uk>
Source record: 4254

On 30 May 1998 19:13:02 GMT, rand@cd.chalmers.se (Johan Klockars)
wrote:

[snip]

>Just download the normal fVDI v0.84
>archive (for information on how to set it up) and the new fvdi_85c.lzh
>(only via ftp from my site in /pub/Other) and

I haven't had any success at all in finding either version. :-(
Could you give the complete path to each please.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1742. Re: ST programming resources?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3578d1ee.12932205@news.demon.co.uk>
Source record: 4255

On Fri, 05 Jun 1998 22:39:55 GMT, strads@tmisnet.com (George Crissman) wrote:

>On Fri, 05 Jun 1998 17:28:31 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>>On Wed, 03 Jun 1998 09:13:27 GMT, aprice@postern.demon.co.uk (Alan
>>Price) wrote:
>>>The Hisoft C Toolbox is a 'library' of windows management routines which
>>>simplify the use of the GEM and VDI libraries, and are available without
>>>explicit declaration. "The Hisoft C Toolbox is supplied already compiled
>>>as a library for use with Lattice C, and can simply be linked
>>>in." (Lattice C User Manual).
>>If the library is supplied with Lattice it would make sense for Hisoft
>>to have included an example?
>
>Like most C compiler suppliers, HiSoft only supplies
>enough information with Lattice C to permit those who
>already know how to use the library use the library.
>
>Now if they had a companion tutorial, like the HiSoft
>BASIC package, the system would be MUCH more user
>friendly.

If they supply a non standard library then they're going to have to say which Lattice options are required to use it. If the library were standard it would link would it not?

In any case there must be a 'librarian' - some utility equivilent to such command line tools as 'ar' (which manages object libraries amongst other things) or 'nm' which prints out the symbol table for a given object file. This would detail the exact names used in the HC library. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1743. Re: Programming the serial port : I'm looking for asm routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357ad437.13517607@news.demon.co.uk>
Source record: 4256

On Fri, 05 Jun 1998 22:40:05 GMT, strads@tmisnet.com (George Crissman)
wrote:

>On Fri, 05 Jun 1998 17:28:30 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>>How about the cartridge port? That just starts at $FA0000 and ends at
>>$FBFFFF inclusive. Does anybody know of a reason why that wouldn't
>>work? The only thing I can think of offhand is to avoid accidentally
>>making the ST think there's a real diagnostic or application cartridge
>>in there?
>
>The only thing to watch out for is attempting to
>write to the cartridge space -- that causes a bus
>error. The cartridge port is read only.

Ah! I had a nagging doubt in my mind as I wrote. Now I know what it
was. :-)

>-- George Crissman
>-- strads@tmisnet.com
>
>BTW: There must be some tricky way to make the port
>think you are reading when actually writing, but I
>don't know how it's done.

Maybe there's no write line or the mmu or summint prevents it. Dunno!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1744. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: Christian Ratsch <ratsch@atari-computer.de>
Message-ID: <3578e9d4.0@news.uni-X.net>
Source record: 4257
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi Vince!

>IMHO I would for starters also be very glad to have a (slow) mp3
>encoder/decoder for atari (falcon) so at least it is possible to
>exchange files with various resources :)
>decode them offline and play them as wav of aif or avr or whatever.
The docoder should be possible, the Fraunhofer IIS (the developer of the format) says the code is available for variuos processors, also for Motorola DSP56000 family, so the Falcon could do a good job. The encoder could be a problem, because even my P200MMX needs about 5-10 times the length of the input wave to encode it. An Atari is about 50-100 times slower, you know what that means...

>Couldn't that be a starting point? (instead of directly going all the
>DSP way)
That would be the only way at all!

>The Fraunhofer decoder routines I compiled on Falcon have not ever
>worked yet...
>lots of sync problems.
Hmmmm.

--
Tsch
Christian

Reply to: ratsch@atari-computer.de !!!
www.atari-computer.de/ratsch/

1745. Re: Partition splitter?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6lb2un$k7$1@roch.zetnet.co.uk>
Source record: 4258

On 5 Jun 1998 15:16:50 , Martin-Eric Racine wrote:
>Is there any utility that allows splitting a partition in half?
>
>The idea is, you only loose data that is on the partition you split;
>you don't need to repartition the whole hard-disk and reinstall every
>application on every partition.

Diamond Edge has a function in the 'Partition' section which allows
you to 'Write partition Info Only'. I think this is principally there
to allow mending of damaged boot sectors but it should do the job you
want if you are careful with the arithmetic. It would probably be a
good idea to 'Zero' the two new partitions afterwards so that their
FATs are sanitary.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1746. WTB: (UK) STOS & Book

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: David Wyn Davies <ansawdd@compuserve.com>
Message-ID: <01bd904f$a2bdb640$ca1de8c3@default>
Source record: 4259
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I'm currently looking for another copy of STOS (boxed with manual) and a copy of
the Game Maker's Manual.

I had both at one time but sold 'em when I sold the ST. I now find that I need 'em.

Alternatively, if there's anyone in the UK who'd be willing to lend 'em to me for a
couple of weeks then I'll refund the postage. I've started work on a STOS-like
language for the PC and need to see how STOS banks and modules are structured
so that I can build-in a bit of compatability.

David Wyn Davies
Anglesey

1747. Re: What sould I do with an assembler ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <1MKuHFACYSe1Ew6G@thedruid.demon.co.uk>
Source record: 4260

Hi Popov,

> And I would like to know what is the adress of the parallel port on
> an atari st ?

Okay the parallel port is accessed by means of the sound chip. This is
located at the following addresses:

$FF8800 Register Select/Read Data
$FF8802 Write Data

The parallel port is connected to registers 14 and 15. The important part
of
register 14 is bit 5, this is the strobe. Register 15 is where you put the
actual 8 bit data.

To send data:

Do
Select register 15
Write byte
Select register 14
Strobe
Delay
Repeat Until all characters are sent

Also bit 0 of the GPIP on the ST-MFP is used to indicate readiness to send.
This is addressed to $fffa01. You should note that although the port is
bi-directional there is no hardware method to indicate that a new byte is
ready to be recieved. I can't remember where the switch to change direction
is located.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

1748. Re: Text output via the VDI

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6lc8nk$kr4$1@nyheter.chalmers.se>
Source record: 4261

In article <3579d36c.13314855@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 30 May 1998 19:13:02 GMT, rand@cd.chalmers.se (Johan Klockars)
>wrote:
>
>[snip]
>
>>Just download the normal fVDI v0.84
>>archive (for information on how to set it up) and the new fvdi_85c.lzh
>>(only via ftp from my site in /pub/Other) and
>
>I haven't had any success at all in finding either version. :-(

The first one is (only, but I could copy it if necessary) available via
the fVDI WWW page, which you can find a link to from my top page at:
http://rand.thn.htu.se

>Could you give the complete path to each please.

I can't give you a more complete path than what I did, since that's all
there is to it. If you're using a Web browser to do ftp, you should try:
ftp://rand.thn.htu.se/pub/Other/
Among other things you'll find the file mentioned (fvdi_85c.lzh) there.

Actually, fvdi_85d.lzh is the latest right now and fvdi_85e.lzh will
most likely be uploaded tomorrow.

If you still can't find it (which is very strange since several people
have already downloaded it), email me and I'll send it to you. It's
less than 30kbyte, so that shouldn't be a problem.

Version 0.85e is actually quite nice even in 16 colour mode on my machine.
All solid blits seem to work fine now (all blits are currently done as
solid) and solid fills work as they should. There's still no real text
acceleration (should be faster than the standard VDI, though) and all
text and other mono-expand blits, as well as patterned fills) are black
and white only.
On my AB040, this version (when the shadow buffer is turned on and the
cache operates in copyback mode) is between 50% and 200% of NVDI's speed.
The slowest numbers are for text drawing and the fastest for blitting.
Since the monochrome version is very close to NVDI on text drawing (and
actually up to five times faster for small text), I expect the 4 bit
driver to be as well once the real text acceleration is kicked in. :-)
(The shadow buffer is a copy of the screen which is kept in FastRAM.
That way no reads need to be done from the real screen in slow ST-RAM.
Without an '040, the shadow buffer is probably not a good idea.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1749. Re: Partition splitter?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6lcers$km8@balaena.bio.vu.nl>
Source record: 4262
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Martin-Eric Racine (q-funk@megacom.net) wrote:
: Is there any utility that allows splitting a partition in half?

Er, not as such, AFAIK...

: The idea is, you only loose data that is on the partition you split;
: you don't need to repartition the whole hard-disk and reinstall every
: application on every partition.

It shouldn't be _too_ hard to write... You'd just need some info on the
structure of the partition table and rootsector (can be found in the
linux-68k sources, in one of the header files).
You'd need to change the partition info in the table, the number of
clusters, FAT size, etc. in the rootsector and -if you use a FAT filesystem-
the FAT sectors themselves...

: I know the DOS market has such a utility, but I would need the same
: for my Atari. Either a GEM/TOS program or a MiNT port of some Unix
: utility is perfectly fine for me.

The problem is that nearly every system has its own parttion table format...
(although the DOS and TOS ones are fairly similar, IIRC)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Mark's Dental-Chair Discovery:
Dentists are incapable of asking questions that require a
simple yes or no answer.

1750. redirecting stdout

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <6lch7l$s40$1@jair.pressenter.com>
Source record: 4263

Is there an easy way to redirect the output to the console (STDOUT)
to a file under TOS when programming in C? I know how to do it under
MS Dos. Is there a way just as simple under TOS?

--Terence Kelly

1751. Re: Programming the serial port : I'm looking for asm routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eu4sGp.Dz6@suse.modem.stud.uni-hannover.de>
Source record: 4264

In article <35786f4a.1278542@news.tmisnet.com>,
strads@tmisnet.com (George Crissman) writes:

> BTW: There must be some tricky way to make the port
> think you are reading when actually writing, but I
> don't know how it's done.

Easy stuff. The address lines are output lines even at the cartridge
port. So a

```
lea $fa0000, a0
tst.b (a0, d0)
```

outputs the lower 16 bit of D0 to the cartridge port. The AS line, ORed with
one of the two select lines at the cartridge port, can be used to tell some
register at the port to latch the data appearing at the address lines.

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1752. Re: GFA compiling problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eu4t8E.E2D@suse.modem.stud.uni-hannover.de>
Source record: 4265

In article <3572721F.6F1E@algonet.se>,
Joakim Hï¿½gberg <fiolerna_BULKMAIL_SUCK_@algonet.se> writes:
> Thanks everybody who have bothered to answer my questions so far.. 8)
> I have now noticed that the compiled program runs fine
> if I donï¿½t limit the memory with $MXXXXX.
>
> Any ideas why it wonï¿½t run it canï¿½t have access to all memory?

Bugs in the GFA libraries. GFA is well known to cause bad code, i.e.
ignoring many of Ataris specs, therefore causing trouble all over the
place with modern systems.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1753. Re: SCC Falcon ports programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eu4t2L.E1r@suse.modem.stud.uni-hannover.de>
Source record: 4266

In article <Pine.OSF.3.94.980604222554.18143D-100000@alpha.inf.upol.cz>,
Stanislav Opichal <opichals@alpha.inf.upol.cz> writes:
> Hi!
>
> Is here anybody, who knows $subj?

Harun Scheutzow does very well. And he's written a system extension for it
called HSMODEM, with it you do not need to mess with the hardware.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1754. Re: ST-Guide WYSIWYG Editor

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-06 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eu4tB7.E2z@suse.modem.stud.uni-hannover.de>
Source record: 4267
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <Pine.OSF.3.94.980604222416.18143B-100000@alpha.inf.upol.cz>,
Stanislav Opichal <opichals@alpha.inf.upol.cz> writes:

> Does anybody here use ST-Guide here for more than to read HYPs? i.g. for
> write them? I'm looking for person who tried to play with ST-guide closer
> tham just write @node blablabla @endnode.
> Is there anybody like that?

The author should. Try to contact Holger Weets.

I did slightly more too. But I'm not an expert I'd guess.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1755. Re: Programming the serial port : I'm looking for asm routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: look@my.sig
Message-ID: <357a041b.25297592@news.wavetech.net>
Source record: 4268

>>BTW: There must be some tricky way to make the port
>>think you are reading when actually writing, but I
>>don't know how it's done.
>
>Maybe there's no write line or the mmu or summint prevents it. Dunno!

Easy, just use the address lines as data-out lines. Of course this makes it
hard to read (or write...) to more than one address, think of it as a high
speed parallel-ish port...

--
Email should go to a username of lerwick that belongs to yet another annoyed
spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

1756. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <357A0EB7.6616A4CA@francenet.fr>
Source record: 4269
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Sven Persson wrote:

> Hi Eric!
>
> > And why don't you begin with a _real time_ MP2 player for falcon (or TT),
> and
> > then a MP3->MP2 translator, not real time (because of lack of speed). The
> only
> > MP2 players I saw for falcon are only C ports of PC sources : takes 10
> minutes to
>
> There is a realtime MP2 player for the Falcon! Uses DSP! Made by NoCrew or
> whatever theyï¿½re called!
> A MP3-MP2 translator would really be great!
>
> Cheers!
>
> /Peter

Where can I get it ?

1757. Re: United mp3 player effort?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <yz8iumd7d7i.fsf@sara.lysator.liu.se>
Source record: 4270
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Eric GAUDET <egaudet@francenet.fr> writes:

> > There is a realtime MP2 player for the Falcon! Uses DSP! Made by NoCrew or
> > whatever theyï¿½re called!
> > A MP3-MP2 translator would really be great!
>
> Where can I get it ?

http://noring.org/mp2/

Tomas - tomas[@.]nocrew.org

1758. Re: Programming the serial port : I'm l

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: aprice@postern.demon.co.uk
Message-ID: <897213824.11970.7.nnrp-04.9e987258@news.demon.co.uk>
Source record: 4271

On 6 Jun 1998 05:39:17 , Guy Harrison wrote:
>On Fri, 05 Jun 1998 22:40:05 GMT, strads@tmisnet.com (George Crissman)
>wrote:
>>
>>The only thing to watch out for is attempting to
>>write to the cartridge space -- that causes a bus
>>error. The cartridge port is read only.
>
>>BTW: There must be some tricky way to make the port
>>think you are reading when actually writing, but I
>>don't know how it's done.
>
It must be possible- there's a read/write parallel port adaptor which
runs in the cartridge port, and it certainly supports writing to ZIP
drives.

--
Alan Price
http://www.postern.demon.co.uk

1759. Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6le85j$i9e$1@news4.isdnet.net>
Source record: 4272

Hello all,

I'm implementing VA_START in one of my programs, and I've got some problems.
The command line passed via VA_START is displayed in the info line of the
window (it's a window form). I use Pure C.

Sometimes the line is perfectly readable, sometimes not (melt of low ascii
caracters or a string somewhere in memory but surely not a filename) so my
'load a file' routine fails.

To get this string, I do the following :

```
int mesag[8]; /* the event buffer */
long pointer; /* a pointer for the string */
...
pointer = ( (long) mesag[3]<<16 ) + mesag[4];
wind_set (id, WF_INFO, pointer);
```

(I tried a char * pointer but apparently it didn't change anything except more
curious strings !!).

Sometimes I also get Magic hangs (system stack overflow, the system will stop)
when I drop files onto my prog desk icon (not talking about drag n'drop).
I don't have any idea of the cause. I free all the buffers I don't need but it
makes system stops.
Can somebody give me clues ?
Thanks a lot.

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
ajoutez-vous !

1760. How can I recognize ascii files from binary ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6le863$i9e$2@news4.isdnet.net>
Source record: 4273

Hello all,

I'd like to know how to make a difference between ascii and binary files so my printing program won't load binary files.

Do you think scanning some bytes, say 64, at the beginning of the file should be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary file ?

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
ajoutez-vous !

1761. Re: Partition splitter?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6lebld$cmn@bgtnsc02.worldnet.att.net>
Source record: 4274
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

How did you partition your hard drive?

I believe if you have ICD Pro or an ICD host, it's a simple matter of using ICDFMT to go in and redefine your partitions. Use the setting to only write the info for the old partition and the new one you create, though, because you could repartition the whole drive by mistake.

Dan

Martin-Eric Racine wrote:
>
> Is there any utility that allows splitting a partition in half?
>
> The idea is, you only loose data that is on the partition you split;
> you don't need to repartition the whole hard-disk and reinstall every
> application on every partition.
>
> I know the DOS market has such a utility, but I would need the same
> for my Atari. Either a GEM/TOS program or a MiNT port of some Unix
> utility is perfectly fine for me.
>
> Please Cc your reply to my e-mail, if you have a positive answer.
> Thanks.

1762. Re: How can I recognize ascii files from bi

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: steve@steverosie.demon.co.uk
Message-ID: <897240410.11703.1.nnrp-07.c1ed1184@news.demon.co.uk>
Source record: 4275

```
On 7 Jun 1998 14:30:27 , Frederic Dinh wrote:
>Hello all,
>
>I'd like to know how to make a difference between ascii and binary files so
>my printing program won't load binary files.
>
>Do you think scanning some bytes, say 64, at the beginning of the file should
>be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
>file ?
>
>
>--
>Freder:c D:nh -> frederic.dinh@hol.fr
>http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
>ajoutez-vous !
>.

Hi

Some characters will be less the 32 as these can be CR and FF
(carriage return & form feed) along with possibly other control
characters.

I do believe there is a program that can help determine what the file
is, I can't recall the title off-hand.
Cheers! for now
Steve

*---------------------->>>> Quote Of The Month <<<<----------------------*
* 'Do not use a hatchet to remove a fly from your friend's forehead.' *
*-------------------------------------------------------------------------*
* Email: steve@steverosie.demon.co.uk | IRC Channels *
* URL: www.steverosie.demon.co.uk | #atari #jesuscafe *
* IRC: mockbird | #atari1 if #atari on invite *
*-------------------------------------------------------------------------*
Location: Narberth, Pembrokeshire, Wales, United Kingdom
*********************************************************
```

1763. Atari 8-bit and Slip/PPP connection

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: SysopTXG@underground.demon.nl
Message-ID: <357ad476.2766660@news.demon.nl>
Source record: 4276

Hello,

I am wondering if I could use my ATARI 1040STE as gateway for my Atari
8-bit computer.

What I mean is that I want to connect to my internet provider with my
STE and then run all other software from my Atari 8-bit with a
terminal or something like that. The STE (only) has to keep the
Slip/ppp connection going...

I want this because this way I can probably connect my 8-bit BBS to my
e-mail box at my provider and automaticly import/export it to the
internet.

Is there somebody who has made such a link in the past ???

Gtx,
Sysop*TXG -= The Underground Node #472 BBS =-

Running BBS Pro! V5.0b on ATARI 130XE with Black-box 140Mb scsi drive
and 28K8 Us robotics sportster...

E-mail: SysopTXG@underground.demon.nl

1764. Re: Programming the serial port : I'm l

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <897249731.27608.0.nnrp-09.9e98f145@news.demon.co.uk>
Source record: 4277

```
-----BEGIN PGP SIGNED MESSAGE-----

On 6 Jun 1998 05:39:17 , Guy Harrison wrote:
> On Fri, 05 Jun 1998 22:40:05 GMT, strads@tmisnet.com (George Crissman)
> wrote:

> >The only thing to watch out for is attempting to
> >write to the cartridge space -- that causes a bus
> >error. The cartridge port is read only.
>
> Ah! I had a nagging doubt in my mind as I wrote. Now I know what it
> was. :-)

It is read only, although there is a way to make it so you can read/write
a 64Kb block. I can't remember where I got it, but I've a small (~8Kb)
archive that contains the construction info for such an interface. The only
problem with it, is it needs a PAL to work.

> >-- George Crissman
> >-- strads@tmisnet.com
> >
> >BTW: There must be some tricky way to make the port
> >think you are reading when actually writing, but I
> >don't know how it's done.
>
> Maybe there's no write line or the mmu or summint prevents it. Dunno!

There isn't a write line and trying to write to it gets a bus error. Not
sure who generates it, probably the glue chip.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNXm9WleKRkq5A+OlAQGnxAH/fECNLL87IgQ7E6uRi5+Ik19+8yGshZf4
ivhkdxerE4K8C2R1pZ+WynZsS8sCy0ZmhyFQgfxE2IeaFe2SE90IWg==
=wjEA
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1765. Re: Atari 8-bit and Slip/PPP connection

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Eu75s4.902@uia.ua.ac.be>
Source record: 4278

Rene de Bie (SysopTXG@underground.demon.nl) scribbled:
: I am wondering if I could use my ATARI 1040STE as gateway for my Atari
: 8-bit computer.
:
: What I mean is that I want to connect to my internet provider with my
: STE and then run all other software from my Atari 8-bit with a
: terminal or something like that. The STE (only) has to keep the
: Slip/ppp connection going...

If you install MintNet on your STE (may be a problem for memory), then
you can dial-in (by modem or directly by null-modem) to your STE with a
terminal program on your 8bit box. The STE will need pppd and mgetty or
getty for that purpose. BTW, a potential problem is the fact that the
STE has only 1 serial port, so how do you want to connect *both* modem
and 8bit Atari ?

: I want this because this way I can probably connect my 8-bit BBS to my
: e-mail box at my provider and automaticly import/export it to the
: internet.

Hmm, don't know if that will be easy. I have little experience with BBSs.

: Is there somebody who has made such a link in the past ???

Well, I have set up a small Atari-only Intranet (TCP/IP based) a while
ago. It had one Falcon as server, and two other Atari's as clients. It
supported FTP, HTTP, etc. If you have any questions on that, just reply
to this post.

Greetz,

+---+
David 'Septimus' De Ridder	"Never underestimate the
	power of the soul unleashed."
<david.de.ridder@bitsmart.com>	- 'Essence Flare', M:TG
+---+

--
Septimus' quote for today :

"Like death itself love is rotting inside of me
But there'll be no protection for you :
you cannot hide me."
- Anne Clark

1766. Timer A

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-07 00:00:00 UTC
From: David Knight <david@ritter.demon.co.uk>
Message-ID: <emx1vsbm.fsf@ritter.demon.co.uk>
Source record: 4279

Could anyone help me with the following?

I'm attempting to write a D2D playback routine which doesn't seem to work.
I've included part of the code (asm) below.
The first part of the buffer plays and the interrupt does occur, but the
second half of the buffer doesn't play.

As a test I changed the timer I was using to Timer B, which did play
all the sample, but had the expected result of playing it all extremely fast
and also crashing the machine. Well I think it played it all, no real way
of telling other than the disk activity.

The program is executing an evnt_multi() loop check a flag (called d2dNext)
which is set by the interrupt routine. When this is 1 the code for playing
and loading the next parts of the sample is executed.

David

* Code *

```
dmaPlayD2D
cmpi.w #16,sampleResolution(a3)
bne .not16
super #0
move.l dmaSound,d1
andi.l #4,d1
beq cantPlay16
super d0
not16
lea optionsTable,a1
move.w optionD2DSize(a1),d0
bgt.s .do
; no D2D Buffer
bra cantAllocateD2D
do
ext.l d0
move.l #1024,d1
jsr long_mul
; buffer size in d0
move.l blockSize,d1
cmp.l d0,d1
bgt .greaterThanBuffer
move.l d1,d0 ; set buffer size 2 use
greaterThanBuffer
asr.l #1,d0 ; half d0
move.l d0,d2dPlaySize
```

```
move.l d1,d2dTotalSize
move.l D2DBuffer,d2dFirst
move.l D2DBuffer,d2dSecond
add.l d0,d2dSecond
;open file
lea samplePathname(a3),a4
f_open #0,a4
move.w d0,d2dHandle
; set pointer at start of sample data
f_seek #0,sampleHeaderSize(a3),d2dHandle
; read 1st half of buffer
f_read d2dFirst,d2dPlaySize,d2dHandle

d2dPlayNext ; d2dFirst = play address, d2dSecond = load address
clr.w d2dNext

super #0
move.l d2dFirst,d4
move.l d4,d5
add.l d2dPlaySize,d5
move.b d4,$ffff8907.w ; low
move.b d4,$ffff890d.w
lsr.w #8,d4
move.b d4,$ffff8905.w ; mid
move.b d4,$ffff890b
swap d4
move.b d4,$ffff8903.w ; high
move.b d4,$ffff8909.w
sub.l #4,d5
move.b d5,$ffff8913.w ; low
lsr.w #8,d5
move.b d5,$ffff8911.w ; mid
swap d5
move.b d5,$ffff890f.w ; high
move.b DMARate,$ffff8921 ; rate
move.l d0,d5
lea sampleInfoTable,a3
cmpi.w #16,sampleResolution(a3)
bne .not16
ori.b #64,$ffff8921
not16
move.l d2dTotalSize,d0
sub.l d2dPlaySize,d0
bmi .noLoad
move.l d0,d2dTotalSize
Xbtimer #d2dTriggerNext,#1,#8,#0
move.b #1,$ffff8901
super d5

move.l d2dTotalSize,d0
cmp.l d2dPlaySize,d0
```

```
bgt .load
move.l d0,d2dTotalSize
load
f_read d2dSecond,d2dPlaySize,d2dHandle
move.l d2dSecond,d0
move.l d2dFirst,d2dSecond
move.l d0,d2dFirst

rts
noLoad
f_close d2dHandle
Xbtimer #d2dTriggerNext,#0,#0,#0
move.b #0,$ffff8901
super d5
rts
d2dTriggerNext
move.w #1,d2dNext
bclr.b #5,$fffffa0f.w
rte
```

1767. act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: Christof Donat <Christof.Donat@student.uni-ulm.de>
Message-ID: <357ba581.0@news.uni-ulm.de>
Source record: 4280

Hi

Someone told me that I need do chenge act_pd to make save Memory
allocation in an Accessory. This seems to be a System Variable
That holds the Process Descriptor of the current Programm.

Where do I find this variable?

Christof

1768. Re: How can I recognize ascii files from binary ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <357BBDF0.16BAAD42@francenet.fr>
Source record: 4281

Frederic Dinh wrote:

> Hello all,
>
> I'd like to know how to make a difference between ascii and binary files so
> my printing program won't load binary files.
>
> Do you think scanning some bytes, say 64, at the beginning of the file should
> be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
> file ?
>
> --
> Freder:c D:nh -> frederic.dinh@hol.fr
> http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
> ajoutez-vous !

There isn't one-way : here's some hints.
- If the file begins with $601A, it's a gemdos executable.
- If there is zeros (bytes), should not be a text (same for weird <32 chars :
1-8, 11, 14-26, 28-31)
- If there is many cr/lf chars (13,10), it's _probably_ a text. (same for
spaces=32)
You can define yourself some heuristics ...

(oui, c'est encore moi ;-)
Eric

1769. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6lgffa$8q$1@sun27.hrz.tu-darmstadt.de>
Source record: 4282

```
Hi!

In article <6le85j$i9e$1@news4.isdnet.net>,
frederic.dinh@hol.fr (Frederic Dinh) writes:
> int mesag[8]; /* the event buffer */
> long pointer; /* a pointer for the string */
> ...
> pointer = ( (long) mesag[3]<<16 ) + mesag[4];
> wind_set (id, WF_INFO, pointer);

Make sure you calculate with unsigned values here, or limit them to 16
bits. 'int' is signed, so if mesag[4] happens to be >= 0x8000, it's a
negative value and you won't get the correct result. Better use something
like this:

pointer = ((long)mesag[3] << 16L) + ((long)mesag[4]) & 0xffffL);

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
```

1770. Re: act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6lgfle$8q$2@sun27.hrz.tu-darmstadt.de>
Source record: 4283

Hi!

In article <357ba581.0@news.uni-ulm.de>,
Christof Donat <Christof.Donat@student.uni-ulm.de> writes:
> Someone told me that I need do chenge act_pd to make save Memory
> allocation in an Accessory.

But /only/ with single tasking AESes, so check whether global[1] is == 1
before doing so!

> This seems to be a System Variable
> That holds the Process Descriptor of the current Programm.
>
> Where do I find this variable?

You find a pointer to act_pd in the TOS header. If you need more
information, I can look it up for you.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1771. Re: Atari C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6lgg6q$85i@balaena.bio.vu.nl>
Source record: 4284

mibweb@nwlink.com wrote:

: I'm just gettng started and really don't know what's out there. Do
: you have a URL for Heat'n'Serve?

It should be on most of the bigger atari FTP sites, just as Sozobon C,
c68 and GNU C/C++, the other free compilers...

If you haven't got any FTP links, try my page:
http://huizen.dds.nl/~levjenno/atari/ (doesn't work well with MS Internet
Explorer though...)

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

In Blythe, California, a city ordinance declares that a person must own
at least two cows before he can wear cowboy boots in public.

1772. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: curis@news.ens.fr
Message-ID: <6lghdofgf1@nef.ens.fr>
Source record: 4285

```
Bonjour,
Cc:

Dans l'article <6le85j$i9e$1@news4.isdnet.net>,

>To get this string, I do the following :
>
> int mesag[8]; /* the event buffer */
> long pointer; /* a pointer for the string */
> ...
> pointer = ( (long) mesag[3]<<16 ) + mesag[4];
> wind_set (id, WF_INFO, pointer);
>
>(I tried a char * pointer but apparently it didn't change anything except more
>curious strings !!).
```

Tu ferais de toute fa�on nettement mieux d'utiliser un char * : c'est bien plus propre.

La fa�on la plus simple d'�viter des probl�mes douteux avec des trucs
aussi peu propres (convertir 2 ints en en char *, c'est la porte ouverte aux
ennuis...), le mieux est de profiter des unions :

```
typedef union
{
int type; /* Le type du message : toujours le premier int des 8 */
int general[8]; /* Message g�n�rique : 8 int */
struct
{
int entier_1, entier_2, entier_3; /* Oubli� le sens, mais bon :-) */
char *chaine;
/* Et la suite */
} message_va;
} Message;

Message truc;

evnt_multi(MU_MESG, ..., &(truc.general), ...);

switch (truc.type)
{
case ...
...

case VA_START:

chaine = truc.message_va.chaine;
printf("Chaine transmise : %s\n", chaine);
```

```
...
}
```

C'est plus lourd, mais au moins on est s�r que �a marche...

Plus l�ger, mais moins propre (mais alors, franchement moins...) :

```
char *chaine;
int message[8];

chaine = *( (char **) (message + 3) );
--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html
```

1773. Re: How can I recognize ascii files fro

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <897326662.5007.0.nnrp-03.9e98f145@news.demon.co.uk>
Source record: 4286

```
-----BEGIN PGP SIGNED MESSAGE-----

On 7 Jun 1998 17:26:50 , Steve Stupple wrote:
> On 7 Jun 1998 14:30:27 , Frederic Dinh wrote:
> >Hello all,
> >
> >I'd like to know how to make a difference between ascii and binary files so
> >my printing program won't load binary files.
> >
> >Do you think scanning some bytes, say 64, at the beginning of the file should
> >be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
> >file ?
> >
> >
> >--
> >Freder:c D:nh -> frederic.dinh@hol.fr
> >http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
> >ajoutez-vous !
> >.
>
> Hi
>
> Some characters will be less the 32 as these can be CR and FF
> (carriage return & form feed) along with possibly other control
> characters.
>
> I do believe there is a program that can help determine what the file
> is, I can't recall the title off-hand.

I think it's called 'WHATIS', or similar. It's hidden somewhere on one of
the ST Format or ST User coverdiscs. Not sure which one it is... Right,
version 6.7 is on the ST Format coverdisc 74, and is 16.5Kb long. It's
presently an accessory, although it works as a application as well. It works
under Magic, but it's not too good at recognising some types of files. It
thinks that GFA basic and resource files are Tiny format pictures.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNXtasleKRkq5A+OlAQGhawH9Gs0/R9sszpCnvtaJnI3mjX7eAJeecc0H
w4vCSt/R0ESweaOf197qDtvrexv6Tw59IHrUEPQTnim5oofMmNiPIg==
=GJRU
-----END PGP SIGNATURE-----
```

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

1774. Re: redirecting stdout

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: Lars.Froehlich@t-online.de
Message-ID: <6lhch3prf1@news00.btx.dtag.de>
Source record: 4287

```
Hi Terence!

>Is there an easy way to redirect the output to the console (STDOUT)
>to a file under TOS when programming in C?

Just use GEMDOS Fforce(1, handle) to redirect stdout to a file you opened
using Fopen. For example, the following redirects stdout to "output.txt".

{
long handle;

handle = Fopen("output.txt",1);
Fforce(1,(word)handle);
puts("This goes to output.txt");
Fforce(1,1);
Fclose((word)handle);
}

Hope that helps,
Lars

//////////////////
// PGP fingerprint
// 24 2D 0C 80 E3 F2 69 79 69 52 A7 27 E6 99 FC 1B
/////////
// If debugging means removing errors, programming means producing them.
///
```

1775. C++ and Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: Andersson <dtanet@algonet.se>
Message-ID: <357C458A.46BD037B@algonet.se>
Source record: 4288

Greetings,

I am an "old" Atari owner how has just recently returned to this wounderful platform. For a while now I have been programming C++ on the PC, but now I would like to use it on my Atari. Is there a C++ compiler for the Atari? I have heard of Gnu C++ being ported to Atari, but I don't know what files I need for it. Help? Is it possible to program GEM under gcc? Please help me start to program for the Atari again!

Shine on you crazy diamond(s)

/Tobias

1776. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6lhir6fho3@news4.isdnet.net>
Source record: 4289

Yo Emmanuel, tu m'a bluff&#65533; !!
Sorry, I was telling Emmanuel he mastered me !!

> La fa&#65533;on la plus simple d'&#65533;viter des probl&#65533;mes douteux avec des trucs
> aussi peu propres (convertir 2 ints en en char *, c'est la porte ouverte aux
> ennuis...), le mieux est de profiter des unions :

D&#65533;j&#65533;, ca s'annonce chaud... j'ai jamais utilis&#65533; les unions...
<gonna be hot... never used unions before...>

> typedef union
> {
> int type; /* Le type du message : toujours le premier int des 8 */
> int general[8]; /* Message g&#65533;n&#65533;rique : 8 int */
> struct
> {
> int entier_1, entier_2, entier_3; /* Oubli&#65533; le sens, mais bon :-) */
> char *chaine;
> /* Et la suite */
> } message_va;
> } Message;

```
Arrgh ! Trop fort !
<woosh! I've been smashed!>
```

```
> Message truc;
>
> evnt_multi(MU_MESG, ..., &(truc.general), ...);
> switch (truc.type)
> {
> case ...
> ....
>
> case VA_START:
> chaine = truc.message_va.chaine;
> printf("Chaine transmise : %s\n", chaine);
> ...
> }
```

C'est b&#65533; ! M&#65533;me si j'ai du mal &#65533; suivre ! Les entiers entier_x servent &#65533;
"aligner" chaine sur le 4&#65533;me mot du tableau (mon mesag[3], quoi), c'est &#65533;a ?
<My! Lemme some time to understand>

> C'est plus lourd, mais au moins on est s&#65533;r que &#65533;a marche...
> Plus l&#65533;ger, mais moins propre (mais alors, franchement moins...) :
> char *chaine;

> int message[8];
> chaine = *((char **) (message + 3));

Te moques pas, j'ai d�croch� - et dire que c'est plus l�g� ! Je vais passer un peu de temps � piger l'indirection (c'est bien �a non ?) et je reviendrai...

<Enough of translation... He killed me... back to studies! Well, I still welcome ideas on my problem, though>

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones... ajoutez-vous !

1777. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-08 00:00:00 UTC
From: curis@news.ens.fr
Message-ID: <6lhklv$jq3$1@nef.ens.fr>
Source record: 4290

Bonsoir,

Quelques explications (en fran&#65533;ais parce que c'est du C pas de l'atari
alors :-), qui j'esp&#65533;re seront plus simples.

Dans l'article <6lhir6fho3@news4.isdnet.net>,
Frederic Dinh, <frederic.dinh@hol.fr> a &#65533;crit :

>> La fa&#65533;on la plus simple d'&#65533;viter des probl&#65533;mes douteux avec des trucs
>> aussi peu propres (convertir 2 ints en en char *, c'est la porte ouverte aux
>> ennuis...), le mieux est de profiter des unions :
>
>D&#65533;j&#65533;, ca s'annonce chaud... j'ai jamais utilis&#65533; les unions...

En deux mots&#65533;:
- une union est une fa&#65533;on propre de d&#65533;clarer quelque chose dont le type est
variable. Exemple type sous GEM : le champ ob_spec des objets. Classiquement,
on dit que c'est un long et on fait ensuite des bidouilles. En fait, l'id&#65533;al
serait de dire que c'est _&#65533; la fois_ un long, un char *, un TEDINFO *,
un... Chance, &#65533;a se fait en C avec le union. Ce serait donc&#65533;:

```
union
{
long divers;
TEDINFO *tedinfo;
ICONBLK *icone;
char *texte;
...
} ob_spec;
```

Dans ce cas, si tu utilises ob_spec.divers, il sait que c'est un
long&#65533; si tu utilises ob_spec.texte, il sait que c'est un pointeur sur une
cha&#65533;ne&#65533; ainsi de suite.
La syntaxe d'utilisation est exactement celle d'une structure apr&#65533;s&#65533;:

ob_spec.divers indique l'&#65533;l&#65533;ment divers de l'union.

Ce qu'il faut savoir (c'est ce qui le rend tr&#65533;s pratique)&#65533;:
- la taille r&#65533;ellement occup&#65533;e est celle de l'objet le plus gros de l'union&#65533;;
- les donn&#65533;es sont mises dedans &#65533; en vrac&#65533;&#65533; et donc leur nature ne d&#65533;pend que
de l'objet que tu appelles. Exemple : si tu fais
ob_spec.tedinfo = NULL;
printf("%f\n", ob_spec.divers + 2);
printf("%p\n", ob_spec.tedinfo + 2);

Tu auras en sortie :
2 (= 2L + 0L)
2*sizeof(TEDINFO) (= NULL + (TEDINFO *) 2) = 56 si ma m moire est bonne
et en m moire, l'adresse &(ob_spec) : 0x00000000

Est-ce que le r le de l'union est plus clair maintenant ?
(Le gros avantage : contrairement au cast brutal (char *) depuis un
long, a ne suppose pas que sizeof(char *) = sizeof(long), ce qui marche sur
l'atari mais est d'une portabilit douteuse... [tu me diras, avec le GEM... Je
dirais : m fiance si tu veux utiliser, par exemple, la lib X/GEM que je
d veloppe :-)]

><gonna be hot... never used unions before...>
>
>> typedef union
>> {
>> int type; /* Le type du message : toujours le premier int des 8 */
>> int general[8]; /* Message g n rique : 8 int */
>> struct
>> {
>> int entier_1, entier_2, entier_3; /* Oubli le sens, mais bon :-) */
>> char *chaine;
>> /* Et la suite */
>> } message_va;
>> } Message;
>
>Arrgh ! Trop fort !

Donc l , le type Message est _ la fois_
1) un entier : champ type
2) un tableau de 8 entiers : champ general
3) une structure contenant 3 entiers puis un pointeur de cha ne (il faudrait
les 3 entiers manquant pour bien faire...)

Si en m moire tu as un truc du genre
0x0001 = Message.type = Message.general[0] = Message.message_va.entier_1
0x0002 = 1 = Message.message_va.entier_2
0x0003 = 2 = 3
0x0004 = 3 } = Message.message_va.chaine
0x0005 = 4 }
0x0006 = 5
0x0007 = 6
0x0008 = 7

>C'est b ! M me si j'ai du mal suivre ! Les entiers entier_x servent
>"aligner" chaine sur le 4 me mot du tableau (mon mesag[3], quoi), c'est a ?

```
Oui. En fait, entier_1 = message[0],...
```

>> C'est plus lourd, mais au moins on est s r que a marche...
>> Plus l ger, mais moins propre (mais alors, franchement moins...) :
>> char *chaine;

>> int message[8];
>> chaine = *((char **) (message + 3));
>
>Te moques pas, j'ai d�croch� - et dire que c'est plus l�g� ! Je vais passer un
>peu de temps � piger l'indirection (c'est bien �a non ?) et je reviendrai...

message[] est un tableau d'int donc message + 3 = &(message[3])�; on
fait croire au compilo que l'adresse de message[3] est en fait un pointeur sur
une cha�ne (char *), et on prend la valeur de ce pointeur de cha�ne (*(...)).

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

1778. FA: MegaSTE, SC1224 Monitor, ST1024 + Extras... all in one lot

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: Roagie <roagie@hotmail.com>
Message-ID: <01bd93bc95205220b4632599@Schnappy.pop.weasle>
Source record: 4198
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

These are complete systems. Everything works and is in immaculate shape,
see this URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=16877914

Thanks

1779. Re: C++ and Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: Mathias <mpichotz@reis.e-technik.fh-lausitz.de>
Message-ID: <357D622F.2D21@reis.e-technik.fh-lausitz.de>
Source record: 4199

Andersson wrote:
>
> Greetings,
>
> I am an "old" Atari owner how has just recently returned to this
> wounderful platform. For a while now I have been programming C++ on the
> PC, but now I would like to use it on my Atari. Is there a C++ compiler
> for the Atari? I have heard of Gnu C++ being ported to Atari, but I
> don't know what files I need for it. Help? Is it possible to program GEM
> under gcc? Please help me start to program for the Atari again!
>
> Shine on you crazy diamond(s)
>
> /Tobias
looking also for a c++ compiler for st

1780. Re: How can I recognize ascii files from binary ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <357cb2f2.1267961@news.tmisnet.com>
Source record: 4200

IIRC, True ASCII is a 7-bit code (0-127), which means
you won't find any byte-sized values larger than 128
anywhere in the file.

-- George Crissman
-- strads@tmisnet.com

On 7 Jun 1998 14:30:27 GMT, frederic.dinh@hol.fr (Frederic Dinh)
wrote:

>Hello all,
>
>I'd like to know how to make a difference between ascii and binary files so
>my printing program won't load binary files.
>
>Do you think scanning some bytes, say 64, at the beginning of the file should
>be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
>file ?
>
>
>--
>Freder:c D:nh -> frederic.dinh@hol.fr
>http://wwwperso.hol.fr/~fdinh/annu.htm, 21 sites atari francophones...
>ajoutez-vous !

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

1781. Re: act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-0906981534300001@wilga.mtholyoke.edu>
Source record: 4201

In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) wrote:

> You might not need it. It is true that an acc using Malloc causes the
> memory obtained to be owned by the main application, thus when the
> main application terminates the memory is lost. However, memory
> allocated before the first AES call made by the acc *is* owned by the
> acc. Therefore, if you are able to determine your memory requirements
> before appl_init() in effect, you don't need to fiddle with p_run.

Actually, it's owned by the AES itself, but the end result is pretty much
the same. Trivial, I know! :-)

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

1782. Re: How can I recognize ascii files from binary ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: curis@news.ens.fr
Message-ID: <6lk6obnfl1@nef.ens.fr>
Source record: 4202

Bonsoir,

Dans l'article <357cb2f2.1267961@news.tmisnet.com>,
George Crissman, <strads@tmisnet.com> a écrit :
>IIRC, True ASCII is a 7-bit code (0-127), which means
>you won't find any byte-sized values larger than 128
>anywhere in the file.

Not at all reliable for any other language than English... As I don't
want any program to reject my French texts only because I use accents (all
coded after 128), please FORGET THAT RULE...
Even if, in fact, pure original ASCII defines only codes on
7-bit... That's history now. Present is ISO codings (8 bits or more...).

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page sur l'hypertoile : http://www.eleves.ens.fr:8080/home/curis/index.html

1783. ICTARI again...

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <42149191_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 4203
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

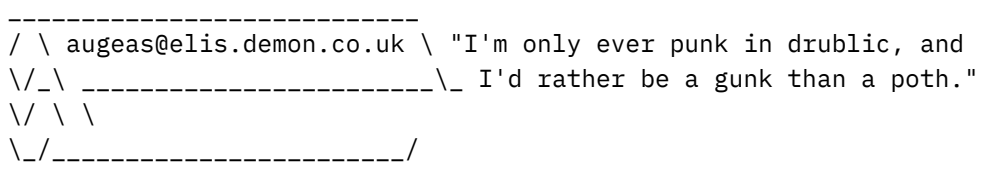
Just a brief note to say that the links to FuNet should work now,
and the Geocities site has been fixed.

It's all at:

http://www.elis.demon.co.uk/ictari/ictari.htm

"Augeas"

--



1784. No Atari Updates In Three Days

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <357bfbf2.1012283@news.tmisnet.com>
Source record: 4291

```
The usenet feed to my ISP has had NOTHING NEW
on ANY of the Atari newsgroups for three days.
I'm posting this test message to a little-used
Atari group to determine whether I still have
access to Atari ng's!

There is no need to respond.

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.
```

1785. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357c9e30.156195567@news.demon.co.uk>
Source record: 4292

On 7 Jun 1998 14:30:11 GMT, frederic.dinh@hol.fr (Frederic Dinh)
wrote:

>Hello all,
>
>I'm implementing VA_START in one of my programs, and I've got some problems.
>The command line passed via VA_START is displayed in the info line of the
>window (it's a window form). I use Pure C.
>
>Sometimes the line is perfectly readable, sometimes not (melt of low ascii
>caracters or a string somewhere in memory but surely not a filename) so my
>'load a file' routine fails.
>
>To get this string, I do the following :
>
> int mesag[8]; /* the event buffer */
> long pointer; /* a pointer for the string */
> ...
> pointer = ((long) mesag[3]<<16) + mesag[4];
> wind_set (id, WF_INFO, pointer);
>
>(I tried a char * pointer but apparently it didn't change anything except more
>curious strings !!).
>
>Sometimes I also get Magic hangs (system stack overflow, the system will stop)
>when I drop files onto my prog desk icon (not talking about drag n'drop).
>I don't have any idea of the cause. I free all the buffers I don't need but it
>makes system stops.
>Can somebody give me clues ?

Imagine mesag[4] is $8765 and mesag[3] is $4321. The result you are
after is $43218765 but this is what really happens:

mesag[3] is promoted from signed int to signed long, so $4321 becomes
$00004321. It is then shifted left 16 bits to become $43210000. Okay
so far (but technically incorrect).

As the compiler has promoted one argument to signed long it is obliged
to do so with the other arguments. In this case mesag[4] is promoted
from signed int to signed long so $8765 becomes $FFFF8765. Finally,
this is added to $43210000 giving a result of $43208765.

The answer is to use unsigned math when manipulating pointers. It is
also more usual to use bitmasking rather than addition. There are two
ways of doing this. You can declare some intermediate variables or use
the required casts.

```
/* this is a bit extreme but is legible */
int mesag[8];
uint lo_word,hi_word;
ulong lo,hi;
char *pointer;

hi_word = mesag[3];
lo_word = mesag[4];
lo = lo_word;
hi = hi_word;
pointer = (char*)(hi | lo);
```

whereas casting would require this

```
int mesag[8];
char *pointer;

pointer = (char*)(
(((ulong)(uint)mesag[3]) << 16) |
((ulong)(uint)mesag[4])
);
```

which can be simplified of course.

On another matter. There is an undocumented limit on how long the string can be for a window name (WF_NAME) under MagiC. This may apply to the WF_INFO line also. Thus it is wise to manually truncate the line with a nul should it exceed (roughly) 200 chars.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1786. Re: How can I recognize ascii files from binary ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357d9fa6.156569915@news.demon.co.uk>
Source record: 4293

On 7 Jun 1998 14:30:27 GMT, frederic.dinh@hol.fr (Frederic Dinh)
wrote:

>Hello all,
>
>I'd like to know how to make a difference between ascii and binary files so
>my printing program won't load binary files.
>
>Do you think scanning some bytes, say 64, at the beginning of the file should
>be reliable ? Can I say that, if i find an ascii caracter <32, it is a binary
>file ?

Unfortunately no. There isn't a method which is 100% reliable. Any
given file could contain any value in the range 0->255 and still be a
valid text file, or vice-versa.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1787. Re: act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357ea1ac.157087049@news.demon.co.uk>
Source record: 4294

On 8 Jun 1998 10:49:05 +0100, Christof Donat
<Christof.Donat@student.uni-ulm.de> wrote:

>Hi
>
>Someone told me that I need do chenge act_pd to make save Memory
>allocation in an Accessory. This seems to be a System Variable
>That holds the Process Descriptor of the current Programm.

Another name for this variable is p_run and although you can mess with
it you shouldn't because it is documented read-only.

>Where do I find this variable?

You might not need it. It is true that an acc using Malloc causes the
memory obtained to be owned by the main application, thus when the
main application terminates the memory is lost. However, memory
allocated before the first AES call made by the acc *is* owned by the
acc. Therefore, if you are able to determine your memory requirements
before appl_init() in effect, you don't need to fiddle with p_run.

Additionally, such operating systems as MagiC don't suffer from this
problem - and the accessory is best executed as a normal process in
any case. You should be safe interrogating the entry in the global[]
array which specifies the maximum number of concurrent processes. If
it is not 1 then you are multitasking and can start a normal process.
If it is 1 then you should start as an accessory.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1788. Re: Falcon resolution and the OS

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6liv1q$la3@balaena.bio.vu.nl>
Source record: 4295

K.Hampf (k_hampf@yahoo.com) wrote:

: How do you give the OS (both MagiC and GEM/TOS) a hint about what resolution
: they are in? It's easy to set a custom resolution on Falcon, but the OS does
: not notice it.

Hmm, strange... VI (Videl Inside) seems to be able to do it. And
setting overscan followed by a desktop res change also works fine.
What method are you using to change the resolution? XBIOS or direct
video register access?

: Furthermore, where to find a nice GEM reference for assembler (Devpac
: 3.1)and C (Lattice C 5 and Sozobon 2) programming? I seem to know more about
: hacking the hardware than communicating nicely with the GUI, and I need to
: change that ;)

Indeed. :-)
Try "Professional GEM" (ProGEM) by Tim Oren, it's a good text to start with.
It should be on most big Atari FTP sites...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

God is a comic playing to an audience that's afraid to laugh

1789. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6lj5at$5gd$1@sun27.hrz.tu-darmstadt.de>
Source record: 4296

Hi!

In article <6lhklv$jq3$1@nef.ens.fr>,
curis@news.ens.fr (Emmanuel Curis) writes:
> Quelques explications (en franï¿½ais parce que c'est du C pas de l'atari
> alors :-), qui j'espï¿½re seront plus simples.

Even though there might be people who want to read it, but do not speak
French fluently. Furthermore, posting slightly off-topic is no reason not
to use the preferred langauge for a newsgroup, is it? You could have used
private mail, instead.

No offense, though, just a hint.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1790. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-09 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6lj5r7$5gd$2@sun27.hrz.tu-darmstadt.de>
Source record: 4297

Hi!

In article <357c9e30.156195567@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
> /* this is a bit extreme but is legible */
> int mesag[8];
> uint lo_word,hi_word;
> ulong lo,hi;
> char *pointer;
>
> hi_word = mesag[3];
> lo_word = mesag[4];
> lo = lo_word;
> hi = hi_word;
> pointer = (char*)(hi | lo);

Well, this won't ever work, either. pointer will still contain a
16-bit-value aftwards. For example, let mesag[3/4] be 0xaaaa and 0x5555:
pointer will be 0xffff afterwards, which sure isn't what you want.

I can't think of a (simple) way to do it without shifting in plain C.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1791. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357ef724.1009191@news.demon.co.uk>
Source record: 4204

```
On 9 Jun 1998 11:21:11 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas
Binder) wrote:

>Hi!
>
>In article <357c9e30.156195567@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> /* this is a bit extreme but is legible */
>> int mesag[8];
>> uint lo_word,hi_word;
>> ulong lo,hi;
>> char *pointer;
>>
>> hi_word = mesag[3];
>> lo_word = mesag[4];
>> lo = lo_word;
>> hi = hi_word;
hi <<= 16;
>> pointer = (char*)(hi | lo);
>
>Well, this won't ever work, either. pointer will still contain a
>16-bit-value aftwards. For example, let mesag[3/4] be 0xaaaa and 0x5555:
>pointer will be 0xffff afterwards, which sure isn't what you want.
>
>I can't think of a (simple) way to do it without shifting in plain C.

eek! I did did meant to put in a shift but it looks like the bit
shifting monster came and gobbled up that line!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

1792. Re: C++ and Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3580f870.1341769@news.demon.co.uk>
Source record: 4205

On Mon, 08 Jun 1998 22:11:54 +0200, Andersson <dtanet@algonet.se>
wrote:

>Greetings,
>
>I am an "old" Atari owner how has just recently returned to this
>wounderful platform. For a while now I have been programming C++ on the
>PC, but now I would like to use it on my Atari. Is there a C++ compiler
>for the Atari? I have heard of Gnu C++ being ported to Atari, but I
>don't know what files I need for it. Help? Is it possible to program GEM
>under gcc? Please help me start to program for the Atari again!

Afaik the only C++ compiler for the atari is the Gnu one. I've never
used it myself although from what I've heard most folks who use it
tend to do so from a unix environment (which is called MiNT for
machines with lower spec 680x0 processors).

I guess it would be possible to get it running under a suitable
command shell but again I've never tried. Hopefully my reply will give
rise to some more useful responses!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1793. Re: How can I recognize ascii files from binary ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357ff7e3.1200155@news.demon.co.uk>
Source record: 4206

On Tue, 09 Jun 1998 16:01:12 GMT, strads@tmisnet.com (George Crissman)
wrote:

>IIRC, True ASCII is a 7-bit code (0-127), which means
>you won't find any byte-sized values larger than 128
>anywhere in the file.

This is correct but there's one small point: the text file might not
be in ascii. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1794. Re: ST-Guide WYSIWYG Editor

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: Stanislav Opichal <opichals@alpha.inf.upol.cz>
Message-ID: <Pine.OSF.3.94.980610113612.10105C-100000@alpha.inf.upol.cz>
Source record: 4207
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

On Sat, 6 Jun 1998, Peter Rottengatter wrote:

> In article <Pine.OSF.3.94.980604222416.18143B-100000@alpha.inf.upol.cz>,
> Stanislav Opichal <opichals@alpha.inf.upol.cz> writes:
>
> > Does anybody here use ST-Guide here for more than to read HYPs? i.g. for
> > write them? I'm looking for person who tried to play with ST-guide closer
> > tham just write @node blablabla @endnode.
> > Is there anybody like that?
>

> The author should. Try to contact Holger Weets.

I did.

> I did slightly more too. But I'm not an expert I'd guess.

OK, we can try to cooperate. Further mail send only directly to me.

STan

Stanislav Opichal * JAY Software * Summer Workshop 1996,97
e-mail: Opichals@risc.upol.cz www: http://www.inf.upol.cz/~opichals
address: Za vodojemem 8, Olomouc, 77900, Czech republic
********** JAY Software - JAYSoft@cyberstrider.org **********
www.inf.upol.cz/~krupkaj/jay or www.jaysoft.cyberstrider.org

1795. Re: Problem with VA_START command line

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6llr4f$2kr$1@nyheter.chalmers.se>
Source record: 4208

```
In article <6lj5r7$5gd$2@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>Hi!
>
>In article <357c9e30.156195567@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> /* this is a bit extreme but is legible */
>> int mesag[8];
>> uint lo_word,hi_word;
>> ulong lo,hi;
>> char *pointer;
...
>Well, this won't ever work, either. pointer will still contain a
...
>I can't think of a (simple) way to do it without shifting in plain C.

The easiest way, IMHO, is to do as follows:

pointer = *(char **)&mesag[3];

That is, take the address of the fourth array element and use it as a
pointer to the character pointer we want to get.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
```

1796. Re: Falcon resolution and the OS

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <357e75eb.0@d2o29.telia.com>
Source record: 4209

```
Levien van Zon wrote in message <6liv1q$la3@balaena.bio.vu.nl>...
>Hmm, strange... VI (Videl Inside) seems to be able to do it. And
>setting overscan followed by a desktop res change also works fine.
>What method are you using to change the resolution? XBIOS or direct
>video register access?

Direct access ...

Regards, K.hampf
e-mail: k_hampf@yahoo.com
```

1797. Atari Falcon for sale

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: mperezjr@bellsouth.net
Message-ID: <3583b1f0.8965075@news.msy.bellsouth.net>
Source record: 4210

I have an Atari Falcon for sale with loads of software , books and extra hardware. Make Offer. You can contact me at mperezjr@bellsouth.net for more info.

1798. Re: Atari 8-bit and Slip/PPP connection

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: SysopTXG@underground.demon.nl
Message-ID: <357ee2c9.4158996@news.demon.nl>
Source record: 4211

On Sun, 7 Jun 1998 19:50:28 GMT, s970707@uia.ua.ac.be (David.DeRidder)
wrote:

>Rene de Bie (SysopTXG@underground.demon.nl) scribbled:
>: I am wondering if I could use my ATARI 1040STE as gateway for my Atari
>: 8-bit computer.
>:
>: What I mean is that I want to connect to my internet provider with my
>: STE and then run all other software from my Atari 8-bit with a
>: terminal or something like that. The STE (only) has to keep the
>: Slip/ppp connection going...
>
> If you install MintNet on your STE (may be a problem for memory), then
> you can dial-in (by modem or directly by null-modem) to your STE with a
> terminal program on your 8bit box. The STE will need pppd and mgetty or
> getty for that purpose. BTW, a potential problem is the fact that the
> STE has only 1 serial port, so how do you want to connect *both* modem
> and 8bit Atari ?
>
>
Maybe by making a connection with the parallel interface from ST, I
need some software that can emulatie the Computer serial signal, must
not be so hard because the ATARI ST XFORMER was able to read floppy's
with the parallel cable from the ATARI 8-bit 1050 drive and that runs
at the same speed as the computer that send serial data to the rs232c
interface 850. Max. 19.200 bps ASYNC....

>: I want this because this way I can probably connect my 8-bit BBS to my
>: e-mail box at my provider and automaticly import/export it to the
>: internet.
>
> Hmm, don't know if that will be easy. I have little experience with BBSs.

But I could try...
>
>
>: Is there somebody who has made such a link in the past ???
>
> Well, I have set up a small Atari-only Intranet (TCP/IP based) a while
> ago. It had one Falcon as server, and two other Atari's as clients. It
> supported FTP, HTTP, etc. If you have any questions on that, just reply
> to this post.

Now, you will see I did....
>

> Greetz,
>

Gtx,
Sysop*TXG

1799. Mummies Playtime Beta v1.00

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <3581fbb6.19442335@news.zetnet.co.uk>
Source record: 4212

The game is finished apart from a couple of small bits such as title screen and intro. This version of the game has been uploaded for testing purposes only. If you would like to test the game then go to http://www.users/zetnet.co.uk/sillysoftware/playtime.htm

There are five zips files to download but none of them are more than 500kb. Note, once you have downloaded the first four then you will only need to download the fifth (MAIN) when the game is updated.

Full instructions are in the file info.doc

Note: I couldn't get it to run under Pacifist v0.46 or v0.48, if anyone can please let me know.

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

1800. Mummies Playtime Beta v1.00

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <3582fbd6.19474076@news.zetnet.co.uk>
Source record: 4213

Ignore the other similar message....I got the url wrong.

The game is finished apart from a couple of small bits such as title screen and intro. This version of the game has been uploaded for testing purposes only. If you would like to test the game then go to http://www.users.zetnet.co.uk/sillysoftware/playtime.htm

There are five zips files to download but none of them are more than 500kb. Note, once you have downloaded the first four then you will only need to download the fifth (MAIN) when the game is updated.

Full instructions are in the file info.doc

Note: I couldn't get it to run under Pacifist v0.46 or v0.48, if anyone can please let me know.

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

1801. Re: Atari 8-bit and Slip/PPP connection

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <EuCx0I.Dvr@uia.ua.ac.be>
Source record: 4214

Rene de Bie (SysopTXG@underground.demon.nl) scribbled:
: On Sun, 7 Jun 1998 19:50:28 GMT, s970707@uia.ua.ac.be (David.DeRidder)
: wrote:
:
: > getty for that purpose. BTW, a potential problem is the fact that the
: > STE has only 1 serial port, so how do you want to connect *both* modem
: > and 8bit Atari ?
: >
: >
: Maybe by making a connection with the parallel interface from ST, I
: need some software that can emulatie the Computer serial signal, must
: not be so hard because the ATARI ST XFORMER was able to read floppy's
: with the parallel cable from the ATARI 8-bit 1050 drive and that runs
: at the same speed as the computer that send serial data to the rs232c
: interface 850. Max. 19.200 bps ASYNC....

Well, I have almost zip experience with 'The Old Ones', so I'll leave that
to the techheadz. However, it's a nice idea, and it would certainly be
great if you could use the parallel port as a serial port. What would
be fantastic, is when someone would write a Mint extension to use the
printer port as a serial device. Then all your worries should be over.

: > Hmm, don't know if that will be easy. I have little experience with BBSs.
:
: But I could try...

And you should...

: >: Is there somebody who has made such a link in the past ???
: >
: > Well, I have set up a small Atari-only Intranet (TCP/IP based) a while
: > ago. It had one Falcon as server, and two other Atari's as clients. It
: > supported FTP, HTTP, etc. If you have any questions on that, just reply
: > to this post.
:
: Now, you will see I did....

Well, here are some details : I had one regular Falcon as the server. It
has Mint 1.12 and MintNet installed with KEMD rev 2. Check out :

http://www.primenet.com/~kellis/

It ran SMTP (mail) and FTP, and NCSA httpd 1.3. I installed a huge existing
website on it, and it all worked well (clients connecting with CAB). To
connect the clients, I used SLIP connections, because PPP did not work.
The clients were : Apple Powerbook with MagicMac, MEGA ST 4, and a

boosted Falcon. All worked well, except the LAN port on the Falcon did
not work with the SLIP. Terminal connections are *no* problem. I tested
that with Connect 2.46

If you have any specific questions, fire away.

Greetz,

```
+-------------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-------------------------------------------------------------------+
```

--
Septimus' quote for today :

"Oh please don't make us watch it again !"
- 'The Muppet Show'

1802. Phenix news

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-10 00:00:00 UTC
From: centek <centek@graphity.fr>
Message-ID: <6lppe7$47v$4@news.imaginet.fr>
Source record: 4215

****
* PHENIX 040® Workstation *
* FIXED FEATURES V.1.0 <-- YEAH !! *
****

® MAY 1998, CENTEK

This computer is NOT a TOS clone or a PC compatible !
It is a NEW computer including NEW HARDWARE and NEW OPERATING SYSTEM named DOLMEN®.
A software EMULATION support into the system allows to run softwares from the old operating system named TOS®.

- MOTOROLA® MC68040® at 40 MHz (BCLK).
NOTE : The 040 instruction execution units are CLOCKED by the BCLK and NOT the PCLK (80 MHz) - See Section 10 page 10-4 of the MC68040® DATABOOK (M68040UM/AD Rev.1) and our technical files on this site !
By example : - Afterburner® is a 040 at 32 MHz !
- Hades® 040 is a 040 at 32 MHz !
- Milan® 040 is a 040 at 25 or 33 MHz.
People who present the 040 as a x2 (i.e 64 MHz) clocked processor are liars !!!
CENTEK refuses to use the same 'commercial' politic !

- Can be updated with a 060 at 80 MHz (BUS at 40 MHz).

- BUS : 32-Bit DATA / 32-Bit ADDRESS / 40 MHz Frequency.

- Three SIMM sockets : 32-Bit RAM up to 192 MB.

- MOTOROLA DSP 56301® at 80 MHz (80 MIPS !).
- 24-Bit HOST port with 3 clock cycles access :
80 MB/s DMA transfert (or 26 MWords (DSP 24-Bit words).
- On-Chip Memories : - 2048 * 24-Bit X Data RAM.
- 2048 * 24-Bit Y Data RAM.
- 3072 * 24-Bit Program RAM.
- 1024 * 24-Bit Instruction CACHE.
- 192 * 24-Bit Bootstrap ROM.
- Off-Chip Memories : 384 kB 15ns SRAM (=128 kWords 24-Bit).
- External DSP connector (Falcon signal upward compatible).
- HD SUB-D 44 pins.

- MOTOROLA MC68360 - QUICC® at 40 MHz.
(QUICC® : QUad Integrated Communications Controller).

- CPU 32 Core (68030) - 7.2 MIPS at 40 MHz.
- 32-Bit DATA and ADDRESS lines.
- Four General-Purpose 16-Bit Timers.
- Sixteen 16-Bit software Timers.
- Two Independent DMA (IDMA) with Single Address Mode
(up to 80 MB/s at 40 MHz per DMA channel).
- Communications RISC Processor (35 MIPS @ 40 MHz) with 14 DMA
channels :
- Ethernet/IEEE 802.3 Optional (Full 10-Mbps Support).
- A motherboard slot is dedicated for this option.
- 32-Bit DMA transfert.
- RS-422/GeoPort up to 4 Mbit/s full duplex.
- Mini-DIN 9 connector.
- LocalTalk and AppleTalk backwardly compatible.
- 6 kV ESD protection.
- 32-Bit DMA transfert.
- RS-232 up to 1 Mbit/s.
- Standart SUB-D9 conector.
- 15 kV ESD protection (European standart).
- 32-Bit DMA transfert.
- Full CENTRONICS IEEE 1284 parallel port.
- Up to 4 Mbit/s half duplex.
- 32-Bit DMA transfert.
- TWO MIDI (In/Out/Thru) channel.
- DIN-5 standart connectors.
- 32-Bit DMA transfert.
- One SPI channel.
- The 3 pins are on the DSP connector.
- 32-Bit DMA transfert.

- THREE 8-Bit ADC channels for external DATA acquisition.
- The pins are on the DSP connector.

- PCI controller : - MASTER and SLAVE.
- Two DMA channels (up to 132 MB/s).
- PCI 2.1 compliant.
- Support of the PCI 3.3v signaling.
- Support of the I2O new PCI messaging.
- Two PCI slots.

- USB controller for 2 HOST USB connectors :
- 32-Bit DMA transfert.
- one is used by the keyboard.
- the second is available for all the USB peripherals...

- 128 kB FLASH Eprom containing the BIOS (SET UP/AUTOTEST/BOOT).
The FLASH enables the software updates.

- ULTRA-SCSI bus (SCSI Controller with 16-Bit DMA) :
- The SCSI bus maximum rate is 20 MB/s.
- The HOST DMA maximum rate is 40 MB/s.

- VIDEO : S3 VIRGE DX with 4 MB of EDO RAM.
- This card occupies one of the two PCI slots.

- SOUND : You can choose a card between :
- Stereo 16-Bit 33/44.1/48 kHz :
- 2 CINCH Inputs / 2 CINCH Outputs
- 1 Mini-Jack for a microphone.
- 1 PC compatible GAME port
&
- Professional 24-Bit 48/96 kHz Card including :
- 8 INPUTs / 8 OUTPUTs, SPDIF®/AES®/EBU® Interface.
- 2 others MIDI channels

- VOCAL : TI® Speech Processor for the
Speech Recognition, Speech & Music Synthesis,
Access Control, and Software ONLINE HELP !
** This feature will be fixed later **

- TIME : Timekeeping® module with 242 bytes of NVRAM (Non Volatile
Ram) with RESUME mode to Wake up the PHENIX®.

- SLOTS : - Two PCI slots (one is used by the Graphic card).
- One DIRECT 040 Processor slot for Hardware expansions :
- others CPU (040/060) card.
- PowerPC® card (to mute the softwares to .....)
- others DSP 56301 card.
- VME® bus.
- Memory adding card (up to 256 new MB).
- One AUDIO slots (it is used by the Audio card).

- KEYBOARD : USB Keyboard !!
- This one may be a KEYTRONICS® Natural® keyboard.

- MOUSE : PS/2 mouse.
- it is connected to the USB® keyboard.

- CASE : Standard Middle ATX 2.0 Tower.
and CENTEK desktop case...later.

- POWER : ATX 2.0 compatible.

- OPERATING SYSTEM : DOLMEN®
- Multi-tasking
- 100 % 040 ASM code !
- AES & VDI backwardly compatible.
- The VDI uses all the 2D/3D S3 VIRGE® functions.
- Easy to update by the Flash and the HD.

****
* FINAL USERS INFORMATIONS *
****

-> The PHENIX complete configuration includes
- MOTOROLA 040 CPU (may be updated to 060)

- LS120 Drive (120 MB disks & floppy 1.44 MB compatible)
- 16 MB 32-Bit RAM.
- S3 VIRGE DX 4MB 3D Graphic card
- One 16-Bit Audio card.
- 3.2 Go ULTRA SCSI Hard Drive.
- 24x IDE CD-ROM Drive.
- USB 105 touchs NATURAL® Keyboard.
- PS/2 mouse.
- ATX Middle Tower.

PRICE : 9990 FF (French VAT included).
1380 USD (no local taxes included).

OPTIONS :
- MULTISYNC 17' 0.26 pitch monitor : + 2690 FF
- DVD-ROM® drive : + 1700 FF

-> MOTHERBOARD ALONE (with the 040) : 4990 FF
690 USD

****
* HARDWARE & SOFTWARE DEVELOPERS INFORMATIONS *
****

COMPLETE configuration : 6490 FF TTC (including French VAT).
MOTHERBOARD ALONE (with 040) : 3290 FF TTC.

These configurations include :
- CD-ROM (AND PAPER) complete Documentation (Software and Hardware
(slots)) and SYSTEM HOTLINE (Phone/E-mail) for the developers !
- CD-ROM with the developer package :
- CENTinel® The ultimate 040/060/DSP56301/68360 debugger.
- CENTasm® The 040/060/DSP56301 assembler.
- CENTedit® The universal color editor.
- FASHION® The RSC builder for DOLMEN.
- GNUC++ 040 pack.
- and the other things some developers will bring.

****
You'd like to become a PHENIX DEVELOPER ?
You will need a CONFIDENTIAL agreement !
Please contact us by e-mail to be registered and receive further
informations !
We need you to support the PHENIX !
The list of the official developers will be given nextly
****

We know you are hundreds people waiting for the availability of
this dreaming NEW computer. This last will not be available before
the quarter 4 of 1998.

WE MAY PRESENT THE FIRST PHENIX MOTHERBOARD AT THE
NEUSS - 2 & 3 OCTOBER 98

If you want to be automatically informed, please
register you in our mail-list.

PHENIX 040/060 : THE ALTERNATIVE COMPUTING !

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F-60180 NOGENT s/ OISE
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Fax : +33 344 746 340 (24/24 h)
e-mail : centek@graphity.fr
WEB : centek.graphity.fr
www.graphity.fr/centek

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their respective owners.

END

1803. Re: How can I recognize ascii files from binary ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-11 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <357FF85C.3E8C@mst.tn.utwente.nl>
Source record: 4216

```
Emmanuel Curis wrote:
>
> Bonsoir,
>
> Dans l'article <357cb2f2.1267961@news.tmisnet.com>,
> George Crissman, <strads@tmisnet.com> a ï¿½crit :
> >IIRC, True ASCII is a 7-bit code (0-127), which means
> >you won't find any byte-sized values larger than 128
> >anywhere in the file.
>
> Not at all reliable for any other language than English... As I don't
> want any program to reject my French texts only because I use accents (all
> coded after 128), please FORGET THAT RULE...
> Even if, in fact, pure original ASCII defines only codes on
> 7-bit... That's history now. Present is ISO codings (8 bits or more...).

I think the best way is to determine the ratio of the characters 10, 13,
the characters between 20-127 and the total character count, if it is
about 80% or more you can be pretty sure to have an ASCII file.

Hans
```

1804. Magic and long command lines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-11 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <897608601.13465.0.nnrp-08.9e98f145@news.demon.co.uk>
Source record: 4217

```
-----BEGIN PGP SIGNED MESSAGE-----

While writing a program to convert upper case filenames to lower case, I've
come across a problem with Magic. According to the programmer docs, Magic
supports the ARGV format for extended command lines. The trouble is, when I
do a getenv("ARGV"), I get a null pointer, although a getenv("GV") returns
the correct ARGV list. What appears to happen is the ARGV=... is turned into
A[NULL]GV=... which breaks the search.

What I want to know is, is this a fault with my installation, or is it
something wrong in Magic itself? Anyone else have a problem with this, or
even noticed it?

I'm using Sozobon C v2.0, DLibs v1.12 (with a few extras), Magic 5.11 and a
4Mb STE, just in case any of these have any bearing.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNYBf5leKRkq5A+OlAQGE2gIAoZllZin8YGVk9j5KDcBmGAPgkwUK5G7Z
QFbf5J55n/4vaB0T5yVR8jjaFz/47zm78qJRRN9FCqbNHiGlyCt6Sg==
=bu5o
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1805. Drag and Drop under Magic

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-11 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <897608603.13465.1.nnrp-08.9e98f145@news.demon.co.uk>
Source record: 4218

```
-----BEGIN PGP SIGNED MESSAGE-----

Anyone got any tips on how to add support for 'drag and drop' under Magic?
I've been trying for over a week to figure out how it's done, and finally
given up with the VA_? messages, as Magic doesn't use these to let my app
know about it. I've got as far as figuring out that a message ( 63 ) is
sent when a file is dropped on the window, but I don't know how to handle
it.

BTW, I've tried using the Magic 5 programmers docs, but I can't read German
and the translation makes only a little more sense.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNYBhaFeKRkq5A+OlAQGt7gH+PSnIbxloHcsmD8bTT9E6pyQOT/KVHF7v
c83qh4GweL1WjZIusC7SxUpKsKfUKggldmJOyC5Gomg387ZqneVkOQ==
=qJRM
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb HD, 540Mb HD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1806. Re: act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <357f49c2.1614751@news.demon.co.uk>
Source record: 4219

On Tue, 09 Jun 1998 15:34:30 -0400, dwilgaREMOVE@mtholyoke.edu (Dan Wilga) wrote:

>In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk >(Guy Harrison) wrote:
>
>> You might not need it. It is true that an acc using Malloc causes the >> memory obtained to be owned by the main application, thus when the >> main application terminates the memory is lost. However, memory >> allocated before the first AES call made by the acc *is* owned by the >> acc. Therefore, if you are able to determine your memory requirements >> before appl_init() in effect, you don't need to fiddle with p_run.
>
>Actually, it's owned by the AES itself, but the end result is pretty much >the same. Trivial, I know! :-)

Ah but it made me think of a question so perhaps not! ;-)

Any idea if things would still work ok if the acc set p_run to its own basepage? I've always wondered why someone hasn't dreamed up a workaround for this problem.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1807. Re: Drag and Drop under Magic

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <3580DEEB.1C33857D@NO.SPAM.emw.ericsson.se>
Source record: 4220

David Bolt wrote:
>
> -----BEGIN PGP SIGNED MESSAGE-----
>
> Anyone got any tips on how to add support for 'drag and drop' under Magic?

It works just like under MiNT. ;-)

Seriously, it's not very hard when you have figured it out. It's explained
in the compendium and probably somewhere else. I have got sources for it
right here which I got from Erik Hï¿½ll. I could mail it to you if it's
alright for Erik or you could ask him your self. He is always very helpfull.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1808. MDESK prob

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980612043113.29133B-100000@usr08.primenet.com>
Source record: 4221

hi magnus, I have found a bug in your MDESK it seems.
Ran from a falcon 14meg of STram and NO TTRAM. If the RAM option from
the mdesk.inf is set to TRUE (or ON whatever), it will just crash.
At first I thought it crashed because of some bug in the windowing.
but it really seems it comes from this TTRAM checking thing.
Could you take a look?
Thanks

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1809. Weird problem in my code.

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980612043331.29133C-100000@usr08.primenet.com>
Source record: 4222

Hi, I have made this prog, has been developed under mint and made FOR
mint. however I noticed that it could be used from singletos as I
didn't access any Mint specific routine.
Well, in short, I tried it under singletos with the aes of my falcon,
it will start fine, I open it, I use it fine, but if I close it, OR
run a prog, then it is all messed up, It won't open anymore. Will use
some cpu time (like if it was running, but I can't see it running)
etc.
The weird part is That this is NOT an OS related problem, but really
an AES. As IF I load gem.sys (aes 4.1) for example, STILL under
singletos, my acc will run fine. (oh yes my prog is an acc).
If ran from MiNT and aes 4.1 or naes, it works fine.
If even ran from Magic! it will runs perfect.
SO, my question, am I hiting a bug (known?) that was in all aes <4.x ?
If, yes which one? how to avoid it?

Lemme recap quickly: The prog is an ACC.

singletos (old aes) > crash
singletos (new aes) > good
all multitasking(mint, magic) > good
didn't try under geneva, so I couldn't tell.
Thanks.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1810. Re: Falcon resolution and the OS

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6lqvqj$735@balaena.bio.vu.nl>
Source record: 4223

K.Hampf (k_hampf@yahoo.com) wrote:

: >What method are you using to change the resolution? XBIOS or direct
: >video register access?
: Direct access ...

Ah, that would explain why the OS doesn't know about your res change....
Unfortunately I don't know enough about these things to be able to tell you
what to do about it, so you'll have to ask someone else :-)
Good luck,
-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

1811. Re: GFA compiling problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: Bo.XK.Leuf@trab.se
Message-ID: <EuFwut.FAx@malmo.trab.se>
Source record: 4224

```
On 6 Jun 1998 08:23:07 , Joakim Hogberg wrote:
> I also have some trouble with WINDOW TITLE/INFOBAR getting full of
> garbage characters.. ...do I (in some way I don't know of) have to
> reserve memory for these areas? If so, please tell me how!

The AES will on every window redraw look at the pointers given to where
these strings are supposed to be. Therefore the addresses provided must be
longterm stable, in other words the strings must be either in a malloc
area, or in an INLINE or stored in a numerical array which is known not to
move about at runtime (i.e. DIM'ed early at startup with nothing later
deleted from "underneath it").

(I would guess that you simply passed the value V:a$.)

http://www.geocities.com/Athens/5272/gfa.htm
```

/ Bo Leuf <bleuf@acm.org>
Daggskimmer fc3, Malm, Sweden
http://www.geocities.com/Athens/5272

1812. Re: act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-1206980932160001@wilga.mtholyoke.edu>
Source record: 4225

In article <357f49c2.1614751@news.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) wrote:

> On Tue, 09 Jun 1998 15:34:30 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
> Wilga) wrote:
>
> >In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
> >(Guy Harrison) wrote:
> >
> >> You might not need it. It is true that an acc using Malloc causes the
> >> memory obtained to be owned by the main application, thus when the
> >> main application terminates the memory is lost. However, memory
> >> allocated before the first AES call made by the acc *is* owned by the
> >> acc. Therefore, if you are able to determine your memory requirements
> >> before appl_init() in effect, you don't need to fiddle with p_run.
> >
> >Actually, it's owned by the AES itself, but the end result is pretty much
> >the same. Trivial, I know! :-)
>
> Ah but it made me think of a question so perhaps not! ;-)
>
> Any idea if things would still work ok if the acc set p_run to its own
> basepage? I've always wondered why someone hasn't dreamed up a
> workaround for this problem.

Yes, it works fine. That's exactly what I do in several DA's I've written.
This not only solves the problem of memory getting deallocated when the
main app quits, it also keeps file handles from being closed in the same
situation.

Just a reminder: don't do this if there is multitasking of any sort.

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

1813. Re: Phenix news

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <6lr8usrci1@testinfo.uoguelph.ca>
Source record: 4226

: **********
: * PHENIX 040 Workstation *
: * FIXED FEATURES V.1.0 <-- YEAH !! *
: **********

: MAY 1998, CENTEK

: This computer is NOT a TOS clone or a PC compatible !
: It is a NEW computer including NEW HARDWARE and NEW OPERATING
: SYSTEM named DOLMEN.

[...]

Heh...Using the WinQVT/Net terminal emulator here at work, the above date comes out as 1/2 May 1998. And the trademark symbols (at least, that's what I think they're supposed to be) are shown as upside down question marks. I wonder if this is indicative of any vapourware status...

THeo

1814. act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <2b5_9806121051@conchbbs.com>
Source record: 4227

g > Any idea if things would still work ok if the acc set p_run to
g > its own basepage?

I've been doing that for some time now. Just remember to set it
back again.

I used to check for multitasking by comparing *p_run to the current
basepage. Later I decided that it was faster just to reset it.
While *p_run may be volatile, under any form of multitasking it will
always contain your basepage WHEN YOU ACCESS IT.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

1815. Weird problem in my code

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <2b6_9806121051@conchbbs.com>
Source record: 4228

The first thing you need to do is find out what AES command is causing the crash, either using a source level debugger or by inserting form_alert()s to narrow down the bad section.

It is likely you are using an AES command not supported for early TOS versions (e.g. fsel_xinput).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

1816. Re: GFA compiling problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3580ba27.92448564@news.demon.co.uk>
Source record: 4229

On Sat, 06 Jun 1998 08:23:07 -0700, Joakim Hï¿½gberg
<fiolerna_BULKMAIL_SUCK_@algonet.se> wrote:

>Sure, there seems like there are quite a few bugs in GFA, but is there a
>way around this one..?
>
>I also have some trouble with WINDOW TITLE/INFOBAR getting full of
>garbage characters.. ...do I (in some way I don't know of) have to
>reserve memory for these areas? If so, please tell me how!

Yes. WF_NAME and WF_INFO just store the pointer to the string, not the
string so never use local variables for the string.

There is also another issue which came to light not long back. It is
wise to ensure your strings do not exceed about 200 chars as this can
cause corruption also.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1817. STOS Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: Darkie <*****@******.**>
Message-ID: <6lrtck$g18$1@zingo.tninet.se>
Source record: 4230

Where can i find it?

// Darkie

1818. Iconifiying from a menu item

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-12 00:00:00 UTC
From: David Knight <david@ritter.demon.co.uk>
Message-ID: <btryfej2.fsf@ritter.demon.co.uk>
Source record: 4231

I while back I was asking about a way to do this subject.
I have though of a way but was wondering how "clean" the idea is.

you can find out the w and h that your window needs to be with a
wind_get() call, cant remember the number.
Using this information could you do something like,

```
for(int x=0; x<max_X ; x+=width of an iconified window)
{
if (wind_find(x,max_Y)==0)
{
x2=x;
x=max_X;
}
}
```

so that x2 will point to place to put your iconified window?
The y coord to place it at being calculated by,

```
y = max_Y - height of an iconified window
```

you then use wind_set() to iconify it to the calculated position.

I've not actually got around to testing the above so it may not even
work.

David

1819. Re: Iconifiying from a menu item

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-13 00:00:00 UTC
From: root <root@ritter.demon.co.uk>
Message-ID: <emwu9mwq.fsf@ritter.demon.co.uk>
Source record: 4232

Whoops, forget it.
I forgot about other windows covering any iconified ones!
That'll teach me to post so late at night.

David

1820. Re: act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3581f2a9.3620315@news.demon.co.uk>
Source record: 4233

On Fri, 12 Jun 1998 09:32:16 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
Wilga) wrote:

>In article <357f49c2.1614751@news.demon.co.uk>, guy@swampdog.demon.co.uk
>(Guy Harrison) wrote:
>
>> On Tue, 09 Jun 1998 15:34:30 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
>> Wilga) wrote:
>>
>> >In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
>> >(Guy Harrison) wrote:
>> >
>> >> You might not need it. It is true that an acc using Malloc causes the
>> >> memory obtained to be owned by the main application, thus when the
>> >> main application terminates the memory is lost. However, memory
>> >> allocated before the first AES call made by the acc *is* owned by the
>> >> acc. Therefore, if you are able to determine your memory requirements
>> >> before appl_init() in effect, you don't need to fiddle with p_run.
>> >
>> >Actually, it's owned by the AES itself, but the end result is pretty much
>> >the same. Trivial, I know! :-)
>>
>> Ah but it made me think of a question so perhaps not! ;-)
>>
>> Any idea if things would still work ok if the acc set p_run to its own
>> basepage? I've always wondered why someone hasn't dreamed up a
>> workaround for this problem.
>
>Yes, it works fine. That's exactly what I do in several DA's I've written.
>This not only solves the problem of memory getting deallocated when the
>main app quits, it also keeps file handles from being closed in the same
>situation.
>
>Just a reminder: don't do this if there is multitasking of any sort.

So it is enough to check global[1 iirc] (concurrent process value) in
order to determine if fiddling with p_run is necessary?

if (global[1] > 1) /* dont fiddle */
else /* fiddle */

If this is the case then I might knock up a workaround for others to
use.

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

1821. Re: act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3582f34e.3785603@news.demon.co.uk>
Source record: 4234

On 12 Jun 98 09:55:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>g > Any idea if things would still work ok if the acc set p_run to
>g > its own basepage?
>
>I've been doing that for some time now. Just remember to set it
>back again.
>
>I used to check for multitasking by comparing *p_run to the current
>basepage. Later I decided that it was faster just to reset it.
>While *p_run may be volatile, under any form of multitasking it will
>always contain your basepage WHEN YOU ACCESS IT.

Yeah, I see your point!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1822. Re: Weird problem in my code.

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3585fdef.6506445@news.demon.co.uk>
Source record: 4235

On 12 Jun 1998 01:40:01 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>Hi, I have made this prog, has been developed under mint and made FOR
>mint. however I noticed that it could be used from singletos as I
>didn't access any Mint specific routine.
>Well, in short, I tried it under singletos with the aes of my falcon,
>it will start fine, I open it, I use it fine, but if I close it, OR
>run a prog, then it is all messed up, It won't open anymore. Will use
>some cpu time (like if it was running, but I can't see it running)
>etc.
>The weird part is That this is NOT an OS related problem, but really
>an AES. As IF I load gem.sys (aes 4.1) for example, STILL under
>singletos, my acc will run fine. (oh yes my prog is an acc).
>If ran from MiNT and aes 4.1 or naes, it works fine.
>If even ran from Magic! it will runs perfect.
>SO, my question, am I hiting a bug (known?) that was in all aes <4.x ?
>If, yes which one? how to avoid it?

Generally speaking, the older the Gem version the more sensitive it
is. Worse still, the problem has a habit of 'persisting'. By that I
mean you could have a bug in your development program which upsets Gem
slightly. You can then mess around for the rest of the day changing
the source - only to find you'd fixed it hours ago and Gem is just
mucking you about. With singletasking Gems I'd always advise a reset
between runs on a buggy prog. It's a pain but there's no other way.

>Lemme recap quickly: The prog is an ACC.
>
>singletos (old aes) > crash
>singletos (new aes) > good
>all multitasking(mint, magic) > good
>didn't try under geneva, so I couldn't tell.

I'll start with the obvious one. Is Malloc etc being used?

Next most likely culprit is your window. Gem is none too forgiving
about you attempting to open a window which is already open or closing
one which is already closed. This is one of those things which can
'upset' it as described above.

Another thing is doesn't like is you pumping data into the message
pipe so that it overflows. SingleGem has a very small message pipe
compared with the multitasking versions and there is no way to detect
if you've overflowed with its version of appl_write. If the window
size isn't within reasonable limits then expect it to sulk also.

Null/silly pointers for the WF_NAME and WF_INFO lines are good for a laugh [not] as well. Check the code isn't getting stuck in evnt_multi etc.

Dunno how it manages to do it so often but SingleGem has a habit of managing to corrupt your code when it's in a mood. If you get really desperate, move your functions around in the source code [or otherwise cause the linker to rearrange the object code] and see if there is any difference in behaviour. If there is, track down the function being corrupted. Print its address and start hunting for data pointers with value in or below the TEXT segment.

Finally, if the darn thing works fine when using a debugger, then you're almost certainly looking at a memory leak.

One last thought: 'multigem' may not mind you issuing wind_close in an Acc after AC_CLOSE but singlegem probably will.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1823. Re: Magic and long command lines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3583f382.3837447@news.demon.co.uk>
Source record: 4236

On Thu, 11 Jun 1998 23:43:21 GMT, dbolt@my-ste.demon.co.uk (David
Bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>While writing a program to convert upper case filenames to lower case, I've
>come across a problem with Magic. According to the programmer docs, Magic
>supports the ARGV format for extended command lines. The trouble is, when I
>do a getenv("ARGV"), I get a null pointer, although a getenv("GV") returns
>the correct ARGV list. What appears to happen is the ARGV=... is turned into
>A[NULL]GV=... which breaks the search.
>
>What I want to know is, is this a fault with my installation, or is it
>something wrong in Magic itself? Anyone else have a problem with this, or
>even noticed it?
>
>I'm using Sozobon C v2.0, DLibs v1.12 (with a few extras), Magic 5.11 and a
>4Mb STE, just in case any of these have any bearing.

I've noticed inconsistencies with ARGV. It was invented by Mark
Williams Company and formed part of their compiler. The docs are
reasonable upon this matter and the runtime startup sources (asm) are
available also, making the matter abundantly clear. Unfortunately,
what Mwc invented was not quite what got implemented. I have no idea
if someone misunderstood the Mwc ARGV implementation (understandable)
or decided to improve upon it (unforgivable), or just never knew Mwc
had already implemented it (unlikely).

I decided to write another Mwc startup which used the implemented ARGV
and found like you that MagiC/Ease was doing something different yet
again. It seems there are at least 3 different ARGV implementations.
This alone was reason enough for me to forget ARGV until someone could
explain why. No-one has yet!

For those tempted to jump in half cocked ... ;-)

This was quite some time ago so I can't remember the technicalities.
Aside from that I've no interest in getting into a "this ARGV is
better than that ARGV" debate. All I'm interested in is hearing if the
matter gets resolved. Here's the Mwc runtime startup for perusal ...

```
/
/ ST C run time startup.
/
.prvd
.globl errno_
```

```
.globl environ_
.globl _stksize_
.globl _start_
errno_: .word 0
environ_: .long 0

/
/ Parse TOS environment list into vector at end of bss.
/ a0 = base of envp[]
/ a1 = past end of envp[] or argv[]
/ a2 = pointer to next word to parse
/ a3 = pointer to last word parsed
/ a4 = unused
/ a5 = base page pointer
/ d0 = base of argv[] if found
/ d1 = terminator character for parse
/ d2 = character temporary
/ d3 = argv found flag
/ _iovector_ = value of ARGV parameter if any
/ environ_ = where envp[] gets stored for getenv()
/ _stksize_ = a long size for stack allocation
/ overwritten at runtime to make a stack limit
/ _start_ = program text base
/

.shri
_start_:
/?accessory?
move.l a0, d0
bne acc

/ nope - Gem or TOS
movea.l 4(a7), a5 / Fetch base page pointer
movea.l 24(a5), a0 / Fetch bss base
adda.l 28(a5), a0 / + size of bss = envp[]
movea.l 44(a5), a2 / Fetch environment pointer
clr.l d0 / no argv[]
movea.l a0, a1 / Begin envp[]
tst.b (a2) / Test for empty envp[]
beq.s 8f
move.l a2, (a1) / Store first element of
vector
0: movea.l a2, a3
movea.l (a1)+, a2
9: tst.b (a2)+
bne.s 9b
move.l a2, (a1)
tst.b (a2) / Test next byte.
beq.s 1f / End of environment
/ Look for ARGV
cmpi.b $0x41, (a3)+ / 'A' ?
```

```
bne.s 0b
cmpi.b $0x52, (a3)+ / 'R' ?
bne.s 0b
cmpi.b $0x47, (a3)+ / 'G' ?
bne.s 0b
cmpi.b $0x56, (a3)+ / 'V' ?
bne.s 0b
/ ARGV found, look for iovector.
cmpi.b $0x3D, (a3)+ / '=' ?
bne.s 0f
tst.b (a3)
beq.s 0f
move.l a3, _iovector_
/ ARGV found, rest of environ is argv[]
0: clr.l (a1)+ / terminate envp
move.l a1, d0 / Save base of argv[]
move.l a2, (a1) / start of arguments
0: movea.l a2, a3
movea.l (a1)+, a2
9: tst.b (a2)+
bne.s 9b
move.l a2, (a1)
tst.b (a2) / detect end
bne.s 0b
/ End of envp[] or envp[] and argv[]
1: move.l d0, d3 / See if argv[] found
bne.s 2f
/ ARGV= not found, parse command tail
8: clr.l (a1)+ / terminate envp
move.l a1, d0 / Save base of argv[]
move.l $_cmdname_, (a1)+ / Store canned name for
argv[0]
lea 128(a5), a2 / Command tail buffer ==
argv[1]
move.b (a2)+, d2 / Fetch count
ext d2
clr.b 0(a2, d2) / Nul terminate the cmdtail
moveq $0x20, d1 / Space terminator
0: move.b (a2)+, d2 / If it isn't empty
beq.s 2f / end of command tail
cmp.b d1, d2 / Strip spaces
beq.s 0b
subq $1, a2 / Unstrip character
move.l a2, (a1)+ / Store into vector
9: move.b (a2)+, d2 / Fetch character
beq.s 2f / end of command tail
cmp.b d1, d2 / Terminator
bne.s 9b
1: clr.b -1(a2) / Terminate argv[argc]
bra.s 0b / Continue
```

```
/ End of envp[] and argv[]
2: clr.l (a1)+ / Terminate argv[]
/ Allocate stack, a1 points beyond vectors
move.l a1, d1 / Save end of vectors for argc
adda.l _stksize_, a1 / Allocate _stksize_ bytes of
stack
move.l d1, _stksize_ / Save end of vectors for
stack limit
movea.l a1, a7 / Set the initial stack.
move.l a1, 4(a5) / Save current brk for sbrk
/ Push arguments for main(argc, argv, envp)
move.l a5, -(a7) / basepage
move.l a0, environ_ / envp[]
move.l a0, -(a7) / envp[]
move.l d0, -(a7) / argv[]
sub.l d0, d1 / (argc+1) * sizeof(char *)
asr.l $2, d1 / (argc+1)
subq $1, d1 / argc
move d1, -(a7)
/ Release unused memory to the system pool.
suba.l a5, a1 / Compute size of retained
memory
move.l a1, -(a7)
move.l a5, -(a7) / Base of retained memory
clr -(a7) / Must be zero
move $0x4A, -(a7) / Mshrink opcode
trap $1 / Gemdos
adda $12, a7 / Pop arguments
/ Fixup the stderr file handle if we're off the desktop
/ Something is weird here, trying same without close's
tst.l d3
bne.s 0f
move $4, -(a7) / dup2(d7 = dup(2), 4), close(d7)
move $2, -(a7)
jsr dup_
/ move d0, d7
move d0, (a7)
jsr dup2_
/ move d7, (a7)
/ jsr close_
move $2, 2(a7) / dup2(d7 = dup(0), 2), close(d7)
clr (a7)
jsr dup_
/ move d0, d7
move d0, (a7)
jsr dup2_
/ move d7, (a7)
/ jsr close_
addq $4, a7 / pop
0:
```

```
/ Call main(argc, argv, envp)
suba a6, a6 / Zero frame pointer
jsr main_ / Call main line
adda $10, a7 / Pop arguments
/ Exit with return from main
move d0, -(a7) / Push status
jsr exit_ / Call extended exit()
move $0x4C, -(a7) / Terminate
trap $1

.shri
acc:
/ Compute size of required memory
/ = text segment size + data segment size + bss segment
size
/ + stack size + base page size

move.l a0,d0 /acc basepage
add.l $256,d0 /basepage
add.l 12(a0),d0 /p_tlen
add.l 20(a0),d0 /p_dlen
add.l 28(a0),d0 /p_blen
add.l _stksize_,d0 /our stack
andi.b $0xfc,d0 /long align
movea.l d0,a7

move.l a0,-(sp) /basepage
clr.l -(sp) /no envp[]
clr.l -(sp) /no argv[]
move.w $-1,-(sp) /argc - now we can tell we are an acc
suba a6,a6 /zero frame
jsr main_ / Execute the desk accessory
adda.w $14,sp

/ never gets here hopefully
clr -(a7) / Function 0
trap $1 / Gemdos (Pterm0())

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

1824. Re: Iconifiying from a menu item

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3587050f.8330057@news.demon.co.uk>
Source record: 4237

On 13 Jun 1998 01:16:05 +0100, root <root@ritter.demon.co.uk> wrote:

>
>Whoops, forget it.
>I forgot about other windows covering any iconified ones!
>That'll teach me to post so late at night.

Try doing similar but scan through the window pile instead, ignoring
those windows which are not the size of an iconified one.

Yeah, and I wrote this at 05:57 as well. Typical innit, got a long day
ahead so I wake up at 3:30 in the morning!!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1825. SCC Falcon ports programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-13 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <bGviFJA4Vmg1Ewuw@thedruid.demon.co.uk>
Source record: 4238

```
Hi Stan,

> Is here anybody, who knows $subj?

What do you want to know?

John.

--
```

1826. Re: Drag and Drop under Magic

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-13 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <897779040.25152.0.nnrp-02.9e98f145@news.demon.co.uk>
Source record: 4239

```
-----BEGIN PGP SIGNED MESSAGE-----

On 12 Jun 1998 09:55:23, Magnus Kollberg wrote:
> David Bolt wrote:
> >
> > -----BEGIN PGP SIGNED MESSAGE-----
> >
> > Anyone got any tips on how to add support for 'drag and drop' under Magic?
>
> It works just like under MiNT. ;-)
>
> Seriously, it's not very hard when you have figured it out. It's explained
> in the compendium and probably somewhere else.

I haven't got the compendium, although I sometimes wish I had. I've had
a look for some MiNT docs, but haven't found that much as yet.

> I have got sources for it
> right here which I got from Erik H�ll. I could mail it to you if it's
> alright for Erik or you could ask him your self. He is always very helpfull.

I haven't got Eriks email address, so if you can let me know, I can ask him
for it. That is if he hasn't already said it's okay.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNYKxMleKRkq5A+OlAQGGXgH+MfkYYOYSf2ud1E238H3yLURmLhnPPLVW
326Oky0Jg5YES5GcmI04AQdFsMA9aZ1P1e5Hbl40Mi07i9g01fBhJQ==
=hqSv
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1827. Re: STOS Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <jOomUcAe96g1QwB5@shaw1.demon.co.uk>
Source record: 4149

At Fri, 12 Jun 1998, 20:52:57 (message <<6lrtck$g18$1@zingo.tninet.se>>)
Darkie (from Algonet/Tninet) <mailto:*****@******.**> sent a 5 line-long
message in comp.sys.atari.programmer called "STOS Compiler" saying:

>Where can i find it?

I think you get it with STOS itself. Either way you should be able to
get it from any good PD library. (It's called COMPILER.ACB, ran in by
hitting HELP)

--
Clair Shaw Alias: C|D|S
Mailto:Clair@Shaw1.demon.co.uk WWW: http://www.shaw1.demon.co.uk
ICQ: 1043359 Pager: 1043359@pager.mirabilis.com

Change the email address when replying. (To stop spam)

1828. Re: Magic and long command lines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EuJMxu.MqJ@suse.modem.stud.uni-hannover.de>
Source record: 4150

In article <3583f382.3837447@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> I've noticed inconsistencies with ARGV. It was invented by Mark
> Williams Company and formed part of their compiler. The docs are
> reasonable upon this matter and the runtime startup sources (asm) are
> available also, making the matter abundantly clear. Unfortunately,
> what Mwc invented was not quite what got implemented. I have no idea
> if someone misunderstood the Mwc ARGV implementation (understandable)
> or decided to improve upon it (unforgivable), or just never knew Mwc
> had already implemented it (unlikely).

Another explanation could be that they did not quite implement what was
specified by Ken Badertscher, Atari. I do not know who was first, but Atari
had the rights to do the specification, so that is the only valid one.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1829. Re: Weird problem in my code.

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EuJn6J.Mr5@suse.modem.stud.uni-hannover.de>
Source record: 4151

In article <Pine.BSI.3.96.980612043331.29133C-100000@usr08.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:

> Well, in short, I tried it under singletos with the aes of my falcon,
> it will start fine, I open it, I use it fine, but if I close it, OR
> run a prog, then it is all messed up, It won't open anymore. Will use
> some cpu time (like if it was running, but I can't see it running)
> etc.
> The weird part is That this is NOT an OS related problem, but really
> an AES. As IF I load gem.sys (aes 4.1) for example, STILL under
> singletos, my acc will run fine. (oh yes my prog is an acc).

Do you allocate memory, and keep it allocated for any significant time ?
Or do you keep files open for any significant time ?

Since under singleTOS all main application and accessories are the same
GEMDOS process, both will lead to serious trouble, possibly what you've
observed. Particularly the dependency on running a program will show up.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

1830. STOS extensions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: Darkie <*****@******.**>
Message-ID: <6lv7m9$504$1@cubacola.tninet.se>
Source record: 4240
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,swnet.pryltorg

Does anyone have the missing link and misty extension for STOS?
(Registred)

Or do you know where i can find them on the net.

// Darkie

mailto:zsmurf@hotmail.com

1831. STOS extensions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: Darkie <*****@******.**>
Message-ID: <6lv7oj$50e$1@cubacola.tninet.se>
Source record: 4241
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,swnet.pryltorg

Does anyone have the missing link and misty extension for STOS?
(Registred)

Or do you know where i can find them on the net.

// Darkie

mailto:zsmurf@hotmail.com

1832. STOS extensions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: Darkie <*****@******.**>
Message-ID: <6lv7tt$514$1@cubacola.tninet.se>
Source record: 4242
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,swnet.pryltorg

Does anyone have the missing link and misty extension for STOS?
(Registred)

Or do you know where i can find them on the net.

// Darkie

mailto:zsmurf@hotmail.com

1833. STOS extensions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: Darkie <*****@******.**>
Message-ID: <6lvecj$69q$1@cubacola.tninet.se>
Source record: 4243
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,swnet.pryltorg

Does anyone have the missing link and misty extension for STOS?
(Registred)

Or do you know where i can find them on the net.

// Darkie

mailto:zsmurf@hotmail.com

1834. Re: Drag and Drop under Magic

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980614003614809 56@zetnet.co.uk>
Source record: 4244

> > I have got sources for it
> > right here which I got from Erik H�ll. I could mail it to you if it's
> > alright for Erik or you could ask him your self. He is always very helpfull.
>
> I haven't got Eriks email address, so if you can let me know, I can ask him
> for it. That is if he hasn't already said it's okay.

```
Well if Erik doesn't want to distribute them (unlikely) then I have
no objection to distributing my D'n'D routine... hmm... actually, they
are already distributed I think as IIRC GEM-DEU has the routines...

well, anyway, I've been meaning to put these (with some explanation)
on my WWW pages, so if you want them just shout.

Anthony
--
---------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
---------------------------------------+------------------------------
```

1835. WTB: Assembler Editor (ATARI 800XL, 130XE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: frenchybot@aol.com
Message-ID: <1998061413404800.JAA23306@ladder01.news.aol.com>
Source record: 4245

WTB: Assembler Editor cartridge for ATARI 800XL and 130XE. Very flexible on price; Documentation prefered. E-mail AlexDover@aol.com with your price.

1836. Magic's *.BAT

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6m1013$9ek$1@news2.isdnet.net>
Source record: 4246

Hi everyone,

I've noticed some applications, CAB and Atarirc for example, come with
install.bat files.

Where can I find docs (in English if possible) on the way batches must be
written ?
Thanks.

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/
Allez la France !!

1837. Mummies Playtime Completed and Released

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-14 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <358d2263.3572565@news.zetnet.co.uk>
Source record: 4247

I have finally released Mummies Playtime, and you can download it if you go to my site from my Atari Page. It needs two meg to work but I haven't been able to get it to work under Pacifist.

If you downloaded a test version then you will need to get rid of that and download ALL the zips. I originally said you would only need to download the main zip file after but I've had to alter a few things on the other disks....

Please let me know what you think.

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

1838. Re: redirecting stdout

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <3584bcc3.0@news.utbm.fr>
Source record: 4152

```
>Hi Terence!
>>Is there an easy way to redirect the output to the console (STDOUT)
>>to a file under TOS when programming in C?

>Just use GEMDOS Fforce(1, handle) to redirect stdout to a file you >opened
>using Fopen. For example, the following redirects stdout to >"output.txt".

>{
> long handle;
>
> handle = Fopen("output.txt",1);
> Fforce(1,(word)handle);
> puts("This goes to output.txt");
> Fforce(1,1);
> Fclose((word)handle);
>}

This exemple work fine for STDOUT but most software use STDERR
(handle=2), the redirection is the same for most systems but don't work
with MINT.

Olivier
```

1839. Re: MDESK prob

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <3584D5F7.BE98BE55@NO.SPAM.emw.ericsson.se>
Source record: 4153

```
Katherine L Ellis wrote:
>
> hi magnus, I have found a bug in your MDESK it seems.
> Ran from a falcon 14meg of STram and NO TTRAM. If the RAM option from
> the mdesk.inf is set to TRUE (or ON whatever), it will just crash.
> At first I thought it crashed because of some bug in the windowing.
> but it really seems it comes from this TTRAM checking thing.

Yeah, I have heard about it before. The solution is to remove the
RAM checking for now or get a AB040 with Fast-RAM. :-)

> Could you take a look?

Maybe..... as it's far from finished anyway I would not recomend anyone
to use it. I'm not sure I will ever finish it either as I don't realy
use it my self. Do you actually use it or did you just try it?

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

1840. Re: Drag and Drop under Magic

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <3584D8D8.A41C946D@NO.SPAM.emw.ericsson.se>
Source record: 4154

```
Anthony Jacques wrote:
>
> > > I have got sources for it
> > > right here which I got from Erik Hï¿½ll. I could mail it to you if it's
> > > alright for Erik or you could ask him your self. He is always very helpfull.
> >
> > I haven't got Eriks email address, so if you can let me know, I can ask him
> > for it. That is if he hasn't already said it's okay.
>
> Well if Erik doesn't want to distribute them (unlikely) then I have

I would not think so either as it's taken straight from one of his sources
and contains lots of more or less usefull stuff.

> no objection to distributing my D'n'D routine... hmm... actually, they
> are already distributed I think as IIRC GEM-DEU has the routines...

AFAIK GEM-DEU can only handle a drag'n'drop message, not create it.

> well, anyway, I've been meaning to put these (with some explanation)
> on my WWW pages, so if you want them just shout.

That would be nice.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

1841. Re: C++ and Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: Christof Donat <Christof.Donat@student.uni-ulm.de>
Message-ID: <3584fb83.0@news.uni-ulm.de>
Source record: 4155

Andersson <dtanet@algonet.se> wrote:
: don't know what files I need for it. Help? Is it possible to program GEM
: under gcc? Please help me start to program for the Atari again!

There is a Libary called Gem++ which is a Gem Libary for C++. it looks good.
I personaly have not yet tried it.

Christof

1842. Re: MDESK prob

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980615114109.23514B-100000@usr07.primenet.com>
Source record: 4156

On Mon, 15 Jun 1998, Magnus Kollberg wrote:
>Maybe..... as it's far from finished anyway I would not recomend anyone
>to use it. I'm not sure I will ever finish it either as I don't realy
>use it my self. Do you actually use it or did you just try it?

Just tried it. But wanted to let you know the prob I experienced.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

1843. Assembly programmer

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <EuLsoD.MK@cix.compulink.co.uk>
Source record: 4157

Hi

I've been using some assembly code from Jon Ellis (ST Applications article) which determines the type of 680x0 CPU it is run on. Up till now it worked well but recently it fails badly (causes a 4 or 6 bomb crash) on a new Veloce+ 68020 add on board for a ST from The Upgrade Shop.

Jon doesn't seem to be around any more so is there any one that may look at the code for me and check it over. It's in Lattice C assembler format but that shouldn't matter too much only the C interface stuff.

Also, any one with a 68020 add-on who might run a little test program for me to see if the problem is specific to this one board?

Many thanks

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

1844. Re: act_pd

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-1506981536480001@wilga.mtholyoke.edu>
Source record: 4158

In article <3581f2a9.3620315@news.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) wrote:

> On Fri, 12 Jun 1998 09:32:16 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
> Wilga) wrote:
>
> >In article <357f49c2.1614751@news.demon.co.uk>, guy@swampdog.demon.co.uk
> >(Guy Harrison) wrote:
> >
> >> On Tue, 09 Jun 1998 15:34:30 -0400, dwilgaREMOVE@mtholyoke.edu (Dan
> >> Wilga) wrote:
> >>
> >> >In article <357ea1ac.157087049@news.demon.co.uk>, guy@swampdog.demon.co.uk
> >> >(Guy Harrison) wrote:
> >> >
> >> >> You might not need it. It is true that an acc using Malloc causes the
> >> >> memory obtained to be owned by the main application, thus when the
> >> >> main application terminates the memory is lost. However, memory
> >> >> allocated before the first AES call made by the acc *is* owned by the
> >> >> acc. Therefore, if you are able to determine your memory requirements
> >> >> before appl_init() in effect, you don't need to fiddle with p_run.
> >> >
> >> >Actually, it's owned by the AES itself, but the end result is pretty much
> >> >the same. Trivial, I know! :-)
> >>
> >> Ah but it made me think of a question so perhaps not! ;-)
> >>
> >> Any idea if things would still work ok if the acc set p_run to its own
> >> basepage? I've always wondered why someone hasn't dreamed up a
> >> workaround for this problem.
> >
> >Yes, it works fine. That's exactly what I do in several DA's I've written.
> >This not only solves the problem of memory getting deallocated when the
> >main app quits, it also keeps file handles from being closed in the same
> >situation.
> >
> >Just a reminder: don't do this if there is multitasking of any sort.
>
> So it is enough to check global[1 iirc] (concurrent process value) in
> order to determine if fiddling with p_run is necessary?
>
> if (global[1] > 1) /* dont fiddle */
> else /* fiddle */
>

> If this is the case then I might knock up a workaround for others to
> use.

AFAIK, yes, almost. Don't check for >1, though, check for != 1. Geneva and MultiTOS both set global[1] to -1, meaning "unlimited". The last I knew, MagiC set it to some positive number >1.

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

1845. Re: Drag and Drop under Magic

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980615182426809 56@zetnet.co.uk>
Source record: 4159

Magnus wrote:
> Anthony Jacques wrote:
> > no objection to distributing my D'n'D routine... hmm... actually, they
> > are already distributed I think as IIRC GEM-DEU has the routines...
>
> AFAIK GEM-DEU can only handle a drag'n'drop message, not create it.

Ah, yes, you are right... well, in that case I have more than is in GEM-DEU. :)

> > well, anyway, I've been meaning to put these (with some explanation)
> > on my WWW pages, so if you want them just shout.
>
> That would be nice.

Ok, I'll do it when I get some time....

Anthony
--
---------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
---------------------------------------+------------------------------

1846. Re: STOS Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-15 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980615182904809 56@zetnet.co.uk>
Source record: 4160

Clair Shaw <Clair@shaw1.demon.co.uk> wrote:

> message in comp.sys.atari.programmer called "STOS Compiler" saying:
> >Where can i find it?
>
> I think you get it with STOS itself.

Actually, it was sold seperately (it wasn't finished when STOS was launched).

> Either way you should be able to
> get it from any good PD library.

Do you feel like nameing a few? ....officially, STOS is not PD.

> (It's called COMPILER.ACB, ran in by
> hitting HELP)

It also needs the contents of \compiler\ to work. And once you have a
copy of the compiler, download my patched "207beta2" as it fixes a few
bugs, in particular compatibility problems...

Anthony
--
--+------------------------------
Anthony Jacques IRC: AnthonyJ | Bad Mood, GEM-DEU, FracTalk,
ICQ: 11287923 | STOS patching, Falcon Extn,
jacquesa@zetnet.co.uk | MiNT.CNF, Reschange, Tuna,
http://www.users.zetnet.co.uk/jacquesa/ | and more... which shall I do?
--+------------------------------

1847. Re: Ordering of words on an MC688000

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-17 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.96.980617114802.3026A-100000@macbeth.ecs.soton.ac.uk>
Source record: 4161

In article <1105_897907544@rodolphe>,
rodolphe.pineau@capway.com wrote:
> The following code:
> move.l #$12345678,(A0)
>
> is equivalent to:
> move.w #$1234,(A0)
> move.w #$5678,2(A0)
>
> The 680x0 are Big endian processor sor byte (and words) are
> store in memory with the MSB at the first memory location
> so when you make move.l #$12345678,addr the byte are store
> in this oreder
>
> adrr addr+1 addr+2 addr+3
> $12 $34 $56 $78
I wasn't so much refering to the endianness of the processor, although I did get this wrong in my original post. I was really interested in knowing the order in which words will be physically transferred over the data bus. If I make a more concrete example it might clarify things:

The DMA chip has two 16-bit registers located (IIRC) at $FF8604 and $FF8606.
$FF8604 is the data register
$FF8606 is the control register

The contents of the control register affects what value is currently available in the data register. Normally, you would access these registers as follows:
move.w #select_data_register,$FF8606
move.w #write_data_register,$FF8604

But could the two instructions be compressed into a single one, such as:
move.w #(write_data_register<<8)+select_data_register,$FF8604

Ie, will the single instruction first select the correct data register, then write the data, or will it write the data using the previous settings and then select a different data register.

TOS 1.00 uses such an optimisation, and I need to know whether it is a bug or an intended feature.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

1848. Re: Ordering of words on an MC688000

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-17 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzra0ousuy.fsf@issan.informatik.uni-dortmund.de>
Source record: 4162

Sam Ellis <sce196@ecs.soton.ac.uk> writes:

|> The DMA chip has two 16-bit registers located (IIRC) at $FF8604 and
|> $FF8606.
|> $FF8604 is the data register
|> $FF8606 is the control register
|>
|> The contents of the control register affects what value is currently
|> available in the data register. Normally, you would access these registers
|> as follows:
|> move.w #select_data_register,$FF8606
|> move.w #write_data_register,$FF8604
|>
|> But could the two instructions be compressed into a single one, such as:
|> move.w #(write_data_register<<8)+select_data_register,$FF8604
|>
|> Ie, will the single instruction first select the correct data register,
|> then write the data, or will it write the data using the previous settings
|> and then select a different data register.

The cpu will write out the value with increasing addresses when talking to
a narrow port. This is true for all 68000 variants with dynamic bus
sizing.

|> TOS 1.00 uses such an optimisation, and I need to know whether it is a bug
|> or an intended feature.

This is guaranteed to work.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1849. Re: Magic's *.BAT

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-17 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6m8d0d$377$1@roch.zetnet.co.uk>
Source record: 4163

On 14 Jun 1998 17:07:47, Frederic Dinh wrote:

>I've noticed some applications, CAB and Atarirc for example, come with
>install.bat files.
>
>Where can I find docs (in English if possible) on the way batches must be
>written ?

Use a DOS manual. The syntax is practically identical.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1850. Help: Patch for Pure-Debugger

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-17 00:00:00 UTC
From: uh@postconsult.de
Message-ID: <6m8k7j$g50$1@unlisys.unlisys.net>
Source record: 4164

Where can I find the Pure-Debugger-patch for MagicMac? Can anyone help me?

Uwe

1851. ATARI parts wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-17 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6m99c7lbt1@heliodor.xara.net>
Source record: 4165
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help me out with a STFM MMU and Video Shifter IC.

It would be great if anyone has I bust ST where I can buy cheaply these 2
IC's.

Please mail me if you can supply me with them.

(pref. in the UK)

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

1852. Mummies Playtime Now One Meg

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-17 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <358d2d08.16512036@news.zetnet.co.uk>
Source record: 4166

I have converted my latest game to work on one meg machines which you can get from my Atari Page. It works under Pacifist but I couldn't get it to play the samples under V0.48. Note if you downloaded the old two meg version then you will have to re-download all the zips files for the new One Meg version to work.

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

1853. Re: Magic's *.BAT

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-17 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6m9bop$30u$1@news3.isdnet.net>
Source record: 4167

Hello Roger,
> Use a DOS manual. The syntax is practically identical.

Yes, I noticed that, but look at the following (it's Atarirc's install.bat):

```
STiK's IRC-Client (PRG/ACC-Release)
$mkdir @DOC
$mkdir @DOC\ATARIRC
$mkdir @ATARIRC
$copy atarirc.app @atarirc\atarirc.app
$copy atarirc.rsc @atarirc\atarirc.rsc
$copy atarirc.doc @doc\atarirc\atarirc.doc
$copy changes.txt @doc\atarirc\changes.txt
```

If you run it, it gives "Kommando night gefunden" for each line under Magx shell.
See those "$" and "@", probably to disable the commands? Seems there is a convention as I've seen it in other batches. And if there is, I'd like to know more about.
Bye !

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/
Allez la France !!

1854. Assembly programmer

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-17 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <8db_9806180206@tor250.org>
Source record: 4168

```
MS>I've been using some assembly code from Jon Ellis (ST Applications artic
MS>which determines the type of 680x0 CPU it is run on. Up till now it work
MS>well but recently it fails badly (causes a 4 or 6 bomb crash) on a new
MS>Veloce+ 68020 add on board for a ST from The Upgrade Shop.
Have you tried polling the Cookie Jar? According to The Atari Compendium
processor and coprocessor info can be placed there.
Later...
---
SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.
```

1855. Re: Magic's *.BAT

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-18 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3588636a1e464f2@club-internet.fr>
Source record: 4169

Hello,

in article <6m9bop$30u$1@news3.isdnet.net>
Frederic Dinh wrote:

> Hello Roger,
> > Use a DOS manual. The syntax is practically identical.
>
> Yes, I noticed that, but look at the following (it's Atarirc's install.bat):
[.../...]

Il semble que tu ais fait une erreur: ces fichiers servent pour le
programme d'installation du package www.

(it seems you made a mistake: those files are for the install program
found in the www package)

Bye,
/Pascal/

--
Pascal, surfing the web on his Falcon...

1856. Re: Ordering of words on an MC688000

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-18 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <3588D953.3E4E@mst.tn.utwente.nl>
Source record: 4170

Sam Ellis wrote:
>
> I wasn't so much refering to the endianness of the processor, although I
> did get this wrong in my original post. I was really interested in knowing
> the order in which words will be physically transferred over the data bus.
> If I make a more concrete example it might clarify things:
>
> The DMA chip has two 16-bit registers located (IIRC) at $FF8604 and
> $FF8606.
> $FF8604 is the data register
> $FF8606 is the control register
>
> The contents of the control register affects what value is currently
> available in the data register. Normally, you would access these registers
> as follows:
> move.w #select_data_register,$FF8606
> move.w #write_data_register,$FF8604
>
> But could the two instructions be compressed into a single one, such as:
> move.w #(write_data_register<<8)+select_data_register,$FF8604
>
> Ie, will the single instruction first select the correct data register,
> then write the data, or will it write the data using the previous settings
> and then select a different data register.
>
> TOS 1.00 uses such an optimisation, and I need to know whether it is a bug
> or an intended feature.

The same trick is used for programming the soundchip,
$ff8800 is register select
and
$ff8802 is write selected register
lots of programs using the soundchip use a long to select a soundchip
register and write data to it. i.e.:
move.l d0,$ff8800

The 68000 will write, in compliance with its spcifications, first to the
lowest adres and then the higher adresses. This is also true for
move multiple instructions.

Hans

1857. Re: ATARI parts wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-18 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6mb1rtvc1@roch.zetnet.co.uk>
Source record: 4171

On 17 Jun 1998 21:40:09, "Chris Swinson - MEGA Disczine" wrote:
>Can anyone help me out with a STFM MMU and Video Shifter IC.
>
>It would be great if anyone has I bust ST where I can buy cheaply these 2
>IC's.

The Upgrade Shop will have them. 01625-503448

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1858. !!Crown of Creation home page!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-18 00:00:00 UTC
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Message-ID: <35895962.712E@ws.rz.tu-bs.de>
Source record: 4172

Hello there!

Crown of Creation 3D, the ultimate space-action simulation for the Falcon030, finally got its own homepage!

After the overwhelmingly positive reactions of many players and magazines, now the latest facts on this standard-setting game can be accessed via internet.

Simply go to http://www.tu-bs.de/~y0001569 to see this:

- The story
- The features
- Test reports
- CPU-/DSP speeder support
- Online order CoC 3D
- Get the latest updates (V1.3b)
- Screenshots

All pages in Deutsch/English.

See you soon!

1859. MEGA quick questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-18 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6mbri2$c0f$1@heliodor.xara.net>
Source record: 4173
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

From MEGA Disczine.

If you have seen MEGA why not fill in the following and ruturn it to me. Or
fill in the questionnaire in MEGA 2.

Please use ^ for more, - for don't mind, x for less.

1) Humor/jokes/ funny stories :
2) Electronics :
3) Science/technology :
4) Dream related :
5) Horror/tales and facts :
6) Atari games reviews :
7) PC game reviews :
8) STOS tutorials :
9) Fiction/sci-fi info/stories :
10)Other things in the world :
11) Wibble pages :
12) UFO artciles :

Have any other ideas on what to include for issue 3, or anything at all,
please fell free to mail me with your ideas.

Thanks.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

1860. Junior-Prommer am PC

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-19 00:00:00 UTC
From: marcus.muehlpfordt@student.uni-halle.de
Message-ID: <358dc836.11001460@news.uni-halle.de>
Source record: 4174

Hallo,

mich interessiert stark, ob mein Junior-Prommer (Maxon) auch an einem
PC betrieben werden kann.
Wenn ja, welche Software wi¿½re dazu geeignet bzw. zu welchem Modell ist
er kompatibel (Quickbyte 2.0 Eprommer, Eprommer der Fima
REX-Datentechnik)?

Hat damit schon jemand Erfahrungen gesammelt?

Besten Dank - M.M.

1861. Re: Redraw routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-19 00:00:00 UTC
From: joes@chem.sintef.no
Message-ID: <358a23db.45994226@news.sintef.no>
Source record: 4175

On Sat, 13 Jun 1998 05:25:25 -0700, Joakim H&#65533;gberg
<fiolerna_BULKMAIL_SUCK_@algonet.se> wrote:

```
>Is it possible to write the image contents of an object tree to memory
>(without viewing it on screen first), or do I have to draw the object on
>screen, and then save the screen contents to memory??

You can't, atleast not legally. Since you can't specify what
VDI-workstation objc_draw() works on, it will only draw to the device
that the AES use (i.e. the screen).

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
*/
```

1862. Re: Junior-Prommer am PC

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-19 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <358A3FB1.6562C0B1@france2.fr>
Source record: 4176

Have a nice day! wrote:

> Hallo,
>
> mich interessiert stark, ob mein Junior-Prommer (Maxon) auch an einem
> PC betrieben werden kann.
> Wenn ja, welche Software wï¿½re dazu geeignet bzw. zu welchem Modell ist
> er kompatibel (Quickbyte 2.0 Eprommer, Eprommer der Fima
> REX-Datentechnik)?
>
> Hat damit schon jemand Erfahrungen gesammelt?
>
> Besten Dank - M.M.

%-(Sorry...I don't understand German ! Can you re-send it in english (Or
for me in French ;-))
But...does anyone have somethings about the junior promer, cause in
France, we had never saw it at all, and i'll expect to found somes plans
and documentations about it...

1863. FS: Atari disk duplicators

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-19 00:00:00 UTC
From: Clyde Wallace <cwallace@symgroup.com>
Message-ID: <6me7il$2b$1@siesta.packet.net>
Source record: 4177

For Sale:

Two high speed disk duplicators.

Autoloading, autoverify. Batch processing for multiple master capability.

Formats or duplicates.

Handles Atari, PC, Mac, Amiga formats.

Contact Clyde Wallace
Will sell both for $1000 with spare drive.

1864. Re: Magic's *.BAT

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-20 00:00:00 UTC
From: Thomas.Goirand@hol.fr
Message-ID: <6mf278$f2g$1@news2.isdnet.net>
Source record: 4178

On 14 Jun 1998 17:07:47, Frederic Dinh wrote:
>Hi everyone,
>
>I've noticed some applications, CAB and Atarirc for example, come with
>install.bat files.
>
>Where can I find docs (in English if possible) on the way batches must be
>written ?

Why dont you use a CSH shell giving a CSH scrpit ?
Making a small executable who will launch this script sould
not be complicated, this sould be easyer to make because
you'll have all the documentation you'll need, and more
over this could run an a simple ST under single task TOS !

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- mailto:thomas.goirand@hol.fr (when in holidays :)) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
---

1865. Looking for Mega ST Main Board

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-20 00:00:00 UTC
From: Charlie Wood <spidersi@sprint.ca>
Message-ID: <898387976.808178@michelob>
Source record: 4179

Looking for a Mega ST main board with minimum 2Mb
email cost of board plus mailing/shipping costs
mailing address is below to calculate shipping cost
I live in Canada will pay via international money order

Thanks,
Charlie

--
Spider's Eye Designs
Victoria, BC,
Canada
V8V 1J6

Tel: (250) 381-6649
Fax: (250) 381-6659
E-mail: spidersi#sprint.ca
Change the '#' to @ in the email address

1866. VA_START msg format : a Pascal string?

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-21 00:00:00 UTC
From: frederic.dinh@hol.fr
Message-ID: <6mjc1k$14g$1@news4.isdnet.net>
Source record: 4180

Hi everyone,

I finally got VA_START working with the following:
pointer = * ((char **) message + 3)

(thanks guys!)

Surprisingly, when I display it in a window info line (wind_set (wid, WF_INFO, pointer)), I get a Pascal string: there is a "prefix" caracter, for exemple the bell (ascii 10) if I drop a 10 caracter filename on my prog.

So my question is: is the VA_START message is in Pascal format? The few docs I have don't mention that. I tested with Magxdesk with or without AV_SERVER, and the results are the same.

--
Freder:c D:nh -> frederic.dinh@hol.fr
http://wwwperso.hol.fr/~fdinh/
Allez la France !!

1867. Re: Looking for Mega ST Main Board

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-21 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6mjpv8$l7n$4@news.campus.mci.net>
Source record: 4181

On 20 Jun 1998 17:08:14, "Charlie Wood" wrote:
->Looking for a Mega ST main board with minimum 2Mb
->email cost of board plus mailing/shipping costs
->mailing address is below to calculate shipping cost
->I live in Canada will pay via international money order
->
->Thanks,
->Charlie
->
->--
->Spider's Eye Designs
->Victoria, BC,
->Canada
->V8V 1J6
->
->Tel: (250) 381-6649
->Fax: (250) 381-6659
->E-mail: spidersi#sprint.ca
->Change the '#' to @ in the email address

Contact Brad Coda at Best Electronics. He has an incredible inventory of
parts... ;-)

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA. 95126-1127
Phone 1-408-243-6950
E-Mail: bestelec@concentric.net

Hope this helps! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1868. Fonts in userdefs

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-22 00:00:00 UTC
From: joes@chem.sintef.no
Message-ID: <358e543a.20250538@news.sintef.no>
Source record: 4182

```
Hi!

I'm trying to change font in a userdef, but for some reason it doesn't
work.

Even if I do something like:

vst_font(vw, fontid);
v_gtext(vw, "some text");

...the text is always written with the system-font. I *know* that the
font-ID is correct, and that I use the correct virtual
workstation-handle. Is there something obvious I'm missing? I have no
problems in changing fonts in other parts of the same program.

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
*/
```

1869. I have a problem...

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-22 00:00:00 UTC
From: George Shore <george2048@yahoo.com>
Message-ID: <01bd9de0$1f3a6e00$5400a8c0@its00242>
Source record: 4183

I have a problem...
I compiled a program and while I was testing it, I noticed that the rand()
function wasn't working. So I tried it by itself in a seperate program. It
worked!
Anybody any ideas as to what's happening?
I was using C68k on a 4Meg 520 STe, if that helps...

Thanks in advance,
George Shore.

1870. Re: Fonts in userdefs

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-22 00:00:00 UTC
From: mitala@utu.fi
Message-ID: <6mls5s$836$1@ankka.csc.fi>
Source record: 4184

joes@chem.sintef.no (Jo Even Skarstein) writes:

> vst_font(vw, fontid);
> v_gtext(vw, "some text");
>...the text is always written with the system-font. I *know* that the

vst_load_fonts() is probably missing. It's hard to remember. At least
I allways forget it.

1871. Re: Fonts in userdefs

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-22 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-2206981421230001@wilga.mtholyoke.edu>
Source record: 4185

In article <358e543a.20250538@news.sintef.no>, joes@chem.sintef.no (Jo Even Skarstein) wrote:

> Hi!
>
> I'm trying to change font in a userdef, but for some reason it doesn't
> work.
>
> Even if I do something like:
>
> vst_font(vw, fontid);
> v_gtext(vw, "some text");
>
> ...the text is always written with the system-font. I *know* that the
> font-ID is correct, and that I use the correct virtual
> workstation-handle. Is there something obvious I'm missing? I have no
> problems in changing fonts in other parts of the same program.
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> */

You might want to check to make sure you are definitely opening your own workstation (via v_opnvwk()) rather than simply using the AES's workstation, as returned by graf_handle().

Dan Wilga dwilgaREMOVE@mtholyoke.edu
** Remove the REMOVE in my address address to reply reply **

1872. Re: Fonts in userdefs

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-22 00:00:00 UTC
From: Thomas.Goirand@hol.fr
Message-ID: <6mm8e7$jd6$1@news4.isdnet.net>
Source record: 4186

```
On 22 Jun 1998 12:59:00, Jo Even Skarstein wrote:
>Hi!
>
>I'm trying to change font in a userdef, but for some reason it doesn't
>work.
>
>Even if I do something like:
>
> vst_font(vw, fontid);
> v_gtext(vw, "some text");
>
>....the text is always written with the system-font. I *know* that the
>font-ID is correct, and that I use the correct virtual
>workstation-handle. Is there something obvious I'm missing? I have no
>problems in changing fonts in other parts of the same program.
>
>/*
>** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
>*/
>.

But why do you want to use a USERDEF ? You can use a normal text
object with the voctor font attribute ! It works well with AES up to
4.0, and it draws a system font in others... and you can edit your RSC
file with the patched Atari's editor.

--- end of message ---
-------------------------------------------------------------
--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
-------------------------------------------------------------
--- mailto:thomas.goirand@hol.fr (when in holidays :) ) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
-------------------------------------------------------------
```

1873. Video Titler / Degas PC1 display

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-22 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6mmc1n$3t2$1@news.asu.edu>
Source record: 4187

Hello,
I have a mini-project to turn a STfm into a video
titler machine feeding a video projector (via the
built-in composite video output!) for a sing-along
application. Right now, I am using Degas Elite to
create slides of the verses, and the SHOWPIC2 program
that came with Degas to put them up.

The problem here is that SHOWPIC, like all the other
slide show programs I have seen, simply picks the files
off the disk in the order they were loaded on and displays
them automatically, with an option for manual pause.
There is no opportunity for starting at an arbitrary
point in the sequence, or for going back to a slide if you
made a mistake and unpaused too quick. Furthermore, if you
have a bad slide or data error, the show is over, since
there is no other option for recovery than starting from the
top.

What I would like to see is a program that displays Degas PC1
slides, using a text list of filenames that can be arranged
externally with an editor, with advance or backup via the up
and down arrow keys. Furthermore, the list can be brought up
for the user, say via the Esc key, and a cursor moved up or down
(note: no mouse required) to pick an arbitrary start point.

This doesn't really sound too tough, and if I were closer to
picking up ST programming, I might try it myself. But since my
requirement is NOW, I would like to ask

1) Does this sort of program already exist somewhere? If so,
where can I lay my hands on it?

2) If it does not, do any of you hacks want to take a quick go
at it?
--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu) | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

1874. Re: Video Titler / Degas PC1 display

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-22 00:00:00 UTC
From: saif@zetnet.co.uk
Message-ID: <6mmh2hsru1@irk.zetnet.co.uk>
Source record: 4188

On 22 Jun 1998 19:41:43, DAVID L. ORMAND wrote:
> NOW, I would like to ask
>1) Does this sort of program already exist somewhere? If so,
>where can I lay my hands on it?

Try videotitler from David Munsie available at all good PD sources.
also on ST Review cover disk issue 12.

rgds

Saif

1875. Re: I have a problem...

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-22 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.net>
Source record: 4189

On 22 Jun 1998 13:12:14, "George Shore" wrote:
>I have a problem...
>I compiled a program and while I was testing it, I noticed that the rand()
>function wasn't working. So I tried it by itself in a seperate program. It
>worked!
>Anybody any ideas as to what's happening?
>I was using C68k on a 4Meg 520 STe, if that helps...

Do you have the segment of code that uses it? That would help even more.
Also, what do you mean by "rand() wasn't working"?

Michael White (michael@fastlane.net)

1876. Re: Fonts in userdefs

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-23 00:00:00 UTC
From: joes@chem.sintef.no
Message-ID: <358f4f78.56447597@news.sintef.no>
Source record: 4190

On 22 Jun 1998 15:10:52 GMT, mitala@utu.fi (Mikko Larjava) wrote:

>joes@chem.sintef.no (Jo Even Skarstein) writes:
>
>> vst_font(vw, fontid);
>> v_gtext(vw, "some text");
>>...the text is always written with the system-font. I *know* that the
>
>vst_load_fonts() is probably missing. It's hard to remember. At least
>I allways forget it.

Guess what, you're right :-) Thanks.

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
*/
```

1877. Re: Looking for Mega ST Main Board

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-23 00:00:00 UTC
From: Charlie Wood <spidersi@sprint.ca>
Message-ID: <898586366.969767@michelob>
Source record: 4191

> Contact Brad Coda at Best Electronics. He has an incredible inventory of
> parts... ;-)
>
> Best Electronics
> 2021 The Alameda, Suite 290
> San Jose, CA. 95126-1127
> Phone 1-408-243-6950
> E-Mail: bestelec@concentric.net
>
> Hope this helps! ;-)
>

Hey DarkChyld,
Thanks for the info.

I managed to pick up two Mega ST's through private sales. :-)

Charlie

1878. Re: I have a problem...

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-23 00:00:00 UTC
From: George Shore <george2048@yahoo.com>
Message-ID: <01bd9e94$ff3edc20$3600a8c0@its00257>
Source record: 4192

```
Michael White <michael@fastlane.net> wrote in article
<7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.ne
t>...
>
> Do you have the segment of code that uses it? That would help even more.

Ok. Here it is:
double frand(double x)
{
return fmod((rand() % 100) * .01 + rand() % 10000, x);
}

> Also, what do you mean by "rand() wasn't working"?

What I meant was that when it was called, rand() wasnt giving me a random
number but always 0, and when I tested rand() out by itself it was. Sorry
about my vagueness. :-)
>
> Michael White (michael@fastlane.net)
>

George Shore
```

1879. Re: I have a problem...

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <358FE66B.3B15@mst.tn.utwente.nl>
Source record: 4193

```
George Shore wrote:
>
> Michael White <michael@fastlane.net> wrote in article
> <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.ne
> t>...
> >
> > Do you have the segment of code that uses it? That would help even more.
>
> Ok. Here it is:
> double frand(double x)
> {
> return fmod((rand() % 100) * .01 + rand() % 10000, x);
> }
>
> > Also, what do you mean by "rand() wasn't working"?
>
> What I meant was that when it was called, rand() wasnt giving me a random
> number but always 0, and when I tested rand() out by itself it was. Sorry
> about my vagueness. :-)
> >
> > Michael White (michael@fastlane.net)
> >
>
> George Shore

Hi,

I compiled this program in Pure C and it is working good:

-------------------8<-----------------------------------

#include <stdio.h>
#include <math.h>
#include <stdlib.h>

double frand(double x)
{
return fmod((rand() % 100) * .01 + rand() % 10000, x);
}

int main(void)
{
int i=9;
double x=12.34;
do
{
```

```
printf("%i frand(%lf) = %lf\n",i ,x, frand(x));
}
while(--i>=0);
return 0;
}
--------------------------->8-------------------------
```

Bye, Hans

1880. Re: I have a problem...

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-23 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <E2D738EE9A7C6A56.C14545A77D24C989.6A09BB8046904E92@library-proxy.airnews.net>
Source record: 4194

```
On 23 Jun 1998 19:31:23, Hans Wessels wrote:
>George Shore wrote:
>>
>> Michael White <michael@fastlane.net> wrote in article
>> <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.ne
>> t>...
>> >
>> > Do you have the segment of code that uses it? That would help even more.
>>
>> Ok. Here it is:
>> double frand(double x)
>> {
>> return fmod((rand() % 100) * .01 + rand() % 10000, x);
>> }
>>
>> > Also, what do you mean by "rand() wasn't working"?
>>
>> What I meant was that when it was called, rand() wasnt giving me a random
>> number but always 0, and when I tested rand() out by itself it was. Sorry
>> about my vagueness. :-)
>> >
>> > Michael White (michael@fastlane.net)
>> >
>>
>> George Shore
>
>Hi,
>
>I compiled this program in Pure C and it is working good:
>
>-------------------8<-----------------------------------
>
>#include <stdio.h>
>#include <math.h>
>#include <stdlib.h>
>
>double frand(double x)
>{
> return fmod((rand() % 100) * .01 + rand() % 10000, x);
>}
>
>int main(void)
>{
> int i=9;
```

```
> double x=12.34;
> do
> {
> printf("%i frand(%lf) = %lf\n",i ,x, frand(x));
> }
> while(--i>=0);
> return 0;
>}
```

It seems like it should work. This may be a dumb question, but do you have any other functions named "rand()" that may be getting linked in? Aside from that, I can't think of much else...

Michael White (michael@fastlane.net)

1881. Re: Junior-Prommer am PC

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-24 00:00:00 UTC
From: marcus.muehlpfordt@student.uni-halle.de
Message-ID: <359447cc.1922594@news.uni-halle.de>
Source record: 4195

On Fri, 19 Jun 1998 10:51:00 +0100, Michael_Schwingen@AC2.maus.de
(Michael Schwingen) wrote:

>Kann er. Software gibt es angeblich als JPROM* in der Maus RO.
>
Besten Dank erst einmal fï¿½r die Tips - leider konnte ich noch nichts
passendes finden - zugang zu Mausnetz habe ich leider nicht -
ftp-search war nicht erfolgreich.
Daher noch einmal an alle - gibt es Software, die mich meinen
Juniorprommer auch an einem PC bertreiben lassen und kï¿½nnte jemand
evtl. einen Link dafï¿½r posten???

Vieles Groï¿½es Dankeschï¿½n - M.M.

1882. Magic mailing list

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-24 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <3590B9B2.49A25E67@france2.fr>
Source record: 4196

Hi everyone

since somes days ago, a new mailing list does exist, about Magic. If you want to subscrib it, take a look at the URL:

http://www.onelist.com/welcome.cgi?listname=magic_os

1883. Re: I have a problem...

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-24 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6mqg86$1t1$1@nyheter.chalmers.se>
Source record: 4197

```
In article <E2D738EE9A7C6A56.C14545A77D24C989.6A09BB8046904E92@library-proxy.airnews.net>,
Michael White <michael@fastlane.net> wrote:
>On 23 Jun 1998 19:31:23, Hans Wessels wrote:
>>George Shore wrote:
>>>
>>> Michael White <michael@fastlane.net> wrote in article
>>> <7E4E760732542A4D.102C564A1C3E0047.21FE72F48B517EC7@library-proxy.airnews.ne
...
>>> double frand(double x)
>>> {
>>> return fmod((rand() % 100) * .01 + rand() % 10000, x);
>>> }
...
>>> What I meant was that when it was called, rand() wasnt giving me a random
>>> number but always 0, and when I tested rand() out by itself it was. Sorry
>>> about my vagueness. :-)
...
>It seems like it should work. This may be a dumb question, but do you have
>any other functions named "rand()" that may be getting linked in? Aside
>from that, I can't think of much else...

There's also the apparent lack on an srand() call, which might cause
problems. From the docs I have, it looks like the default seed value
should be 1, but that may not be standardized. It is possible that the
algorithm used in rand() will return all zeros if the seed happens to
start at 0.

On another matter, are you using a 16 bit compiler (like PureC)?
If so, the return value from rand() is most likely 16 bit and then it
looks to me like the %10000 wouldn't be a very good idea.
The maximum number would be 32767, which means that there are four
possibilities for 0-2767 to occur, but only three for 2768-9999.
There would still be a skew in the probabilities if you have 32 bit ints,
but then it would be very much smaller.

Another thing to remember about 'random' number generators is that the
number as a whole is usually a lot more 'random' than the low order bits
(rand() % 2 might give 1,0,1,0,1,0,...), but you should not be running
into that here.
I've seen some very funny effects of this in image processing software,
such as pixel spreads that tend to go mostly right and down and 'noise'
with very obvious patterns.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
```

of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1884. Re: I NEED AN HASH Function

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-25 00:00:00 UTC
From: Stanislav Opichal <opichals@alpha.inf.upol.cz>
Message-ID: <Pine.OSF.3.94.980625125410.16315B-100000@alpha.inf.upol.cz>
Source record: 4099

```
On Sat, 20 Jun 1998, KamBolo wrote:

> I'm looking for a HASH Function that returns a number depending on a
> input string
> It's very urgent!!
> Could you please send me your code?
> Thanx in advance
> Bye
>
Here you are: It is only a simple one, but it is goodenough for not very
large amounth of strings (up to 10000 I think)

long Hash(char* string) {
long res;
for(int i=0;i<strlen(string);i++) res += res << 4 + string[i];
return res;
}

stay tuned

Stan

--------------------------------------------------------------------
Stanislav Opichal * JAY Software * Summer Workshop 1996,97
e-mail: Opichals@risc.upol.cz www: http://www.inf.upol.cz/~opichals
address: Za vodojemem 8, Olomouc, 77900, Czech republic
************* JAY Software - JAYSoft@cyberstrider.org **************
www.inf.upol.cz/~krupkaj/jay or www.jaysoft.cyberstrider.org
--------------------------------------------------------------------
```

1885. CAB, Frameborder tag & Iframe

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-25 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6mu5c0acc1@flex.london.pipex.net>
Source record: 4100

Hi all, A Clauss, ASH, etc

Is there any chance that the new CAB version will evaluate and
use the iframe tag from IE4 and the frameborder="no" or 0 extension
as these tags are quite useful,

_
cheer/

Ian Norton

bredroll@hotmail.com

1886. Re: CAB, Frameborder tag & Iframe

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-25 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <6muf0qctu1@roch.zetnet.co.uk>
Source record: 4101

On 25 Jun 1998 18:36:48, Ian Norton wrote:
> Is there any chance that the new CAB version will evaluate and
> use the iframe tag from IE4 and the frameborder="no" or 0 extension
> as these tags are quite useful.

Don't know, but I would hope CAB would stick to HTML 4.0. Is this an
IE4 specific tag?

--
Chris Simon Mae OBLIVION yma - paid ag edrych i lawr ! ! !
osian@zetnet.co.uk "Hounds freeze in silence" ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1887. Re: I NEED AN HASH Function

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-26 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzhg18a1cg.fsf@issan.informatik.uni-dortmund.de>
Source record: 4102

```
Stanislav Opichal <opichals@alpha.inf.upol.cz> writes:

|> On Sat, 20 Jun 1998, KamBolo wrote:
|>
|> > I'm looking for a HASH Function that returns a number depending on a
|> > input string
|> > It's very urgent!!
|> > Could you please send me your code?
|> > Thanx in advance
|> > Bye
|> >
|> Here you are: It is only a simple one, but it is goodenough for not very
|> large amounth of strings (up to 10000 I think)
|>
|> long Hash(char* string) {
|> long res;
|> for(int i=0;i<strlen(string);i++) res += res << 4 + string[i];
^^^^^^^^^^^^^^
|> return res;
|> }

This will make it *very* inefficient especially for large strings, and you
are discarding most of the info from string contents anyway.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org
```

1888. Re: I NEED AN HASH Function

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-26 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <Ev6JCr.BKD@uia.ua.ac.be>
Source record: 4103

Why don't you use the 'mother of hashkind' :

```
int HashCode(char *string)
{
char ch;
int code = 0;

while((ch = string++)
{
code += ch;
}

return ch;
}
```

It's dirty code, I know, but the idea is to just add all ASCII values in
a integer ; it will wrap around to negative when the upper limit is exceeded.

Greetz,

```
+-----------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-----------------------------------------------------------------+
```

--
"- The question is : what is a mana-mana ?
- The question is : who cares ?!"
- 'The Muppet Show'

1889. Re: I have a problem...

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3594f1a4.182432494@news.demon.co.uk>
Source record: 4104

On Mon, 22 Jun 1998 13:12:14 GMT, "George Shore"
<george2048@yahoo.com> wrote:

>I have a problem...
>I compiled a program and while I was testing it, I noticed that the rand()
>function wasn't working. So I tried it by itself in a seperate program. It
>worked!
>Anybody any ideas as to what's happening?

rand() should return a fixed set of random numbers. That is, each
successive call returns the same random number as last time you ran
it. This may seem odd but the advantage is you can debug programs this
way. For true (pseudo) random number generation you have to 'seed' it
with srand(). The number you pass to srand() should be 'evenly
distributed' - that is, at the point you do srand(whatever) then
'whatever' should have as good a chance of being one value as any
another. Typically, using the system 200Hz timer does the job.

Additionally, if rand() relies on the system Random() call then note
that Random() has 50% distribution on the lower bit, according to
docs. This will make bit 0 useless so >>1 etc.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1890. Re: Redraw routines

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3595561a.208150815@news.demon.co.uk>
Source record: 4105

On Sat, 13 Jun 1998 05:25:25 -0700, Joakim Hï¿½gberg
<fiolerna_BULKMAIL_SUCK_@algonet.se> wrote:

>Greetings Atarians!
>
>In redraw routines it seems to be quite common to keep a copy of the
>objects that appear on the screen in some part of memory, to be able to
>make fast redraws. Now I have a (maybe silly) question:
>
>Is it possible to write the image contents of an object tree to memory
>(without viewing it on screen first), or do I have to draw the object on
>screen, and then save the screen contents to memory??

objc_draw() writes to the logical screen address but multitasking
systems prevent you from making effective use of it, as might a video
card.

>(If I sound like Iï¿½m confused.. ...thatï¿½s probably because I am.. 8)

If at all possible you're best off responding to the normal WM_REDRAW
message in the usual way. Faster machine's will be able to cope and
such operating systems as MagiC have their own redraw enhancements
where unecessary redraws are eliminated, in addition to such schemes
as NVDI's font cache and other optimizations.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1891. Atari Artist

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-27 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6n36mr$7hg$4@soap.news.pipex.net>
Source record: 4106

hi all

anyone out there want an artist to do some graphics for a program

ian norton

bredroll@hotmail.com

1892. Re: CAB, Frameborder tag & Iframe

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-27 00:00:00 UTC
From: inorton_badrul@hotmail.com
Message-ID: <6n36rh$7hg$5@soap.news.pipex.net>
Source record: 4107

On 25 Jun 1998 21:21:30, Chris Simon wrote:
>On 25 Jun 1998 18:36:48, Ian Norton wrote:
>> Is there any chance that the new CAB version will evaluate and
>> use the iframe tag from IE4 and the frameborder="no" or 0 extension
>> as these tags are quite useful.
>
>Don't know, but I would hope CAB would stick to HTML 4.0. Is this an
>IE4 specific tag?
>
>--
>Chris Simon Mae OBLIVION yma - paid ag edrych i lawr ! ! !
>osian@zetnet.co.uk "Hounds freeze in silence" ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.

They are IE4 introduced but as much as i dislike msoft they are useful and
are supported by netscape 4.

atleast the frame border tag for normal frames would be good.

have fun :)

ian norton
bredroll@hotmail.com

1893. Re: Atari Artist

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-28 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <K19cKFAcShl1Qw$+@shaw1.demon.co.uk>
Source record: 4108

At Sat, 27 Jun 1998, 16:30:19 (message <<6n36mr$7hg$4@soap.news.pipex.ne
t>>) Ian Norton (from UUNET UK server (post doesn't reflect views of
UUNET UK)) <mailto:inorton_badrul@hotmail.com> sent a 7 line-long
message in comp.sys.atari.programmer called "Atari Artist" saying:

>hi all
>
>anyone out there want an artist to do some graphics for a program

Depends what language, and what you want.

--
Clair Shaw Alias: C|D|S
Mailto:Clair@Shaw1.demon.co.uk WWW: http://www.shaw1.demon.co.uk
ICQ: 1043359 Pager: 1043359@pager.mirabilis.com

Change the email address when replying. (To stop spam)

1894. Re: I NEED AN HASH Function

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-29 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <EvBq6F.FKL@cix.compulink.co.uk>
Source record: 4109

```
s970707@uia.ua.ac.be wrote:
> Why don't you use the 'mother of hashkind' :
>
> int HashCode(char *string)
> {
> char ch;
> int code = 0;
>
> while((ch = string++)
> {
> code += ch;
> }
>
> return ch;
> }
>
> It's dirty code, I know, but the idea is to just add all ASCII values in
> a integer ; it will wrap around to negative when the upper limit is exceeded.
But this will generate lots of identical hash codes, say for anagrams or
post codes or telephone numbers making it useless for data lookup....

Take this into account by making the order of the characters part of the
hash function.

Personally I use Lattice C's _hash() function which has never produced
duplicate values so far.

Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html
```

1895. Re: I NEED AN HASH Function

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-29 00:00:00 UTC
From: s970707@uia.ua.ac.be
Message-ID: <EvBxCK.GvL@uia.ua.ac.be>
Source record: 4110

Mark Baines (msbaines@cix.compulink.co.uk) scribbled:
: s970707@uia.ua.ac.be wrote:
: > It's dirty code, I know, but the idea is to just add all ASCII values in
: > a integer ; it will wrap around to negative when the upper limit is exceeded.
: But this will generate lots of identical hash codes, say for anagrams or
: post codes or telephone numbers making it useless for data lookup....

True, but then you assume you know what your strings look like. If your
strings are random, then this one is good enough (I used it recently in
a compiler to hash identifiers, and had no problems with too many
collisions).

: Take this into account by making the order of the characters part of the
: hash function.

Then I recommend the Fletcher Checksum : easy and takes care of position.

: Personally I use Lattice C's _hash() function which has never produced
: duplicate values so far.

Well then, I suppose the writers of Lattice C have shattered all Computer
Science theory ;) Never, you say ? How do you know ? Have you checked
them all ? [Just kidding].

Bye,

```
+-------------------------------------------------------------------+
| David 'Septimus' De Ridder | "Never underestimate the |
| | power of the soul unleashed." |
| <david.de.ridder@bitsmart.com> | - 'Essence Flare', M:TG |
+-------------------------------------------------------------------+
```

--
"Murder most foul, as in the best it is;
But this most foul, strange and unnatural."
- 'Hamlet', William Shakespeare

1896. MEGA change

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-29 00:00:00 UTC
From: Chris Swinson <chris.swinson@zetnet.co.uk>
Message-ID: <19980629232504877781@zetnet.co.uk>
Source record: 4111

Please note that my mail address has changed to..

chris.swinson@zetnet.co.uk

I am no longer mega01@globalnet.co.uk so don't try sending mail
there. My site will remain the same for a while, while I create my new site.

Chris.

MEGA DISCZINE.

chris.swinson@zetnet.co.uk

www.users.globalnet.co.uk/~mega01/

1897. Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-29 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3597B64D.7EB161CC@csfb.com>
Source record: 4112
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

C|NET Central did an article about 30 years of Windows and make several references to Atari, the 8-bit OS and the ST's using GEM. Here's the link:

http://www.cnet.com/Content/Features/Special/30Years/index.html?dd.sd

1898. Re: I NEED AN HASH Function

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-30 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6n9d51$h87$1@nyheter.chalmers.se>
Source record: 4113

In article <EvBxCK.GvL@uia.ua.ac.be>,
David.DeRidder <s970707@uia.ua.ac.be> wrote:
>Mark Baines (msbaines@cix.compulink.co.uk) scribbled:
>: s970707@uia.ua.ac.be wrote:
>: > It's dirty code, I know, but the idea is to just add all ASCII values in
>: > a integer ; it will wrap around to negative when the upper limit is exceeded.

You'll need strings of more than 256 characters for that wrap around to
happen...

>: But this will generate lots of identical hash codes, say for anagrams or
>: post codes or telephone numbers making it useless for data lookup....
>
> True, but then you assume you know what your strings look like. If your
> strings are random, then this one is good enough (I used it recently in

If your strings are random you don't need a hash function!
Just take the first couple of bytes and use that... ;-)

> a compiler to hash identifiers, and had no problems with too many
> collisions).

In most programs there tend to be lots of variable names with one to four
characters and with your scheme they would all get a hash number less
than a couple of hundred. Actually, things are much worse than that since
characters only use a very narrow range of numbers.

Still, unless you have to worry about large programs with thousands of
identifiers, you can probably get away with it.

>: Take this into account by making the order of the characters part of the
>: hash function.
>
> Then I recommend the Fletcher Checksum : easy and takes care of position.

Haven't heard about that, but a simple shift of the 'sum' before adding
each new value is lots better than what you suggested. Even on an old
68000, the speed difference should be very small.

>: Personally I use Lattice C's _hash() function which has never produced
>: duplicate values so far.
>
> Well then, I suppose the writers of Lattice C have shattered all Computer
> Science theory ;) Never, you say ? How do you know ? Have you checked

He said he'd used it personally, so it would of course be for the data
he has thrown at it.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1899. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-30 00:00:00 UTC
From: szhays@dogbert.ucdavis.edu
Message-ID: <6nbm6o$jv9$1@mark.ucdavis.edu>
Source record: 4114
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

```
Curt Vendel (curt.vendel.2@csfb.com) wrote:
: C|NET Central did an article about 30 years of Windows and make several
: references to Atari, the 8-bit OS and the ST's using GEM. Here's the
: link:
:
: http://www.cnet.com/Content/Features/Special/30Years/index.html?dd.sd

This is a hilarious article. I haven't even gotten to the Atari bits yet
and I am already ROTFL-ing.

--
.....................................................................
: Eric Hays, The Internship & Career Center - http://icc.ucdavis.edu :
: 530-752-2819 - Office hours 8 am to noon & 1 pm to 4 pm Mon -> Fri :
+-------------------------------------------------------------------+
```

1900. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-06-30 00:00:00 UTC
From: Andrew S Chadick <sirandrew@sprintmail.com>
Message-ID: <3599CC3F.10C3DFB1@sprintmail.com>
Source record: 4115
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Depressing

1901. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda487$c29496e0$2ac3accf@asharkis.erols.com>
Source record: 4116
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Curt Vendel <curt.vendel.2@csfb.com> wrote in article
<3597B64D.7EB161CC@csfb.com>...
> C|NET Central did an article about 30 years of Windows and make several
> references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> link:

I guess we all agree: Atari could have been a contender, but it suffered through several managements that just didn't manage. It's no sadder today than when you and I first discussed it; in fact, I think the situation is even brighter today than six months ago because of what I see in this ng, on the mailing lists, in FidoNet, and from users in general.

1902. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-01 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda4b7$cc1c0240$365e0fcb@default>
Source record: 4117
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Alan Sharkis <asharkis@erols.com> wrote in article
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>...
>
>
> Curt Vendel <curt.vendel.2@csfb.com> wrote in article
> <3597B64D.7EB161CC@csfb.com>...
> > C|NET Central did an article about 30 years of Windows and make several
> > references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> > link:
>
> I guess we all agree: Atari could have been a contender, but it
suffered
> through several managements that just didn't manage. It's no sadder
today
> than when you and I first discussed it; in fact, I think the situation is
> even brighter today than six months ago because of what I see in this ng,
> on the mailing lists, in FidoNet, and from users in general.
>
That article has no credibility.
Whilst it's fair to include the Atari they totally ignored the Amiga
achievements. The first multitasking GUI on a home computer surely deserves
a mention, doesn't it?
```

1903. Midi-input and Aes-events?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-01 00:00:00 UTC
From: Student <student@pczaal.utwente.nl>
Message-ID: <01bda4ce$9004bdd0$82b35982@pczaal30>
Source record: 4118

```
Is it possible to create within the Midi-In-Interrupt a timer-, keyboard-
or message-eventfor the AES-function Event-Multi?
any suggestions?
mail to
c.a.adler@student.utwente.nl
```

1904. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <359A1AD3.59A3AAED@ix.netcom.com>
Source record: 4119
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Clockmeister wrote:
>
> Alan Sharkis <asharkis@erols.com> wrote in article
> <01bda487$c29496e0$2ac3accf@asharkis.erols.com>...
> >
> >
> > Curt Vendel <curt.vendel.2@csfb.com> wrote in article
> > <3597B64D.7EB161CC@csfb.com>...
> > > C|NET Central did an article about 30 years of Windows and make several
> > > references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> > > link:
> >
> > I guess we all agree: Atari could have been a contender, but it
> suffered
> > through several managements that just didn't manage. It's no sadder
> today
> > than when you and I first discussed it; in fact, I think the situation is
> > even brighter today than six months ago because of what I see in this ng,
> > on the mailing lists, in FidoNet, and from users in general.
> >
> That article has no credibility.
> Whilst it's fair to include the Atari they totally ignored the Amiga
> achievements. The first multitasking GUI on a home computer surely deserves
> a mention, doesn't it?

All,
Speaking of the Amiga, Gateway has announced that they are working on a
new Amiga computer. OS 4 will be a tempory OS for software companies to
build apps then when the new machine hits the streets next year, it will
have OS5. They said that this machine will be better than any consumer
PC available.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

1905. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-01 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda512$98207420$385e0fcb@default>
Source record: 4120
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

<SNIP>

> > > > C|NET Central did an article about 30 years of Windows and make
several
> > > > references to Atari, the 8-bit OS and the ST's using GEM. Here's
the
> > > > link:
> > > >
> > > > I guess we all agree: Atari could have been a contender, but it
> > suffered
> > > > through several managements that just didn't manage. It's no sadder
> > today
> > > > than when you and I first discussed it; in fact, I think the
situation is
> > > > even brighter today than six months ago because of what I see in this
ng,
> > > > on the mailing lists, in FidoNet, and from users in general.
> > > >
> > That article has no credibility.
> > Whilst it's fair to include the Atari they totally ignored the Amiga
> > achievements. The first multitasking GUI on a home computer surely
deserves
> > a mention, doesn't it?
>
> All,
> Speaking of the Amiga, Gateway has announced that they are working on a
> new Amiga computer. OS 4 will be a tempory OS for software companies to
> build apps then when the new machine hits the streets next year, it will
> have OS5. They said that this machine will be better than any consumer
> PC available.
>
Gateway actually haven't announced anything (AFAIK) but Amiga International
have released those details. They do have full support from Gateway
however, including substantional financial support.
PPC has been dropped in favour of an as yet unavailable CPU/Processor which
supposedly will feature a programmable instruction set.
The new system due in 1999 will be 5-10 times faster then current PII
400Mhz/100Mhz bus systems.
OS 5.0 will be the OS running on this system, with the developer OS 4.0 and
machine (Amiga/PC hybrid) released later this year to allow developers time
to develop applications for the new system and to have them ready when the
new machine is officially released.

Current PPC upgrades will continue to be sold and supported with the manufacturers of these boards (finally) working together to support the Amiga community until the new machine is available.
The OS 3.5 upgrade has been cancelled by AI.

With Gateways backing the Amiga could once again be a viable platform. Besides, we must be due for another platform to kick the shit out of the current Mac and PC systems. How stale can it get ?.

Regards,

Clockmeister.

1906. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-02 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <359ad9a2.1199376@news.iwaynet.net>
Source record: 4121
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

On 1 Jul 1998 16:59:45 GMT, "Clockmeister" <gerryvdb@tnet.com.au>
wrote:

>
>With Gateways backing the Amiga could once again be a viable platform.
>Besides, we must be due for another platform to kick the shit out of the
>current Mac and PC systems. How stale can it get ?.
>

Yes, but only if the the system is open and if people are eventually
able to build one themselves from modular components as well as use
industry standard cases, video cards, etc. etc. I don't care WHAT
cool things they put in it if it is going to be another eighties
style closed up box that can only be minimally upgraded with
manufacturer supplied parts.

Apple will yet die of this disease. We don't need another carrier of
it.

1907. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>
Source record: 4122
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

Robert S Ely wrote:

> Speaking of the Amiga, Gateway has announced that they are working on a
> new Amiga computer. OS 4 will be a tempory OS for software companies to
> build apps then when the new machine hits the streets next year, it will
> have OS5. They said that this machine will be better than any consumer
> PC available.

If you ask me this new computer doesn't realy sounds like a Amiga at all. It will only be compatible with old amiga apps through emulation. The OS will be completely new and based on a outside developed kernal like BeOS, or Mach. This you can already be done under Linux. It will not include a Motorola CPU, it's probably going to use intels comming Merced chip, or something else shitty. The "new" amiga which will be like a bridge to the new platform which will be released later this year will be based
on the Pentium, so it's clear that they will go for the x86/intel line like everyone else. Don't forget that Gateway has only made intel boxes and never even seen a PPC.

Basicly it's a completely new computer and OS with the Amiga name on it. It's like buying a PC whith the Commodore sign on it. It has got nothing at all to do with Commodore.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1908. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <359BA45B.153D@mst.tn.utwente.nl>
Source record: 4123
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

Clockmeister wrote:

> With Gateways backing the Amiga could once again be a viable platform.
> Besides, we must be due for another platform to kick the shit out of the
> current Mac and PC systems. How stale can it get ?.

What about the Digital Alpha work stations?

That are real computers! After an 8 bit spectrum and a 16/32 bit
Atari it is time to scale up again. Not to a lousy 32bit system. That
was interesting 10 years ago. Nope, time to get 64 bit hardware, that
is progress!

The Alpha processor is for serveral years the fastest processor
available. The newest stuff if quite expensive. But if you go for
the outdated stuff you get a good price. Outdated are:
300-400MHz 21164 processors, they come typically with 96kB
2nd level cache and 1Mb 3rd level cache.
(My system, 300 MHz Alpha 21164, 1MB cache, 64MB RAM, SCSI CD ROM,
1GB SCSI harddisk, Matrox Millenium graphics card and ethernet
network was about NLG 2500 or about 1250 US$, half a year ago.)

Take as OS Linux and you have some real computing power on
your desk.

Bye, Hans

1909. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda5d2$ce590e60$475e0fcb@default>
Source record: 4124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote in article
<359BA45B.153D@mst.tn.utwente.nl>...
> Clockmeister wrote:
>
> > With Gateways backing the Amiga could once again be a viable platform.
> > Besides, we must be due for another platform to kick the shit out of
the
> > current Mac and PC systems. How stale can it get ?.
>
> What about the Digital Alpha work stations?
>
> That are real computers! After an 8 bit spectrum and a 16/32 bit
> Atari it is time to scale up again. Not to a lousy 32bit system. That
> was interesting 10 years ago. Nope, time to get 64 bit hardware, that
> is progress!
>
> The Alpha processor is for serveral years the fastest processor
> available. The newest stuff if quite expensive. But if you go for
> the outdated stuff you get a good price. Outdated are:
> 300-400MHz 21164 processors, they come typically with 96kB
> 2nd level cache and 1Mb 3rd level cache.
> (My system, 300 MHz Alpha 21164, 1MB cache, 64MB RAM, SCSI CD ROM,
> 1GB SCSI harddisk, Matrox Millenium graphics card and ethernet
> network was about NLG 2500 or about 1250 US$, half a year ago.)
>
> Take as OS Linux and you have some real computing power on
> your desk.
>
> Bye, Hans
Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

1910. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda5d3$6fb5a660$475e0fcb@default>
Source record: 4125
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

dmaxwell@iwaynet.net wrote in article
<359ad9a2.1199376@news.iwaynet.net>...
> On 1 Jul 1998 16:59:45 GMT, "Clockmeister" <gerryvdb@tnet.com.au>
> wrote:
>
>
> > >With Gateways backing the Amiga could once again be a viable platform.
> > >Besides, we must be due for another platform to kick the shit out of the
> > >current Mac and PC systems. How stale can it get ?.
> > >
>
> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.

Modular and PCI slots for the use of cheap PC accesories.

> Apple will yet die of this disease. We don't need another carrier of
> it.
>

1911. Re: I NEED AN HASH Function

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-02 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <EvHAIC.5r2@cix.compulink.co.uk>
Source record: 4126

s970707@uia.ua.ac.be wrote:
> True, but then you assume you know what your strings look like. If your
> strings are random, then this one is good enough
For long enough strings, yes I suppose so. Depends on the data as you suggest.

>: Personally I use Lattice C's _hash() function which has never produced
>: duplicate values so far.
>
> Well then, I suppose the writers of Lattice C have shattered all Computer
> Science theory ;) Never, you say ? How do you know ? Have you checked
> them all ? [Just kidding].
In all the projects I have used the _hash function in (see my CPXs on my web site) I know what the data file is as I construct it :-) and I run it through a test program first to make sure that there are no duplicate hash values.
I've no idea what algorithm they chose but so far so good :-)

Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

1912. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6nhdbr$ums@usenet.pa.dec.com>
Source record: 4127
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl wrote:
>
>What about the Digital Alpha work stations?
>
>Take as OS Linux and you have some real computing power on
>your desk.
>

And you can render your own Titanic movies with them :-)

William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

1913. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: Liam Busey <liam1@ix.netcom.com>
Message-ID: <359C7831.4E16@ix.netcom.com>
Source record: 4128
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

dmaxwell@iwaynet.net wrote:

> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.
>
> Apple will yet die of this disease. We don't need another carrier of
> it.

Apple has been around for over 20 years. That's a long time for a computer manufacturer. I don't think they'll be disappearing any time soon.

1914. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda66d$c6a09260$3e5e0fcb@default>
Source record: 4129
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote in article
<359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>...
> Robert S Ely wrote:
>
> > Speaking of the Amiga, Gateway has announced that they are
working on a
> > new Amiga computer. OS 4 will be a tempory OS for software companies to
> > build apps then when the new machine hits the streets next year, it
will
> > have OS5. They said that this machine will be better than any consumer
> > PC available.
>
> If you ask me this new computer doesn't realy sounds like a Amiga at all.
It will
> only be compatible with old amiga apps through emulation. The OS will be
completely

Are you saying that if a new ST was released it would have to be 100%
backward compatable with the old eighties designed hardware ?.
Emulation is a great solution for backwards compatability.

> new and based on a outside developed kernal like BeOS, or Mach. This you
can already

The kernal will "borrow" parts from other OS's, a lot of the features of
workbench will be retained and enhanced further.

> be done under Linux. It will not include a Motorola CPU, it's probably
going to use
> intels comming Merced chip, or something else shitty. The "new" amiga
which will be

Definately not Merced or anything Intel.

> like a bridge to the new platform which will be released later this year
will be
> based
> on the Pentium, so it's clear that they will go for the x86/intel line
like everyone
> else. Don't forget that Gateway has only made intel boxes and never even
seen a PPC.

Gateway wouldn't pay $40 mill for a virtually dead platform with only a
small user base and then spend money on redevelopment to sell rebadged

PC's. Who'd buy them ?, Amigans certailny wouldn't and neither would Joe Blow.

>
> Basicly it's a completely new computer and OS with the Amiga name on it. It's like
> buying a PC whith the Commodore sign on it. It has got nothing at all to do with
> Commodore.

It's for real dude, and it's an Amiga and it's not a PC.
I can't see a PC being 5-10X faster then the current PII by end 1999.

Besides, what the hell is the problem with having another alternative to Intel ?.

Sour grapes ?
:-)

Regards,

Clockmeister.

1915. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <359CBBD0.299E@mst.tn.utwente.nl>
Source record: 4130
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Clockmeister wrote:
>
> Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote in article
> <359BA45B.153D@mst.tn.utwente.nl>...
> >
> > What about the Digital Alpha work stations?
> >
> > That are real computers! After an 8 bit spectrum and a 16/32 bit
> > Atari it is time to scale up again. Not to a lousy 32bit system. That
> > was interesting 10 years ago. Nope, time to get 64 bit hardware, that
> > is progress!
> >
>
> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

The Alpha 21264 is, esp. on the floatingpoint part. Integer
specs are a bit less. And this processor is shiping now. It's
not some magical vapor ware like Intel Merced or a 'quantum
processor' to be released in 1999. It is simply the fastest
processor available.

Bye, Hans
```

1916. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359CF0E1.D961B11F@NO.SPAM.emw.ericsson.se>
Source record: 4131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Clockmeister wrote:

> > new and based on a outside developed kernal like BeOS, or Mach. This you
> can already
>
> The kernal will "borrow" parts from other OS's, a lot of the features of
> workbench will be retained and enhanced further.

Who says?

> > Basicly it's a completely new computer and OS with the Amiga name on it.
> It's like
> > buying a PC whith the Commodore sign on it. It has got nothing at all to
> do with
> > Commodore.
>
> It's for real dude, and it's an Amiga and it's not a PC.

And it's not a Amiga.

> I can't see a PC being 5-10X faster then the current PII by end 1999.

5-10x times faster than what? A sluggish 266MHz P2, or a 400MHz? I wonder
how they define "todays PCs"?

And which is this mysterious CPU?

> Besides, what the hell is the problem with having another alternative to
> Intel ?.

Nothing! Did you say that?

> Sour grapes ?

For what? I think you have missed something obvious and the funny thing is that
you doesn't even know it.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1917. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359CF277.612EA1B5@NO.SPAM.emw.ericsson.se>
Source record: 4132
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Clockmeister wrote:
>
> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

The current Alpha (available since last year) is 4-7 times as fast
as a P2. Next one out next year will be between 8-15 times as fast.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

1918. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda69e$f39f7840$375e0fcb@default>
Source record: 4133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
William Wong <wongck@letterbox.com> wrote in article
<6nhdbr$ums@usenet.pa.dec.com>...
> In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl
wrote:
> >
> >What about the Digital Alpha work stations?
> >
> >Take as OS Linux and you have some real computing power on
> >your desk.
> >
>
> And you can render your own Titanic movies with them :-)
>
> William

And the Amiga II will also be able to do that, for $500 US. (approx)

> ---
> Windows 95 (n) - 32-bit extensions and a graphical
> shell for a 16-bit patch to an 8-bit operating system
> originally coded for a 4-bit microprocessor, written
> by a 2-bit company that can't stand 1 bit of competition
>
> ,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
> William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
> Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
> http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95
>
```

1919. Zorg available in freeware

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: rousseau@wallace.gemplus.fr
Message-ID: <slrn6ppafn.lrn.rousseau@gromit.gemenos.south-europe.gemplus>
Source record: 4134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I have decided to release my program Zorg as a freeware under GPL.

The archives are on ftp.lip6.fr in /pub/atari/Incoming and should be
moved to the Disk/ directory soon.

The files are:
- ZORG_210.LZH for the binary without any limitation
- ZORG_SRC.LZH for the sources (Purce C 1.1)

If someone wants to continue the developpement please contact me.

Questions and/or answers by mail as I have no time to read these
newsgroups.

--
Ludovic Rousseau
Ludovic.Rousseau@wallace.gemplus.fr
-- Normaliser Unix c'est comme pasteuriser le Camembert, L.R. --

1920. Disk/system info please

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-03 00:00:00 UTC
From: m w grossmann <mwg@select-ware.com>
Message-ID: <359D70B5.1AFC@select-ware.com>
Source record: 4135
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8-bit

I've provided a lot of Atari system info to people who worked on emulators then stopped. Finally, the Atari800Win is out and there's good reason to get to work on this myself.

Since I haven't been able to find it out there, I am going to work on a programme to allow the PC to read Atari disks so that the data can be saved. I need ANY info you might have concerning this project. Info on programmes such as MacDrive95 would also be useful, since that programme hooks into Win and allows the PC to read/write/format foreign (Mac) disks.

The programme will probably work under DOS and may use an older version of MS or IBM DOS, like 6.0, 5.0 or even 3.2. Transfer will also probably only be to the 3 1/2" floppy to avoid having to deal with the hard drive and the FAT16/32 and long names systems.

I and my partner were the largest Atari software and hardware err... "experts"... in the '80s and are both interested in making a lot of the now-defunct software available for archival purposes (standard MAME-type disclaimer here). He also wrote a couple special "mini-DOS"es to load multiple programmes/cartridges (we placed many on diskettes) and we'll make these available for the emulator, too. We have more than 3000 (no typo) disks, both boot and binary files, that we want to save. Many are already being lost to aging.

As further temptation, we have most of the cart games/programmes in binary form and also have a lot of the languages and boot games. Oh... we also have all the 5200-to-800 conversions (and the source code AND a way to convert all the new 5200 images that are out there to 800).

Your help is greatly appreciated.

Respond/reply to bad_doggie@hotmail.com please.

Cheers-

m w grossmann

1921. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-04 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6njvc7$fun@usenet.pa.dec.com>
Source record: 4136
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

```
In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister" <gerryvdb@tnet.com.au>
wrote:
>
>
>>
>> And you can render your own Titanic movies with them :-)
>>
>And the Amiga II will also be able to do that, for $500 US. (approx)
>

Titanic was officially render on Alphas running Linux.
Amiga can probably do that, they did an great job in babylon 5, but the
Titanic team decided to use Alpha/Linux combination.

W
```

1922. Perl on MiNT: betatesters wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-04 00:00:00 UTC
From: Jarkko Hietaniemi <jhi@alpha.hut.fi>
Message-ID: <oeen2apvku5.fsf@alpha.hut.fi>
Source record: 4137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I am looking for some brave souls to try out a Perl 5.005 beta
release on MiNT.

Background: a guy called Guido Flohr did the port for an earlier Perl
release last year. I now upgraded his patches to the current Perl
5.005 beta -- but Guido isn't answering his email (maybe he is on
vacation or something) and I don't have MiNT to test the code on.

So, if any of you kind people who have MiNT and some time to spare,
could you please grab

http://www.iki.fi/jhi/perl5.004_69+mint+mpeix+mvs.tar.gz

and give it a good MiNTing.

Note that some experience in Bourne shell scripting, C programming and
debugging, and the Perl language itself may be needed to get 100%
"make test", depending on how badly I botched up Guido's work...

Having built Perl on other platforms would be also a definite plus
because then you probably don't need to read the "INSTALL" file and
you know what "running Configure" means.

--
$jhi++; # http://www.iki.fi/~jhi/
There is this special biologist word we use for 'stable'.
It is 'dead'. -- Jack Cohen

1923. Re: Perl on MiNT: betatesters wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-04 00:00:00 UTC
From: Jarkko Hietaniemi <jhi@alpha.hut.fi>
Message-ID: <oeelnq9vkep.fsf@alpha.hut.fi>
Source record: 4138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Oh yes, I forgot to say, please contact me directly at jhi@iki.fi if
you have any questions or comments, a newsgroup is not a good place
to conduct code development.

--
$jhi++; # http://www.iki.fi/~jhi/
# There is this special biologist word we use for 'stable'.
# It is 'dead'. -- Jack Cohen
```

1924. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6nogcd$c2n$1@nnrp1.dejanews.com>
Source record: 4139
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <359ad9a2.1199376@news.iwaynet.net>,
dmaxwell@iwaynet.net wrote:

> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.
>
> Apple will yet die of this disease. We don't need another carrier of
> it.

And what will they die from? I guess you have not been keeping up with the happenings in Cupertino lately.. With the imac on the verge of being released and continued high G3 sales moving forward, what more could you want?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1925. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-05 00:00:00 UTC
From: atari8@usa.net
Message-ID: <6np3p6qib1@nnrp1.dejanews.com>
Source record: 4140
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6njvc7$fun@usenet.pa.dec.com>,
wongck@letterbox.com (William Wong) wrote:
>
> In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:
> >
> >
> >>
> >> And you can render your own Titanic movies with them :-)
> >>
> >And the Amiga II will also be able to do that, for $500 US. (approx)
> >
>
> Titanic was officially render on Alphas running Linux.
> Amiga can probably do that, they did an great job in babylon 5, but the
> Titanic team decided to use Alpha/Linux combination.

They did a great job on the first *FEW* episodes of B5, but they went to more
powerful equipment later. Also, it was an Amiga coupled with the Video
Toaster, not just an Amiga alone.

John Collins ("Not NWPAC")
bosco@REMOVEME.axtek.com

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1926. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q07m7.af3.jedi@dementia.mishnet>
Source record: 4141
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Sun, 05 Jul 1998 23:55:17 GMT, atari8@usa.net <atari8@usa.net> wrote:
>In article <6njvc7$fun@usenet.pa.dec.com>,
> wongck@letterbox.com (William Wong) wrote:
>>
>> In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
><gerryvdb@tnet.com.au> wrote:
>> >
>> >
>> >>
>> >> And you can render your own Titanic movies with them :-)
>> >>
>> >And the Amiga II will also be able to do that, for $500 US. (approx)
>> >
>>
>> Titanic was officially render on Alphas running Linux.
>> Amiga can probably do that, they did an great job in babylon 5, but the
>> Titanic team decided to use Alpha/Linux combination.
>
>They did a great job on the first *FEW* episodes of B5, but they went to more
>powerful equipment later. Also, it was an Amiga coupled with the Video
>Toaster, not just an Amiga alone.

Amigas, could indeed, reproduce the efforts accomplished by
the Titanic render farm even without the Toasters...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

1927. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35A0EE5A.49BA@mst.tn.utwente.nl>
Source record: 4049
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Steve Duff wrote:
>
> On 04 Jul 98 01:08:12 William Wong wrote about "Re: Atari mentioned in CNET 30 Years Article":
>
> > Titanic was officially render on Alphas running Linux.
> > Amiga can probably do that, they did an great job in babylon 5, but the
> > Titanic team decided to use Alpha/Linux combination.
>
> What app did they use? I wasn't aware of any major 3D app available for Linux, so this should be interesting.
>
> I'd love a DEC Alpha machine -- all I need is to see NT have better game support, along with hardware support for > Voodoo2. Maybe a Matrox MGA-G200? :>

They used Photorealistic RenderMan from Pixar. This is a quite
expensive aplication, only used for rendering. The RIB data
(RenderMan Interface Bytestream) was generated by an
export function of 3D-Software Softimage.

A even better renderer is freely available for Linux, the Blue
Moon Rendering Tools (BMRT) of Larry Gritz. This software is a
combination of a raytracing and radiosity renderer.

As 3D modeling tools you can use Amapi 2.11, SCED, Leo3D or
AC3D. For correctly moving physical bodies you could use
Xaero.

And ofcourse you have good old POV ray, whici can be a very
fast renderer when you are yousing a Beowulf configuration.

I am quite sure this list wasn't complete.
So there are some 3D tools available for Linux.

(No I am not a 3D software specialist. I am just a reader
of the excelent German magazin C't (Computer Technik), they
have a very good coverage of Linux items.)

Hans

1928. MiNT <- PLIP -> Linux

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980706194222.9097A-100000@tellus.dsv.su.se>
Source record: 4050

```
Hello!

Has anyone here succesfully set up a plip connection between an atari/MiNT
box and a Linux/PC?

-o Jens M Andreasen
([ o- Bastugatan 45, S 118 25 Stockholm
-` (| +46 8 669 81 71
'-
---o---------jens-and@dsv.su.se-------------------c[]--C---

"Linux! The choice of a networking generation."
```

1929. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: "K.Hampf" <k_hampf@mail.bip.net>
Message-ID: <35a06f42.0@d2o29.telia.com>
Source record: 4051
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

William Wong wrote in message <6nnnc3$so9@usenet.pa.dec.com>...
>In article <6nliqnrfb1@nthfen.demon.co.uk>, "David Cowderoy"
<david@nthfen.demon.co.uk> wrote:
>>Hehehehe. Don't forget Intel own the Alpha Technology now
>
>Well, that's just tell you how much better is Alpha over P2. They would not
>have bothered to buy it if P2 or IA-64 is far superior than Alpha today.
Why
>buy something worst, heh? Obviously, they want to copy it.

AFAIK Alpha processors are manufactured by Digital which is now owned by
Compaq and they're the one who own the technology. Judging from your
conversation Intel have bought or licenced Alpha technology, is this true?
If that's the case, where can I find more information about this since I
have obviously missed something.

But this copy part is ridiculous, Intel needs the latest in technology just
because of their efforts to keep the old structure and concept they used in
the Intel x86 processors. A concept dating back more than Intel CPU's and
that was great ... back in the 80's in the first Z80 home computers. Today
Alpha and PowerPC processors are way ahead if you compare the ratio between
technology used and performance given. Intel has often used better
technology if you look at plain electronics involved. Still they get
outperformed by relatively simple and cheap RISC processors.

Regards, K. Hampf
e-mail: k_hampf@yahoo.com

1930. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6npa8l$ope@usenet.pa.dec.com>
Source record: 4142
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

In article <6nmmhj$j2f$1@ash.prod.itd.earthlink.net>, Steve Duff <steveduff@earthlink.net>
wrote:

>
>What app did they use? I wasn't aware of any major 3D app available for Linux,
> so this should be interesting.
>

The article was from First! by NewsEdge Corp. You can find them on
http://www.newspage.com, but that was several weeks ago.

The were using some of their own programs. I cannot recall what's the name of
the program.

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

1931. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6npabg$ope@usenet.pa.dec.com>
Source record: 4143
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6np3p6qib1@nnrp1.dejanews.com>, atari8@usa.net wrote:

>
>They did a great job on the first *FEW* episodes of B5, but they went to more
>powerful equipment later. Also, it was an Amiga coupled with the Video
>Toaster, not just an Amiga alone.
>

Oh. I didn't know that. Thought it was all on Amiga + Toaster.

Rgds
WW

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

1932. Re: EXIST() through GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: atari@bright.net
Message-ID: <6npc9b$5il$1@cletus.bright.net>
Source record: 4144

On 28 Jun 1998 22:48:17, Joakim H�gberg wrote:
>Greetings Atarians!
>
>I�ve learned that the GFA-function EXIST() should be avoided for some
>good reason,
>and that it can be replaced by a GEMDOS call.
>Can someone please tell me how (in details!) to do this, or point me in
>some appropriate direction? 8)

This will work to replace EXIST() i gfa.

```
FUNCTION exist(p$) !v0.05
$F%
LOCAL r!,e&
p$=p$+CHR$(FALSE)
~GEMDOS(26,L:BASEPAGE+128) !set dta
e&=GEMDOS(78,L:V:p$,W:FALSE)
IF e&=FALSE
r!=TRUE
ELSE
r!=FALSE
ENDIF
RETURN r!
ENDFUNC
```

```
-----------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

1933. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A070C4.9392C9F@NO.SPAM.emw.ericsson.se>
Source record: 4145
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Steve Duff wrote:

> What app did they use? I wasn't aware of any major 3D app available for Linux, so this should be interesting.

I would think that the Alphas only did the rendering, so it shouldn't be to hard to port a
renderer to it. The editing probably took place one something else.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

1934. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
Source record: 4146
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> Amigas, could indeed, reproduce the efforts accomplished by
> the Titanic render farm even without the Toasters...

I guess you could use a C64 if you ported POV to it, so who cares? Anything
with a CPU could do it.

//Magnus kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1935. Re: EXIST() through GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <35a085fad6b820@club-internet.fr>
Source record: 4147

Hello,

in article <35972AA1.514F@bigfoot.com>
Joakim Hï¿½gberg wrote:

> Greetings Atarians!
>
> Iï¿½ve learned that the GFA-function EXIST() should be avoided for some
> good reason,

What's this good reason ?

Bye,
/Pascal/

--
!!! Allez les bleus !!!

1936. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q1php.c9c.jedi@dementia.mishnet>
Source record: 4148
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Mon, 06 Jul 1998 08:47:43 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> Amigas, could indeed, reproduce the efforts accomplished by
>> the Titanic render farm even without the Toasters...
>
>I guess you could use a C64 if you ported POV to it, so who cares? Anything
>with a CPU could do it.

The point was: Amiga can ALREADY run the OS an necessary
support tools. All D2 would need to is to copy them over
to the Amiga farm and re-run make.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

1937. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>
Source record: 4052
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> >> Amigas, could indeed, reproduce the efforts accomplished by
> >> the Titanic render farm even without the Toasters...
> >
> >I guess you could use a C64 if you ported POV to it, so who cares? Anything
> >with a CPU could do it.
>
> The point was: Amiga can ALREADY run the OS an necessary
> support tools. All D2 would need to is to copy them over
> to the Amiga farm and re-run make.

So Pixars tools works on Amigas as well? I didn't know that.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1938. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q40eo.gkq.jedi@dementia.mishnet>
Source record: 4053
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 12:40:13 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> >> Amigas, could indeed, reproduce the efforts accomplished by
>> >> the Titanic render farm even without the Toasters...
>> >
>> >I guess you could use a C64 if you ported POV to it, so who cares? Anything
>> >with a CPU could do it.
>>
>> The point was: Amiga can ALREADY run the OS an necessary
>> support tools. All D2 would need to is to copy them over
>> to the Amiga farm and re-run make.
>
>So Pixars tools works on Amigas as well? I didn't know that.

Linux/68k ~ Linux/Alpha...

It's the OS, not the hardware that's the central
point. D2 is a unix shop so any other Unixen fit
in rather easily there...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

1939. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A23038.C16F9193@NO.SPAM.emw.ericsson.se>
Source record: 4054
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> >So Pixars tools works on Amigas as well? I didn't know that.
>
> Linux/68k ~ Linux/Alpha...
>
> It's the OS, not the hardware that's the central
> point. D2 is a unix shop so any other Unixen fit
> in rather easily there...

If that is the case you can still do it with most things with a CPU
and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
so what is the bid deal?

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1940. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q4f7f.i19.jedi@dementia.mishnet>
Source record: 4055
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> >So Pixars tools works on Amigas as well? I didn't know that.
>>
>> Linux/68k ~ Linux/Alpha...
>>
>> It's the OS, not the hardware that's the central
>> point. D2 is a unix shop so any other Unixen fit
>> in rather easily there...
>
>If that is the case you can still do it with most things with a CPU
>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
>so what is the bid deal?

Genuine ubiquity vs. that smoke and mirrors version that
Monopolysoft had been pushing for so long...

So? When can we see KDE or Gnome ports for MiNT then?

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

1941. Re: EXIST() through GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <6ntfkr$rv1$1@sun27.hrz.tu-darmstadt.de>
Source record: 4056

Hi!

In article <Pine.BSI.3.96.980704120947.25032A-100000@usr01.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:

```
> function exist(p$)
> $F%
> local r!,e&,sdta%
> inline dta%,64
> p$=p$+chr$(false)
> sdta%=gemdos(47) ! get old dta
> ~gemdos(26,L:dta%) ! set new dta
> e&=gemdos(78,L:V:p$,W:false)
> ~gemdos(26,L:sdta%) ! reset the old dta
> [...]
```

An even better method would be to try Fxattr() first, as Fsfirst() (which
is used here) can't handle long and case sensitive filenames correctly.

As I'm not such a good Gfa-coder, so please don't bash on me if the
following is not fully correct:

```
[beginning of function (up to and including the inline-statement) as above]
local xattr&(22) ! 23 words (0-22) for the XATTR result (46 bytes)
local xr% ! Fxattr() return value, must be a long to check for EINVFN
'
p$ = p$ + chr$(0)
xr% = gemdos(&h12c, 0, l:varptr(p$), l:varptr(xattr&(0)))
if xr% <> -32
' Fxattr() is supported by the OS, so check whether it succeeded
if xr% = 0 then
return true
else
return false
else
[insert code of original function from sdta%=... onwards]
endfunc
```

Note, though, that both the call to Fxattr() and the call to Fsfirst() do
not check whether the found item is really a file or not. It may be
anything, a file, a directory, and (for Fxattr()) a fifo, a device, a
process file, etc.

Also note that my call to Fxattr() does dereference symbolic links, e.g.
it checks for the existance of the file a symbolic link points to, if the
given name refers to a symbolic link. If you don't want this, exchange
the 0 in the gemdos(&h12c)-line into a 1.

As far as I know, Gfa does not allow structures (or records, if you want), so using the stuff Fxattr() put into the word array is a bit tricky, as you have to know the exact offsets and especially because some members are longs, not words. But you'd only need that to check whether the directory entry p$ really is a file, and nothing else.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1942. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>
Source record: 4057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998, jedi wrote:

:On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
:>jedi wrote:
:>
:>> >So Pixars tools works on Amigas as well? I didn't know that.
:>>
:>> Linux/68k ~ Linux/Alpha...
:>>
:>> It's the OS, not the hardware that's the central
:>> point. D2 is a unix shop so any other Unixen fit
:>> in rather easily there...
:>
:>If that is the case you can still do it with most things with a CPU
:>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
:>so what is the bid deal?

You will have to do it on time as well. The audience is watching the
screen and they don't wan't to see black frames with tiny messages
reading: "This frame will be added in the next service release ... ".

:
: Genuine ubiquity vs. that smoke and mirrors version that
: Monopolysoft had been pushing for so long...
:
: So? When can we see KDE or Gnome ports for MiNT then?
:

A free implementation of KDE is impossible because of the dependencies to
Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just *might* be able to
run an Xserver and then open a plip connection to some other machine
running an application. Not very useful.
:

-o Jens M Andreasen
([o- Bastugatan 45, S 118 25 Stockholm
-` (| +46 8 669 81 71
'-
---o---------jens-and@dsv.su.se-------------------c[]--C---

"Linux! The choice of a networking generation."

1943. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q4qv3.iha.jedi@dementia.mishnet>
Source record: 4058
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998 20:08:43 +0200, Jens M Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Tue, 7 Jul 1998, jedi wrote:
>
>:On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>:>jedi wrote:
>:>
>:>> >So Pixars tools works on Amigas as well? I didn't know that.
>:>>
>:>> Linux/68k ~ Linux/Alpha...
>:>>
>:>> It's the OS, not the hardware that's the central
>:>> point. D2 is a unix shop so any other Unixen fit
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>:>
>:>If that is the case you can still do it with most things with a CPU
>:>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
>:>so what is the bid deal?
>
>You will have to do it on time as well. The audience is watching the
>screen and they don't wan't to see black frames with tiny messages
>reading: "This frame will be added in the next service release ... ".
>
>:
>: Genuine ubiquity vs. that smoke and mirrors version that
>: Monopolysoft had been pushing for so long...
>:
>: So? When can we see KDE or Gnome ports for MiNT then?
>:
>
>A free implementation of KDE is impossible because of the dependencies to
>Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just *might* be able to

Download the source and re-compile it on your Falcon or
Ameoba. This should work with Linux as the rest of the
system is open source.

>run an Xserver and then open a plip connection to some other machine
>running an application. Not very useful.

--
Hardly. Microsoft has brought the microcomputer OS to

the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

1944. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <35a2ac9e.341263@news.iwaynet.net>
Source record: 4059
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> The point was: Amiga can ALREADY run the OS an necessary
> support tools. All D2 would need to is to copy them over
> to the Amiga farm and re-run make.
>

But how many Amigas do you want to use to do it? Rendering is strictly a number crunching affair. Rendering has nothing to do with the graphics hardware that makes the Amiga special. One Alpha machine running at 533 Mhz can probably do what 50 to 100 '040 Amigas could do. Just the savings on power consumption would justify the use and purchase of ONE Alpha as opposed to upty million Amigas. And the Titanic people were using a FARM of Alpha's to do the rendering. And yes, other tools were used to generate the scenes. If I remember correctly Mac, NT, and Unix boxes were used to generate the scenes.

1945. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q5hkt.jht.jedi@dementia.mishnet>
Source record: 4060
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 23:22:29 GMT, dmaxwell@iwaynet.net <dmaxwell@iwaynet.net> wrote:
>
>> The point was: Amiga can ALREADY run the OS an necessary
>> support tools. All D2 would need to is to copy them over
>> to the Amiga farm and re-run make.
>>
>
>But how many Amigas do you want to use to do it? Rendering is strictly

...as many as it takes. The real concern would be price
per MFLOP. When Titanic was in production, the price/
performance leader just happened to be Alpha.

>a number crunching affair. Rendering has nothing to do with the
>graphics hardware that makes the Amiga special. One Alpha machine

I never said nor implied such a thing actually.
Although those coprocessors might get put to
good use if someone's crafty about their shared
libs.

>running at 533 Mhz can probably do what 50 to 100 '040 Amigas could
>do. Just the savings on power consumption would justify the use and
>purchase of ONE Alpha as opposed to upty million Amigas. And the
>Titanic people were using a FARM of Alpha's to do the rendering. And
>yes, other tools were used to generate the scenes. If I remember
>correctly Mac, NT, and Unix boxes were used to generate the scenes.

I doubt that a Unix shop like D2 would put up with Mac
& they likey only put up with NT because of it's market
inertia/vendor support.

NT was the frontend, Linux was the backend. Although a
port of Lightwave to yet another Unix shouldn't be too
strenuous...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

1946. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-08 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980708051924.22203A-100000@tellus.dsv.su.se>
Source record: 4061
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998, jedi wrote:

:>But how many Amigas do you want to use to do it? Rendering is strictly
:
: ...as many as it takes. The real concern would be price
: per MFLOP. When Titanic was in production, the price/
: performance leader just happened to be Alpha.

A full discussion can be found at:

http://www.ssc.com/lj/issue46/2494.html

1947. Re: EXIST() through GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35a4e27d.33002394@news.demon.co.uk>
Source record: 4062

On Sun, 28 Jun 1998 22:48:17 -0700, Joakim Hï¿½gberg
<I_donï¿½t_like_spam!@bigfoot.com> wrote:

>Greetings Atarians!
>
>Iï¿½ve learned that the GFA-function EXIST() should be avoided for some
>good reason,
>and that it can be replaced by a GEMDOS call.
>Can someone please tell me how (in details!) to do this, or point me in
>some appropriate direction? 8)

What is EXIST supposed to do btw?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1948. Re: EXIST() through GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35a5e2dd.33098703@news.demon.co.uk>
Source record: 4063

On Mon, 06 Jul 1998 08:37:20 +0200 (MET DST), pricard@club-internet.fr
(Pascal Ricard) wrote:

>Hello,
>
> in article <35972AA1.514F@bigfoot.com>
> Joakim Hï¿½gberg wrote:
>
>> Greetings Atarians!
>>
>> Iï¿½ve learned that the GFA-function EXIST() should be avoided for some
>> good reason,
>
>What's this good reason ?

Judging from the replies, it looks like EXIST doesn't set a DTA
buffer, or sets it incorrectly.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1949. Re: Midi-input and Aes-events?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35a7e4b5.33570391@news.demon.co.uk>
Source record: 4064

On 1 Jul 1998 08:59:31 GMT, "Student" <student@pczaal.utwente.nl>
wrote:

>Is it possible to create within the Midi-In-Interrupt a timer-, keyboard-
>or message-eventfor the AES-function Event-Multi?

Possibly.

>any suggestions?

You'd have to write some code to insert relevent data into one of the
buffers used by Kbdvbase() and have some scheme whereby you could tell
it was really midi data when the app received it.

An easier and (imo) better solution would be to send the midi data
straight to your application via appl_write().

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1950. Re: Midi-input and Aes-events?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-09 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <35a3b650958910@game-master.com>
Source record: 4065

on Wed 08-07-98 04:02 Guy Harrison wrote:

>An easier and (imo) better solution would be to send the midi data
>straight to your application via appl_write().

Can you explain how this would be done?

How does appl_write() distinguish between different types of data?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

1951. DSP Jpegd

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6o2lfj$chs@balaena.bio.vu.nl>
Source record: 4066

Can anyone supply me with some working code that uses the the Falcon DSP
JPEG decoder (the one from Brainstorm)? I wrote some myself, but that didn't
seem to work very well...
Thanks,
-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

1952. TOS and Free Pascal.

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-09 00:00:00 UTC
From: codc01@gel.usherb.ca
Message-ID: <6o2s0r$h8d$1@nnrp1.dejanews.com>
Source record: 4067

Greetings, FPK-Pascal (FPC), can now correctly produce m68k code, i'd like to know if someone would be interested in porting the run-time-library to the Atari... In all cases, an Amiga binary version should be available within weeks. Please contact me via e-mail if interested.

Carl Eric Codere
http://www-edu.gel.usherb.ca/codc01

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1953. Try this

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-09 00:00:00 UTC
From: djamm <djamm@club-internet.fr>
Message-ID: <35A4B205.420E780B@club-internet.fr>
Source record: 4068

http://www.error-404.com/Atari/

:)

1954. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-09 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <6o3543$hqa@panix3.panix.com>
Source record: 4069
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>,
Jens M Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Tue, 7 Jul 1998, jedi wrote:
>
>:
>: So? When can we see KDE or Gnome ports for MiNT then?
>:
>
>A free implementation of KDE is impossible because of the
>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>*might* be able to run an Xserver and then open a plip connection to
>some other machine running an application. Not very useful.
>

In 1988/89 I was running X11R3 on a 4MB Sun 3/50 (68020 based UNIX
workstation) and other Sun 3 machines. There is no problem running X
in 4MB. Of course I don't know how big a footprint MiNT has (my Mega
4ST has been in storage for a few years).

--
Brian Reynolds | "Humans explore the Universe with five
reynolds@panix.com | senses and call the adventure science."
http://www.panix.com/~reynolds/ | - Edwin P. Hubble

1955. WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-09 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <35a4fd222b17e0@game-master.com>
Source record: 4070

Does anyone know how to use WF_KIND() to add window elements to an existing window?

I want to add a vertical slider and arrows to an existing (and open) window. I'm using the GFA call

~WIND_SET(handle,1,&X111001011,0,0,0)

Theoretically this should do the trick, but nothing happens. I've tried closing the window first then reopening it, doing a redraw...

I could delete the window and then create a new one, but I'd prefer to just change the existing one.

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

1956. Border on GEM-windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-10 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase_Remove_this@bigfoot.com>
Message-ID: <35A5DF3B.4EF9@bigfoot.com>
Source record: 4071

Greetings Atarians!

I wonder if a GEM-window can have another borderwidth than 1 pixel?
If so,

* What AES is capable of handling this?
* How can I find out the current width?
* How do I set border width value?

Thanks in advance...

/Joakim

http://hem1.passagen.se/gokmase/atari

1957. Scancodes for extra keys

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-10 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <GWKZCXG@tos.pl.net>
Source record: 4072
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Are there any scancodes defined for the extra keys present on some keyboards (I am looking at a AT keyboard), for example the F11 and F12 keys, End, Page up, Page down, Scroll lock, Num lock, Print Screen and Pause. Also some newer keyboards have a few extra keys as well, such as the "Windows" key.

If there are not any scancodes assigned to these keys, how should they be handled on such a keyboard? What should keys like Scroll lock and Num lock do? What does Scroll lock do on a normal IBM compatible?

With Num lock I could make it simply return number keys when on or arrow/alternative keys when off on the number pad, is this the correct behaviour, or will this be handled by TOS if I make Num lock send the correct scancode? If the latter, how should I know when to turn the num lock light on the keyboard on and off?

As for caps lock, the computer can at any time change the state of the caps lock without telling the keyboard, I believe, so is there any way I can know what state the caps lock light should be in (on or off) at any time?

(I'm talking from the point of view of the keyboard.)

Thank you for any hints.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

1958. Re: Border on GEM-windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-10 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <4ZKZC0M@tos.pl.net>
Source record: 4073

Joakim H&#65533;gberg (gokmase_Remove_this@bigfoot.com) wrote:
: I wonder if a GEM-window can have another borderwidth than 1 pixel?
: If so,

: * What AES is capable of handling this?
: * How can I find out the current width?
: * How do I set border width value?

The border around the window can be any width. Your application software doesn't have to know how wide it is, but you can find out by using wind_get. The original Atari AES never used a border wider than 1 pixel, and there's no way to set that. If some other AES does allow that size to be configured, you would have to look at the documentation for the particular program, since there's no standard way of doing it. Application software doesn't need to worry about the border width anyhow.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

1959. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-10 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzemvtkj61.fsf@issan.informatik.uni-dortmund.de>
Source record: 4074

rosco@game-master.com (Ross MacIver) writes:

|> Does anyone know how to use WF_KIND() to add window elements to an
|> existing window?

AFAIK, this is not implemented, at least not in any builtin AES upto TOS
3.x.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

1960. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-10 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <35a60e326564f0@game-master.com>
Source record: 4075

on Fri 10-07-98 14:03 Andreas Schwab wrote:

>|> Does anyone know how to use WF_KIND() to add window elements to an
>|> existing window?
>
>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
>3.x.

Strange that it's documented... Was it intended as a future addition?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

1961. Sozobon C -mlong problems

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-11 00:00:00 UTC
From: Russell Magee <bigruss@cheetah.spots.ab.ca>
Message-ID: <6o6vta$pe1$1@f02s02.tac.net>
Source record: 4076

Hi,
I'm trying to compile some code using SozobonX 2.05 (?I think). The code will compile with the default (-mshort) int size, but if I compile with -mlong, the code bus errors somewhere during C startup, before main is entered. (Looks like somewhere during or slightly after parsing the environment variables, in MonST). I'm running on an Atari TT/030, TOS 3.06.
Is the -mlong option just broken, or do I need to include special libs, or what?

Thanks,
-Russ

1962. STOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-11 00:00:00 UTC
From: Carl Daugherty <crdaugh@ix.netcom.com>
Message-ID: <6o7jmm$ba8@sjx-ixn9.ix.netcom.com>
Source record: 4077

I'm just getting back into the ST and I'd like to recapture some memories.
Anyone have a STOS manual and possibly a gamemakers book they'd like
to get rid of. I'm willing to buy or trade generously.

Thanks

1963. Border on GEM-windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-11 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <05a_9807140433@conchbbs.com>
Source record: 4078

```
g > I wonder if a GEM-window can have another borderwidth than 1
g > pixel?

Geneva can give you complete access to the OBJECT tree which makes
up a particular window frame. I've used this feature to replace the
FULLER button. Needless to say, the code is not portable.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

1964. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-12 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <35a7f9be332761@the-gap.demon.co.uk>
Source record: 4079

on Fri 10-07-98 17:53 Ross MacIver wrote:

>on Fri 10-07-98 14:03 Andreas Schwab wrote:
>
>>|> Does anyone know how to use WF_KIND() to add window elements to an
>>|> existing window?
>>
>>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
>>3.x.
>
>Strange that it's documented... Was it intended as a future addition?

Documented where? I've never heard of it!

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

1965. FS - Abacus ST books

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-12 00:00:00 UTC
From: bretelle@autonet.net
Message-ID: <35a93f2c.29423260@news.provide.net>
Source record: 4080
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

If anyone's interested in picking up the Abacus Software series of books on the Atari ST, I've put a couple up on the ebay auction site.

If there's enough interest I'll post more of the series, as well as some 68000 assembly language books.

BobR

Atari ST Tips & Tricks - Abacus book #5

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=20947366

Atari ST 3D Graphics Programming - Abacus #12

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=20948384

1966. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-12 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <35a7d10e114c430@game-master.com>
Source record: 4081

on Sun 12-07-98 00:47 Gary Priest wrote:

>>>|> Does anyone know how to use WF_KIND() to add window elements to an
>>>|> existing window?
>>>
>>>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
>>>3.x.
>>
>>Strange that it's documented... Was it intended as a future addition?
>
>Documented where? I've never heard of it!

It's in the GFA manual at least...

There are some programs around (like KIVI QWK) that allow you to
customize window elements on the fly. I would imagine that WF_KIND is
used for this purpose, unless there's another call that I haven't come
across.

In KIVI the change of window elements is very smooth and it sure
doesn't seem like the window is being deleted and then re-created with
new elements. How do I do this?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

1967. interviews wanted

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-12 00:00:00 UTC
From: Chris Swinson <chris.swinson@zetnet.co.uk>
Message-ID: <19980712214955887781@zetnet.co.uk>
Source record: 4082

HI all,

I am after people to interview for MEGA issue 3, If you run a softwhere house, PD libary or similer then I would like to do a quick interview with you. makes good free addvertising as well.

If you know any good links to interviews such as the crew in Star Trek then I would like to use them.

Anyone who helps I will of course add you to the credits in issue 3. Thats if you give me your name that is ;-)

chris.swinson@zetnet.co.uk

www.users.globalnet.co.uk/~mega01/

1968. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-12 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <980712202240$dbolt@my-ste.demon.co.uk>
Source record: 4083

```
-----BEGIN PGP SIGNED MESSAGE-----

On 12 Jul 1998 13:40:10 , Ross MacIver wrote:
> on Sun 12-07-98 00:47 Gary Priest wrote:
>
> >>>|> Does anyone know how to use WF_KIND() to add window elements to an
> >>>|> existing window?
> >>>
> >>>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
> >>>3.x.
> >>
> >>Strange that it's documented... Was it intended as a future addition?
> >
> >Documented where? I've never heard of it!
>
> It's in the GFA manual at least...

It's also in the Abacus GEM programmers reference and Compute!'s Technical
reference guide Atari ST: AES, so it has been documented. I wonder if it's
in the Compendium, anyone with a copy care to look and see?

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNakbFPt/J4yyMZyRAQFBgAL/epQkRoKWb0/dJz7V+A+iPW3M87B1iRJW
wiVAD/Nq1YrA+clmFCDKz8TQ4/O1r3IFkJsNfMvU2vhOflcqE4Ibyh/BrSryDfzQ
EvWb9ocUMsipMQgliWTk3hELNKIZAsIF
=B97+
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1969. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-12 00:00:00 UTC
From: David Cowderoy <david@nthfen.demon.co.uk>
Message-ID: <6o9slk$e7l$1@nthfen.demon.co.uk>
Source record: 4084
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

```
K.Hampf wrote in message <35a06f42.0@d2o29.telia.com>...
>
>AFAIK Alpha processors are manufactured by Digital which is now owned by
>Compaq and they're the one who own the technology. Judging from your
>conversation Intel have bought or licenced Alpha technology, is this true?
>If that's the case, where can I find more information about this since I
>have obviously missed something.
>

It was several months ago. I read it in a mag, so I probably won't find the
mention of it.
---------------------------------------------------------------
David Cowderoy/The Berserker
```

1970. Code to convert Atari Works STW file into ASCII

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6o9aag$7v$2@newshost.comnet.co.nz>
Source record: 4085

I am trying to write some user manuals and readme files, using Atari Works.

If I select "Export file" from the menu, and then choose "plain ASCII", I get a file containing a number of _very_ long lines (200-300 characters or more) for each paragraph. (read: each paragraph becomes one long line of ASCII)

Is there some source code somewhere I can use to read and translate the STW file that Atari Works saves its text into, into 70-ish width lines? Or is there a utility I can use?

Doing so by hand, using an ASCII editor (like the one included in Devpac, Lattice etc) is tedious when the files get lengthy.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

1971. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6obne8$3of$1@newshost.comnet.co.nz>
Source record: 4086

Gary Priest (gary@the-gap.demon.co.uk) wrote in comp.sys.atari.programmer:
> on Fri 10-07-98 17:53 Ross MacIver wrote:

> >on Fri 10-07-98 14:03 Andreas Schwab wrote:
> >
> >>|> Does anyone know how to use WF_KIND() to add window elements to an
> >>|> existing window?
> >>
> >>AFAIK, this is not implemented, at least not in any builtin AES upto TOS
> >>3.x.
> >
> >Strange that it's documented... Was it intended as a future addition?

> Documented where? I've never heard of it!

WF_KIND used to be listed as a parameter to wind_set() and wind_get()
earlier on (pre-1990).

ie "wind_set(handle, WF_KIND, NAME|CLOSER|MOVER, ...)"

I can vaguely recall seeing it listed in the (circa 1986) Megamax C
manual.

And WF_KIND is still #defined in the Lattice C 5.60 aes.h file, but isn't
defined in either the v5.06 (ring-bound! one function to a page! hooray!)
or the 5.60 (perfect bound. many-funcs per page. boo!) manuals.

#define WF_KIND 1

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

1972. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <35a928a077a540@game-master.com>
Source record: 4087

on Sun 12-07-98 20:22 David Bolt wrote:

>> >>>|> Does anyone know how to use WF_KIND() to add window elements to an
>> >>>|> existing window?
>> It's in the GFA manual at least...
>
>It's also in the Abacus GEM programmers reference and Compute!'s Technical
>reference guide Atari ST: AES, so it has been documented. I wonder if it's
>in the Compendium, anyone with a copy care to look and see?

What does it say about it in these two books? I really would like to
use something that could change window elements on the fly. CAB does
it, KIVI does it...how do they do it?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

1973. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980713044540.26708A-100000@tellus.dsv.su.se>
Source record: 4088
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On 9 Jul 1998, Brian Reynolds wrote:

:In 1988/89 I was running X11R3 on a 4MB Sun 3/50 (68020 based UNIX
:workstation) and other Sun 3 machines. There is no problem running X
:in 4MB. Of course I don't know how big a footprint MiNT has (my Mega
:4ST has been in storage for a few years).

According to reports (years ago) in this forum you can have X with an
xterm and a shell up and running without problems (in 4 meg), but thats
about it. MiNT itself is not the problem. The Xservers I have here are
sized in the range 2.5 - 3.5 megabyte. I'd guess that the one for ST is
about the same size.

(
)
c[] // Jens M Andreasen

1974. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A9BE9C.EA3E1468@NO.SPAM.emw.ericsson.se>
Source record: 4089

Ross MacIver wrote:

Hi,

> What does it say about it in these two books? I really would like to
> use something that could change window elements on the fly. CAB does
> it, KIVI does it...how do they do it?

I don't know about KIVI, but CAB uses "faked" window gadgets. It's not
real window gadgets, but self build which acts just like the real thing.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

1975. WTD:Amiga -> Lynx devkit

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: alex@argonaut.com
Message-ID: <6od4fa$7qt$1@nnrp1.dejanews.com>
Source record: 4090
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.atari.programmer

Hi there,
along time ago there was this cool little hand held console
called the Lynx. Unfortunately it was too bulky and had too short a
battery life and was discontinued.

The Lynx Development kit was little box from a company called Epyx,
who originaly designed the "Handy" console (a.k.a. Lynx), and the
engineers also worked on the original Amiga!!!

This little box, called Howard I think, linked to the Amiga via the
parallel port.

I was wondering if anyone had one of these development kits and the
software, possibly in a dusty corner somewhere....

Perhaps your company did Lynx development and you have a couple of
devkits in the warehouse gathering dust??

I'd really like to get hold of one, so if you have one get in touch

Cheers
Alex Holland

P.s. I dont read Usenet too often so email me direct could you??
Mailto: alex@argonaut.com
21 Hill View Gardens
Kingsbury
North London
NW9 0TE
ENGLAND
+44(0)181 621 4451
+44(0)181 951 6151

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1976. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: Manfred Lippert <ft195@fen.baynet.de>
Message-ID: <6od2pjrtj1@freenet-b.fen.baynet.de>
Source record: 4091

```
>I really would like to
>use something that could change window elements on the fly.
It isn't possible at this time. Not in TOS. Not in MagiC. Not in N.AES.

>CAB does
>it, KIVI does it...how do they do it?
CAB uses its own window elements (because of Frames).

Bye,
Mani
```

1977. ST World Magazine Info

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <35b4394c.1918260@news.zetnet.co.uk>
Source record: 4092

I believe there was once a commerical magazine called '"ST World"
which was the first of the ST Mags to die. Is there anyone who can
provide me with some info about it including a screenshot of the cover
in Gif format? I want to write an article on it and I need to know...

1. What year (and month if known) was the first issue released?
2. What year (and month if known) was the last issue released?
3. Why did it cease publication.
4. General info about the contents IE: tutorials ran, regular features
(news, PD Reviews, other reviews etc).

I would be grateful if anyone could give me as much info as possible
on this.

Note: I am talking about ST World and not Atari World, two different
magazines.

Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/
Join The Silly Software Mailing List - go to
http://www.onelist.com/subscribe.cgi/silly-software

1978. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35ae28a5.16332855@news.demon.co.uk>
Source record: 4093

On Mon, 13 Jul 1998 02:22:28 GMT, rosco@game-master.com (Ross MacIver)
wrote:

>on Sun 12-07-98 20:22 David Bolt wrote:
>
>>> >>>|> Does anyone know how to use WF_KIND() to add window elements to an
>>> >>>|> existing window?
>>> It's in the GFA manual at least...
>>
>>It's also in the Abacus GEM programmers reference and Compute!'s Technical
>>reference guide Atari ST: AES, so it has been documented. I wonder if it's
>>in the Compendium, anyone with a copy care to look and see?
>
>What does it say about it in these two books? I really would like to
>use something that could change window elements on the fly. CAB does
>it, KIVI does it...how do they do it?

Most likely via manipulating a normal OBJECT tree.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1979. Re: MiNT <- PLIP -> Linux

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-13 00:00:00 UTC
From: joes@chem.sintef.no
Message-ID: <35a9ce4d.508414761@news.sintef.no>
Source record: 4094

On Mon, 6 Jul 1998 19:47:27 +0200, Jens M Andreasen
<jens-and@dsv.su.se> wrote:

>Has anyone here succesfully set up a plip connection between an atari/MiNT
>box and a Linux/PC?

It's not possible, Linux and MiNT use different protocols for IP on
the parallell-port. Unfortunelately the ST's (and all other models for
that matter) parallell-port doesn't support all signals used in
Linux-PLIP, so Linux will have to adapt to MiNT in this case...

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
*/

1980. For Sale: Atari ST - the Advanced Programmer's Guide

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-14 00:00:00 UTC
From: "y.song" <y.song@eat78rpm.demon.co.uk>
Message-ID: <35ABA017.571C0B8D@eat78rpm.demon.co.uk>
Source record: 4095
Cross-posted to: comp.sys.atari.programmer,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st

For Sale: Atari ST - the Advanced Programmer's Guide by Mark Harrison
Book

I have one copy of this book for sale.

Published by Sigma Press 1986. 288 Pages.

Offers please in English Pounds to y.song@eat78rpm.demon.co.uk

It's in good condition.

thanks

Y. Song

1981. For Sale: Atari ST - the Advanced Programmer's Guide

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-14 00:00:00 UTC
From: "y.song" <y.song@eat78rpm.demon.co.uk>
Message-ID: <35ABA039.5DB46555@eat78rpm.demon.co.uk>
Source record: 4096
Cross-posted to: comp.sys.atari.programmer,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st

For Sale: Atari ST - the Advanced Programmer's Guide by Mark Harrison
Book

I have one copy of this book for sale.

Published by Sigma Press 1986. 288 Pages.

Offers please in English Pounds to y.song@eat78rpm.demon.co.uk

It's in good condition.

thanks

Y. Song

1982. Re: WF_KIND to change window elements

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-14 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <980714172652$dbolt@my-ste.demon.co.uk>
Source record: 4097

```
-----BEGIN PGP SIGNED MESSAGE-----

On 13 Jul 1998 02:22:28 , Ross MacIver wrote:
> on Sun 12-07-98 20:22 David Bolt wrote:
>
> >> >>>|> Does anyone know how to use WF_KIND() to add window elements to an
> >> >>>|> existing window?
> >> It's in the GFA manual at least...
> >
> >It's also in the Abacus GEM programmers reference and Compute!'s Technical
> >reference guide Atari ST: AES, so it has been documented. I wonder if it's
> >in the Compendium, anyone with a copy care to look and see?
>
> What does it say about it in these two books? I really would like to
> use something that could change window elements on the fly. CAB does
> it, KIVI does it...how do they do it?

According to both Compute!'s AES and GEM programmers, it's supposed to set
the window control flags, as you'd think it should do, although from the
returned value when trying it out, it doesn't exist.

The only thing I can think of, and it's a wild guess, is that these two,
and some other manuals and programming guides, took the info from the
PC-GEM docs rather from what had been implemented in ST-GEM.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNatWiPt/J4yyMZyRAQFyvwMAlHf39j/EAXvhkRBhYTPZ7dMj2LA6GCpI
CCUXescuc21n65gnB+3ft0N99IZyhvsCsHej0XQKUFf+LtuxhQm/lMB/0mamPiyo
WCzysWYwIzh1n3BpsPtD4FB0/OPtHjL3
=W3/U
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

1983. Search for midi softwares & programmers for Ste

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-15 00:00:00 UTC
From: CORNEILLIE Vincent <vcorneillie@wanadoo.fr>
Message-ID: <6oiagm$5vh$1@platane.wanadoo.fr>
Source record: 4098

Hello,

I'm a french owner of an atari mega Ste

1) ****** I'm looking for softwares for it *******

I'm looking for

TRAX Recording Studio Utilities
(Tracksheet plus)
by Quentin Rice
(c) Quinsoft 1990

I had a demo of this and I'll like to buy the full version.

(It allows you to print a cue list, a track sheet, a mix sheet and you can store the names and adress of the consummers and musicians in a database.)

I also looking for :
-'Studio module' for Cubase V3.0 Atari.
- Dr T's XOR (Universal Patch Librarian for Synth's sounds)
- other Editor/patch/Librarian witch is fully compatible with Notator/softlink and can manage sounds of Roland D70 and Yamaha SY99

2) ****** I'm looking for a programmer on Atari St********

2.1) If I can't find Trax (see above...)
I'll like to have a soft for manage a small recording studio

2.2) the 2nd software must be faster because :

It must be able to show 41 differents "midi control changes" on one screen like 41 bar graph.

The control changes are showing the moves of the faders of an automated mixing console Tascam M3700. For each fader (32+8+1=41) the console send 3 midi bytes like :

-in midi : Controlchange,fader nï¿½,Value
-in hexa : Bn,yy,xx where 'n' is the midi channel (0h to Fh), 'yy' is the number of the fader (00h to 25h), 'xx' the level of the fader (00h to 7Fh)
-in deci : 176+(n),yy,xx where 'n' is the midi channel (0 to 16), 'yy' is the number of the fader (0 to 41), 'xx' the level of the fader (0 to 127)

I tried with the cubase midimixer but there is 3 problems :

-1) The fist fader send a CTRL CHGE nï¿½0 and this is not reconize by Cubase
-2) Because of the size of the cubase's faders, you can't see 41 faders in the same time on the screen (you must scroll the bars)

-3) I already use midimixer's objects for FX programming and I can use only
127 object simultaneously

I don't know if some software for other mixing consoles can work (Allen &
Heath,
Soundtracks, Soundcraft ??...) I'm specialy thinking about 'Spirit Auto'
Software or 'big by langley'.

Thanks for answering to my email

Vincent CORNEILLIE
In Lille, North of France

_____ _____
/[][][][][][]|_|[][][][][][]\
<=O=------=O= =O=------=O=>
Lille, son beffroi, son mï¿½tro automatique...

vcorneillie@wanadoo.fr

1984. Re: Search for midi softwares & programmers

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-16 00:00:00 UTC
From: cmassey@gate.net
Message-ID: <6ok3bb$125s$1@news.gate.net>
Source record: 3999

Vincent,

This is a real nice accounting program that was special made for the
recording studio. I have run the demo, sometime back and it looked super!

I didn't get it because my business didn't warrant it. The demo was on
Genie which is now becoming part of the www. FWIW

Charlie

Studio Manager - Invoice/Accounting v 1.xx

PRESS RELEASE

We are pleased to announce the commercial-release debut of

STUDIO MANAGER - INVOICE/ACCOUNTING

With the availablity of an inexpensive yet powerful computer
platform like the Atari ST, the concept of a computer-based studio
management 'system' seemed the obvious way to handle the various
'chores' that exist in the operations of a recording studio.
Armed with a handful of commercial and public domain
programs we went 'computerized'. With a stack of manuals to learn
and assortment of floppy disks we shuffled through the patchwork.
After two years of trying this and that, it was concluded that we
have actually create MORE work for ourselves.

We are music people trying to compete in the business world.
We were busy studying our craft, be it music theory, arranging,
MIDI sequencing or acoustics and recording techniques.
We also wanted everything that left the studio to be of the
best quality we could provide; from real-time cassette dubs to
our client's invoice statement.

With a 'vision' greater than our budget, the decision was
made to barter long days and nites at the computer in designing
software to address the unique needs of the recording studio business
and, thereby, help us in our overall pursuit. We were surely no
stranger to this type of schedule, and the parallels between music
production and software development provided pleasant revelations.
From a humble beginning, the 'INVOICE' program developed
into a essential tool that was used daily in studio operations.
When other studio people who, looking over our shoulder
or just 'checking out the computer scene', showed positive interest
in using the 'INVOICE' program for their business, the decision

was made to redesign the program architecture to work for any
studio. We also gave it a name at that point.
In what was to be a complete source code re-write for the next
generation of 'STUDIO MANAGER', with all new logic, features and a new
graphic user interface, the motto 'UP ALL NITE' became our theme song.

For some, the closest experience with a keyboard was either
a synthesizer or a typewriter, so the program had to be intuitive,
easy to learn, and quick.

Documentation notes:

If I told you about one of the more difficult parts of writing
this software package, it could easily be the documentation.
When I called on some of the various users of the program to
assist in the doc writing process, they laughed saying who needs
docs for the program ... it's self-explanatory. Of course, that
was one of the fundamental concept that went into the design, so that
may help explain some of the difficulties. The 'other' reason was the
amount of features within the program that everyone had just grown
accustomed to. Fair enough, but while the time drag on during
the doc writing sessions, I began adding requested features that
were scheduled for the next version upgrade.
We decided that the outline approach to describe the operation
of the program would serve the best beginning.
Other decisions had to do with the final 'form' of the docs.
The spectrum of choices boiled down to either pre-printed booklets
or the standard ASCII text file on disk.
So, the decision: we go the text file route and offer a
special introductory price for a limited time. The user base can
help us in making these, and other decision. As for the 'docs' issue,
if it is concluded that pre-printed is the way to go, then every
registered user will receive them. The expanded user base, along
with the on-line support, should provide us insight as to how both
the documentation (and software!) should mature.

At the very least, we hope that you find Studio Manager v 1.xx
has the basic foundation you've sought in a working solution for
your business of music.
I hope that you will join us!

Sincerely,

Ron

Future program development:
This being the debut commercial release of STUDIO MANAGER v 1.xx
we have tried to provide a foundation base program to handle the
immediate needs of the recording studio business.
The design for future versions will be based upon request from
the users as to new features and functions to be implemented.
Aside from the Invoice/Accounting system, other studio related

support programs in development include:
A client Fone Book database, Scheduling Calendar, Track Sheets,
Tape Labeling and Pre-Production modules.

Be sure to stop in at the GEnie support message base in the
MIDI RT (Cat 3 Topic # 2), or Email the author at RHFactor

Mail to:
Ronald Hollins
UP ALL NITE SOFTWARE
1005-B Bent Tree Lane
Columbia, South Carolina 29210
Phone:
(803) 798-4698

-eof---------------

On 15 Jul 1998 15:20:24, "CORNEILLIE Vincent" wrote:
>
>Hello,
>
>I'm a french owner of an atari mega Ste
>

>
>Thanks for answering to my email
>
>
> Vincent CORNEILLIE
> In Lille, North of France
>
>
> _____ _____
> /[][][][][]|_|[][][][][]\
> <=O=------=O= =O=------=O=>
>Lille, son beffroi, son m[illegible]tro automatique...
>
> vcorneillie@wanadoo.fr
>
>
>.

1985. looking for C-libraries

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-17 00:00:00 UTC
From: rvdnoord@dds.nl
Message-ID: <35aed002.128190@news.telekabel.nl>
Source record: 4000

Hello,

Does anybody know a place on the web where I can find some useful
C-libraries for my Atari ST?

Especially some menu, and other user-interface libs will probably help
me.

Peter van der Noord
petervdnoord@yahoo.com

1986. Re: Search for midi softwares & programmers

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-18 00:00:00 UTC
From: CORNEILLIE Vincent <vcorneillie@wanadoo.fr>
Message-ID: <6os1ih$8a5$1@platane.wanadoo.fr>
Source record: 4001

Charlie Massey wrote :

>This is a real nice accounting program that was special made for the
>recording studio. I have run the demo, sometime back and it looked super!
>
>Studio Manager - Invoice/Accounting v 1.xx

>
>Mail to:
> Ronald Hollins
> UP ALL NITE SOFTWARE

Hello,

Thanks for the reply

The software look (looked ?) Great ! I 'll like to find it... but where ???

Does anyone know if there is a web site or an email where I'll find some
more informations (price, ordering...)

Thanks again.

From north of France

Vincent CORNEILLIE

_____ _____
/[][][][][]|_|[][][][][]\
<=O=------=O= =O=------=O=>
Lille, son beffroi, son m&#65533;tro automatique...

vcorneillie@wanadoo.fr

1987. Re: Code to convert Atari Works STW file into ASCII

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6ov5gi$nkh@balaena.bio.vu.nl>
Source record: 4002

Gaven Miller (gmiller@inca.co.nz) wrote:

: I am trying to write some user manuals and readme files, using Atari Works.

Hmm...

: If I select "Export file" from the menu, and then choose "plain ASCII", I
: get a file containing a number of _very_ long lines (200-300 characters or
: more) for each paragraph. (read: each paragraph becomes one long line of
: ASCII)

Unformatted ASCII text. Very useful when importing into a DTP program or
wordprocessor...

: Is there some source code somewhere I can use to read and translate the
: STW file that Atari Works saves its text into, into 70-ish width lines?
: Or is there a utility I can use?

Most good text editors should be able to perform a decent word-wrap to
a specified line length, AFAIK... And if not, it shouldn't be _too_ hard
to write a bit of code for that... (after all, this _is_ a programmer
newsgroup :)

: Doing so by hand, using an ASCII editor (like the one included in Devpac,
: Lattice etc) is tedious when the files get lengthy.

Erm, yeah.

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Nothing is faster than the speed of light ...

To prove this to yourself, try opening the refrigerator door before the
light comes on.

1988. FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-20 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980720093212.12144A-100000@ganymede.cs.mun.ca>
Source record: 4003

Hello everyone,

I'm writing a disk utility program in GFA BASIC 3.5E. I was
wondering if anyone knows or could show me some sample code on how to do
any of the following...

(1) Read the disk FATS table and decifer it.
(2) Read how many directories and files are on the disk
(3) Read/Change the disk lable
(4) Probably some formating routines

I really need to find a rountine for the FATS table. I want to be
able to find system and hidden files. I also need to find clusters,sectors
e.t.c. Also files which have been deleted but their data is still on the
disk.

Thank's

Scott.

1989. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35B363A2.1F72@mst.tn.utwente.nl>
Source record: 4004

Scott Harris wrote:
> I'm writing a disk utility program in GFA BASIC 3.5E. I was
> wondering if anyone knows or could show me some sample code on how to do
> any of the following...
>
> (1) Read the disk FATS table and decifer it.

Use sector read routines to read the FAT.

> (2) Read how many directories and files are on the disk

Use Fsfirst-Fsnext.

> (3) Read/Change the disk lable

Read the directory sector change name write the sector.

> (4) Probably some formating routines

Use the OS format routines.

> I really need to find a rountine for the FATS table. I want to be
> able to find system and hidden files. I also need to find clusters,sectors
> e.t.c. Also files which have been deleted but their data is still on the
> disk.

System and hidden files are found using Fsfirst Fsnext. No need
for FAT's overhere. Maybe you should first read some documentation
about the file system before even thinking about tinkering with
the filesystem. A good place to start is
http://www.komkon.org/fms/MSX/Docs/Disk.txt
which looks like a part of the ST discdoc program.

Maybe you should also browse the disk with a sector editor
so you can learn how things fit together. One of the best
dikeditors ever is (IMHO) norton diskedit. Don't worry
about it being a DOS program because the filesystem
structures are exactly the same. Try to learn about
the diskstructures with that program.

Succes, Hans Wessels

1990. Atari World Classic Systems

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-20 00:00:00 UTC
From: dziur2@aol.com
Message-ID: <1998072016261000.MAA11011@ladder03.news.aol.com>
Source record: 4005

```
Atari World Classic Systems Is Coming!
http://members.aol.com/AtariW/Index.htm
AWCS
Atari World Classic Gaming Systems Opens End Of August!
http://members.aol.com/AtariW/Index.html
```

1991. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6p0f28$dhp@balaena.bio.vu.nl>
Source record: 4006

Scott Harris (harris@cs.mun.ca) wrote:

: (1) Read the disk FATS table and decifer it.

That should probably just be FAT (FAT = "File Allocation Table").

: (2) Read how many directories and files are on the disk

Easy. Just step through all the dirs recursively...

: (3) Read/Change the disk lable

Shouldn't be too hard, there's even a GFA-call that can do that IIRC.

: (4) Probably some formating routines

Check out some docs on XBIOS calls if you can find them...

: I really need to find a rountine for the FATS table. I want to be
: able to find system and hidden files. I also need to find clusters,sectors
: e.t.c. Also files which have been deleted but their data is still on the
: disk.

You'll want to get at least the Atari GEMDOS manual, which has an appendix
dedicated to FAT-fs structure. It should be on most of the good Atari FTP
sites (I think Umich as wel...) or else try my page (see below, and hope the
link is still valid...)

Good Luck,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"It's Like This"

Even the samurai
have teddy bears,
and even the teddy bears
get drunk.

1992. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35b39fae.3967813@nntpserver.swip.net>
Source record: 4007
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

"Clockmeister" <gerryvdb@tnet.com.au> skrev 3 Jul 1998 10:24:53 GMT
f�ljande:

>Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote in article
><359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>...
>> Robert S Ely wrote:
>>
>> > Speaking of the Amiga, Gateway has announced that they are
>working on a
>> > new Amiga computer. OS 4 will be a tempory OS for software companies to
>> > build apps then when the new machine hits the streets next year, it
>will
>> > have OS5. They said that this machine will be better than any consumer
>> > PC available.
>>
>> If you ask me this new computer doesn't realy sounds like a Amiga at all.
>It will
>> only be compatible with old amiga apps through emulation. The OS will be
>completely
>
>Are you saying that if a new ST was released it would have to be 100%
>backward compatable with the old eighties designed hardware ?.
>Emulation is a great solution for backwards compatability.

I would go for a complete port of the OS with processor emulation for
legacy programs.

>> new and based on a outside developed kernal like BeOS, or Mach. This you
>can already
>
>The kernal will "borrow" parts from other OS's, a lot of the features of
>workbench will be retained and enhanced further.

This upsets me. The Amiga kernel is central to its efficiency and
general behaviour. Using another kernel will make it somwething else
than an AmigaOS.

>> be done under Linux. It will not include a Motorola CPU, it's probably
>going to use
>> intels comming Merced chip, or something else shitty. The "new" amiga
>which will be
>
>Definately not Merced or anything Intel.

We don't know that. In fact, we don't know anything at all.

>> like a bridge to the new platform which will be released later this year
>will be
>> based
>> on the Pentium, so it's clear that they will go for the x86/intel line
>like everyone
>> else. Don't forget that Gateway has only made intel boxes and never even
>seen a PPC.
>
>Gateway wouldn't pay $40 mill for a virtually dead platform with only a
>small user base and then spend money on redevelopment to sell rebadged
>PC's. Who'd buy them ?, Amigans certailny wouldn't and neither would Joe
>Blow.

I'm uncertain, they've stated that they bought Amiga for its
community, and they have previously moved bought user groups to the PC
platform.

>> Basicly it's a completely new computer and OS with the Amiga name on it.
>It's like
>> buying a PC whith the Commodore sign on it. It has got nothing at all to
>do with
>> Commodore.
>
>It's for real dude, and it's an Amiga and it's not a PC.

I'd say it's neither or a little of both.

>I can't see a PC being 5-10X faster then the current PII by end 1999.

If the Amiga can, why not the PC? And how do you know this isn't
vapourware?

>Besides, what the hell is the problem with having another alternative to
>Intel ?.

I welcome all alternatives, but I want to keep the Amiga alive, and
I'm not sure that Gateway are planning to produce an Amiga.
--
/Iggy, the irregular regular.

1993. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35b4573029ebd1@xs4all.nl>
Source record: 4008

on Mon 20-07-98 17:34 Hans Wessels wrote:

>> (2) Read how many directories and files are on the disk
>
>Use Fsfirst-Fsnext.

Beware! We have vfat systems nowadays, and with those Fsfirst-Fsnext
don't work. I've just tinkered with this.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"It is the greatest possible victory to be, to continue to be,
and to have been. No defeat can deprive us of the success of
having existed for some moment of time in a universe that seems
indifferent to us." - Norbert Wiener

1994. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6p1n00$aj3$1@sun27.hrz.tu-darmstadt.de>
Source record: 4009

Hi!

Jos den Bekker <josdb@xs4all.nl> wrote:
: Beware! We have vfat systems nowadays, and with those Fsfirst-Fsnext
: don't work. I've just tinkered with this.

If available, one should always use Dopendir(), Dreaddir() and
Dclosedir() to scan a directory. I posted an example here some time ago.

Also note that Fsfirst()/Fsnext() on VFAT partitions with SingleTOS
(i.e. without VFAT enabled) sometimes find the VFAT entries, which is a
bad thing. There are two ways to avoid that: Put HideVFAT into your
Auto-folder (I'll make that available tomorrow), or put a workaround
into your programs, like this:

```
fret = Fsfirst("C:\*.*", 0x17);
while (fret ==0)
{
if (dta.d_attrib == 0xf) /* Is it a VFAT entry? */
continue; /* Yes, so skip it */
/* Do something with the file */
fret = Fsnext();
}
```

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1995. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980721092115.13824B-100000@ganymede.cs.mun.ca>
Source record: 4010

On Mon, 20 Jul 1998, Hans Wessels wrote:

> > any of the following...
> >
> > (1) Read the disk FATS table and decifer it.
>
> Use sector read routines to read the FAT.

What do you mean by the sector read routines? Are you talking about
BIOS/XBIOS parameter blocks?

> > (2) Read how many directories and files are on the disk
>
> Use Fsfirst-Fsnext.

Ok I was thinking about that, but what about the directories and files
within directories. FSFIRST-NEXT only reads from the current directory, so
this means whenever the loop incounters a folder, it would have to change
to that directory and check its contents and so forth. Is there another
way? Could I use the FATS table for this purpose. Just read it and count
the file ends.

> > > (3) Read/Change the disk lable

> > Read the directory sector change name write the sector.

So the disk lable is stored on a sector on the disk. So its just a read
and write routine to that sector.

> > (4) Probably some formating routines
>
> Use the OS format routines.

What do you mean by OS format routines? Do you mean XBIOS(10)?

>
> > I really need to find a rountine for the FATS table. I want to be
> > able to find system and hidden files. I also need to find clusters,sectors
>
> System and hidden files are found using Fsfirst Fsnext. No need
> for FAT's overhere. Maybe you should first read some documentation
> about the file system before even thinking about tinkering with
> the filesystem. A good place to start is
> http://www.komkon.org/fms/MSX/Docs/Disk.txt
> which looks like a part of the ST discdoc program.
>
> Maybe you should also browse the disk with a sector editor

> so you can learn how things fit together. One of the best
> dikeditors ever is (IMHO) norton diskedit. Don't worry
> about it being a DOS program because the filesystem
> structures are exactly the same. Try to learn about
> the diskstructures with that program.

Thanks for the address, I'll have look. Also thank's for the quick
responce and the advice.

Scott.

1996. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6p2d5r$o9l$1@sun27.hrz.tu-darmstadt.de>
Source record: 4011

Hi!

Scott Harris <harris@cs.mun.ca> wrote:
: Ok I was thinking about that, but what about the directories and files
: within directories. FSFIRST-NEXT only reads from the current directory, so
: this means whenever the loop incounters a folder, it would have to change
: to that directory and check its contents and so forth. Is there another
: way? Could I use the FATS table for this purpose. Just read it and count
: the file ends.

You could do so, but of course it's nothing to use in an application,
but only in a special disk utility which checks whether the partition
it's reading from is really a FAT one.

: So the disk lable is stored on a sector on the disk. So its just a read
: and write routine to that sector.

To be precise, the disk label for a FAT filesystem is stored in the root
directory as a filename with attribute 0x8 (so, if one is set, it may be
located in any of the root directory's sectors). Simply use
Fsfirst("*.*", 0x8) (or Dreadlabel(), if available) to read it, and
Fcreate(labelname, 0x8) (or Dwritelabel(), if available) to set/change
it. No need to use low-level-stuff for that.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1997. Read data from MIDI in

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase_Remove_this@bigfoot.com>
Message-ID: <35B5507C.71DE@bigfoot.com>
Source record: 4012

Greetings Atarians!

How do you (In GFA code) read incoming mididata?

Is there a way to check that the Midi-port really is present, without
making the
system hang, if so isnï¿½t the case?

Regards,

/Joakim

http://hem1.passagen.se/gokmase/atari

1998. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: maurits@SPAMBLOCK_remove_to_reply.bassment.demon.nl
Message-ID: <slrn6r933r.c0.maurits@bassment.demon.nl>
Source record: 4013
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>>:
>>: So? When can we see KDE or Gnome ports for MiNT then?
>>:
>>
>>A free implementation of KDE is impossible because of the
>>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>>*might* be able to run an Xserver and then open a plip connection to
>>some other machine running an application. Not very useful

One of the first big MiNT distributions, the TAF-kit, came with X11 as default GUI. It works nicely on a 4meg ST. But lemme get this discussion straight, so far the line was that an Amiga can do anything an Alpha can do in Linux because an Amiga will run Linux as well, but that this doesn't go for Ataris because MiNT isn't fully Linux compatible? Are we forgetting that Linux will run on an Atari as well? (And, again, that X will also work under MiNT).

Maurits.

1999. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6r9v5d.dsl.jedi@dementia.mishnet>
Source record: 4014
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 21 Jul 1998 20:05:40 GMT, Maurits van de Kamp
<maurits@SPAMBLOCK_remove_to_reply.bassment.demon.nl> wrote:
>>>:
>>>: So? When can we see KDE or Gnome ports for MiNT then?
>>>:
>>>
>>>A free implementation of KDE is impossible because of the
>>>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>>>*might* be able to run an Xserver and then open a plip connection to
>>>some other machine running an application. Not very useful
>
>One of the first big MiNT distributions, the TAF-kit, came with X11 as default
>GUI. It works nicely on a 4meg ST. But lemme get this discussion straight,
>so far the line was that an Amiga can do anything an Alpha can do in Linux
>because an Amiga will run Linux as well, but that this doesn't go for Ataris
>because MiNT isn't fully Linux compatible? Are we forgetting that Linux will

It may not necessarily go for MiNT.

That does not address Atari in general.

A Falcon will quite happily run Linux and could
quite happily contribute to a D2 render farm
right beside an Ameboa, an Alpha, a Sidewinder
or any other supported platform...

>run on an Atari as well? (And, again, that X will also work under MiNT).

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

2000. Atari 520 ste

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: SeanTQuinn <SeanTQuinn@email.msn.com>
Message-ID: <#377ASPt9GA.74@upnetnews03>
Source record: 4015

Hi

Atari 520 STE for sale, in quite good condition. Make me a offer by
emailing me at SeanTQuinn@msn.com

2001. Re: Code to convert Atari Works STW file into ASCII

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: norway@interlog.com
Message-ID: <6p3l22$9tt@shell1.interlog.com>
Source record: 4016

```
Gaven Miller (gmiller@inca.co.nz) wrote:
: I am trying to write some user manuals and readme files, using Atari Works.
: If I select "Export file" from the menu, and then choose "plain ASCII", I
: get a file containing a number of _very_ long lines (200-300 characters or
: more) for each paragraph. (read: each paragraph becomes one long line of
: ASCII).
:
: Is there some source code somewhere I can use to read and translate the
: STW file that Atari Works saves its text into, into 70-ish width lines?
: Or is there a utility I can use?
:
: Doing so by hand, using an ASCII editor (like the one included in Devpac,
: Lattice etc) is tedious when the files get lengthy.
```

Hi Gaven, below is some code I slapped together to solve this problem. It's written in HiSoft Basic; if you don't have the compiler let me know and I'll email you the uuencoded .PRG file.

```
' 80-CHARS.BAS
' Format text to 80 columns

DEFINT a-z

REM $include gemaes.bh

LIBRARY "gemaes","gemvdi","gemdos","xbios"

DIM s(50)
s(0) = 1

fsmessage$ = "Enter filename"
fspath$=CURDIR$+"\*.*"
fsname$=""

fin$ = Fileselect$
PRINT fin$

i=LEN(fin$)
IF i=0 THEN STOP

DO
ch = ASC(MID$(fin$,i,1))
IF ch="."% THEN EXIT LOOP
IF i=1 THEN EXIT LOOP
DECR i
LOOP
fo$ = LEFT$(fin$,i) + "FMT"
```

```
CLS
PRINT fin$;" -----> ";fo$

OPEN "I",#1,fin$
OPEN "O",#2,fo$
pp=0
DO UNTIL EOF(1)
LINE INPUT #1,a$
i = LEN(a$)
IF i>79 THEN
old_x = 0
new_line = 0
x=1
s=1
DO
IF MID$(a$,x,1) = " " THEN
IF (x - new_line)\76 = 1 THEN
s(s) = old_x + 1
INCR s
new_line = old_x
old_x = 0
ELSE
old_x = x
END IF
END IF
INCR x
LOOP UNTIL x>i
s(s) = x

FOR x=1 TO s
i = s(x-1)
s = s(x) - i
PRINT#2, MID$(a$,i,s)
NEXT x
ELSE
PRINT#2, a$
END IF
LOOP
CLOSE

' File selector handler - returns a new pathname
' the global variables fspath$ and fsname$ keep the appropriate
' GEM items.
FUNCTION FileSelect$
SHARED fspath$,fsname$,fsmessage$
STATIC ok,i,ch
fsel_exinput fspath$,fsname$,ok,fsmessage$
IF ok THEN
i=LEN(fspath$)
DO
ch=ASC(MID$(fspath$,i,1))
IF ch="\"% OR ch=":"% THEN EXIT LOOP
```

```
IF i=1 THEN EXIT LOOP
DECR i
LOOP
FileSelect$=LEFT$(fspath$,i)+fsname$
ELSE
FileSelect$=""
END IF
END FUNCTION
--
```

---

norway@interlog.com David Snowdon (VA3DKS) Toronto, Ontario, CANADA

2002. cmp.w #$c9,d0

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-21 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6p1ees$mj7$1@newshost.comnet.co.nz>
Source record: 4017

Every so often, whilst debugging some code I've written, I see the 68k instruction "cmp.w #$c9,d0" in the start of the code that handles the GEM trap.

I know that $73 signals that it is a VDI call, and $C8 is for AES calls, so what does $c9 signify?

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

2003. Re: Read data from MIDI in

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-22 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <35b4c15062d650@game-master.com>
Source record: 4018

on Tue 21-07-98 19:37 Joakim Hï¿½gberg wrote:

>Greetings Atarians!
>
>How do you (In GFA code) read incoming mididata?
>
>Is there a way to check that the Midi-port really is present, without
>making the
>system hang, if so isnï¿½t the case?

Use INP?(3) to check if there's data available at the MIDI port and
read the data with INP(3).

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

2004. C++ on Atari Platform?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-22 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <6p3vradmc1@nnrp1.dejanews.com>
Source record: 4019

Hi All,

I was wondering if anybody out there knows if there is a C++ compiler
for the Atari platform? I can't think of any GEM C++ compilers, but
perhaps there is a MiNT version of the GNU C++ compiler?

Thanks.

Regards,

Ben Hills.
Any replies via E-Mail please : ben@imperial.co.uk

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2005. Re: C++ on Atari Platform?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <901117049.76309@tornado.itea.ntnu.no>
Source record: 4020

```
Ben Hills <ben@imperial.co.uk> wrote:

> I was wondering if anybody out there knows if there is a C++ compiler
> for the Atari platform? I can't think of any GEM C++ compilers, but
> perhaps there is a MiNT version of the GNU C++ compiler?

Correct, gcc is ported to MiNT/TOS/MagiC. It's available (with libs)
from all good ftp-sites. Try 'ftp.funet.fi/pub/atari/piwo-mint/Gcc'

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2006. avserver question

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-22 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980722120135.28264C-100000@usr09.primenet.com>
Source record: 4021

Hi I am having a prob (as usual) with my evnt_multi() with the
avserver message it could send me.

ok: it says here on my manual that if I put addr_buffer (in the
evnt_multi()) = 0 it will check for menu(1) to menu(8) mu_mesag.

The thing is< how do I check if I get a message from the avserver?
the ideal would be to put addr_buffer in the evnt_multi and then i
woul dbe able to check that. But then all the regular aes messages
won't be seen at all.

Clear enough?
thanks :)

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

2007. DRI linker (.o file) format?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-22 00:00:00 UTC
From: Russ Magee <rmagee@AudeSi.com>
Message-ID: <35B61497.14A5@AudeSi.com>
Source record: 4022
Cross-posted to: comp.sys.atari.programmer,comp.os.cpm

Hi all,
I am thinking of adapting some existing tools (the c68/jas compiler and assembler) for a personal project, and I might also need to create a simple custom linker.
I've looked around a bit and I haven't been able to find the definition for DRI object files. Is this documented anywhere? (For Motorola 68k object code)

Thanks in advance,
-Russ Magee

2008. Re: avserver question

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-22 00:00:00 UTC
From: erikhall@mail2.tripnet.se
Message-ID: <6p56srpjn1@minox.tripnet.se>
Source record: 4023

```
On 22 Jul 1998 12:04:44 , Katherine L Ellis wrote:
>Hi I am having a prob (as usual) with my evnt_multi() with the
>avserver message it could send me.
>
>ok: it says here on my manual that if I put addr_buffer (in the
>evnt_multi()) = 0 it will check for menu(1) to menu(8) mu_mesag.
>
>The thing is< how do I check if I get a message from the avserver?
>the ideal would be to put addr_buffer in the evnt_multi and then i
>woul dbe able to check that. But then all the regular aes messages
>won't be seen at all.
>
>Clear enough?
>thanks :)
>
>
Hi i hope this example can help you.

/Erik Hall

#define VA_START 0x4711
#define VA_DRAGACCWIND 0x4725
#define AV_STARTPROG 0x4723
#define AV_SENDKEY 0x4710
#define AV_ACCWINDOPEN 0x4724
#define AV_ACCWINDCLOSED 0x4726
#define AV_ASKCONFONT 0x4714
#define VA_PROTOSTATUS 0x4701

event = evnt_multi(
MU_TIMER | MU_MESAG | MU_BUTTON | MU_KEYBD, /* set messages to respond to. */
10, /* Time frame for events. */
1, /* Keyboard Event mask. */
button, /* desired key state */
0, 0, 0, 0, 0, /* rectangle one information (ignored) */
0, 0, 0, 0, 0, /* rectangle two information (ignored) */
message, /* The message buffer */
timer,0, /* Number of Ticks for Timer event. */
&mousex, /* The x-coordinate of the mouse at event. */
&mousey, /* The y-coordinate of the mouse at event. */
&mousebutton, /* The state of the mouse buttons at event. */
&keymods, /* The state of the keyboard modifiers. */
&keycode, /* The key code for the key pressed. */
&clicks /* The number of times the event occurred */
);
```

```
if (event & MU_MESAG)
{

switch (message[0])
{
/******* Window messages ********/
case WM_REDRAW:
redraw_test_window();
break;

/*** avserver messages *****/
case VA_START:
do_some_stuff();
break;

/***********************************
** OBJECT LINKING MESSAGES **
***********************************/
case OLGA_INIT:
olga_init();
break;

}
}
```

2009. Re: C++ on Atari Platform?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6p5epfrv1@roch.zetnet.co.uk>
Source record: 4024

On 22 Jul 1998 06:11:53 , Ben Hills wrote:
>I can't think of any GEM C++ compilers, but
>perhaps there is a MiNT version of the GNU C++ compiler?

Yes, there is. On Umich perhaps?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2010. Re: Read data from MIDI in

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-22 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <980722175502$dbolt@my-ste.demon.co.uk>
Source record: 4025

```
-----BEGIN PGP SIGNED MESSAGE-----
```

On 21 Jul 1998 19:37:49 , Joakim H�gberg wrote:
> Greetings Atarians!
>
> How do you (In GFA code) read incoming mididata?
>
> Is there a way to check that the Midi-port really is present, without
> making the
> system hang, if so isn�t the case?

```
This will read a single byte from the midi port, only if theres something
to read:

IF INP?(3)
value&=INP(3)
ELSE
value&=-1
ENDIF

The reason for using value& (word) instead of value| (byte) is, if there's
nothing returned, then value& will be -1, whereas if something is available
it will be in the range 0 to 255.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNbYnePt/J4yyMZyRAQEgTQL/dpfeer5PzDBWt9NWUguOcW6rZKrF05dw
PxIs1/ikIFHrgw4wwGUOXlFdV4yyTrjoo23p8ogj+Dh+2l3b6/0kUjzM+lK+NC9Q
9Z9CvHb2ps/THqI7DZLgHogZ1zZXELq3
=R2xS
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb
```

2011. Re: Code to convert Atari Works STW file in

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-23 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <6p6d44$i00$1@jair.pressenter.com>
Source record: 4026

On 12 Jul 1998 03:25:04, Gaven Miller wrote:
>I am trying to write some user manuals and readme files, using Atari Works.
>
>If I select "Export file" from the menu, and then choose "plain ASCII", I
>get a file containing a number of _very_ long lines (200-300 characters or
>more) for each paragraph. (read: each paragraph becomes one long line of
>ASCII)
>
>Is there some source code somewhere I can use to read and translate the
>STW file that Atari Works saves its text into, into 70-ish width lines?
>Or is there a utility I can use?
>
>Doing so by hand, using an ASCII editor (like the one included in Devpac,
>Lattice etc) is tedious when the files get lengthy.
>
>--
>
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at tos pl net. I would like to
>apologise to the genuine respondents that this may inconvenience.
>
>.

There are any number of programs that would break down the long ascii
lines for you. QED is freeware and can be set to auto wrap long
lines. Many of the standard word processors will also do it.

--Terry Kelly

2012. Re: avserver question

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-23 00:00:00 UTC
From: pierre.tonthat@hol.fr
Message-ID: <6p6ujebkm2@news4.isdnet.net>
Source record: 4027

On 22 Jul 1998 12:04:44 , Katherine L Ellis wrote:

>ok: it says here on my manual that if I put addr_buffer (in the
>evnt_multi()) = 0 it will check for menu(1) to menu(8) mu_mesag.

If I understand you correctly...
The gfa MENU(x) values are not advised when the true EVNT_MULTI is used. The solution is to link addr_buffer% to the MENU(x) table, so don't use MENU(x) but your own table such as :

```
FUNCTION ev_multi(em_flags&,em_cl&,em_ma&,em_st&,em_ct%,VAR
em_mx&,em_my&,em_mk&,em_kbd%,em_key%,em_click&)
'
INT{ADD(GCONTRL,2)}=16
INT{ADD(GCONTRL,4)}=7
INT{ADD(GCONTRL,6)}=1
INT{ADD(GCONTRL,8)}=0
'
INT{GINTIN}=em_flags&
INT{ADD(GINTIN,2)}=em_cl&
INT{ADD(GINTIN,4)}=em_ma&
INT{ADD(GINTIN,6)}=em_st&
FOR i&=8 TO 24 STEP 4
LONG{ADD(GINTIN,i&)}=0
NEXT i&
INT{ADD(GINTIN,28)}=WORD(em_ct%)
INT{ADD(GINTIN,30)}=WORD(SWAP(em_ct%))
'
LONG{ADDRIN}=addr_table%
'
GEMSYS 25
'
em_mx&=INT{ADD(GINTOUT,2)}
em_my&=INT{ADD(GINTOUT,4)}
em_mk&=INT{ADD(GINTOUT,6)}
em_kbd%=INT{ADD(GINTOUT,8)}
em_key%=INT{ADD(GINTOUT,10)}
em_click&=INT{ADD(GINTOUT,12)}
'
FOR i&=0 TO 7
menu&(SUCC(i&))=INT{ADD(addr_buffer%,SHL&(i&,1))} ! solution
NEXT i&
'
RETURN GINTOUT(0)
ENDFUNC
```

The simpliest way is to look in INT{attr_buffer%+x*2}

>The thing is< how do I check if I get a message from the avserver?
>the ideal would be to put addr_buffer in the evnt_multi and then i
>woul dbe able to check that. But then all the regular aes messages
>won't be seen at all.

AV_SERVER messages are like AES messages coz they use the same GEM pipe.
^^^^

The difference is that AV_SERVER message codes which are higher
(MENU(1) is over 100). See german TOS.HYP (cool developper
documentation for the codes).

Did I answer your question ?

Cheers

Pierre (Rajah Lone)

2013. Re: avserver question

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-23 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <35B728AE.C2CB9942@france2.fr>
Source record: 4028

Katherine L Ellis a ï¿½crit:

> Hi I am having a prob (as usual) with my evnt_multi() with the
> avserver message it could send me.
>
> ok: it says here on my manual that if I put addr_buffer (in the
> evnt_multi()) = 0 it will check for menu(1) to menu(8) mu_mesag.
>
> The thing is< how do I check if I get a message from the avserver?
> the ideal would be to put addr_buffer in the evnt_multi and then i
> woul dbe able to check that. But then all the regular aes messages
> won't be seen at all.
>
> Clear enough?
> thanks :)

Hi Katherine,

i'm not sure to understand very well your problem, But it seems that you want to use
evnt_multi()
to get a specific messages from "avserver" and the standards system messages ???

In this case, there are no problems. You do a standard evnt_multi() call like
follow:

Message = evnt_multi(...)

and when a message OR any other event will occur, evnt_multi will return these
informations into Message.

to know if it is a message AND what is it you need to do:

```
if( Message & MU_MESAG)
/* This a message, standard or from another application. So you need to check
what there are
into the Array message[1..8] , passed in parameters of evnt_multi */

if( message[0] = <a message code>)
/* to what it must do ! */

else if( Message & MU_TIMER)
/* For example the GEM timer, (time elapsed) */
```

check your mail, i will send to you a source example i written... ;-))

2014. Re: avserver question

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-23 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980723091901.13145B-100000@usr07.primenet.com>
Source record: 4029

```
Thanks to all of you :)
I finally managed to get it to work.
The prob was:
That if I put the addr buffer as argument in my evnt_multi() I
couldn't see the regular aes messages (redraw etc), Because I was
still using MENU() >>> not good ;)

So now it is fine:
evnt_multi(,,,,,varptr(msg&(0)),,,,,)

If event& and mu_mesag
select msg&(0)
case wm_topped
etc
This sheme works :)
Thanks!

--------------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
--------------------------------------------------------------------------------
```

2015. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-23 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35b745c442a5ed0@xs4all.nl>
Source record: 4030

on Tue 21-07-98 09:28 Thomas Binder wrote:

> if (dta.d_attrib == 0xf) /* Is it a VFAT entry? */

I suppose, if I use Fxattr(0,filename,&xattr) instead, I get this
value in xattr.attr as well?

The reason I ask this is, that under MiNT and MagiC, when Pdomain()
will be naturally set to 1, you might have a non-vfat partition, and
then Dcreate() and Dopen() don't work. I suppose this isn't hard to
remedy, since I can test for vfat before these calls, set Pdomain(0),
and again Pdomain(1) when I'm finished. Is that correct?

I suppose the same goes for Fcreate() and Fopen(). But now another
problem occurs with existing compilers and their standard libs. I have
PureC and use only fopen(). If, under single TOS, I try to open a file
with long name, e.g. X:\longnames\dontknowif\ilikethem.period, then
fopen() will find and/or open a file X:\longname\dontknow\ilikethe.per
Under MagiC or MiNT, however, fopen() will fail on a non-vfat
partition and errno says "Path not found" (this is PureC's fopen()).
Do I have to write my own fopen() now, or is there another way around
this problem?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"I comme from Italy, on the Atlantic Auction." - Chico Marx

2016. Re: Code to convert Atari Works STW file into ASCII

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6p72fviun1@newshost.comnet.co.nz>
Source record: 4031

> Unformatted ASCII text. Very useful when importing into a DTP program or
> wordprocessor...

> : Is there some source code somewhere I can use to read and translate the
> : STW file that Atari Works saves its text into, into 70-ish width lines?
> : Or is there a utility I can use?

> Most good text editors should be able to perform a decent word-wrap to
> a specified line length, AFAIK... And if not, it shouldn't be _too_ hard
> to write a bit of code for that... (after all, this _is_ a programmer
> newsgroup :)

Whoops. I guess I wasn't thinking things through - I could manipulate the
ASCII file into the correct format (instead of decoding the STW format
into the required type)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2017. VA_START, AV protocol

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-23 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <35B73F79.49DBD9BA@france2.fr>
Source record: 4032

```
Hi....

Now it's time for me to put my smalls questions....

1 - What is the VA_START ??

2 - What is an AVSERVER, or avprotocol ?
```

2018. VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35b863a21612f20@xs4all.nl>
Source record: 4033

on Thu 23-07-98 15:22 I wrote:

>I suppose, if I use Fxattr(0,filename,&xattr) instead, I get this
>value in xattr.attr as well?

Fxattr() yields non-0 if it can't access the file or directory, so on second thought it's not a good idea to use that as a test of the drive/partition.

Is there a good and secure way to test if a drive/partition is vfat or not?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"You might as well live." - Dorothy Parker

2019. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: Frank Naumann <fnaumann@hppool.cs.uni-magdeburg.de>
Message-ID: <35B85846.357C@hppool.cs.uni-magdeburg.de>
Source record: 4034

> Is there a good and secure way to test if a drive/partition is vfat or
> not?

You doesn't need this information. Also, there are other filesystem
available (MinixFS, RAM-FS).

I doesn't see any problem if you use Dopendir/Dreaddir/Dclosedir and the
new calls that support long and casesensitive/casepreserving filenames.

Tschuess
...Frank

--
ATARI FALCON 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

2020. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: Frank Naumann <fnaumann@hppool.cs.uni-magdeburg.de>
Message-ID: <35B858E4.2F13@hppool.cs.uni-magdeburg.de>
Source record: 4035

> I suppose, if I use Fxattr(0,filename,&xattr) instead, I get this
> value in xattr.attr as well?

No. The VFAT entries are not visible for you. Only if you access the
device direct.
Also, the FAT entries are also not visible.
And, there are other filesystems available with a completly different
structure.
Your program doesn't need any information about the phyisical structure
of the filesystem.

Tschuess
...Frank

--
ATARI FALCON 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

2021. GNU C++ v2.8.1

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: Doug Little <doug@innerworkings.co.uk>
Message-ID: <6p9mtp$sqg@news5-gui.server.cableol.net>
Source record: 4036

Hi,

I'm looking for the Atari version of GNU C++ v2.8.1, which I have been (reliably) informed is now available. Does anyone know where I can find it? I am currently using v2.7.3 which works very well - but it would be nice to have the latest one.

Doug Little @ InnerWorkings.

2022. Re: DRI linker (.o file) format?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: Doug Little <doug@innerworkings.co.uk>
Message-ID: <6p9n74$t06@news5-gui.server.cableol.net>
Source record: 4037
Cross-posted to: comp.sys.atari.programmer,comp.os.cpm

Russ Magee wrote in message <35B61497.14A5@AudeSi.com>...
>Hi all,
> I am thinking of adapting some existing tools (the c68/jas compiler
>and assembler) for a personal project, and I might also need to create
>a simple custom linker.
> I've looked around a bit and I haven't been able to find the
>definition for DRI object files. Is this documented anywhere? (For
>Motorola 68k object code)

I remember going through this nightmare about a year ago, when I
was trying to link GENST generated assembler with GCC object
files.

The closest I got was finding sourcecode for a freeware linker, but
I can't remember the name. The source for the GCC linker is also
easily available, but it doesn't support DRI or GST formats. You must
convert these to the GCC linkable format using another tool. :/

Sorry I can't help more than this. But the linkable file formats have
always been a bit of a problem on Atari - documenation wise and
availability wise.

Doug Little @ InnerWorkings

2023. Re: GNU C++ v2.8.1

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <901276391.806018@tornado.itea.ntnu.no>
Source record: 4038

Doug Little <doug@innerworkings.co.uk> wrote:

> I'm looking for the Atari version of GNU C++ v2.8.1, which I have been
> (reliably) informed is now available. Does anyone know where I can find it?
> I am currently using v2.7.3 which works very well - but it would be nice to
> have the latest one.

ftp.funet.fi/pub/atari/piwo-mint/Gcc

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2024. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6pa7pemnl1@sun27.hrz.tu-darmstadt.de>
Source record: 4039

Hi!

Frank Naumann <fnaumann@hppool.cs.uni-magdeburg.de> wrote:
: No. The VFAT entries are not visible for you. Only if you access the
: device direct.

Or - as already mentioned - if you use Fsfirst()/next() with certain versions of SingleTOS and certain search attributes. That's why there's HideVFAT for SingleTOS, which I'll upload in a few minutes to ftp.cs.tu-berlin.de

Oh, I forgot: You'll also need HideVFAT with MiNT prior to 1.15 (which is still in alpha state), because Dopendir() & Co. internally also use the Fsfirst()/next() of the underlying TOS on FAT partitions, and therefore 'find' the additional VFAT entries. This may be dependent on the TOS you're using, but it is true for TOS 4.04 at least.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2025. Re: GNU C++ v2.8.1

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: Doug Little <doug@innerworkings.co.uk>
Message-ID: <6padj8$7e4@news5-gui.server.cableol.net>
Source record: 4040

```
>> I'm looking for the Atari version of GNU C++ v2.8.1, which I have been
>> (reliably) informed is now available. Does anyone know where I can find
it?
>> I am currently using v2.7.3 which works very well - but it would be nice
to
>> have the latest one.
>
>ftp.funet.fi/pub/atari/piwo-mint/Gcc

Thanks very much old matey-skip sonny-me-lad. :)

Doug.
```

2026. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <35b8b6a29dbbf0@club-internet.fr>
Source record: 4041

Hello,

in article <35b745c442a5ed0@xs4all.nl>
Jos den Bekker wrote:

> PureC and use only fopen(). If, under single TOS, I try to open a file
> with long name, e.g. X:\longnames\dontknowif\ilikethem.period, then
> fopen() will find and/or open a file X:\longname\dontknow\ilikethe.per
> Under MagiC or MiNT, however, fopen() will fail on a non-vfat
> partition and errno says "Path not found" (this is PureC's fopen()).

Maybe Andreas could patch Magic for it to act as single Tos does ?

Bye,
/Pascal/

--
Pascal, surfing the web on his Falcon...
Otagger ï¿½1.02: I know the depths I reach are limitless

2027. Re: cmp.w #$c9,d0

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-24 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6pb08a$6of$1@nyheter.chalmers.se>
Source record: 4042

```
In article <6p1ees$mj7$1@newshost.comnet.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>Every so often, whilst debugging some code I've written, I see the 68k
>instruction "cmp.w #$c9,d0" in the start of the code that handles the GEM
>trap.
>
>I know that $73 signals that it is a VDI call, and $C8 is for AES calls,
>so what does $c9 signify?
```

I've been tracing a bit in the AES lately (working on XaAES (yes, a new (much more stable and better working) version has been released (source only for the actual beta7+ so far) and can be found on my ftp site (join the XaAES mailing list if you are interested in this)) and as far as I could see, the $C9 seems to be used as a kind of AES equivalent of Syield(). That is, it won't do any work but will cause a 'task' switch if possible.

```
This was never documented, AFAIK, but it has also been used to test for
the presence of an AES, which is why you'll find it in for example the
XaAES trap code.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
```

2028. 256 colour rgb tables

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-25 00:00:00 UTC
From: matthew@peckham.cix.co.uk
Message-ID: <memo.19980725091706.215A@mcareyb.compulink.co.uk>
Source record: 4043

256 colour rgb tables
Is there a fool proof way of getting these correct. I wrote a
programette a while ago that converted Mac icons into Atari icons in
a resource file? An American user has just mailed me

> I use MagiCMac and also have an Atari TT030. I use Icon-verter
> frequently to convert icons from mac os to GEM, but I have noticed
> the B&W and 16 color icons are always fine, but the 256 color
> versions never have the correct pallette - did you perform any
> pallette mapping from the mac os pallette to the standard GEM
> system pallette?

On my LC475 with MacMagic and Ease they look fine using the RGB table
that Interface generates when it saves colour icons in RSH long
format as the Atari RGB table.

If I try to build a table using vq_colour() values it is terrible.

At present I just use a secondary program to compare the Atari RGB
table with the Mac 'clut' resource and generate a Mac resource source
file that contains a table where the index is the Mac Colour and the
data is the corresponding Atari colour. (Mac 'clut' RGB table is
expressed in values of 0-65535 while the Atari is in 0-1000).

Any ideas.

Matthew

2029. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-25 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35b9b6d41a5c6a1@xs4all.nl>
Source record: 4044

on Fri 24-07-98 11:47 Frank Naumann wrote:

>> Is there a good and secure way to test if a drive/partition is vfat or
>> not?
>
>You doesn't need this information. Also, there are other filesystem
>available (MinixFS, RAM-FS).
>
>I doesn't see any problem if you use Dopendir/Dreaddir/Dclosedir and the
>new calls that support long and casesensitive/casepreserving filenames.

But there obviously are problems. Under MagiC and MiNT, Pdomain() is
set to 1. But in that case, Dcreate(path) will fail if `path' is, or
contains, a name > 8 chars. But I don't want it to fail. I want it to
work as under plain TOS, i.e. with names truncated to 8 chars. The
same goes for Dopendir(), etc. So if I know I have a vfat drive or
partition, I can bracket those calles with Pdomain(0) and Pdomain(1)
calls.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"We've got the world's grossest national product." - Archie Bunker

2030. Re: FATS TABLE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-25 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35b9b6d41a5c6a2@xs4all.nl>
Source record: 4045

on Fri 24-07-98 11:50 Frank Naumann wrote:

>> I suppose, if I use Fxattr(0,filename,&xattr) instead, I get this
>> value in xattr.attr as well?
>
>No. The VFAT entries are not visible for you. Only if you access the
>device direct.

Hu? I was talking about a program with Pdomain() set to 1. Surely the
vfat entries are visible then, aren't they?

But as it happens, you can have a non-vfat partition under MagiC and
MiNT as well. How do I test that?

>And, there are other filesystems available with a completly different
>structure.

Well, I don't know about those other filesystems. What do you mean?
Can they be accessed and used under MagiC and/or MiNT?

>Your program doesn't need any information about the phyisical structure
>of the filesystem.

What I want to know is: Do I have a drive/partition that doesn't
support long, and/or case-sensitive, filenames? Because if I have it,
Dcreate(), etc. fail with Pdomain() set to 1.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"He who can, does. He who cannot, teaches." - George Bernard Shaw

2031. FS: ST and Jaguar

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-25 00:00:00 UTC
From: angief18@aol.com
Message-ID: <1998072516035400.MAA11503@ladder01.news.aol.com>
Source record: 4046

FS: I am selling a bunch of my Atari stuff in order to raise some money toward the purchase of a TOS clone. I haven't decided which clone to buy yet, it'll be a toss up between the Milan and Wizztronics machine.
I have divided the stuff up into two groups. The Jaquar Group and the ST Group, and that's how I want to sell them. I live in Loudoun County, Virginia which is in the greater Washington, D.C. Metro area, so I'm looking for buyers primarily in that area , it'll cut down on the cost of shipping :).

JAGUAR GROUP
Complete Atari Jaguar
Complete Jag CD
11 Carts and 3 CD's

ST GROUP
Complete 520ST with 4megs of memory
19 Programs, 27 games, and 1 joystick

Interested persons may email me at: Seahawker@juno.com
Thanks,
Sam Ferrer

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

2032. TWAIN scanner support on TOS based systems

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-26 00:00:00 UTC
From: Eon Man <eonicman@erols.com>
Message-ID: <35BAAAD9.DC39A57A@erols.com>
Source record: 4047

Anyone interested in writing TWAIN scanner support for TOS based systems (preferably through the use of Parx's M&E System Folder) can do so by downloading specification 1.7 from the TWAIN Working Group's webpage. This way, we can finally get to use those inexpensive Visioneer PaperPort scanners on our lowly Atari computers! I'd love to hook up the Mac version to my Falcon's LAN port.

Peter Ross

http://www.twain.org/

--
When it is dark enough, you can see the stars. -- Emerson

2033. Re: DRI linker (.o file) format?

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-27 00:00:00 UTC
From: Peter Mc Shane <peter@cylon.DOT.ie>
Message-ID: <01bdb931$8f2effc0$b5947dc2@peter>
Source record: 3899
Cross-posted to: comp.sys.atari.programmer,comp.os.cpm

Russ Magee <rmagee@AudeSi.com> wrote in article
<35B61497.14A5@AudeSi.com>...
> Hi all,
> I am thinking of adapting some existing tools (the c68/jas compiler
> and assembler) for a personal project, and I might also need to create
> a simple custom linker.
> I've looked around a bit and I haven't been able to find the
> definition for DRI object files. Is this documented anywhere? (For
> Motorola 68k object code)
>
> Thanks in advance,
> -Russ Magee
>
Russ,

The DRI .o format used on the Atari ST is the same as that used on
CP/M 68K. If you go to the Unofficial CP/M Web page at

http://cdl.uta.edu/cpm

or the mirror at

http://www.mathcs.emory.edu/~cfs/cpm

you can download the CP/M 68K Programmers Reference Guide which
details this.

DRI defined several output formats for the executable, the main
ones being

CP/M 68K contigious format relocatable and absolute, magic number 601A
GEMDOS contigious format relocatable, magic number 601A
CP/M 68K noncontigious format relocatable and absolute, magic number 601B
CDOS 68K crunched relocatable, magic number 601C

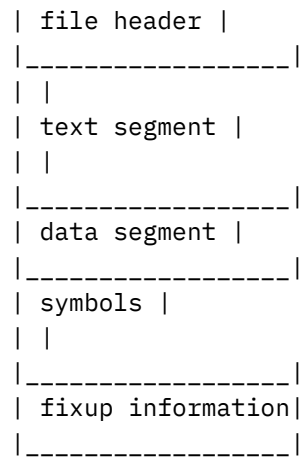
The CP/M 601A relocatable format uses one word of relocation information
for each word of code and data in the program and so produces a file which
is very big. The GEMDOS 601A uses a more compact relocation information
the following is a description of the GEMDOS 601A format from the GEMDOS
manual in the ICATARI user group magazine issue 3.

An executable file consists of a header followed by

images for the text and data segments, zero or more symbol
table entries, a fixup offset, and zero or more fixup

records:

Executable File Parts



The file header contains a "magic" number (a signature
to indicate that it is an executable file) and several long-
words containing size information:

Executable File Header

Offset	Size	Description
0x00	word	0x601A (magic number)
0x02	long	Size of text segment
0x06	long	Size of data segment
0x0A	long	Size of BSS segment
0x0E	long	Size of symbol table
0x12	long	(reserved)
0x16	long	(reserved)
0x1A	long	(reserved)
0x1E		(start of text segment)

The text and data segment images immediately follow the
header. The symbol table, if there is one, follows the data
segment.

GEMDOS will "fix up" a longword in the text or data
segments by adding the base of the text segment to the value
already in the longword. The fixup list specifies which
longwords need to be relocated. The first item in the fixup
list is a longword specifying the offset of the first fixup;

the longword is NULL (0L) if there are no fixups. Single
bytes following the longword specify offsets to more fixups.
The longwords _.m_.u_.s_.t start on word boundaries, or the system
will crash.

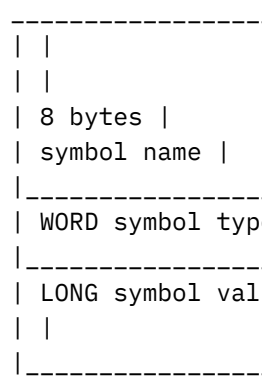
Relocation Bytes

Byte	Description
0	end of relocation information
1	advance 254 bytes, get next byte
2, 4, .. 254	fixup longword at location pointer
3, 5, .. 255	(odd numbers, reserved for future use)

Symbol Table

The symbol table consists of symbol-table entries, formatted as:

Symbol Table Entry



Values for Symbol Types

Type	Value
defined	0x8000
equated	0x4000
global	0x2000
equated register	0x1000
external reference	0x0800
data based relocatable	0x0400
text based relocatable	0x0200
BSS based relocatable	0x0100

The Sozobon system extends the symbol table types as described in the documents thet come with it.

The Sozobon linker outputs the GEMDOS format executables only and does not understand 16 bit relocation information or PC relative fixups, it assumes all address references are 32 bit. This is ok for the output from the Sozobon compiler but is not so good for handeling hand coded assembly

files.

I am currently (very slooooowly) working on a modified version of the
Sozobon
tools to allow me to use them as a cross development platform for the PC to
let me build a working CP/M 68K system when I eventually get some hardware
to run it on.

I currently have the linker modified to handle GEMDOS and CP/M 68K 601A
format output files, to handle 16 bit address references, PC relative
fixups
and to fix one or 2 bugs in the linker.

I plan to add support for 601B and 601C format files and absolute files
next.
After that I plan to look at JAS and expand that a bit.

If you want the new linker or need any more info on the DRI 68K file
formats
drop me an email to: peter at cylon dot ie.

Regards,
Peter Mc Shane

Russ Magee <rmagee@AudeSi.com> wrote in article
<35B61497.14A5@AudeSi.com>...
> Hi all,
> I am thinking of adapting some existing tools (the c68/jas compiler
> and assembler) for a personal project, and I might also need to create
> a simple custom linker.
> I've looked around a bit and I haven't been able to find the
> definition for DRI object files. Is this documented anywhere? (For
> Motorola 68k object code)
>
> Thanks in advance,
> -Russ Magee
>

2034. Re: TWAIN scanner support on TOS based systems

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6pj1vi$sfq@balaena.bio.vu.nl>
Source record: 3900

George Crissman (strads@tmisnet.com) wrote:

: Have you sent that request to toscompinfo@wizztronics.com?
: They're currently working on a New And Improved GEM/TOS
: machine with Lotsa Good Stuff -- and this would be a worthwhile
: addition!

Errrm, scanner support doesn't seem to me to be something you should put in
the OS -- well, not on any non-Windows anyway... :)
The PARX modules are a better idea, as only programs that want to and
know how to use them will load the scanner interface code (pity DLL support
still isn't much on Atari... -- That would be a worthwile OS addition,
preferably using the same API as one of the existing DLL managers)

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

There's no point in being grown up if you can't be childish sometimes.
-- Dr. Who

2035. Re: TWAIN scanner support on TOS based systems

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-27 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35bbd4b2.15210593@news2.tmisnet.com>
Source record: 4048

Have you sent that request to toscompinfo@wizztronics.com?
They're currently working on a New And Improved GEM/TOS
machine with Lotsa Good Stuff -- and this would be a worthwhile
addition!

-- George Crissman
-- strads@tmisnet.com

On Sun, 26 Jul 1998 00:04:41 -0400, Eon Man <eonicman@erols.com>
wrote:

>Anyone interested in writing TWAIN scanner support for TOS based systems
>(preferably through the use of Parx's M&E System Folder) can do so by
>downloading specification 1.7 from the TWAIN Working Group's webpage. This
>way, we can finally get to use those inexpensive Visioneer PaperPort scanners
>on our lowly Atari computers! I'd love to hook up the Mac version to my
>Falcon's LAN port.
>
>Peter Ross
>
>http://www.twain.org/
>
>
>--
>When it is dark enough, you can see the stars. -- Emerson

Member Of The Atari WebRing, Featuring USA Links
<http://www.tmisnet.com/~strads/hq/atari.html>
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

2036. vr_trnmf() problems. (4-bit to 16-bit forms conv)

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-28 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6pkd38fde1@o.online.no>
Source record: 3901

Hi, all. I'm trying to write my own rsrc_load() function. This routine is nearly done, except from one thing, which is what I'm asking for help about now. Right now I'm doing the 4 plane forms (color icons) to 16 plane froms. And this is where I need some help.

My problems are those; When I, after converted the icon data from 4 to 16 plane device indipendant format, use vr_trnmf() to transform this into device indipendant format, it works as it should on the Falcon (Videl, standard 16-bit motorola format, rrrrrggg,gggbbbbb). But, vr_trnmf() don't seem to work with my Crazy Dots 15-bit gfx card (which is 16-plane intel format, gggbbbbb,0rrrrrggg, where bit 0 is not used). Does this mean that vr_trnfm() don't work correctly with byte-swapped gfx modes, like the Crazy Dots?

I then did the transformation to device dependant myself, and this worked exactly as it should, so I KNOW that this problem is within the vr_trnsfm() funtion. I've been trying to read some C sources to see how they do it, and it seems to me that they are actually doing the device independant -> device dependant transformation manually, after checking what the device dependant format looks like. Now, that leads us to my question..

How do I check in a reliable way what format (byte swappted or standard motorola, 15 or 16 bit) I should use?? Any help on this matter is most appreciated.

2037. Source code for HTML2TXT v1.5 released!

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-28 00:00:00 UTC
From: Thomas Sahlin <thomas.sahlin@home.se>
Message-ID: <6pkimg$t4h$2@zingo.tninet.se>
Source record: 3902

Hello all!

Because of lack of time, the development of HTML2TXT v1.5 is progressing slowly. Therefor, I have now released the source code for the program, making it possible for anyone interested to help out with finishing the program.

Visit the HTML2TXT Development Zone for snapshots and more information:

http://user.tninet.se/~jyc891w/h2t/

Regards

Thomas Sahlin

2038. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6ploarnnj1@newshost.comnet.co.nz>
Source record: 3903

paxton@accrington-web.co.uk wrote in comp.sys.atari.programmer:
> I am looking for information on WHO is making WHAT at the current
> moment.. I would like to do a list... or at least print the info in
> ST+

> So can you tell us what your making... and maybe an URL and any other
> info please ?so whats your WIP (Work In Progress), someone must be
> making something...

I am still working on my "Toolbox" DLL engine. (started mid-1992)

It was written in 68k assembly language.

It uses 32k of RAM, runs on TOS 1.0 STs through TTs. (Falcons? Hades?)

A 68000-family CPU is required.

Libraries can be bootloaded, or loaded as needed by applications.

It supports System and User libraries.

There is support for library enumeration and interrogation.

Each library can be used by more than one application.

It can be called from the foreground application via a TRAP. Or, if you
must it can be called via a jumptable.

(Ideally, it would have been ready for public release this week, or early
next week)

Still to do: user and programmer manuals.

(No web page, URL yet)

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All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2039. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-29 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <35BF0F72.BB3DE1F9@france2.fr>
Source record: 3904

paxton@accrington-web.co.uk a ï¿½crit:

> I am looking for information on WHO is making WHAT at the current
> moment.. I would like to do a list... or at least print the info in
> ST+
>
> So can you tell us what your making... and maybe an URL and any other
> info please ?so whats your WIP (Work In Progress), someone must be
> making something...
>

> Authors: Laurent FAVARD for Softwares and Sebastien FAVARD for hardware.

> Titles: JagOS (Operating System for jaguar), JagStudio98 (Client
> software for ST)

> Target: All TOS computers

> Type: JagStudio98 is a client software which communicate with JagOS a
> small kernel for

the Jaguar. This couple of programs permit to upload a jaguar
program and performs somes operations with the kernel. Currently my kernel
allows dump memory, read/write serial eeprom, upload program, handles
68000 exceptions, and big memory transfer between ST and Jag and provides
about 25 systems calls.

> WIP: Softwares are nearly ready, hardware always under development.
> WEB pages will comes early, demo version not available,
> because hardware is REQUIRED.

2040. RE : WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-29 00:00:00 UTC
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Message-ID: <35BF240F.376EB20E@capway.com>
Source record: 3905

Me (Rodolphe Pineau) and a friend (Eric Gaudet) are working on the
adaptation of a paralelle pocket ethernet adaptator from PC World to the
Falcon. For the momment, we could read and write adaptator's registers
and read the EEProm to get the hardware adresse.
We hope to code the readpacket and write packet routine next week the
release a beta of the MiNT Net driver.

--
NO'MAD SARL / STraTOS
62, Bd Aristide Briand
77000 Melun FRANCE

SIRET : 411 413 826 00016
RCS Melun B 411 413 826

FAX : (+33) 164 378 228
HTTP://www.chez.com/stratos/
ICQ ID : 15872347

2041. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-29 00:00:00 UTC
From: Christian Huaux <WebyTech@wanadoo.fr>
Message-ID: <6pnadgjea1@platane.wanadoo.fr>
Source record: 3906

>Me (Rodolphe Pineau) and a friend (Eric Gaudet) are working on the

Salut rodolphe.

Me and some friends (the CloeTeam) are working on the Version two of our 3d modeler/renderer :Cloe2.
For the instant we are only working on the pc version but i want to make the Atari version like the first version of CLOE.

But we need hands. This version of Cloe will be much much powerful than the first version and it will be freeware, but we don't have the time to make the Atari conversion. It's not so much work because it's only minor modification on our windows system. The code of Cloe is OS independant for the user interface. There is a little work to do for the plugin system. Note i think that for compatibility between vdi we need to use Nvdi because we use much more off-screen than the first version. In the first version this part of code was write in ASM but whith the new graphics mode for the Hades and the other Atari clone ot was not good. So i want pure gem/nvdi coe now.

Waiting for hands.

2042. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <901721945.480155@tornado.itea.ntnu.no>
Source record: 3907

Rodolphe Pineau <rodolphe.pineau@capway.com> wrote:
> Me (Rodolphe Pineau) and a friend (Eric Gaudet) are working on the
> adaptation of a paralelle pocket ethernet adaptator from PC World to the
> Falcon. For the momment, we could read and write adaptator's registers
> and read the EEProm to get the hardware adresse.
> We hope to code the readpacket and write packet routine next week the
> release a beta of the MiNT Net driver.

Cool! What kind of ethernet-adapter do you adapt? Hopefully it's
something that's easier to find than the DE600 ;-) It looks like I'm
going to get a Milan this year, so a ethernet-solution for my Falcon
is something I really need.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2043. [Q]: Object file formats needed...

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-29 00:00:00 UTC
From: Konstantinos Xonis <gc85@mailserv.uni-giessen.de>
Message-ID: <Pine.GSO.3.95.980729175957.27538A-100000@sun8.hrz.uni-giessen.de>
Source record: 3908
Cross-posted to: de.comp.sys.st,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi !!

I am looking for the object file formats for the different compilers on
the ATARI computers.
In particular, I am interested in the formats of
PureC, PurePascal - containing the debugging info stored in the object
file. Is there any Profiling info stored in the
object file, so that PureProfiler can work with ??
MegaMaxModula 2 - for the definition modules and the implementation
modules, also containing debug info, if applicable.
GNU C/C++/ObjC - Also need "full details" about the object files.

Any other object file formats are also greatly appreciated.
I am currently writing kind of a ReAssembler, so I need to know anything
that is available about all the object file formats available on the
ATARIs. Is the *.LOD file's format for the Falcon DSP modules anywhere
documented, or do I have to ReAssemble the Falcon ROMs to get the info I
need about ?

--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 390 943
D35576 Wetzlar TEL: +49 6441 390 944 or (mobile) +49 177 7025 529
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

OMA !!! Stoer mich jetzt nicht, ich fliege !!

2044. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-30 00:00:00 UTC
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Message-ID: <35C024C3.38BDB874@capway.com>
Source record: 3909

Jo Even Skarstein wrote:

> Rodolphe Pineau <rodolphe.pineau@capway.com> wrote:
> > Me (Rodolphe Pineau) and a friend (Eric Gaudet) are working on the
> > adaptation of a paralelle pocket ethernet adaptator from PC World to the
> > Falcon. For the momment, we could read and write adaptator's registers
> > and read the EEProm to get the hardware adresse.
> > We hope to code the readpacket and write packet routine next week the
> > release a beta of the MiNT Net driver.
>
> Cool! What kind of ethernet-adapter do you adapt? Hopefully it's
> something that's easier to find than the DE600 ;-) It looks like I'm
> going to get a Milan this year, so a ethernet-solution for my Falcon
> is something I really need.
>

We're using all ethernet adapter based on th RTL8012 from Realtek. Most of
actual adapter are based on this chip (exept the DE620 and the Xircom
ones).After this one we shurely have a look to the DE620 from DLink witch
replace the DE600. We ask Dlink for documentation but they don't aswer :-((
We'll use Linux source code for the DE620 (wheras we've got data sheet for the
RTL8012 and Linux sources :-)))

2045. TWIST database

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-30 00:00:00 UTC
From: Drazen Glojnaric <drazen.glojnaric.zg@crosig.hr>
Message-ID: <35C0C567.3F77@crosig.hr>
Source record: 3910

How can I make keyboard input in dialog box; I want search some item,
but this item is not pre-defined;search must run through keyboard input!

Any help, syntax or explanation is more then welcome!

dglojna1@pop.tel.hr

2046. Re: TWIST database

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-30 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6pqfsu$c7j$1@roch.zetnet.co.uk>
Source record: 3911

On 30 Jul 1998 14:11:35 , Drazen Glojnaric wrote:
>How can I make keyboard input in dialog box; I want search some item,
>but this item is not pre-defined;search must run through keyboard input!
>
>Any help, syntax or explanation is more then welcome!

You open the database file.
Click on Query.
You can then either search for free text or you can use the Expression
to fill in a dialogue box with a complex expression for the search
criteria. This is of the form:

<Field Name> <operator> <Expression>

where <Fieldname> is selected from the displayed list
<operator> (= , >, < etc)
<Expression> is built from the list of functions in the scroll box.

Expressions tend to look like expressions in Basic.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2047. Re: [Q]: Object file formats needed...

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-31 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyziukew85l.fsf@issan.informatik.uni-dortmund.de>
Source record: 3912
Cross-posted to: de.comp.sys.st,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Konstantinos Xonis <gc85@mailserv.uni-giessen.de> writes:

|> Hi !!
|>
|> I am looking for the object file formats for the different compilers on
|> the ATARI computers.
|> In particular, I am interested in the formats of
[...]
|> GNU C/C++/ObjC - Also need "full details" about the object files.

This is the plain old a.out format. See man a.out on any BSD derived
system (eg. Sun3/Sun4).

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

2048. ORNETA 98.....PLEASE REPLY IMMEDIATLY!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-07-31 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <901922246.6334.0.rover.d4ee0f47@news.demon.nl>
Source record: 3913

Hi,

Is there someone who can give me correct date/place/address of the ORNETA 98 party.

We have heard that it will take place at 7/8/9 August. But we don't have any address.

PLEASE REPLY IMMEDIATLY!! Because we have to arrange a vacation and have to travel for 2 days to get there.....

Gtx,
Sysop*TXG & Sysop*Fox-1

E-mail: SysopTXG@underground.demon.nl

2049. redirecting stdout, stdout to /dev/null ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-01 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980801135207.14359A-100000@usr08.primenet.com>
Source record: 3914

How would I do that? what is the way of doing for:

pexec a ttp with arguments given to it, and DO NOT display any output
produced by it.
Thanks.
I heard I might have to Fforce()? duplicate?

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

2050. FS: Atari 2600-VCS + More

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-01 00:00:00 UTC
From: dziur2@aol.com
Message-ID: <1998080118363300.OAA08170@ladder03.news.aol.com>
Source record: 3915

For Address Ect. EMail DZIUR2@AOL.COM!! ++First Called - First Served.++

For Sale:
Condition
Price
Atari 2600 Core Very Good
75.00

Add-Ons*

Joystick Good
2.50
Box Good
5.00
Packing Mint
2.50
Org. Tv/Atari Adaptor Fair**
2.50

*The 2600 Must Bought The For The Extras. Else All Add-On Are Double Listed.

**Works With Radio Shack Version.

For Address Ect. EMail DZIUR2@AOL.COM!! ++First Called First Served.++
AWCS
Atari World Classic Gaming Systems Opens End Of August!
http://members.aol.com/AtariW/Index.html

2051. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-02 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35c42c887c1280@xs4all.nl>
Source record: 3916

on Sat 25-07-98 11:50 I wrote:

>But there obviously are problems. Under MagiC and MiNT, Pdomain() is
>set to 1. But in that case, Dcreate(path) will fail if `path' is, or
>contains, a name > 8 chars. But I don't want it to fail. I want it to
>work as under plain TOS, i.e. with names truncated to 8 chars. The
>same goes for Dopendir(), etc. So if I know I have a vfat drive or
>partition, I can bracket those calles with Pdomain(0) and Pdomain(1)
>calls.

What I meant, of course was, a *non-vfat* partition. If I have a
non-vfat partition under MagiC, Dcreate() will fail with long names.
But in that case I want it to work as under single TOS. I could do
this by setting Pdomain(0) temporarily. But for that I have to know
what file system the partition has.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"Whoever picked the end-of-line conventions for MS-DOS and the
Macintosh should be shot!"
- P. Karn's corollary to O'Dell's declaration

2052. i'm looking for a software able to establish communications between a

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-02 00:00:00 UTC
From: kef <kef@dyadel.net>
Message-ID: <6q1ggm$dk8$1@unix39.planete.net>
Source record: 3917

```
i'm looking for a software able to establish communications between a
FALCON030 with a PC on the parrallel port or serial port.
if you have any informations contact me.
kef@dyadel.net
```

2053. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-02 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980802111102580956@zetnet.co.uk>
Source record: 3918

```
josdb@xs4all.nl (Jos den Bekker) wrote these words:
> on Sat 25-07-98 11:50 I wrote:
>
> >But there obviously are problems. Under MagiC and MiNT, Pdomain() is
> >set to 1. But in that case, Dcreate(path) will fail if `path' is, or
> >contains, a name > 8 chars. But I don't want it to fail. I want it to
> >work as under plain TOS, i.e. with names truncated to 8 chars. The
> >same goes for Dopendir(), etc. So if I know I have a vfat drive or
> >partition, I can bracket those calles with Pdomain(0) and Pdomain(1)
> >calls.
>
> What I meant, of course was, a *non-vfat* partition. If I have a
> non-vfat partition under MagiC, Dcreate() will fail with long names.
> But in that case I want it to work as under single TOS. I could do
> this by setting Pdomain(0) temporarily. But for that I have to know
> what file system the partition has.

I haven't been following this thread in too much detail, but are you
not looking for the call val=Dpathconf(DP_TRUNC); which enquires whether
the filename will be truncated automatically or not?

val = 0 (DP_NOTRUNC): No truncation performed. Invalid filanames cause
ERANGE (-64) errors to be returned.
val = 1 (DP_AUTOTRUNC): Filenames are automatically truncated to max length.
val = 2 (DP_DOSTRUNC): Filenames are truncated to DOS 8.3 format

(what is the difference between DP_AUTOTRUNC and DP_DOSTRUNC, as this
is surely just a specific case of DP_AUTOTRUNC?)

Note that I haven't been following too closely the recent changes to
MiNT's TOSfs, but I guess this is still valid (info taken from compendium).

Also, this talks about filenames, rather than directories... perhaps this is
not respected in Dcreate()? (if so, is this an omission/bug?)

Anthony
--
----------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk | Twit.
http://w3.to/EraserULTRA | Spike Milligan
----------------------------------------+----------------------------------
```

2054. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-03 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35c581b44c43a3@xs4all.nl>
Source record: 3919

on Sun 02-08-98 11:10 Anthony Jacques wrote:

>I haven't been following this thread in too much detail, but are you
>not looking for the call val=Dpathconf(DP_TRUNC); which enquires whether
>the filename will be truncated automatically or not?
>
>val = 0 (DP_NOTRUNC): No truncation performed. Invalid filanames cause
> ERANGE (-64) errors to be returned.
>val = 1 (DP_AUTOTRUNC): Filenames are automatically truncated to max length.
>val = 2 (DP_DOSTRUNC): Filenames are truncated to DOS 8.3 format

Yes, that is probably exactly what I was looking for. Never thought
of Dpathconf()! :) In any case, it returns 2 on a non-vfat partition.

>(what is the difference between DP_AUTOTRUNC and DP_DOSTRUNC, as this
> is surely just a specific case of DP_AUTOTRUNC?)

Yes, of course DP_DOSTRUNC is a special case of DP_AUTOTRUNC, but it
works differently, and it's good to know that, because you might have
(several) dots in your file or directory name.

>Also, this talks about filenames, rather than directories... perhaps this is
>not respected in Dcreate()? (if so, is this an omission/bug?)

The funny thing is, it doesn't work with Dcreate(), i.e. Dcreate
returns an error code if the name is too long and Pdomain() is set to
1. It works properly with Pdomain(0). In any case, that is the outcome
of my (brief) testing, but I might be missing something.

I'll do some further testing.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"I'm nobody! Who are you?" - Emily Dickinson

2055. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-03 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35c588cc267751@xs4all.nl>
Source record: 3920

on Mon 03-08-98 10:17 I wrote:

>The funny thing is, it doesn't work with Dcreate(), i.e. Dcreate
>returns an error code if the name is too long and Pdomain() is set to
>1. It works properly with Pdomain(0). In any case, that is the outcome
>of my (brief) testing, but I might be missing something.

Well, I must certainly correct this. I don't know what happened the
first time I tested it, but it must have been something else that made
Dcreate return an error code, because now it works as it should, i.e.
long names are automatically truncated on non-vfat partitions, whether
they be directories or files, and the directories/files are properly
created with shortened names.

2056. SCSI CDROM in falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-03 00:00:00 UTC
From: bredroll@hotmail.com
Message-ID: <6q4g7ljpa1@plug.news.pipex.net>
Source record: 3921

Hi there

can anyone tell me how i can get my scsi cdrom (known to work fully) to work connected to my falcon.

It shows up on ahdi's initialisation but that's it. metados doesnt even work

it just gives me a drive icon that opens a window with nothing in it, the drive doesnt even read when i do refresh.

i am using hte iso9660f drivers.

any help would be appreciated.

yours

Ian Norton

2057. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-03 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980803192838809 56@zetnet.co.uk>
Source record: 3922

Jos den Bekker wrote:
> on Sun 02-08-98 11:10 Anthony Jacques wrote:
> >I haven't been following this thread in too much detail, but are you
> >not looking for the call val=Dpathconf(DP_TRUNC); which enquires whether
> >the filename will be truncated automatically or not?
>
> Yes, that is probably exactly what I was looking for. Never thought

Glad to be of help :)

> >(what is the difference between DP_AUTOTRUNC and DP_DOSTRUNC, as this
> > is surely just a specific case of DP_AUTOTRUNC?)
>
> Yes, of course DP_DOSTRUNC is a special case of DP_AUTOTRUNC, but it
> works differently, and it's good to know that, because you might have
> (several) dots in your file or directory name.

Ah yes, of course.

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk | Twit.
http://w3.to/EraserULTRA/ | Spike Milligan
---------------------------------------+----------------------------------

2058. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-03 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.1030448f41bf515c9896cf@news.jpci.net>
Source record: 3923

Santa Fe Voostra!! Rodolphe Pineau appears thinks that ....
> We're using all ethernet adapter based on th RTL8012 from Realtek. Most of
> actual adapter are based on this chip (exept the DE620 and the Xircom
> ones).After this one we shurely have a look to the DE620 from DLink witch
> replace the DE600. We ask Dlink for documentation but they don't aswer :-((
> We'll use Linux source code for the DE620 (wheras we've got data sheet for the
> RTL8012 and Linux sources :-)))

Such a driver would rule, esp. if someone can get it to communicate
through TCP/IP or Windoze Networking, to communicate with PCs!

That'll be cool!

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

2059. Re: SCSI CDROM in falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-03 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <FFF3DB664C06E06D.CB5DB16EE030A92F.A57A11159F1ECBC0@library-proxy.airnews.net>
Source record: 3924

On 3 Aug 1998 14:07:49 , Ian Norton wrote:
>Hi there
>
>can anyone tell me how i can get my scsi cdrom (known to work fully) to work
>connected to my falcon.
>
>It shows up on ahdi's initialisation but that's it. metados doesnt even work
>
>it just gives me a drive icon that opens a window with nothing in it, the drive
>doesnt even read when i do refresh.
>
>i am using hte iso9660f drivers.
>
>any help would be appreciated.

I've never had much luck with MetaDOS, especially on a Falcon (and only
marginal luck on a Mega STe). I'd advise buying Extendos, which has
worked great on my Falcon and STe.

Michael White (michael@fastlane.net)

2060. Re: i'm looking for a software able to establish communications between a

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-03 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <35c55307.0@d2o29.telia.com>
Source record: 3925

kef wrote in message <6q1ggm$dk8$1@unix39.planete.net>...
>i'm looking for a software able to establish communications between a
>FALCON030 with a PC on the parrallel port or serial port.
>if you have any informations contact me.
>kef@dyadel.net

If serial will do then my suggestion is that you use a nullmodem cable and the Z-modem transferprotocol, this is what I use myself with satisfaction. And it's free.
For the Falcon you need a comm's program or at least a good implementation of the Zmod. prot., there's some available as shareware and freeware. On the PC you can download Omen Technologies (the inventors of Zmod. prot) version from their homepage (search for it), I have chosen to use the "classic" setup since it really works. Just do a couple of switches and the setup is complete. Around 11Kb/second (660Kb/minute) with good errorchecking and "crash recovery", i.e. you can continue to send on "half sent" files. You can even unplug and replug the nullmodem during transfer and it will still work 100%.

Send a mail if you're intrested in more details.

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

2061. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-04 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <35C6C6B0.C6925AE@stud.rma.ac.be>
Source record: 3926

Zaphod wrote:
>
> Santa Fe Voostra!! Rodolphe Pineau appears thinks that ....
> > We're using all ethernet adapter based on th RTL8012 from Realtek.
> Most of
> > actual adapter are based on this chip (exept the DE620 and the
> Xircom
> > ones).After this one we shurely have a look to the DE620 from DLink
> witch
> > replace the DE600. We ask Dlink for documentation but they don't
> aswer :-((
> > We'll use Linux source code for the DE620 (wheras we've got data
> sheet for the
> > RTL8012 and Linux sources :-)))
>
> Such a driver would rule, esp. if someone can get it to communicate
> through TCP/IP or Windoze Networking, to communicate with PCs!

I don't know if that might be possible. I mean communicate through the
win network. Guess you'll need some sources from M$ for that... To make
a connection from a PC to the atari (using win network) can be possible
if someone would port the samba server from Linux to Mint...

--
Saka - Karl Samyn
148 Pol - RMA

* What a weird guy... Oh, but he's Belgian! *

2062. Re: SCSI CDROM in falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-04 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <35C6E10E.B899C2AE@france2.fr>
Source record: 3927

Ian Norton a ï¿½crit:

> Hi there
>
> can anyone tell me how i can get my scsi cdrom (known to work fully) to work
> connected to my falcon.
>
> It shows up on ahdi's initialisation but that's it. metados doesnt even work
>
> it just gives me a drive icon that opens a window with nothing in it, the drive
> doesnt even read when i do refresh.
>
> i am using hte iso9660f drivers.
>
> any help would be appreciated.
>
> yours
>
> Ian Norton

You should try Spin which is more efficient than metados and able to do DDS (if
you drive can).
i suggest you to have a look at:

http://www.muenster.de/~reschke/soft_e.html

i use it on my Falcon (AB040+Magic) with a sony and it work very well....but no DDS
cause i have unkow problems with my drive...

2063. Programming GEM

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-04 00:00:00 UTC
From: Claes N&#65533;st&#65533;n <Claes.N@hehe.com>
Message-ID: <35C749A0.67A6@hehe.com>
Source record: 3928

Hi, I have done this small program that converts ï¿½,ï¿½,ï¿½, ï¿½ and ï¿½ from the Atari format to PC format, itï¿½s a TTP program and I would like to do it in GEM format, is there any book on the net that gives me information about that, much HELP is needed, and ALL help is appriciated!

/Claes Nï¿½stï¿½n(new Atari user)

2064. Re: Programming GEM

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-04 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <35C6F4F2.69B62F11@france2.fr>
Source record: 3929

Claes Nï¿½stiï¿½n a ï¿½crit:

> Hi, I have done this small program that converts ï¿½,ï¿½,ï¿½, ï¿½ and ï¿½ from
> the Atari format to PC format, itï¿½s a TTP program and I would like
> to do it in GEM format, is there any book on the net that gives me
> information about that, much HELP is needed, and ALL help is
> appriciated!
>
> /Claes Nï¿½stiï¿½n(new Atari user)

Sure, there are the "Atari compendium" from scott sanders, in english
and a very good reference.

I know in french a old book from Micro-application "Atari's developper"
from a German edition, but i don't if it does exist in english.

Atari compendium can be found as a CD-Rom in PDF, html format.

2065. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-04 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35c70d623df8f0@xs4all.nl>
Source record: 3930

on Mon 03-08-98 11:03 I wrote:

>Well, I must certainly correct this. I don't know what happened the
>first time I tested it, but it must have been something else that made
>Dcreate return an error code, because now it works as it should, i.e.
>long names are automatically truncated on non-vfat partitions, whether
>they be directories or files, and the directories/files are properly
>created with shortened names.

Another correction, a final one this time, I hope. :)

After extensive testing, I must conclude that it remains a serious
problem. Under MagiC, creating one directory on a non-vfat (i.e.
(DT)OS) drive is no problem. Problems occur if you want to create a
directory tree. If C is a (DT)OS directory, then

Dcreate("C:\LONGDIRECTORYNAME");

creates the directory "C:\LONGDIRE".

If you then try to create directory "C:\LONGDIRECTORYNAME\ANYNAME",
however, it fails. This works correctly under plain TOS and setting
Pdomain(0) doesn't help either.

I can only conclude that this is a bug in MagiC. If a directory is a
TOS directory, Dcreate() c.s. should behave as under plain TOS.

Moreover, if I have a file "C:\LONGDIRE\FILE.EXT", a call of
fopen("C:\LONGDIRECTORYNAME\FILE.EXT","MODE") fails under MagiC on a
non-vfat partition, but works correctly under plain TOS.

Has anyone else encountered these problems? Are there perhaps standard
workarounds to overcome it?

Thanks for any feedback.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"Arms are made for hugging."

2066. Re: Programming GEM

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-04 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <6q70jn$7uq@newstoo.ericsson.se>
Source record: 3931

In article <35C749A0.67A6@hehe.com>, Claes N�st�n <Claes.N@hehe.com> writes:
>Hi, I have done this small program that converts �,�,�, � and � from
>the Atari format to PC format, it�s a TTP program and I would like
>to do it in GEM format, is there any book on the net that gives me
>information about that, much HELP is needed, and ALL help is
>appriciated!
>
> /Claes N�st�n(new Atari user)

```
Get the "Atari compendium" from scott sanders.
This compendium can be found as Book and CD-ROM.
```

/Erik H�ll (Old Atari user)

```
-------------------------------------------------------------------------------
Mail : Erik.Hall@epk.ericsson.se |||
or erikhall@tripnet.se /|\ Hades 060
URL : http://www2.tripnet.se/~erikhall/index.html / | \
-------------------------------------------------------------------------------
```

2067. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-04 00:00:00 UTC
From: hotline@mediapegs.com.no_spam
Message-ID: <35c70f41.1125357398@news.wanadoo.fr>
Source record: 3932

#1
Author: Pascal Nowak
Title: ST2DISK
Target: All Atari computers and clones
Type: Small utility to convert Pacifist image disk files
- Creation of floppies form images
- Creation of images from floppies
- Extraction of datas from images
- convertion ST to MSA and MSA to ST
WIP: V1.04 at present. All the functions not implemented yet
Freeware but need a key to work correctly
WEB: http://st2disk.atari.org/

#2
Author: Pascal Nowak
Title: Game (no name yet)
Target: STE, Falcon, pacifist & clones
Type: Reflexion game besed on a new concept
WIP: Under devellopment, no demo available yet

#3
Author: Pascal Nowak
Title: WEBMAKER
Target: All Atari computers and clones
Type: Wysiwyg HTML composer & editor
WIP: Under devellopment, no demo available yet

Pascal Nowak <nowak@imaginet.fr>

ST2DISK homepage : http://st2disk.atari.org/
Just Call Me Internet 2 CDROM page:
http://wwwusers.imaginet.fr/~nowak/jcmi_2/

2068. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-04 00:00:00 UTC
From: marillat@alpes-net.fr
Message-ID: <a16d452e90B802A1.55@nest.ftn>
Source record: 3933

Hi Tony,

>> Author: Pascal Nowak
>> Title: WEBMAKER
UU>
UU> Hey brilliant...
UU> I will put all this info in the next issue of ST+ Fanzine, Thats
UU> Issue 32 released the 7th of September as we missed the deadline for
UU> August,
UU> Many thanks for the info
UU>
UU> Anyone else ? :)

Me ;)

FiST 2.56C

Fidonet(NeST,Atarinet)/internet for ST

Work with LED,NOS,NewsWatch,PopWatch
(LED is a reader offline for Fidonet)
For all Atari computers (tested with a Hades 060)

Original code (c)1995, Daron Brewood, Robert Darling, Neil Stewart.
v2.30->2.33 code (c)1996, John Richardson.
v2.40+ code (c)1996,1997,1998 Christian Marillat.

Freeware

URL in french (sorry):

http://www.alpes-net.fr/~marillat/logiciel.htm

Bye, Tony
Christian

Via *FIST* v2.57A beta Gate on alpes-net.fr (90:802/1.55)

2069. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-05 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <980805000034$dbolt@my-ste.demon.co.uk>
Source record: 3934

```
-----BEGIN PGP SIGNED MESSAGE-----

On 4 Aug 1998 14:33:20 +, Jos den Bekker wrote:

<big snip>

> Has anyone else encountered these problems? Are there perhaps standard
> workarounds to overcome it?

I don't know about any standard solution/workaround, but it might be an
idea to do the truncation yourself. At least that way you know that it's
going to work on non-vfat/vfat partitions. It may not be the best way
of doing things, but if it gets the desired results...

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNcegpPt/J4yyMZyRAQHFrgMAkYUDiWJdegFBbcxKt0I29kBG46xwPC1y
PU90VBwnku/6/y/sj1T/jmqV8ACfIW63VnxoVZFS51OfT0iABAom1nK8Qe+W/1uq
DP01ax1mJQVK0ekuW9sDMqGuyQmRNzXd
=SEcm
-----END PGP SIGNATURE-----

Regards,
David. Email: dbolt@my-ste.demon.co.uk
--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

Aural Sex produces eargasms
```

2070. Re: Programming GEM

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35ca6741.193143405@news.demon.co.uk>
Source record: 3935

On Tue, 04 Aug 1998 10:49:20 -0700, Claes Nï¿½stï¿½n <Claes.N@hehe.com>
wrote:

>Hi, I have done this small program that converts ï¿½,ï¿½,ï¿½, ï¿½ and ï¿½ from
>the Atari format to PC format, itï¿½s a TTP program and I would like
>to do it in GEM format, is there any book on the net that gives me
>information about that, much HELP is needed, and ALL help is
>appriciated!

As others have said, the "Compendium" is the book to get hold of.

Also, you will need a piece of software called a "resource editor".
This creates the .RSC files which contain the visual elements of a Gem
program. It allows you to design the user interface and allows you to
give names to the elements of the resource file that your source code
needs to manipulate.

It is *possible* to create a resource file manually but it is very
very difficult to get right, so I don't recommend doing it this way.

The best resource editor is a commercial one called "Interface" but
(free/share)ware ones exist. Afaik most of them assume you program in
C but Interface allows you to specify other languages should this be
required. Maybe some of the others do - I dunno.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2071. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-05 00:00:00 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@wanadoo.fr>
Message-ID: <WS.35c8bac0.00064304.arnaud.bercegeay@wanadoo.fr>
Source record: 3936

#1
Author : Arnaud BERCEGEAY
Title : G&#65533;n&#65533;ration
Target : All TOS compatible
Type : a Family tree software, use SpeedoGDOS to print out
your trees.
Only French version for now...
WIP : version 2.00
WEB : http://perso.wanadoo.fr/arnaud.bercegeay/

#2
```
Author : Arnaud BERCEGEAY
Title : ARB_CONV
Target : All TOS compatible
Type : Convert file between Generation and Family (another
family tree software from Guillaume TELLO)
WIP : version 0.24
WEB : http://perso.wanadoo.fr/arnaud.bercegeay/
```

#3
```
Author : Arnaud BERCEGEAY
Title : aH! - Ascii to/from Html !
Target : All TOS compatible
Type : utility for html files
convert characters from ascii to html (&entity;), or
from html to ascii, and more...
WIP : version 1.31. Freeware still under development
WEB : http://perso.wanadoo.fr/arnaud.bercegeay/
```

#4
Author : Arnaud BERCEGEAY
Title : eH! - En-t&#65533;te et bas de page des Html ! (html page layout)
Target : All TOS compatible
Type : utility for html files
add a head and a foot-line to html file. Have a look at my
web site to see the result, or have a look at the example
section in the archive.
WIP : version 1.11. Freeware still under development
WEB : http://perso.wanadoo.fr/arnaud.bercegeay/

#5
Author : Arnaud BERCEGEAY
Title : oH! - les Oubli&#65533;s du Html !
Target : All TOS compatible
Type : utility for html files

check your web site and tell you
- the missing files (wrong 'case' in filename ?)
- the extra file (file unused by any html files of the site)
- extern links (link to "http:", "mailto:"...)
etc...
WIP : version 1.10. Freeware still under development
WEB : http://perso.wanadoo.fr/arnaud.bercegeay/

#6
```
Author : Arnaud BERCEGEAY
Title : baH! - Background of Html !
Target : All TOS compatible with 16+ colors
Type : utility for html files
ajust text/link/vlink color so that the text is be
readable with the choosen background picture.
WIP : version 0.63. Freeware still under development
WEB : http://perso.wanadoo.fr/arnaud.bercegeay/
```

#7
```
Author : Arnaud BERCEGEAY
Title : iH! - Images of Html !
Target : All TOS compatible
Type : utility for html files
Check an html file, or a whole web site and complete
the img tag with the right width and height value if missing,
or just tell you if the value isn't the real one.
WIP : version 1.00. Freeware still under development
WEB : http://perso.wanadoo.fr/arnaud.bercegeay/
```

```
--
Arnaud BERCEGEAY
email : arnaud.bercegeay@wanadoo.fr
web : http://perso.wanadoo.fr/arnaud.bercegeay/
```

2072. Re: Programming GEM

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-05 00:00:00 UTC
From: matthew@peckham.cix.co.uk
Message-ID: <memo.19980805223552.104B@mcareyb.compulink.co.uk>
Source record: 3937

In article <35C749A0.67A6@hehe.com>, Claes.N@hehe.com (Claes N�st�n)
wrote:

> Hi, I have done this small program that converts �,�,�, � and � from
> the Atari format to PC format, it�s a TTP program and I would like
> to do it in GEM format, is there any book on the net that gives me
> information about that, much HELP is needed, and ALL help is
> appriciated!
>
> /Claes N�st�n(new Atari user)
>

You really need a framework to write a proper event handling GEM
program with windows etc. However one that just checks for the absence
of arguments and presents the file selector with a suitable prompt is
easy enough to do. Just call appl_init() then fsel_input() then maybe
form_alert() and appl_exit() at the end.

I based my proper GEM programs on the layout of Compute!'s ST
Application Guide Programming in C, Field, Mandis & Myers. Incredibly
ancient, buggy and aimed at a version of C from the stone age. The
actual division of tasks they layout is sensible and once you have
fixed the bugs it works.

Matthew

(Don't bother to E-Mail me with special offers etc. as I use a content
based SPAM detector/filter and it gets binned before I ever see it)

2073. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-05 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.1032e6711f7ab5e39896d1@news.jpci.net>
Source record: 3938

Santa Fe Voostra!! Karl Samyn appears thinks that ....
> > Such a driver would rule, esp. if someone can get it to communicate
> > through TCP/IP or Windoze Networking, to communicate with PCs!
>
> I don't know if that might be possible. I mean communicate through the
> win network. Guess you'll need some sources from M$ for that... To make
> a connection from a PC to the atari (using win network) can be possible
> if someone would port the samba server from Linux to Mint...

OK, but what about Novell? I could set a cool Netware server up on an
old 386 and.....

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
---
"I say what it occurs to me to say" - The Man in the Shack
==========

2074. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <902388204.666737@tornado.itea.ntnu.no>
Source record: 3939

Karl Samyn <saka@stud.rma.ac.be> wrote:

> a connection from a PC to the atari (using win network) can be possible
> if someone would port the samba server from Linux to Mint...

The samba-server has been ported ages ago. I can't remember where I
found it but AFAIR I still have the archive on a Zip somewhere. The
new MiNT-distribution (MiNT98) is supposed to come with samba as well.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2075. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-06 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <35C97FAA.EF7315C4@stud.rma.ac.be>
Source record: 3940

Zaphod wrote:
>
> Santa Fe Voostra!! Karl Samyn appears thinks that ....
> > > Such a driver would rule, esp. if someone can get it to
> communicate
> > > through TCP/IP or Windoze Networking, to communicate with PCs!
> >
> > I don't know if that might be possible. I mean communicate through
> the
> > win network. Guess you'll need some sources from M$ for that... To
> make
> > a connection from a PC to the atari (using win network) can be
> possible
> > if someone would port the samba server from Linux to Mint...
>
> OK, but what about Novell? I could set a cool Netware server up on an
> old 386 and.....

I don't know if that code is entirelly free to get.. I started once to
search and found a few things... but I don't know if it's of use.
But I guess that must be possible with a Netware server....
But than you also have to install netware clients on the PC's...

--
Saka - Karl Samyn
148 Pol - RMA

* What a weird guy... Oh, but he's Belgian! *

2076. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-06 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <35C98080.2DE7AC77@stud.rma.ac.be>
Source record: 3941

Jo Even Skarstein wrote:
>
> Karl Samyn <saka@stud.rma.ac.be> wrote:
>
> > a connection from a PC to the atari (using win network) can be
> possible
> > if someone would port the samba server from Linux to Mint...
>
> The samba-server has been ported ages ago. I can't remember where I
> found it but AFAIR I still have the archive on a Zip somewhere. The
> new MiNT-distribution (MiNT98) is supposed to come with samba as well.

Oh, didn't know that... That's interesting to know. When will it be
available the MiNT98 distribution?

> ** beer - maria mckee - atari falcon - babylon 5

Allready tryed the belgian beers?

--
Saka - Karl Samyn
148 Pol - RMA

* What a weird guy... Oh, but he's Belgian! *

2077. Online PD - The free internet Atari PD library

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-06 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <35d1e0c3.2140849@news.zetnet.co.uk>
Source record: 3942

Well it's going ahead. Online PD is a new PDL with a difference.
Instead of sending money for PD you can now download it directly from
the internet. The site is set out just like a PD catalogue and it has
download links to the software you want. Unlike Ftp sites there is no
need to wade through loads of folders to check for the software you
want - cos everything has a decent description and a direct download
link.

If you know of any good PD that I can include in the library then
please send me the info. It must be on the internet because I don't
have time to upload it anywhere.

When you send me a submission I don't mean send me the actual program.
All I want is the following info.

Program Name: (IE: Llamatron)

Program Type: (IE: Game)

Machine: (IE: Is it an ST,STE, or Falcon only program?)

Emulator Compatibilty (IE: Does it work under Pacifist?)

Program Description: (IE: Llamatron is a game by Jeff Minter and a
clone of Robotron. The object of the game is to shoot llamas etc...)

(Please supply a detailed description.)

Download Link: (IE: ftp://funet.fi/games/shoot/llama.zip)

This is a good way of getting your program noticed, or any other PD
programs you know of.

Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/
Join The Silly Software Mailing List - go to
http://www.onelist.com/subscribe.cgi/silly-software

2078. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-06 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35c9fa3a599e23@xs4all.nl>
Source record: 3943

on Wed 05-08-98 00:00 David Bolt wrote:

>I don't know about any standard solution/workaround, but it might be an
>idea to do the truncation yourself. At least that way you know that it's
>going to work on non-vfat/vfat partitions. It may not be the best way
>of doing things, but if it gets the desired results...

You're right. I'd better do that. But I balked a little at the amount
of work it'll take.

Thanks.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"Arms are made for hugging."

2079. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-06 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.1034337e8db269af9896d4@news.jpci.net>
Source record: 3944

```
Santa Fe Voostra!! Karl Samyn appears thinks that ....
> > > a connection from a PC to the atari (using win network) can be
> > possible
> > > if someone would port the samba server from Linux to Mint...
> >
> > The samba-server has been ported ages ago. I can't remember where I
> > found it but AFAIR I still have the archive on a Zip somewhere. The
> > new MiNT-distribution (MiNT98) is supposed to come with samba as well.
>
> Oh, didn't know that... That's interesting to know. When will it be
> available the MiNT98 distribution?

Yeah, good point, but hopefully it'll be backed with a decent Atari
network card. I think that the lack of PC-aware Atari networking is
killing the Atari, it certainly is in my house

> > ** beer - maria mckee - atari falcon - babylon 5
>
> Allready tryed the belgian beers?

Does Stella count? Or isn't that Belgian?

--
================================================================
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----------------------------------------------------------------
"I say what it occurs to me to say" - The Man in the Shack
================================================================
```

2080. TT and IBM 540MB SCSI HDD

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-06 00:00:00 UTC
From: Barrie Capel <barrie@bjcg.u-net.com>
Message-ID: <35CA2B05.2D1A@bjcg.u-net.com>
Source record: 3945

Anyone help a new TT owner connecting a hard drive?

I have bought a 540MB IBM DALS-3540 SCSI hard disk and although it appears in the partition table as device 6, when I try to format it, I get a message saying that the TT does not support this drive and I need to update the WINCAP file.

Can anyone please tell me where I can get an updated version of this file?

Best regards...

Barrie Capel

2081. GFA Basic For TT

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-06 00:00:00 UTC
From: Barrie Capel <barrie@bjcg.u-net.com>
Message-ID: <35CA2BC2.1B43@bjcg.u-net.com>
Source record: 3946

Can any GFA programmers out there tell me which version of the GFA Interpreter runs on the TT in TT mode please?

I have an original V3.5E, but it will only run on the TT when the TT is in one of the ST modes.

Is the TT compatible version later than 3.5E?

Best regards...

Barrie Capel
(barrie@bjcg.u-net.com)

2082. Re: GFA Basic For TT

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-07 00:00:00 UTC
From: Bud Connolly <budc@harborcom.net>
Message-ID: <Txsy1.12$e9.135229@iagnews.iagnet.net>
Source record: 3947

Barrie,

3.6 is the TT compatible version.

Bud

Barrie Capel wrote in message <35CA2BC2.1B43@bjcg.u-net.com>...
>Can any GFA programmers out there tell me which version of the GFA
>Interpreter runs on the TT in TT mode please?
>
>I have an original V3.5E, but it will only run on the TT when the TT is
>in one of the ST modes.
>
>Is the TT compatible version later than 3.5E?
>
>Best regards...
>
>Barrie Capel
>(barrie@bjcg.u-net.com)

2083. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-07 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <35CAB2FB.B0B1CE7B@stud.rma.ac.be>
Source record: 3948

Zaphod wrote:
>
> Santa Fe Voostra!! Karl Samyn appears thinks that ....
> > > > a connection from a PC to the atari (using win network) can be
> > > possible
> > > > if someone would port the samba server from Linux to Mint...
> > >
> > > The samba-server has been ported ages ago. I can't remember where
> I
> > > found it but AFAIR I still have the archive on a Zip somewhere.
> The
> > > new MiNT-distribution (MiNT98) is supposed to come with samba as
> well.
> >
> > Oh, didn't know that... That's interesting to know. When will it be
> > available the MiNT98 distribution?
>
> Yeah, good point, but hopefully it'll be backed with a decent Atari
> network card. I think that the lack of PC-aware Atari networking is
> killing the Atari, it certainly is in my house

Thaught there were a few MiNT drivers available for some ethernet
cards/adaptors. And about what I've heard there are everywhere ppl who
are developping or porting drivers and ethernet interfaces... hopefully
they will continue and will have results pretty soon...
At the moment there is no easy way to connect your atari to a
heterogenious 10baseT ethernet network. That must change.
I think it looks pretty good this time... but who am I :)

> > > ** beer - maria mckee - atari falcon - babylon 5
> >
> > Allready tryed the belgian beers?
>
> Does Stella count? Or isn't that Belgian?

It is Belgian.... but I meant real beers, not just Stella or Jupiler ...
we have thousands of them... ...a real Belgian beer like Palm or
Rodenbach or Chimey...

Greets,

--
Saka - Karl Samyn
148 Pol - RMA

* What a weird guy... Oh, but he's Belgian! *

2084. Re: TT and IBM 540MB SCSI HDD

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-07 00:00:00 UTC
From: aprice@postern.demon.co.uk
Message-ID: <902482085.14718.5.nnrp-07.9e987258@news.demon.co.uk>
Source record: 3949

```
On 6 Aug 1998 23:15:33 +, Barrie Capel wrote:
>Anyone help a new TT owner connecting a hard drive?
>
>I have bought a 540MB IBM DALS-3540 SCSI hard disk and although it
>appears in the partition table as device 6, when I try to format it, I
>get a message saying that the TT does not support this drive and I need
>to update the WINCAP file.
>
>Can anyone please tell me where I can get an updated version of this
>file?
>
Does your SCSI interface include a real-time clock? It's often
hard-wired as device 6.

--
Alan Price
http://www.postern.demon.co.uk
```

2085. Re: TT and IBM 540MB SCSI HDD

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-07 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6qejes$h40$1@roch.zetnet.co.uk>
Source record: 3950

On 6 Aug 1998 23:15:33 +, Barrie Capel wrote:

>Anyone help a new TT owner connecting a hard drive?

I don't know whether I can be of direct help but I have managed to
connect a DSAS 3360 to my TT.

>I have bought a 540MB IBM DALS-3540 SCSI hard disk and although it
>appears in the partition table as device 6, when I try to format it, I
>get a message saying that the TT does not support this drive and I need
>to update the WINCAP file.

Not sure of the difference between the DSAS and the DALS (my DSAS came
out of a Mac). I had to do a bit of fiddling with the jumpers,
principally the ones which controlled Unit Attention and Target
Initiated Synchronous Negotiation.

Have you got a data sheet on the drive? You could ring IBM on
01705-561000 to get one.

What driver are you using? Some of these modern drives require a
modern driver (HDDriver or CBHD).

>Can anyone please tell me where I can get an updated version of this
>file?

Hmm ... I wouldn't know what to do with a WINCAP (wear it?!) if I had
one :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2086. Re: GFA Basic For TT

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-07 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6qejet$h40$2@roch.zetnet.co.uk>
Source record: 3951

On 6 Aug 1998 23:18:42 +, Barrie Capel wrote:

>Can any GFA programmers out there tell me which version of the GFA
>Interpreter runs on the TT in TT mode please?
>
>I have an original V3.5E, but it will only run on the TT when the TT is
>in one of the ST modes.
>
>Is the TT compatible version later than 3.5E?

I have the shareware GFA-compatible compiler MLINU_TRQ which is to
3.5E specs and runs fine on this m/c in TT med.

Oh, whoops, it's the interpreter which is causing trouble isn't it.
MLINU doesn't have one of these.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2087. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-07 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.103549d3b4f191bc9896d5@news.jpci.net>
Source record: 3952

Santa Fe Voostra!! Karl Samyn appears thinks that ....
> Thaught there were a few MiNT drivers available for some ethernet
> cards/adaptors. And about what I've heard there are everywhere ppl who
> are developping or porting drivers and ethernet interfaces... hopefully
> they will continue and will have results pretty soon...
> At the moment there is no easy way to connect your atari to a
> heterogenious 10baseT ethernet network. That must change.
> I think it looks pretty good this time... but who am I :)

Cool, I hope so!

> It is Belgian.... but I meant real beers, not just Stella or Jupiler ...
> we have thousands of them... ...a real Belgian beer like Palm or
> Rodenbach or Chimey...

Hmm. I'd be nervous to try those, simply because the word "Belgium" is
an insult in the Hitch Hiker's Guide to the Galaxy! :-)

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

2088. Re: TT and IBM 540MB SCSI HDD

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-07 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6qfgbd$kj5$1@roch.zetnet.co.uk>
Source record: 3953

On 7 Aug 1998 09:28:05 G, Alan Price wrote:
>On 6 Aug 1998 23:15:33 +, Barrie Capel wrote:
>>Anyone help a new TT owner connecting a hard drive?
>>
>>I have bought a 540MB IBM DALS-3540 SCSI hard disk and although it
>>appears in the partition table as device 6, when I try to format it, I
>>get a message saying that the TT does not support this drive and I need
>>to update the WINCAP file.
>>
>>Can anyone please tell me where I can get an updated version of this
>>file?
>>
>Does your SCSI interface include a real-time clock? It's often
>hard-wired as device 6.

If he's using the TT's direct SCSI interface he should be able to use
ID 6 OK.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2089. Atari MIDI Studio Liquidation

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-08 00:00:00 UTC
From: Wylie Johnson <watchman@cape.net>
Message-ID: <35CC7C74.B4481244@cape.net>
Source record: 3954

Hello All,

I am liquidating my studio equipment!

I have Atari STï¿½s, TTï¿½s, Atari 19ï¿½ monochrome monitor, MIDI software including Cubase Score among others, an Tascam 388 8-track reel to reel,

out board gear and MIDI instruments. I have published the list of equipment at: http://www.cape.net/glgallery/studio.htm

Please pass this URL to any who may be interested.

Thanks, Wylie Johnson (watchman@cape.net)

2090. Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-09 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <I+FnILAn+az1Qw7H@shaw1.demon.co.uk>
Source record: 3955

I'm trying to write an animator in GFA Basic (makes Animated pictures)

I've got an idea of how to do it, but I need a short/quick way to read
co-ordinates in the file, rather than do this:

```
OPEN "I",#1,a$ ' The a$ string is the file
LINE INPUT #1,text$
IF text$="1" ' the x co-ordinates in the file
a=1 ' made into a number string
ENDIF
IF text$="2"
a=2
ENDIF
.
.
.
IF text$="300"
a=300
ENDIF
```

And the same with the y co-ordinates
--
Clair Shaw (Alias: C|D|S or CDS) /----------|______ /---\
Mailto:Clair@Shaw1.demon.co.uk | /--------| \ | | | DELETE THE
WWW: http://www.shaw1.demon.co.uk | | | |) | \ \ .NO.SPAM.HERE
ICQ: 1043359 | _______|_ | | | | ENDING TO REPLY
Pager: 1043359@pager.mirabilis.com __________|______/ ___/

2091. Re: cmp.w #$c9,d0

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ExF777.M72@suse.modem.stud.uni-hannover.de>
Source record: 3956

In article <6pb08a$6of$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) writes:
> In article <6p1ees$mj7$1@newshost.comnet.co.nz>,
> Gaven Miller <gmiller@inca.co.nz> wrote:
>>Every so often, whilst debugging some code I've written, I see the 68k
>>instruction "cmp.w #$c9,d0" in the start of the code that handles the GEM
>>trap.
>>
>>I know that $73 signals that it is a VDI call, and $C8 is for AES calls,
>>so what does $c9 signify?
>
> I've been tracing a bit in the AES lately (working on XaAES (yes, a new
> (much more stable and better working) version has been released (source
> only for the actual beta7+ so far) and can be found on my ftp site (join
> the XaAES mailing list if you are interested in this)) and as far as I
> could see, the ï¿½C9 seems to be used as a kind of AES equivalent of Syield().
> That is, it won't do any work but will cause a 'task' switch if possible.

Precisely.

> This was never documented, AFAIK,

Also correct.

The $c9 opcode has been in all versions of GEM integrated in TOS, as well as
NAES and MagiC. It is not present in Geneva. It is used by STinG to allow
AES taskswitching while a potentially blocking STinG call is excuting. I've
been able to tell that people run Geneva when they complained STinG clients
would block task switching :-)

This call which people used to call _appl_yield() (as opposed to appl_yield()
which is a proper AES ($c8, that is) call and which only exists in PC-GEM)
is quite handy in library-like code. Reason is the following.

Library code is meant to be called by some application. If a library call
needs extended time for execution, AES multitasking won't work anymore since
it is cooperative multitasking, and the library code needed to relinquish the
CPU to the AES regularly. The library call cannot simply call evnt_timer (0);
as such a true AES call needs at least the address of the global array of the
calling application to meet the binding requirements of AES. Luckily there is
_appl_yield(), it can be called inside the library code as it does not need
any parameter the value of which the library won't know.

Calling it does no harm with Geneva, it just means that during execution of
that blocking call multi-tasking is suspended, just like it would anyway if
the call had not been called in the first place.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2092. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ExF7L7.M9s@suse.modem.stud.uni-hannover.de>
Source record: 3957

In article <35c1f357.5827464@news.zetnet.co.uk>,
paxton@accrington-web.co.uk writes:

> ANYONE ELSE! actualy making anything on the ATARI or what ???
>
> Come on..its all good clean fun.. Tell us about it..or mail it to me
>:)

Still working on improving STinG. That's the main thing. Then there are
a few things to fix on TelStar, the telnet client. I got a half-finished
Telnet server here too, and work on an NFS client is suspended too ATM.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2093. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-09 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ExFBtB.MqK@suse.modem.stud.uni-hannover.de>
Source record: 3958

In article <MPG.103549d3b4f191bc9896d5@news.jpci.net>,
zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk (Zaphod) writes:
>
>> It is Belgian.... but I meant real beers, not just Stella or Jupiler ...
>> we have thousands of them... ...a real Belgian beer like Palm or
>> Rodenbach or Chimey...
>
> Hmm. I'd be nervous to try those, simply because the word "Belgium" is
> an insult in the Hitch Hiker's Guide to the Galaxy! :-)

Huh ? I've reread the entire pentology, but I'm not aware of this. Where
is it ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2094. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-09 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <35ce1f945a29e0@game-master.com>
Source record: 3959

on Sun 09-08-98 15:18 Clair Shaw wrote:

```
>I'm trying to write an animator in GFA Basic (makes Animated pictures)
>
>I've got an idea of how to do it, but I need a short/quick way to read
>co-ordinates in the file, rather than do this:
>
>OPEN "I",#1,a$ ' The a$ string is the file
>LINE INPUT #1,text$
>IF text$="1" ' the x co-ordinates in the file
> a=1 ' made into a number string
>ENDIF
>IF text$="2"
> a=2
>ENDIF
>.
>.
>.
>IF text$="300"
> a=300
>ENDIF
>
>
>And the same with the y co-ordinates
```

VAL(text$) changes the string into a number. So you just go :

```
a=VAL(text$)
```

2095. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-11 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.103990193ac814249896e3@news.jpci.net>
Source record: 3960

Santa Fe Voostra!! Peter Rottengatter appears thinks that ....
> > Hmm. I'd be nervous to try those, simply because the word "Belgium" is
> > an insult in the Hitch Hiker's Guide to the Galaxy! :-)
>
> Huh ? I've reread the entire pentology, but I'm not aware of this. Where
> is it ?

In the Radio Play it's mentioned just before Zaphod and Ford fall out of
the cup in the sky of a strange planet.

Then later on at the end, when Arthur nicks the Heart of Gold, Zaphod
says "Holy Belgium Man!".

--
==========
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
----
"I say what it occurs to me to say" - The Man in the Shack
==========

2096. Re: SCSI CDROM in falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-11 00:00:00 UTC
From: "Julian F. Reschke" <fjr010@email.mot.com>
Message-ID: <35D0523C.75D03B19@email.mot.com>
Source record: 3961

Laurent FAVARD wrote:

>
> You should try Spin which is more efficient than metados and able to do DDS (if
> you drive can).
> i suggest you to have a look at:
>
> http://www.muenster.de/~reschke/soft_e.html
>
> i use it on my Falcon (AB040+Magic) with a sony and it work very well....but no DDS
> cause i have unkow problems with my drive...

Well, which drive do you have? Have you run ddstest.ttp?

Regards, jr

2097. Re: SCSI CDROM in falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-11 00:00:00 UTC
From: "Julian F. Reschke" <fjr010@email.mot.com>
Message-ID: <35D055EC.AFDF9146@email.mot.com>
Source record: 3962

Michael White wrote:

> I've never had much luck with MetaDOS, especially on a Falcon (and only
> marginal luck on a Mega STe). I'd advise buying Extendos, which has
> worked great on my Falcon and STe.

That's not a question of MetaDOS. It only depends on the BOS driver,
which has to do the communication with the device.

As it has been said before, check out SPIN!
(http://www.muenster.de/~reschke/soft_e.html).

Regards, jr

2098. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-11 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <rlqU+YAH0B01QwyI@shaw1.demon.co.uk>
Source record: 3963

At Sun, 9 Aug 1998, 18:45:55 (message <<35d1d9db.31302897@news.zetnet.co
.uk>>) (from PAXTON Web) <mailto:paxton@accrington-web.co.uk> sent a 35
line-long message in comp.sys.atari.programmer called "Help needed for
GFA Basic" saying:

>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>---
>
> Hi Clair Shaw <Clair@shaw1.demon.co.uk>
>
>>I'm trying to write an animator in GFA Basic (makes Animated pictures)
>>
>>I've got an idea of how to do it, but I need a short/quick way to read
>>co-ordinates in the file, rather than do this:
>>
>>OPEN "I",#1,a$ ' The a$ string is the file
>>LINE INPUT #1,text$
>
>Why are you inputting as a string, is there not a command to simply
>input it as a variale
>
>OPEN "I",#1,a$ ' The a$ string is the file
>LINE INPUT #1,text
>
>thus text holds the number,

No, it doesn't work, I think because the line is text, and you can't
convert a normal string to a number string!

>
>You would probably use a different name.. but the concept is to input
>as a variable, no need to do it as text and convert..
>

That can't be done.

>I have never used GFA..But would be amazed if it couldnt input as data
>rather than strin$:)

Thanks anyway
--
Clair Shaw (Alias: C|D|S or CDS) | /------|_____ /---\ | /-----------------\
Mailto:Clair@Shaw1.demon.co.uk | | /----| \ | | | | |The Funny Comment |
WWW: http://www.shaw1.demon.co.uk | Delete .NO.SPAM.HERE | |here has gone on |
ICQ: 1043359 | | ___To Reply || | | | |strike. Back soon!|
Pager:1043359@pager.mirabilis.com | ______|______/ ___/ | \-----------------/

2099. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-11 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <2K0p2HAG7K01EwLg@thedruid.demon.co.uk>
Source record: 3964

Hi Tony,

> ANYONE ELSE!!!!!!!! :)

Author: John Richardson
Title: Breakneck
Target: All Atari computers
Type: An automated nodelist processor for fidonet technology
networks. The advantage of this software over other
offerings is that it is fully MAGIC compatible.
WIP: Beta stage is now completed. Release version is due out
shortly. This is a free product.
WEB: N/A, but the latest beta release is available from all Atari
BBS's who take the FANfiles network.

I've half written a replacement for Nodediff which also has trouble
running
under Magic. I don't know if I'll ever get around to finishing it
though, I
don't think there is enough interest.

John.

--

2100. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-12 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980812105920.20168A-100000@ganymede.cs.mun.ca>
Source record: 3965

On Sun, 9 Aug 1998, Peter Rottengatter wrote:

> In article <35c1f357.5827464@news.zetnet.co.uk>,
> paxton@accrington-web.co.uk writes:
>
> > ANYONE ELSE! actualy making anything on the ATARI or what ???
> >
> > Come on..its all good clean fun.. Tell us about it..or mail it to me
> >:)
>
> Still working on improving STinG. That's the main thing. Then there are
> a few things to fix on TelStar, the telnet client. I got a half-finished
> Telnet server here too, and work on an NFS client is suspended too ATM.

I'm working on a game in STOS and a disk utility in GFA BASIC.

Scott.

2101. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-12 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980812110222.20168B-100000@ganymede.cs.mun.ca>
Source record: 3966

```
> on Sun 09-08-98 15:18 Clair Shaw wrote:
>
> >I'm trying to write an animator in GFA Basic (makes Animated pictures)
> >
> >I've got an idea of how to do it, but I need a short/quick way to read
> >co-ordinates in the file, rather than do this:
> >
> >OPEN "I",#1,a$ ' The a$ string is the file
> >LINE INPUT #1,text$
> >IF text$="1" ' the x co-ordinates in the file
> > a=1 ' made into a number string
> >ENDIF
> >IF text$="2"
> > a=2
> >ENDIF
> >
> >IF text$="300"
> > a=300
> >ENDIF
> >
> >And the same with the y co-ordinates
>
> VAL(text$) changes the string into a number. So you just go :
>
> a=VAL(text$)

How about using a simple loop to read and convert the co-ordinates...

OPEN "I",#1,file.name$ !Open the file
REPEAT !Start the loop
LINE INPUT #1,X$ !Get the x-coordinate - These must read in the same
order as the file
coordinates are saves (X
first, Y next)
LINE INPUT #1,Y$ !Get the y-coordinate
x=VAL(x$) !Convert x coordinate to a varible
y=VAL(y$) !Convert y coordinate to a varible
UNITL EOF(1) !This repeats until the end of the file is reached

You could also change the loop so that it ends in a particular area within
the file. I.e, UNTIL y$="END" or you could use UNTIL x=0 AND y=0. This is
sort of decission making but must be set to what ever tag the file uses
to say "yes all coordinates are read".
```

Also if your file has many coordinates whay not put them in an array.
Before the loop you could set the array by...

```
DIM x.crd(number.of.x.coordinates)
DIM y.crd(number.of.y.coordinates)
```

Then in the loop use and increase varible like INC loop. Here is an
example of how this would work....

```
OPEN "I",#1,file.name$ !Open the file
DIM x.crd(number.of.x.coordinates) !Set the x-coordinate array
DIM y.crd(number.of.y.coordinates) !set the y-coordinate array
CLR loop !Clear loop counter
REPEAT !Start the loop
INC LOOP !Increase the array counter
LINE INPUT #1,x$ !Read the x-coordinate
x.crd(loop)=VAL(x$) !Store the coordiante in array
LINE INPUT #1,y$ !Read the y coordinate
y.crd=VAL(y$) !Store the y coordnate in the array
UNTIL EOF(#1)
```

Remember the coordinates are stored in the arrays starting and number 1
not 0. These line inputs must again be placed to read in the same order as
the coordinates were saved to the ani file.

The coordinates could then be read with a simple loop like this...

```
CLR y.loop !Clear the y loop read varible
FOR loop=1 TO number.of.x.coordinates !Loop for all x coordinates
x=x.crd(loop) !reads the x coordinate from array
INC y.loop !Increase y array counter
IF y.loop<number.y.coordinates !Make sure not reading beyond array
y=y.crd(y.loop) !Read y coordinate from array
ENDIF
NEXT loop !Loop back if not all read
```

Remember the loop varible must be set according to the largest amount of
coordinates. I.e if there are a less number.of.x.coordinates than the y
coordinates, then loop should equale number.of.y.coordinates and INC
y.loop should change to INC x.loop.

Well hope this helps and is not over explained...

Scott.

2102. FATS again...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-12 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980812113801.20168C-100000@ganymede.cs.mun.ca>
Source record: 3967

Hi again everyone...

Thanks for all the help on the fats table. I went to all the
suggest net sites and printed off the disk structures and stuff. However,
I'm still stuck. How is the fats table layed out, I.e how many bytes for
clusters and stuff. Any ideas on how to read the fats table in GFA BASIC.
Some simple routines would be a help.

Thanks again.
Scott.

2103. Re: FATS again...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-12 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35D1E7A7.709206ED@wanadoo.fr>
Source record: 3968

Hello all,

You can find the number of bits in a FAT in the boot sector strcuture. All informations are here, number of bits, first sector of FAT, FAT length, curter lenght, ...

In GFA Basci , simply use the XBIOS or BIOS function to read the sector (boot sector and after FAT sector) and acces with WORD{} or like.

Bye.

Scott Harris a ï¿½crit:

> Hi again everyone...
>
> Thanks for all the help on the fats table. I went to all the
> suggest net sites and printed off the disk structures and stuff. However,
> I'm still stuck. How is the fats table layed out, I.e how many bytes for
> clusters and stuff. Any ideas on how to read the fats table in GFA BASIC.
> Some simple routines would be a help.
>
> Thanks again.
> Scott.

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2104. testing file existance

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-12 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4659_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 3969

What about testing for the existance of one ore more files in a directory ? I need a function (ttp program to be called from batch files) that can accept a wildcard as an argument and test for files in the actual directory that match it and return the corrisponding value, maybe the number of files found. This should work with TOS, MagiC VFAT or not.

I need it because I found that Okami Shell (any update) I used for my batches is corrupting the MagiC system, and want to use only MCMD that seems to be the only working CLI. MCMD is simple but you can always call external TTPs like Mupfel Tools, but I did not find a "file EXIST" function. MCMD "IF EXIST" does not accept wildcards. Is there something working, what is your favourite CLI for batches ?

I think I can do it with Lattice C and findfirst/findnext functions, but I want to be sure about longnames.

In the end I just want to tell you that I need this to program NODELIST/NESTLIST compiling on my system, what I was doing with okami CLI before was:

```
IN=D:\INBOUNDP
movetog()
{
FILE=$IN\$1
if [ -f $FILE]
then
mv $FILE C:\FILES\TESTI\
else
echo $FILE not found
fi
}
#movetog HUB.600
#movetog NET.333
cd D:\INBOUNDP
if [ -f REGION33.??? ]
then
cd D:\nodelist\
zip.ttp -xo D:\INBOUNDP\REGION33.z*
cd D:\INBOUNDP
# movetog REGION33.ZIP
else
echo REGION33 not found
fi
cd D:\INBOUNDP
if [ -f NESTLIST.??? ]
then
cd D:\nodelist\
```

```
lharc.ttp x D:\INBOUNDP\NESTLIST.*
cd D:\INBOUNDP
# mv NESTLIST.* C:\FILES\TESTI\
else
echo NESTLIST not found
fi
cd D:\INBOUNDP
if [ -f NODEDIFF.??? ]
then
cd D:\nodelist\
arc.ttp xo D:\INBOUNDP\NODEDIFF.a*
zip.ttp -xo D:\INBOUNDP\NODEDIFF.z*
cd D:\INBOUNDP
# mv NODEDIFF.* C:\FILES\TESTI\
cd D:\nodelist
rm *.bnl
exec applylst.ttp -clean
exec btnc.tos
# rm D:\FILES\TESTI\NODELIST.ZIP
# zip.ttp -a D:\FILES\TESTI\NODELIST.ZIP D:\QBBS\NODELIST\NODELIST.*
else
echo NODEDIFF not found
fi
```

This was run just before Jetmail import TIC files.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2105. Re: cmp.w #$c9,d0

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6qqpdhdvs1@newshost.comnet.co.nz>
Source record: 3970

Peter Rottengatter wrote in comp.sys.atari.programmer:
> The $c9 opcode has been in all versions of GEM integrated in TOS, as well as
> NAES and MagiC. It is not present in Geneva. It is used by STinG to allow
> AES taskswitching while a potentially blocking STinG call is excuting. I've
> been able to tell that people run Geneva when they complained STinG clients
> would block task switching :-)

> Library code is meant to be called by some application. If a library call
> needs extended time for execution, AES multitasking won't work anymore since
> it is cooperative multitasking, and the library code needed to relinquish the
> CPU to the AES regularly. The library call cannot simply call evnt_timer (0);
> as such a true AES call needs at least the address of the global array of the
> calling application to meet the binding requirements of AES. Luckily there is
> _appl_yield(), it can be called inside the library code as it does not need
> any parameter the value of which the library won't know.

> Calling it does no harm with Geneva, it just means that during execution of
> that blocking call multi-tasking is suspended, just like it would anyway if
> the call had not been called in the first place.

So, how does one call _appl_yield()? Is it just

```
_appl_yield:
move.w #$c9,d0
trap #2
rts
```

Are there any restrictions on calling it?

Is it OK from a TOS app?

Is it OK from User mode, or does it require Supervisor mode?

Assuming other tasks aren't resource hogs (CPU/disc etc), how quickly will
I get control again? If all other tasks are idle, I'd assume it'd be
pretty much immediately.

Given a loop of the form:

```
for a = 1 to largenumber
do some processing
if (a mod 100) equals zero ; remainder( a / 100 ) = 0
_appl_yield() ; yield to other processes every 100th iteration
end if
next a
```

will this be OK? (please forgive my pseudo-BASIC pseudocode)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2106. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-12 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <IlUcebA9Xh01QwXn@shaw1.demon.co.uk>
Source record: 3971

```
At Wed, 12 Aug 1998, 11:36:47 (message <<Pine.BSF.3.96.980812110222.2016
8B-100000@ganymede.cs.mun.ca>>) Scott Harris (from Memorial University
of Newfoundland) <mailto:harris@cs.mun.ca> sent a 93 line-long message
in comp.sys.atari.programmer called "Help needed for GFA Basic" saying:

>
>
>
>> on Sun 09-08-98 15:18 Clair Shaw wrote:
>>
>> >I'm trying to write an animator in GFA Basic (makes Animated pictures)
>> >
>> >I've got an idea of how to do it, but I need a short/quick way to read
>> >co-ordinates in the file, rather than do this:
>> >
>> >OPEN "I",#1,a$ ' The a$ string is the file
>> >LINE INPUT #1,text$
>> >IF text$="1" ' the x co-ordinates in the file
>> > a=1 ' made into a number string
>> >ENDIF
>> >IF text$="2"
>> > a=2
>> >ENDIF
>> >
>> >IF text$="300"
>> > a=300
>> >ENDIF
>> >
>> >And the same with the y co-ordinates
>>
>> VAL(text$) changes the string into a number. So you just go :
>>
>> a=VAL(text$)

Thanks to the poster who sent that. I thought I'd include it here to
save bandwidth <grins>

>
>How about using a simple loop to read and convert the co-ordinates...
>
>OPEN "I",#1,file.name$ !Open the file
>REPEAT !Start the loop
> LINE INPUT #1,X$ !Get the x-coordinate - These must read in the same
> order as the file
> coordinates are saves (X
```

> first, Y next)
> LINE INPUT #1,Y$!Get the y-coordinate
> x=VAL(x$) !Convert x coordinate to a varible
> y=VAL(y$) !Convert y coordinate to a varible
>UNITL EOF(1) !This repeats until the end of the file is reached
>

I am. Somewhere...

>You could also change the loop so that it ends in a particular area within
>the file. I.e, UNTIL y$="END" or you could use UNTIL x=0 AND y=0. This is
>sort of decission making but must be set to what ever tag the file uses
>to say "yes all coordinates are read".

Well, yes. I'm just reading 3 lines using LINE INPUT 3 times.

>
>Also if your file has many coordinates whay not put them in an array.
>Before the loop you could set the array by...
>
>DIM x.crd(number.of.x.coordinates)
>DIM y.crd(number.of.y.coordinates)
[snip]

I lost it there. Thanks anyway

>
>Well hope this helps and is not over explained...
>

It *does* help, you give me ideas. The array bit lost me. I just "pick
up" GFA and never really learnt it.

Thanks
--
Clair Shaw (Alias: C|D|S or CDS) | /------|_____ /---\ | /------------------\
Mailto:Clair@Shaw1.demon.co.uk | | /----| \ | | | | |The Funny Comment |
WWW: http://www.shaw1.demon.co.uk | Delete .NO.SPAM.HERE | |here has gone on |
ICQ: 1043359 | | ___To Reply || | | | |strike. Back soon!|
Pager:1043359@pager.mirabilis.com | ______|______/ ___/ | \------------------/

2107. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-13 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <35D24DA1.2208BA0@francenet.fr>
Source record: 3972

Clair Shaw wrote:

```
> I'm trying to write an animator in GFA Basic (makes Animated pictures)
>
> I've got an idea of how to do it, but I need a short/quick way to read
> co-ordinates in the file, rather than do this:
>
> OPEN "I",#1,a$ ' The a$ string is the file
> LINE INPUT #1,text$
> IF text$="1" ' the x co-ordinates in the file
> a=1 ' made into a number string
> ENDIF
> IF text$="2"
> a=2
> ENDIF
> .
> .
> .
> IF text$="300"
> a=300
> ENDIF
>
> And the same with the y co-ordinates
```

```
do :
LINE INPUT #1,text$
a=val(text$)
```

2108. Re: testing file existance

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-13 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6quf91$qk7$1@sun27.hrz.tu-darmstadt.de>
Source record: 3973

Hi!

First, please check your newsreader's configuration, as it's posting
endless lines for each paragraph.

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
> I need it because I found that Okami Shell (any update) I used for my
> batches is corrupting the MagiC system, and want to use only MCMD that
> seems to be the only working CLI. MCMD is simple but you can always call
> external TTPs like Mupfel Tools, but I did not find a "file EXIST"
> function. MCMD "IF EXIST" does not accept wildcards. Is there something
> working, what is your favourite CLI for batches ?

I recommend using Mupfel (http://www.muenster.de/~reschke/soft_e.html).
It's a Unix-style shell with an sh-compatible syntax.

For example, to test for a file's existance, you'd use:

```
if [ -f fileordir -o -d fileordir ]
then
echo File/directory exists
else
echo File/directory is missing
fi
```

Anyway, a CLI like MCMD, which isn't capable of expanding wildcards
itself, IMO isn't worth using. Also, it won't work with the Mupfel tools
if you use wildcards, as those expect the shell to expand them - which
is a good thing as it saves code, and prevents different behaviour of
programs due to errors/differences in the wildcard matching routines.

> I think I can do it with Lattice C and findfirst/findnext functions,
> but I want to be sure about longnames.

For that, get the MiNTlib (current is PL49, IIRC) and use it's
POSIX-compliant functions opendir(), readdir(), closedir(), and (to name
all) rewinddir(). Also, get Rich $salz's globbing routine for the
wildcard matching - but note that you'll need to adapt them a little as
at least the versions I found on the net sometimes scan over the end of
the pattern or the matched string, which might cause your program to
crash with memory protection enabled.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de

PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2109. Re: testing file existance

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-13 00:00:00 UTC
From: "Julian F. Reschke" <fjr010@email.mot.com>
Message-ID: <35D2E847.617075FD@email.mot.com>
Source record: 3974

Mike De.Petris wrote:
>
> What about testing for the existance of one ore more files in a directory ? I need a function (ttp program to be called from batch files) that can accept a wildcard as an argument and test for files in the actual directory that match it and return the corrisponding value, maybe the number of files found. This should work with TOS, MagiC VFAT or not.
>
> I need it because I found that Okami Shell (any update) I used for my batches is corrupting the MagiC system, and want to use only MCMD that seems to be the only working CLI. MCMD is simple but you can always call external TTPs like Mupfel Tools, but I did not find a "file EXIST" function. MCMD "IF EXIST" does not accept wildcards. Is there something working, what is your favourite CLI for batches ?

Why don't you use Mupfel? It certainly works under MiNT and MagiC...

Regards, jr

2110. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-13 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980813132059.22967B-100000@ganymede.cs.mun.ca>
Source record: 3975

On Thu, 13 Aug 1998 paxton@accrington-web.co.uk wrote:

> Hi Clair Shaw <Clair@shaw1.demon.co.uk>
>
> >No, it doesn't work, I think because the line is text, and you can't
> >convert a normal string to a number string!
>
> val(variables$) does it... however thats not what I was suggesting :)
> >
> >>You would probably use a different name.. but the concept is to input
> >>as a variable, no need to do it as text and convert..
> >>
> >That can't be done.
>
> crappy GFA for you then.. I am amazed GFA doesnt allow a variable to
> be inputted and it has to be text as a string?... that is truly
> amazing...

How can you say GFA is crappy if you've never used it? I would choose GFA over STOS any day Mr. Greenwood :)

Anyhow I believe a varible can be read from a file by using the INP(#n) command. LINE INPUT cannot do so because it is only used for strings. The only fault with the INP command is it only reads one byte at a time which can take quite long for large files.

Here is an example...

```
OPEN "O",#1,file.name$ !Opens the file
ERASE temp() !Make sure array is cleared
DIM temp(LOF(#1)) !dimension the array
For loop=1 to LOF(#1) !Start loop to read entire file
a=INP(#1) !Get the byte
temp(loop)=a !put it the array
NEXT loop !Loop for all bytes
```

I'm not sure if this will work correctly though. I'm not sure the INP command increases to the next byte of the file. It does'nt hurt to try though. I'm sure GFA has other ways of read varibles/integers from files but I cannot recall them as of now.

Oh and Tony LOOK NO LINE NUMBERS :)

Scott.

2111. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-13 00:00:00 UTC
From: root@my-ste.demon.co.uk
Message-ID: <35d2f8b0839b721@my-ste.demon.co.uk>
Source record: 3976

```
-----BEGIN PGP SIGNED MESSAGE-----

on Thu 13-08-98 00:00 paxton@accrington-web.co.uk wrote:

>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>-----------------------------------------------------
>
> Hi Clair Shaw <Clair@shaw1.demon.co.uk>
>
>
>>No, it doesn't work, I think because the line is text, and you can't
>>convert a normal string to a number string!
>
>val(variables$) does it... however thats not what I was suggesting :)
>>
>>>
>>>You would probably use a different name.. but the concept is to input
>>>as a variable, no need to do it as text and convert..
>>>
>>
>>That can't be done.
>
>crappy GFA for you then.. I am amazed GFA doesnt allow a variable to
>be inputted and it has to be text as a string?... that is truly
>amazing...

GFA _will_ input a number directly into a numeric variable, if you use the
correct code for it. The problem is Clair is using LINE INPUT instead of
INPUT. The former reads a line into a string, whereas the later will input
data of the type required for the variable. ie. a string for i$ or a number
for i&, i%, i# and i|. Of course if the data being read is a number, and
the type is a string, it will be read (in)correctly, whereas the program
will give an error if it tries to input a string into a numeric variable.

Regards,
David. Email: dbolt@my-ste.demon.co.uk

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNdKZevt/J4yyMZyRAQGTcwMAlZqw5qi1FmVhG8nSwE+nZEwE8+dAXj/J
yo6/WozRnR4WVl0az5TNh7UCp4EqW7JKkQSpHeiR3KlgoEkhm6QrS1PgR98MQgrZ
lWlQHJmyeWehK1Bpji+kcpgkoJXihCH3
=5dRU
-----END PGP SIGNATURE-----
```

--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

If you can't be good, be careful

2112. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-13 00:00:00 UTC
From: root@my-ste.demon.co.uk
Message-ID: <35d2f8b0839b720@my-ste.demon.co.uk>
Source record: 3977

```
-----BEGIN PGP SIGNED MESSAGE-----

on Tue 11-08-98 11:29 Clair Shaw wrote:

>At Sun, 9 Aug 1998, 18:45:55 (message <<35d1d9db.31302897@news.zetnet.co
>.uk>>) (from PAXTON Web) <mailto:paxton@accrington-web.co.uk> sent a 35
>line-long message in comp.sys.atari.programmer called "Help needed for
>GFA Basic" saying:
>
>>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>>-------------------------------------------------------
>>
>> Hi Clair Shaw <Clair@shaw1.demon.co.uk>
>>
>>>I'm trying to write an animator in GFA Basic (makes Animated pictures)
>>>
>>>I've got an idea of how to do it, but I need a short/quick way to read
>>>co-ordinates in the file, rather than do this:
>>>
>>>OPEN "I",#1,a$ ' The a$ string is the file
>>>LINE INPUT #1,text$
>>
>>Why are you inputting as a string, is there not a command to simply
>>input it as a variale
>>
>>OPEN "I",#1,a$ ' The a$ string is the file
>>LINE INPUT #1,text

You can't use LINE INPUT #1 for numeric variables, although you can use:

INPUT #1,text

to get the values required.

>>
>>thus text holds the number,
>
>No, it doesn't work, I think because the line is text, and you can't
>convert a normal string to a number string!

No, it doesn't work because the LINE INPUT is for inputting a line of text.
The LINE is added so that any ','s are not used as seperators in the INPUT
line.

>
>>
>>You would probably use a different name.. but the concept is to input
```

>>as a variable, no need to do it as text and convert..
>>
>
>That can't be done.

If you drop the LINE from LINE INPUT it will/should work. Of course there's
also the format of the file you're reading from. If it's just a list of
numbers, generated by using something like:

```
OPEN "O",#1,"FILENAME"
FOR i=0 to 319
FOR j=0 to 199
PRINT #1,j
NEXT j
NEXT i
CLOSE #1
```

the file can be read using INPUT #file|,numeric.variable whereas if you
used:

```
OPEN "O",#1,"FILENAME"
FOR i=0 to 319
FOR j=0 to 199 STEP 2
PRINT #1,j,j+1
NEXT j
NEXT i
CLOSE #1
```

you can't.

>>I have never used GFA..But would be amazed if it couldnt input as data
>>rather than strin$:)
>
>Thanks anyway

Regards,
David. Email: dbolt@my-ste.demon.co.uk


```
-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNdKXMvt/J4yyMZyRAQH6WAL/cH18VX8oWL21wYCBmkWpHsJf7gul3hN9
vEhIvkJ9/6e1PoDmkmi8x9+GrveNjQ0FuliY6niqb07iNW08Xi8QVZU24EuvJEZq
Jpx/pBI9FMRgs89gdvwWoEXirKCvfZ5F
=h7ha
-----END PGP SIGNATURE-----
```


--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Atari 1040STE 4Mb

Out of Paper...Exit Toilet (Y/N)?

2113. FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-13 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980813134422.25142B-100000@ganymede.cs.mun.ca>
Source record: 3978

Hi again everyone.

I was reading some information on ST disk structures and found
that the dirctory sector is what holds the information about files on the
disk. On floppies it is on sectors 11 through 17 (7 sectors long), and on
hard disks is 16 sectors long.

Does anyone know how to read these sectors into a buffer and then
access the buffer in 32 byte segments. Each directory entry id 32 bytes
long and there are 16 entries per sector. Therefore I need to read in all
the directories into a buffer and access it in 32 byte segments. Within
this 32 bytes I must then again access 0-7 bytes for the file name, bytes
8-10 for the extention name e.t.c.

any ideas or routines in GFA BASIC would be greatly appreciated..

Scott.

2114. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-14 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A41.3.96.980814130733.14378B-100000@juno.amp.uni-hannover.de>
Source record: 3979

On Tue, 11 Aug 1998, Zaphod wrote:

> Santa Fe Voostra!! Peter Rottengatter appears thinks that ....
> > > Hmm. I'd be nervous to try those, simply because the word "Belgium" is
> > > an insult in the Hitch Hiker's Guide to the Galaxy! :-)
> >
> > Huh ? I've reread the entire pentology, but I'm not aware of this. Where
> > is it ?
>
> In the Radio Play it's mentioned just before Zaphod and Ford fall out of
> the cup in the sky of a strange planet.
>
> Then later on at the end, when Arthur nicks the Heart of Gold, Zaphod
> says "Holy Belgium Man!".

Doesn't ring a bell. Is the radio play that much different from the books?
Seems I should purchase a copy ... ;-)

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2115. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-14 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A41.3.96.980814131840.14378E-100000@juno.amp.uni-hannover.de>
Source record: 3980

On Thu, 13 Aug 1998, Scott Harris wrote:

> I was reading some information on ST disk structures and found
> that the dirctory sector is what holds the information about files on the
> disk. On floppies it is on sectors 11 through 17 (7 sectors long), and on
> hard disks is 16 sectors long.
>
> Does anyone know how to read these sectors into a buffer and then
> access the buffer in 32 byte segments. Each directory entry id 32 bytes
> long and there are 16 entries per sector. Therefore I need to read in all
> the directories into a buffer and access it in 32 byte segments. Within
> this 32 bytes I must then again access 0-7 bytes for the file name, bytes
> 8-10 for the extention name e.t.c.
>
> any ideas or routines in GFA BASIC would be greatly appreciated..

What do you wanna do there ? You're messing with stuff deep in the
operating system, which should definitely be avoided unless you write
some rare system tool. So what is it that you want, and for which it is
not enough to use GEMDOS functions ?

The root directory does *not* always start on sector 11 (virtually never
on my disks), especially not on hard disks. And it's neither always 7
sectors long on disks, or 16 on hard disks.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2116. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-14 00:00:00 UTC
From: Micha Knorpp <micha.knorpp@bk.bosch.de>
Message-ID: <35D45015.40A25322@bk.bosch.de>
Source record: 3981

Peter Rottengatter wrote:
>
> Doesn't ring a bell. Is the radio play that much different from the books?
> Seems I should purchase a copy ... ;-)
>
same here. i didnï¿½t know a radio play exists. maybe i should try to
catch part 4 and 5 of the books first , havenï¿½t read them alredy...

-micha-

2117. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-14 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980814150709.1865B-100000@ganymede.cs.mun.ca>
Source record: 3982

On Fri, 14 Aug 1998, Peter Rottengatter wrote:

> On Thu, 13 Aug 1998, Scott Harris wrote:
>
> > I was reading some information on ST disk structures and found
> > that the dirctory sector is what holds the information about files on the
> > disk. On floppies it is on sectors 11 through 17 (7 sectors long), and on
> > hard disks is 16 sectors long.
> >
> > Does anyone know how to read these sectors into a buffer and then
> > access the buffer in 32 byte segments. Each directory entry id 32 bytes
> > long and there are 16 entries per sector. Therefore I need to read in all
> > the directories into a buffer and access it in 32 byte segments. Within
> > this 32 bytes I must then again access 0-7 bytes for the file name, bytes
> > 8-10 for the extention name e.t.c.
> >
> > any ideas or routines in GFA BASIC would be greatly appreciated..
>
> What do you wanna do there ? You're messing with stuff deep in the
> operating system, which should definitely be avoided unless you write
> some rare system tool. So what is it that you want, and for which it is
> not enough to use GEMDOS functions ?

I'm wrinting a disk utility/tool and want to find out how many hidden,
system, read only, files are on the disk without having to use FSNEXT.

Also I want to be able to read in the fats table to trace file contents,
i.e file data is stored in sector 1,4,8,9. I'm trying to write a utility
to undelete files, defragment disks, e.t.c.

> The root directory does *not* always start on sector 11 (virtually never
> on my disks), especially not on hard disks. And it's neither always 7
> sectors long on disks, or 16 on hard disks.

So how would I be able to determine on where this starts then? All
docmentation I have states the disk layouts are....

Sector Length in sectors
0 Boot Track 1
1 - 5 First FAT 5 (41 on hard disk)
6 - 10 2nd FAT 5 (41 on hard disk)
11 - 17 Directory 7 (16 on hard disk - may vary)

With the extended FATS length on hard disks, the directory sectors mus
also move ahead.

I need to read in the directory sectors, break it down into 32 bytes of 16 entries (512 bytes/sector) then from those 32 bytes retrieve this...

What It is Bytes

File name 0 - 7
Extention 8 - 10
Attributes 11
Reserved space 12 - 21
Time stamp 22 - 23
Date stamp 24 - 25
Staring Cluster 26 - 27 (an integer)
Length (bytes) 28 - 31 (a 4 byte integer)

All this totals 32 bytes. I need to do this 16 times for each sector in the directory. The attributes hold...

Bit 0 read only
bit 1 hidden
bit 2 system
bit 3 volumn lable
bit sub directory
bit archive bit
bits 6/7 not used

These are what I need to retrieve.

Scott.

2118. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-14 00:00:00 UTC
From: zap@REMOVE-THIS-TEXT-IN-CAPTIALS42.jpcinet.co.uk
Message-ID: <MPG.103ea5fbee895fb69896fd@news.jpci.net>
Source record: 3983

Santa Fe Voostra!! Micha Knorpp appears thinks that ....
> > Doesn't ring a bell. Is the radio play that much different from the books?
> > Seems I should purchase a copy ... ;-)
> >
> same here. i didn't know a radio play exists. maybe i should try to
> catch part 4 and 5 of the books first , haven't read them alredy...

```
The Radio Play takes a completely different direction to the books,
basically after the prehistoric Earth bit.

The books were based on the BBC Radio Play y'know. The Radio Play is the
original. Also very funny :->

--
=============================================================
Dave Denscombe (aka Zaphod) ICQ: 3719723
E:Mail: zap@42.jpcinet.co.uk Web: http://www.42.jpcinet.co.uk
-------------------------------------------------------------
"I say what it occurs to me to say" - The Man in the Shack
=============================================================
```

2119. Re^2: testing file existance

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-14 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4673_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 3984

```
In uno strano messaggio del 13 Aug 98 gryf@hrzpub.tu-darmstadt.de (2:333/608.1) scrisse al
povero All :
g> First, please check your newsreader's configuration, as it's posting
g> endless lines for each paragraph.

Sorry, will check the software (LED, Jetmail, Net2Net, NOS).

g> I recommend using Mupfel (http://www.muenster.de/~reschke/soft_e.html).
g> It's a Unix-style shell with an sh-compatible syntax.

Yes I use it, but it's all German 8^( btw the sh shell is standard.

g> For that, get the MiNTlib (current is PL49, IIRC) and use it's
g> POSIX-compliant functions opendir(), readdir(), closedir(), and (to
g> name all) rewinddir(). Also, get Rich $salz's globbing routine for the
g> wildcard matching - but note that you'll need to adapt them a little as
g> at least the versions I found on the net sometimes scan over the end of
g> the pattern or the matched string, which might cause your program to
g> crash with memory protection enabled.

I hope this works with Lattice.
I am now using this small program I did yesterday:

#include <stdio.h>
#include <tos.h>

int main(argc, argv)
int argc;
char **argv;
{
DTA d;
int r=0;
Fsetdta(&d);
if (!Fsfirst(argv[1], FA_SUBDIR))
do{
if (d.d_attrib!=FA_SUBDIR)
{
r++;
}
}while(!Fsnext());

return r;
}

This simple program returns the number of files matching the wildcard passed
as argument (parameter) in the current directory, I just need to adapt it
for the VFAT environment.
```

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Butta il PiCcione e prendi un FALCONe !

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2120. using the font selector

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-14 00:00:00 UTC
From: centek <centek@graphity.fr>
Message-ID: <6r2b1mocl1@news.imaginet.fr>
Source record: 3985

Hi !
I need, in my rsc editor, to select a font style for objects.
I know that there are severals of font selector and I want to
try to call them (i.e : XUFS, or the thing's font selector).

The only documentations I manage to find were in german,
so I ccnt understand anything.

Could one of you help me either finding english documentation
or explaning me how to call the fontselector.

Note that I use assembly language but I understant C.

Thanks.

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.centek.fr
phenix@centek.fr

2121. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-15 00:00:00 UTC
From: "Julian F. Reschke" <fjr010@email.mot.com>
Message-ID: <35D53E8B.D6AB64EC@email.mot.com>
Source record: 3986

Scott Harris wrote:

> So how would I be able to determine on where this starts then? All
> docmentation I have states the disk layouts are....

Well. Read the AHDI release notes. They should tell you how to read the
BPB (and what's in there). They will also make you aware that the
logical
sector size is not necessarily 512.

Regards, jr

2122. dial up server, win95>sting

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-15 00:00:00 UTC
From: bredroll@hotmail.com
Message-ID: <6r4h9hbhq1@plug.news.pipex.net>
Source record: 3987

hi all,

i want to allow my falcon to connect to other machines via
dial-up networking using ppp between the 2 machines, the other
is a pc running win95 or NTWS4 i have dialups but it wont answer
the modem!

i have sing installed and could use ftp server once the copnnection
is established

please help

:)

2123. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-15 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <35d4fc1c4fdb670@my-ste.demon.co.uk>
Source record: 3988

```
-----BEGIN PGP SIGNED MESSAGE-----

on Fri 14-08-98 15:24 Scott Harris wrote:

<snipped>

>So how would I be able to determine on where this starts then? All
>docmentation I have states the disk layouts are....
>
>Sector Length in sectors
>0 Boot Track 1
>1 - 5 First FAT 5 (41 on hard disk)
>6 - 10 2nd FAT 5 (41 on hard disk)
>11 - 17 Directory 7 (16 on hard disk - may vary)

Hmm, looks like the docs are quite old then. Here's how to work out how
many sectors are used by what in GFA basic, since that's what you're using.

*****

DIM b|(16384) ! buffer to hold a sector
' has to be this big to handle very big hard drives. See below for more info
'
b%=V:b|(0)
~BIOS(4,2,L:b%,1,0,device&) ! read boot sector into RAM
' use the BIOS to read boot sector
'
sectors&=256*b|(&H14)+b|(&H13) ! number of sectors on the disc
numsec&=b|(24) ! number of sectors per track
sides&=b|(26) ! number of sides of the disc
numfat&=b|(16) ! number of FAT tables
tracks&=DIV(sectors&,MUL(numsec&,side&))
'
space%=sectors&*256*b|(&H0C)+b|(&H0B) ! Total formatted disc capacity

*****

Even with the above to get you're still going to need to know whether to use
12 or 16 bit FAT decoding. For this you would need something like:

*****

bpb%=BIOS(7,device&) ! get the BIOS parameter block
secsize%=INT{bpb%} ! sector size in bytes
clsiz&=INT{bpb%+2} ! cluster size in sectors
clsizb%=INT{bpb%+4} ! cluster size in bytes
rdlen&=INT{bpb%+6} ! directory length in sectors
```

```
fsiz&=INT{bpb%+8} ! FAT size in sectors
fatrec&=INT{bpb%+10} ! start sector of second FAT table
datrec&=INT{bpb%+12} ! start sector of first data cluster
numcl%=INT{bpb%+14} ! number of clusters
fat16!=BTST(INT{bpb%+16},0) ! TRUE if 16 bit FAT, else FALSE
```

*****

```
>With the extended FATS length on hard disks, the directory sectors mus
>also move ahead.
>
>I need to read in the directory sectors, break it down into 32 bytes of 16
>entries (512 bytes/sector) then from those 32 bytes retrieve this...
```

That will work for floppies, and partitions below 16Mb. It won't work for larger hard drives. With a hard drive the logical sector size, which is what you'd be accessing, varies according to the size of the partition. What you end up with is something like this:

Sector size (bytes)	Maximum Partition size (Mbytes)
512	16
1024	32
2048	64
4096	128
8192	256
16384	512

The above depends on the partitioning utility. I don't know about the ICD software, but HD Driver is cabable of doubling the maximum size of the partitions with TOS 1.(0)4 and later.

Anyway before I start rambling on, the above should give you some help.

Regards,
David. Email: dbolt@my-ste.demon.co.uk


```
-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNdUE8Pt/J4yyMZyRAQEUUAMAhMDj4Vu3EL9DQ72AMJTQ0UKXopOdw6Ga
QDJu5NgYSxZujplgyq2v6MD4dzmb+/rz/sjfwCDbRvFtJRvw/qHWdYKvHc8t4ip7
4vTdZ6476r0akjOht75t3XUj5bjdDTtf
=3kHK
-----END PGP SIGNATURE-----
```


--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34

911..... Press 1 if your house is on fire..... Press 2 if.....

2124. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-15 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6r4s0l$hk0$1@sun27.hrz.tu-darmstadt.de>
Source record: 3989

Hi!

Scott Harris <harris@cs.mun.ca> wrote:
> Also I want to be able to read in the fats table to trace file contents,
> i.e file data is stored in sector 1,4,8,9. I'm trying to write a utility
> to undelete files, defragment disks, e.t.c.

No offense, but do you really think it's a good idea to write such stuff
if you even don't know how to determine vital data of a disk/harddisk?

Also, there are already a lot of programs which allow undelete and/or
defragmentation (Chkdisk3, Diamond Edge, Diskus, to name just a feq), so
why do you need that?

> So how would I be able to determine on where this starts then? All
> docmentation I have states the disk layouts are.... [...]

Use Getbpb() for that. It tells you everything you need to know. If
you're able to read German, you might take a look at the sourcecode of
CheckFat (it's included in the distribution, look for cfat_r4.lzh).

> Bit 0 read only
> bit 1 hidden
> bit 2 system
> bit 3 volumn lable
> bit sub directory
> bit archive bit
> bits 6/7 not used

Bit 6 is used by MagiC and MiNT's new FATFS for symbolic links. VFAT
additional entries for the long filenames have all 8 bits set, i.e. the
attribute is 15.

> These are what I need to retrieve.

You also have to remember that all information that require more than
one byte are stored in Intel-order, i.e. least significant byte first.
That applies to directory entries as well as to FAT entries.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2125. Re: using the font selector

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-15 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6r4s88$hk0$2@sun27.hrz.tu-darmstadt.de>
Source record: 3990

Hi!

centek <centek@graphity.fr> wrote:

> Could one of you help me either finding english documentation
> or explaning me how to call the fontselector.

For English documentation on how to use the font protocol (which is used by Thing), get the English version 1.09 of Thing from InterActive's homepage (http://www.cix.cok.uk/~inactive/), the hypertext documentation contains what you need.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2126. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-16 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980816122945.8841A-100000@ganymede.cs.mun.ca>
Source record: 3991

On Wed, 12 Aug 1998 paxton@accrington-web.co.uk wrote:

> >> > Come on..its all good clean fun.. Tell us about it..or mail it to me
> >> >:)
> >>
> >I'm working on a game in STOS and a disk utility in GFA BASIC.
>
> INFORMATION
> TITLE
> WEB PAGE
> CONTACTS
> SCREEN SHOT
> ANYTHING.....

Well the game is going to be a city wide chase type. No screen shots or anything yet because I'm still working on graphics problems which I cannot figure out :)

This disk utility is going to be able to (hopefully), defrag disks, format disks, copy disks, and undelete files. Also If your IBM has problems reading A ST formated disk, I'm trying to write a routine to change specific bytes on the ST disk to allow the IBM to read it.

Yes I know there are tons of these around but I'm doing for my own experience. What better way to fully understand how the disk BIOS/XBIOS work other than experimenting with them.

I also wrote a DATA BASE program with catagory references and the such. The program is a point and click interface with ZEST buttons. It is a type of freeware program. The program does have to be registered but its registration is FREE. All the user has to do is send me E-Mail and I'll send them back their own personal code to unlock all the program features. They will also recieve the code. I done it this way so I can keep track of ho many people are using it. This will help me to determine if the program is worth putting the time and effort into updateing it. Anyhow, this program is not in any ftp sites that I know of. I did file tag it here one time but only had one responce. If anyone else wants to give it a try Just E-Mail me and I'll send you copy. Then again Tony if you want a copy for the magazine I could send you a copy as well.

Scott.

2127. Re: Help needed for GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-16 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980816125233.8841C-100000@ganymede.cs.mun.ca>
Source record: 3992

```
On Thu, 13 Aug 1998 paxton@accrington-web.co.uk wrote:

> Hi Scott Harris <harris@cs.mun.ca>
>
> >> crappy GFA for you then.. I am amazed GFA doesnt allow a variable to
> >> be inputted and it has to be text as a string?... that is truly
> >> amazing...
> > >
> >How can you say GFA is crappy if you've never used it? I would choose GFA
> >over STOS any day Mr. Greenwood :)
>
> I see a lot of GFA questions in here..some of the answers are
> laughable... realms of code to do something that only needs one
> command in stos..
>
> My "crappy" comment was based on being told that you cant read a
> number into a variable..that made me laff......But now it seems you
> can....GFA is still crappy of course..but not as crappy as I thought 5
> minutes ago :)

You shouldn't base your opinions on others opinions without first
experiencing the language for yourself. If someone said million dollars
was a crappy thing to have and you had been offered a million dollars,
Would you turn it down :)

> >OPEN "O",#1,file.name$ !Opens the file
> >ERASE temp() !Make sure array is cleared
> >DIM temp(LOF(#1)) !dimension the array
> >For loop=1 to LOF(#1) !Start loop to read entire file
>
> tut tut...should start at 0, especialy when using an array...

Hey the person is only new to GFA so I did'nt want to confuse them right
off the start. Also real programmers usually leave in 0 index free in case
they want to use a checking string/varible in there to test if it is
really their file type :)

> > > a=INP(#1) !Get the byte
> > temp(loop)=a !put it the array
> >NEXT loop !Loop for all bytes
>
> f$="filename"+chr$(0)
> if exist$(f$) then open in #1,"filename" else error sub
> dim temp(lof(#1))
> For loop=0 to LOF(#1) :input #1,temp(loop):next
>
```

> LOOK..Less code AND file exist error checking :.. hahaha

```
@test.file(file$)
If test!
@read.file(file$)
endif
END

PROCEDURE(filename$)
test!=exist(filename$)
RETURN

PROCEDURE read.file(file.name$)
erase temp()
Open "I",#1,filename$
dim temp(lof(#)1)
For loop=0 to lof(#1)
Input #1,temp(loop)
Next loop
CLOSE #1
RETURN
```

Now mine will read all files as long as i send the file name to read file() procedure. Being able break a program down into procedure and using lable names for the procedures makes it easier to bug test and call :) There is nothing worse than always haveing to remember what line number you started a procedure in and then calling it by GOSUB 1540 :) what happens if you accendently go 1540 in STOS. There goes the line and you have to re-write it after you remember what it was. It is very hard to delete lines in GFA by human error :) And yes Tony I know you can set uf procedure lables in STOS but the must be like read.file=1000 and called like GOSUB read.file. This still don't eliminate the cahnces of deleteing or overwritting a line, nor does help debugging processes. You still have to remeber waht line read.file is on :)

> the above shorter routine will work

Mine should work too.

> the problem was that someone told me you cant , hence my comments:)

Like I said before base your opinion on experience not assumption :)

> >Oh and Tony LOOK NO LINE NUMBERS :)
>
> and your point is ?..... ho are you suggesting you can't load a file
> if you use line numbers?...or perhaps you are suggesting it .... well
> what ?... what is the significance of having no line numbers?..

I guess you must have read my big spull on this from above, If you want a copy of my book its $29.95 and there's no table of contents because I don't believe in page numbers either :)

Anyhow believe it or not I do like STOS, I think it is a great simple to learn programming language. Alot of the command names actually refer to what they do such as ZOOM. I'm just having a hard time sticking with it.

> Anyway Scott we better make a run for it before the knitting class get
> here.....<smile>

Jeez I thought that was what we were talking about "Knitting" <grin>

Scott.

2128. Re: FATS again...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-16 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980816124712.8841B-100000@ganymede.cs.mun.ca>
Source record: 3993

On Wed, 12 Aug 1998, JACCARD Emmanuel wrote:

> You can find the number of bits in a FAT in the boot sector strcuture. All
> informations are here, number of bits, first sector of FAT, FAT length,
> curter lenght, ...
>
> In GFA Basci , simply use the XBIOS or BIOS function to read the sector (boot
> sector and after FAT sector) and acces with WORD{} or like.

I've already got a routine to read the boot sector. This gives me
information about the disk format. I need to find information about files
on the disk. This is in the directory sectors.

Thanks for the responce though.

Scott.

2129. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-16 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980816132613.8841D-100000@ganymede.cs.mun.ca>
Source record: 3994

On Sat, 15 Aug 1998, Julian F. Reschke wrote:

> Scott Harris wrote:
>
> > So how would I be able to determine on where this starts then? All
> > docmentation I have states the disk layouts are....
>
> Well. Read the AHDI release notes. They should tell you how to read the
> BPB (and what's in there). They will also make you aware that the
> logical
> sector size is not necessarily 512.

Ok I got the BPB part because I've already got a routine for that. It tells you where the FATS and stuff starts and you can determine where it end by add the number of sectors it uses. The routine I use also states how large the sector size is. Is this waht you mean. It returns the number of bytes per sector the disk contains.

Scott.

2130. Re: cmp.w #$c9,d0

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-16 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ExsnCD.JFs@suse.modem.stud.uni-hannover.de>
Source record: 3995

In article <6qqpdhdvs1@newshost.comnet.co.nz>,
gmiller@inca.co.nz (Gaven Miller) writes:

> So, how does one call _appl_yield()? Is it just
>
> _appl_yield:
> move.w #$c9,d0
> trap #2
> rts

Yes, that's it.

> Are there any restrictions on calling it?
>
> Is it OK from a TOS app?

From a TOS program, you must be aware that people might want to start the
program without having any AES installed (for instance, having MiNT started
a CLI from MINT.CFG). I do not know what is done by TRAP #2 before AES is
installed, so this is a potentially dangerous situation.

However, if you can be sure that AES is there, you can call it from a TOS
program too.

> Is it OK from User mode, or does it require Supervisor mode?

From my experience, it works in both cases.

> Assuming other tasks aren't resource hogs (CPU/disc etc), how quickly will
> I get control again? If all other tasks are idle, I'd assume it'd be
> pretty much immediately.

I'd say you're right, it's pretty much the same as with calling evnt_timer(0);
I think.

> Given a loop of the form:
>
> for a = 1 to largenumber
> do some processing
> if (a mod 100) equals zero ; remainder(a / 100) = 0
> _appl_yield() ; yield to other processes every 100th iteration
> end if
> next a
>
> will this be OK? (please forgive my pseudo-BASIC pseudocode)

Sure.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2131. Lost message...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-17 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980817012845.28477B-100000@ganymede.cs.mun.ca>
Source record: 3849

Someone wrote me a message yesterday I think. They stated the information I have on the disk formats is outdated. They then continued to explain how the new disk formats are layed out and how to access them. Well something went wrong with my server and I lost some of the messages. This particular message I wanted to download and save and of course was one of the ones that got chucked. Could this personplease send it again if possible.

Scott.

2132. cmp.w #$c9,d0

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6r91hn$317$1@newshost.comnet.co.nz>
Source record: 3850

Peter Rottengatter wrote in comp.sys.atari.programmer:
> as such a true AES call needs at least the address of the global array of the
> calling application to meet the binding requirements of AES. Luckily there is
> _appl_yield(), it can be called inside the library code as it does not need
> any parameter the value of which the library won't know.

> Calling it does no harm with Geneva, it just means that during execution of
> that blocking call multi-tasking is suspended, just like it would anyway if
> the call had not been called in the first place.

So, how does one call _appl_yield()? Is it just

```
_appl_yield:
move.w #$c9,d0
trap #2
rts
```

(I haven't delved too deeply into the GEM trap vector)

Are there any restrictions on calling it?

Is it OK from a TOS app?

Is it OK from User mode, or does it require Supervisor mode?

Assuming other tasks aren't resource hogs (CPU/disc etc), how quickly will
I get control again? If all other tasks are idle, I'd assume it'd be
pretty much immediately.

Given code of the form:

```
appl_init()
do GEM stuff
appl_exit()
...
for a = 1 to largenumber
do stuff
if (a mod 100) equals zero ; remainder( a / 100 ) = 0
_appl_yield() ; yield to other processes every 100th iteration
end if
next a
...
```

will this be OK?

(Just thinking aloud)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2133. Undocumented Atari (was: cmp.w #$c9,d0)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6r91mm$317$3@newshost.comnet.co.nz>
Source record: 3851

Are/were there any undocumented calls in TOS?

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2134. Programmers win $50!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-17 00:00:00 UTC
From: tims@NO_SPAMoneimage.com
Message-ID: <35d7e05d.0@206.168.123.253>
Source record: 3996

```
If you are an Atari/Psion programmer, you can win $50! Find out how
on the Atari to Psion Connectivity Homepage at
http://www.oneimage.com/~tims/Psion/
```

2135. GCC 2.8.1 on TOS ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-17 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <35d81b9a.0@news.utbm.fr>
Source record: 3997

Hello

I have already seen a version of GCC 2.8.1 working under Mint, but it don't looks work on TOS or Magic or MagicMac unfortunatly, there is it a version which could work on TOS? for the moment I can use only GCC 2.5.8.

Thanks
Olivier

2136. Re: GCC 2.8.1 on TOS ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <903351995.778744@tornado.itea.ntnu.no>
Source record: 3998

Olivier Landemarre <Olivier.landemarre@utbm.fr> wrote:

> I have already seen a version of GCC 2.8.1 working under Mint, but it
> don't looks work on TOS or Magic or MagicMac unfortunatly, there is it a
> version which could work on TOS? for the moment I can use only GCC 2.5.8.

Christian Felsch has made a port to TOS/MagiC:

ftp://ftp.rz.tu-harburg.de/pub/software/systems/atari/gnu/gcc/

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2137. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-18 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980818011529.16807B-100000@ganymede.cs.mun.ca>
Source record: 3852

On 15 Aug 1998, Thomas Binder wrote:

> Scott Harris <harris@cs.mun.ca> wrote:
> > Also I want to be able to read in the fats table to trace file contents,
> > i.e file data is stored in sector 1,4,8,9. I'm trying to write a utility
> > to undelete files, defragment disks, e.t.c.
>
> No offense, but do you really think it's a good idea to write such stuff
> if you even don't know how to determine vital data of a disk/harddisk?

No offense taking.

Well what better way to learn. I'm doing it for experience and I find
hands ist he best way. Reading about what everything does and
understanding it is different than seeing why it does it and making it
do it.

> Also, there are already a lot of programs which allow undelete and/or
> defragmentation (Chkdisk3, Diamond Edge, Diskus, to name just a feq), so
> why do you need that?

Refer to what I said above. What about if we only had one of everything in
the world. One STOS program with no new add ons, one art package, e.t.c.
If we only had one of everything none whould have the right to choose :)

> > So how would I be able to determine on where this starts then? All
> > docmentation I have states the disk layouts are.... [...]
>
> Use Getbpb() for that. It tells you everything you need to know. If
> you're able to read German, you might take a look at the sourcecode of
> CheckFat (it's included in the distribution, look for cfat_r4.lzh).

Got it .

> > Bit 0 read only
> > bit 1 hidden
> > bit 2 system
> > bit 3 volumn lable
> > bit sub directory
> > bit archive bit
> > bits 6/7 not used
>
> Bit 6 is used by MagiC and MiNT's new FATFS for symbolic links. VFAT
> additional entries for the long filenames have all 8 bits set, i.e. the
> attribute is 15.
>
> > These are what I need to retrieve.

>
> You also have to remember that all information that require more than
> one byte are stored in Intel-order, i.e. least significant byte first.
> That applies to directory entries as well as to FAT entries.

Still not fully sure of all this yet, but working on it.

2138. BETA testers SOP?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-18 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <35D97977.FA20D7D7@cfcsc.dnd.ca>
Source record: 3853

Salut:
I sometimes volunteer to do beta testing, but as of yet I've never been
told what the programmer I am beta testing for wants!!
odd and irksome.
so tell me, if you ask for beta testers for feedback, what is it that
you as a programmer are looking for?
I have a registered Profile2.2, are there other system programs that
would give you important feedback?
is there a Standard Operating Procedure that a beta tester can use?
or is there a prg that would run in the background keeping track of
system calls etc and writing the info to a text file upon a crash! :-)
So far I have been just writing down what happens when a prg does a
crash or something unexpected; along with a Profile2.2 report.
Is it good enough?

2139. new: falcon software directory site

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-18 00:00:00 UTC
From: bredroll@hotmail.com
Message-ID: <6rccsvsct1@plug.news.pipex.net>
Source record: 3854

hi all

i am 50% through the production of my new site,

it aims to decrease the time it has taken me to
find some software for my falcon, including magic
specific or enhanced applications,

the site will include all the software i have found
useful (shareware+pd) that i have downloaded from
different sites and hard to get english versions
and translations.

it's not finished yet but is coming up on 150 different
items, most of which will be for direct http download,
the rest are links to the authors/supporters site where
more can be found out.

stand by for more info!

ian norton :)

2140. wav to mp2?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-18 00:00:00 UTC
From: bredroll@hotmail.com
Message-ID: <6rcd0gsct2@plug.news.pipex.net>
Source record: 3855

```
can anyone help me?

i need a wav/avr/snd to mp2 convertor

thanx in advance

inorton_badrul@hiotmail.com

Ian norton :)
```

2141. Re: dial up server, win95>sting

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-18 00:00:00 UTC
From: Cy Jones <cy@cassini.demon.co.uk>
Message-ID: <903465501.28527.0.nnrp-11.9e984ea4@news.demon.co.uk>
Source record: 3856

Try this:

I have a 24meg TT and a 333Mhz Dell PC

They are talking to each other using Connect on my Atari, and Hyperterminal
on the PC and both utilising ZModem protocol..

I've got a Null Modem cable hooked into the two computers com ports (from
Maplin - £6.00).

Data transfer rate at 19,200 baud is about 10mins per Meg, but I'm working
on it.

Cy Jones

.
Ian Norton wrote in message <6r4h9hbhq1@plug.news.pipex.net>...
>hi all,
>
>i want to allow my falcon to connect to other machines via
>dial-up networking using ppp between the 2 machines, the other
>is a pc running win95 or NTWS4 i have dialups but it wont answer
>the modem!
>
>i have sing installed and could use ftp server once the copnnection
>is established
>
>please help
>
>:)

2142. Re: BETA testers SOP?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980818184324.27603A-100000@usr09.primenet.com>
Source record: 3857

hi ken.
I will just speak for myself, as I know that other programers will ask
a total different thing.
in my opinion, Just the fact that many betatester try a version is
good, because of the different computer/os, setup, auto order, special
tsr, acc etc.
When a betatester experience prob. I hate a simple: "Version x.xx
doesn't work. it crashes!"

What I expect is a small report, on When does it crash exactly? is it
random? What is the message when it crashes? What kind of crash?
When it crashes, can you reproduce it under another OS? fastram
settings? memory protection? Those kind of things are normally done
directly by the user trying to get the sofware stable.
Example, I have few prog I know what to do and NOT to do to not crash.
This really helps me.
Also a report of the exact auto folder order, or acc.
anyway that's basically how I see it.. probably many other things I
forgot.

On Tue, 18 Aug 1998, Ken Macdonald wrote:

>Salut:
>I sometimes volunteer to do beta testing, but as of yet I've never been
>told what the programmer I am beta testing for wants!!
>odd and irksome.
>so tell me, if you ask for beta testers for feedback, what is it that
>you as a programmer are looking for?
>I have a registered Profile2.2, are there other system programs that
>would give you important feedback?
>is there a Standard Operating Procedure that a beta tester can use?
>or is there a prg that would run in the background keeping track of
>system calls etc and writing the info to a text file upon a crash! :-)
>So far I have been just writing down what happens when a prg does a
>crash or something unexpected; along with a Profile2.2 report.
>Is it good enough?
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

2143. Re: GCC 2.8.1 on TOS ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-18 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <35d92216.0@news.utbm.fr>
Source record: 3858

>> I have already seen a version of GCC 2.8.1 working under Mint, but it
>> don't looks work on TOS or Magic or MagicMac unfortunatly, there is it a
>> version which could work on TOS? for the moment I can use only GCC 2.5.8.

>Christian Felsch has made a port to TOS/MagiC:

> ftp://ftp.rz.tu-harburg.de/pub/software/systems/atari/gnu/gcc/

Thanks a lot it was the version I have, I have find the bug so it work
now. For information if with GCC I don't use an optimisation option it
don't work. It's not a problem but it was difficult to find!!!

regards

--
Olivier.landemarre@UTBM.FR

2144. Re: Programming GEM

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-18 00:00:00 UTC
From: Rob.Schafrick@taf.ftn.org
Message-ID: <fbe_9808201921@tor250.org>
Source record: 3859

In message 0/32/674, guy@swampdog.demon.co.uk writes:

> From: guy@swampdog.demon.co.uk (Guy Harrison)
> Newsgroups: comp.sys.atari.programmer
> Subject: Re: Programming GEM
> Organization: SwampDog
>
> On Tue, 04 Aug 1998 10:49:20 -0700, Claes Nstn <Claes.N@hehe.com>
> wrote:
>
> >Hi, I have done this small program that converts ,,, and from
> >the Atari format to PC format, its a TTP program and I would like
> >to do it in GEM format, is there any book on the net that gives me
> >information about that, much HELP is needed, and ALL help is
> >appriciated!
>
> As others have said, the "Compendium" is the book to get hold of.
>
> Also, you will need a piece of software called a "resource editor".
> This creates the .RSC files which contain the visual elements of a Gem
> program. It allows you to design the user interface and allows you to
> give names to the elements of the resource file that your source code
> needs to manipulate.
>
> It is *possible* to create a resource file manually but it is very
> very difficult to get right, so I don't recommend doing it this way.
>
> The best resource editor is a commercial one called "Interface" but
> (free/share)ware ones exist. Afaik most of them assume you program in
> C but Interface allows you to specify other languages should this be
> required. Maybe some of the others do - I dunno.
>
>
> --
> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk
>
>
>
> ---
> * Origin: SwampDog (1:2424/12.1)

Where can we get "Interface"?
--
| Gated by the premier Fido Technology Networks gateway .

```
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.
```

2145. Opensource Wordprocessor project

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-19 00:00:00 UTC
From: Kent Johansson <midwinter.removethistoreply@hotmail.com>
Message-ID: <01bdcb74$35c093e0$6c64a8c0@kent>
Source record: 3860

Hi!

ABISource have launched an "opensource" project, it's currently a Linux
and WinNT project, but... I woudn't mind if someone would like to port it
to Mint or TOS...

More info on:
www.abisource.com

But someone may say, "Oh no, not another hoax project. Remember that Mac
OS that turned out to be a copy of Linux source files". I'd like to quote a
message posted on Slashdot, "AbiSource is primarily people who worked for
Spyglass, Inc ". Well, I think those guys know what they are doing. Atleast
they have a pretty cool logo.

Regards..

//Kent Johansson

2146. Re: BETA testers SOP?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-19 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <0LT1CVS@tos.pl.net>
Source record: 3861

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: I sometimes volunteer to do beta testing, but as of yet I've never been
: told what the programmer I am beta testing for wants!!

There are several reasons why it's helpful to have other people testing your software.

Often the author of the software knows what should and should not be done with the software, and fails to test other possibilities. An other person who is unfamiliar with the software will try out operations that the programmer would never have thought of, and often show up bugs that way that the programmer would never have noticed.

The other aspect is getting the software tested on many different computer configurations. By getting a number of people to test the software, you will find out when the software doesn't work on more unusual hardware or software configurations, or configurations that the programmer didn't think of trying or was unable to try himself.

And finally, it is also very helpful to get feedback on the design and documentation of the program. Although what usually happens here is that you have to make compromises and you cannot please everyone, the suggestions from various people are always useful.

So what should a beta tester do? There are several approaches which are all relevant. Firstly, don't think "I'm beta testing this software, what have I got to do?" but rather, simply use the software in the way that you would do if you weren't beta testing it. Pretend you're an ordinary user who simply wants to get things done with the software. Then when you notice inconsistencies in the software's operation, or crashes, or if you see any areas which could be improved, make a note of it.

Secondly, deliberately do stupid and/or unusual things with the software. For example if you were beta testing a word processor, try loading a binary file into it. Try typing unprintable characters. Try cutting and pasting a spreadsheet document into it, even though you know it doesn't support this. Try editing really huge files. Try loading text files of other formats that the software doesn't recognise, and check that it shows a friendly warning message instead of crashing or behaving unpredictably. Try choosing menu options even if they obviously do not apply to the present situation. Try clicking on all the objects in the program even if you know they're not meant to do anything. Check that the program behaves sensibly when you try to save to a disc which has insufficient free space, or when attempting to load a file that doesn't exist (the program might show a friendly "That file does not exist, do you want to create it?" message).

All that is not very good, however, if the programmer only gets messages like, "I tried the program out and it crashes sometimes." Or, "The buttons don't work properly when you press them." Instead say something like, "While using the word processor on an Hades 040 machine under MultiTOS, I selected the "Save" menu option while no document was loaded, and the program crashed with 7 bomb icons on the screen. The failure is consistent and can be reproduced by selecting the "Save" menu option with no document open." Or "After clicking on the "Calculate" button in the "Math" dialog box, the button flickers but nothing else happens, regardless of the equations entered into the editable field."

Whenever you notice an inconsistency in the operation of the program, note the complete circumstances surrounding the event, and the exact details of the problem. Check whether the problem can be reproduced or is intermittant, and explain exactly how the problem can be reproduced, or if intermittant, attempt to determine under what situations the problem occurs. If you're using MiNT, note all the crash info shown after a crash, since that helps the programmer to track problem the problem down.

Also, in the case of inconsistencies in the operation of the software, try making changes to see whether the problem can be avoided. For example if a program crashes while you're using it under the Geneva AES, try using the program under the Atari AES and see whether the problem goes away.

Well, in any case I think programmers are pleased to receive the valuable assistance of the beta testers, even if none of them are what could be called "a perfect beta tester." So above all, don't get too bogged down in the details, and just get on with trying the software out. That's the most important thing.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

2147. Font system

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-20 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35DC5FE5.CA5E8DE7@wanadoo.fr>
Source record: 3862

Hi Everybody !

I have a special question : How to have the adress of the sytem font
(8x8) ? (Except LINE A)

Thanks !

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2148. Re: Font system

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-21 00:00:00 UTC
From: Rohan Langley <gamemaster@quake.com.sg>
Message-ID: <35DD027D.F7FE1FAC@quake.com.sg>
Source record: 3863

I seem to remember POKEing address 756 on Atari 8 bit BASIC...?? Is this
the kind of info you're looking for?

Rohan

JACCARD Emmanuel wrote:
>
> Hi Everybody !
>
> I have a special question : How to have the adress of the sytem font
> (8x8) ? (Except LINE A)
>
> Thanks !
>
> --
> SOFTJEE
> JACCARD Emmanuel
> E-mail : softjee@wanadoo.fr
> WEB : http://perso.wanadoo.fr/softjee/
> Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2149. Re: Font system

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-21 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35DD2DF8.FBD6CDCC@wanadoo.fr>
Source record: 3864

Hi, thanks for your answer but i want a system call and not a poke adress
but perhaps the function don't exist....

Thanks

Rohan Langley a ï¿½crit:

> I seem to remember POKEing address 756 on Atari 8 bit BASIC...?? Is this
> the kind of info you're looking for?
>
> Rohan

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2150. Re: BETA testers SOP?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-21 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <35DD6CB0.14B91AA8@cfcsc.dnd.ca>
Source record: 3865

thanks Katherine. that is pretty much what I try to do, with the
addition of Profile2.2 info. Is that info of any use to you?
what about a program like Sha'uri by Boyanique(sp?)

Katherine L Ellis wrote:
>
> hi ken.
> I will just speak for myself, as I know that other programers will ask
> a total different thing.
> in my opinion, Just the fact that many betatester try a version is
> good, because of the different computer/os, setup, auto order, special
> tsr, acc etc.
> When a betatester experience prob. I hate a simple: "Version x.xx
> doesn't work. it crashes!"
>
> What I expect is a small report, on When does it crash exactly? is it
> random? What is the message when it crashes? What kind of crash?
> When it crashes, can you reproduce it under another OS? fastram
> settings? memory protection? Those kind of things are normally done
> directly by the user trying to get the sofware stable.
> Example, I have few prog I know what to do and NOT to do to not crash.
> This really helps me.
> Also a report of the exact auto folder order, or acc.
> anyway that's basically how I see it.. probably many other things I
> forgot.
>
> On Tue, 18 Aug 1998, Ken Macdonald wrote:
>
> >Salut:
> >I sometimes volunteer to do beta testing, but as of yet I've never been
> >told what the programmer I am beta testing for wants!!
> >odd and irksome.
> >so tell me, if you ask for beta testers for feedback, what is it that
> >you as a programmer are looking for?
> >I have a registered Profile2.2, are there other system programs that
> >would give you important feedback?
> >is there a Standard Operating Procedure that a beta tester can use?
> >or is there a prg that would run in the background keeping track of
> >system calls etc and writing the info to a text file upon a crash! :-)
> >So far I have been just writing down what happens when a prg does a
> >crash or something unexpected; along with a Profile2.2 report.
> >Is it good enough?
> >
> >

>
> ____
> Email:Kellis@primenet.com
> Web http://www.primenet.com/~kellis/
> ____

2151. Help wanted: interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-22 00:00:00 UTC
From: ugg1@rzstud1.rz.uni-karlsruhe.de
Message-ID: <6rm6vt$9g9$1@nz12.rz.uni-karlsruhe.de>
Source record: 3866

Hi folks!
I want to program a sequencer in C, but I don't know how to handle the interrupt routines. How do I interrupt the program to increase the pulse-per-quarter counter every ppq msecs? Please try to explain easily.

Thanx,

Yod 2042

2152. help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-23 00:00:00 UTC
From: Design2000 <AE@design2000.8m.com>
Message-ID: <01bdce63$2d694600$2c4418d2@suker>
Source record: 3867
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
pls help me.i will give u the qn.

problem:

Jackpot is a popular game in Genting.We want to simulate the jackpot
machine on the computer by writing a computer program in pseudocode.The
program must simulate the jackpot machine by:

1) Using numbers instead of pics.(no.s range from 0-9.)
2) maintaining a certain amount of money(20 cent denominations) at the
start.Assume $200.
3) Allowing the player to simulate the insertion of 20 cent coins b4 the
lever can be pulled.
4) Allowing the player to simulate the pulling of the lever.
5) Simulating the dispensing of coins when theplayer wins.
6) maintaining the amount of coins on the machine.

PART 1:
Write the decision making statements that determine if a player wins.The
following are illustrated examples of the rules.

0 0 0 jackpot! (wins all in machine)

2 2 2 all values are same.(wins 50% of amt in
machine.)

1 2 3 any consecutive upward sequence.(10% of

amt in machine.)

6 5 4 Any consecutive downward sequence(wins
10% of amt in machine.)

2 4 6 Even no. upward or downward sequence
(wins 15% of the amt left in the machine)

1 3 5 odd no. upward or downward sequence (
wins 15% of the amt left in
the machine)

complete the following:

a)Hierachy chart
b)pesudocode.

*hint:: in pseudocode, use the following statement to mean the generation of a random no. between 0 t0 9 that represents one of the three no.s required for the jackpot machine.

number = generate (0-9)

2153. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-23 00:00:00 UTC
From: Rob Kendrick <rob.NOSPAM@kiwisoftwaredemon.co.uk>
Message-ID: <487A10189E%rob.NOSPAM@kiwisoftwaredemon.co.uk>
Source record: 3868
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

In message <01bdce63$2d694600$2c4418d2@suker>
"Design2000" <AE@design2000.8m.com> wrote:

> Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
> pls help me.i will give u the qn.

<fx type="Spank">

I'm sorry, but is this an Acorn specific programming question?

Cheers,
Rob Kendrick

--
E28F0018 E5D02000 E232202A E4C02001 1AFFFFFB E28F0004 EF020002
EF020011 445D456E 5E435D0A 43670A42 59455849 0B5E4C45 0000002A
http://www.kiwisoftware.demon.co.uk
Remove NOSPAM to email personally.
10 REPEAT PRINT "Hello world!":UNTIL FALSE

2154. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-23 00:00:00 UTC
From: William Edward Woody <woody@alumni.caltech.edu>
Message-ID: <6ropa5rds1@nnrp3.snfc21.pbi.net>
Source record: 3869
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

Design2000 wrote in message <01bdce63$2d694600$2c4418d2@suker>...
>Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
>pls help me.i will give u the qn.

In pseudocode, you outline how you're going to write the program,
but you describe the steps (pseudo-code), rather than actually
write the program.

So, for example, pseudo-code for describing how a program would
connect to a mail server to send a message would be something
like:

```
Connect to server
if connection_error then goto handle_error
send server "HELO" command
if connection_error then goto handle_error
...

handle_error:
display error dialog
goto exit
```

See what I mean? Just describe the steps, but don't write the
code.

- Bill Woody woody@pandawave.com
The PandaWave http://www.pandawave.com

(Who doesn't do other people's homework.)

2155. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-23 00:00:00 UTC
From: Nick.LogicTools@t-online.de
Message-ID: <6ror0gmln1@news02.btx.dtag.de>
Source record: 3870
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

Rob Kendrick <rob.NOSPAM@kiwisoftwaredemon.co.uk> wrote:

>
> I'm sorry, but is this an Acorn specific programming question?
>
It ain't.
And if you look at the list of groups, this guy is just to lazy to do
his homwork by himself!

Nick

--
☐☐ Nick Mueller
☐☐ logic tools
☐☐☐ www.logictools.de
nick@logictools.de

2156. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-23 00:00:00 UTC
From: Ian Molton <mh120608@cr10m.staffs.ac.uk>
Message-ID: <487a12339cmh120608@staffs.ac.uk>
Source record: 3871
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

```
In article <01bdce63$2d694600$2c4418d2@suker>,
Design2000 <AE@design2000.8m.com> wrote:
> Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
> pls help me.i will give u the qn.

> problem:

> Jackpot is a popular game in Genting.We want to simulate the jackpot
> machine on the computer by writing a computer program in pseudocode.The
> program must simulate the jackpot machine by:

This looks like a bit of homework....

--
-Ian aka Lennier
Acorn Computers, the best in the world
http://www.users.zetnet.co.uk/hawk/
BaBe - Women's human rights organisation in Croatia
http://www.users.zetnet.co.uk/hawk/babe/
Preferences: Cats, Zap, Purple
```

2157. Help wanted: interrupts

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <395_9808241348@conchbbs.com>
Source record: 3872

The interrupt handler for Xbtimer has to be written (at least
partially) in assembler, since it must preserve ALL the registers
(Pure C preserves A2-A7 & D3-D7) and must terminate with an RTE
instruction (not implemented in C).

```
SUPER ;required for RTE
XREF foo ;C function
XDEF vector ;interupt handler (shell)

vector:
movem.l A0-A1/D0-D2,-(A7) ;save registers
jsr foo ;Pure C function
movem.l (A7)+,A0-A1/D0-D2 ;restore registers
rte
```

Also, remember to define the variables which can be changed by the
interupt to be volatile.

```
___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

2158. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-24 00:00:00 UTC
From: Dominique Bereziat <bereziat@polder.inria.fr>
Message-ID: <rw5r9y68ohd.fsf@polder.inria.fr>
Source record: 3873

Hi everybody,
here a list of my atari productions :

Programs

#1
Author: Dominique Bï¿½rï¿½ziat
Title: Notes
Target: All TOS compatible system
Type: Little utilitie to create notices
on your desktop. An AV-desktop is
highly recommanded.
Language: Fr/Eng
WIP: vers 2.11
WEB: http://www-air.inria.fr/~bereziat/windom.html

#2
Author: Dominique Bï¿½rï¿½ziat
Title: Magic Setup
Target: All TOS compatible system
Type: A graphical shell to setup easily
your MagiC file configuration (compatible MagiC6).
Language: Fr/Eng
WIP: vers 1.31
WEB: http://www-air.inria.fr/~bereziat/windom.html

#3
Author: Dominique Bï¿½rï¿½ziat
Title: Awele
Target: All TOS compatible system
Type: An african game with GEM interface
Language: Fr/Eng
WIP: vers 1.01
WEB: http://www-air.inria.fr/~bereziat/windom.html

#4
Author: Dominique Bï¿½rï¿½ziat
Title: SGscan
Target: All TOS compatible system
Type: A ttp utilities t create a ST-Guide image of
your drive (or folder).
Language: Fr/Eng
WIP: vers 1.1a
WEB: http://www-air.inria.fr/~bereziat/windom.html

#5
Author: Dominique Bï¿½rï¿½ziat
Title: Group
Target: All TOS compatible system
Type: A small utilitie to manage group objects as
Thing with a AV-desktop (including MagXdesk)
Type: All TOS compatible system
Language: Fr
WIP: vers 1.00
WEB: http://www-air.inria.fr/~bereziat/windom.html

#6
Author: Dominique Bï¿½rï¿½ziat
Title: Excellent!
Target: All multitasking TOS compatible system (*)
Type: An universal text viewer with an emacs-like
interface, plug-in modules, programmable
interface.
Language: Eng
WIP: vers 1.2R2
WEB: http://www-air.inria.fr/~bereziat/windom.html

(*): MagiC, MagicMac, Naes, MultiTOS, Geneva
problem with plain TOS due to dynamical libs

Developpement tools

#7
Author: Dominique Bï¿½rï¿½ziat
Title: WinDom
Target: All TOS compatible
Type: A GEM/TOS Pure C library.
Previous software are created with this
library. Sources and complete documentation
with tutorial avalaible.
Language: Fr
WIP: version 1 (May 98)
WEB: http://www-air.inria.fr/~bereziat/windom.html

#8
Author: Dominique Bï¿½rï¿½ziat
Title: WinVdi
Target: All TOS compatible
Type: A Vdi Pure C library to perform vdi call
into windows. Use WinDom environment.
Language: Fr
WIP: version 1 (Feb 98)
WEB: http://www-air.inria.fr/~bereziat/windom.html

#9
Author: Dominique Bï¿½rï¿½ziat
Title: WinEdit
Target: All TOS compatible

Type: A bad texte editable library using WinDom
environment.
Language: Fr
WIP: beta (Feb 98)
WEB: http://www-air.inria.fr/~bereziat/windom.html

#10
Author: Dominique Bï¿½rï¿½ziat
Title: WinRSC
Target: All TOS compatible
Type: A graphical GEM program builder,
code generated uses WinDom environment.
Language: Fr
WIP: beta (Oct 98), still in developpement,
a demo version is avalailable in following
URL:
WEB: http://www-air.inria.fr/~bereziat/windom.html

#11
Author: Dominique Bï¿½rï¿½ziat
Title: WinConf
Target: All TOS compatible
Type: To configure WinDom programsllok and feel.
Language: Fr
WIP: vers 1.5
WEB: http://www-air.inria.fr/~bereziat/windom.html

#12
Author: Dominique Bï¿½rï¿½ziat and Olivier Landemarre
Title: Librairies Dynamiques Gem (Gem Dynamical Libraries)
Target: All TOS compatible
Type: A Gnuc/PureC library to manage dynamicals libraries.
Language: Fr
WIP: vers 0.81 (beta version)
Drawback: bag bugs under plainTOS
WEB: http://www-air.inria.fr/~bereziat/windom.html

That's all folk

byebye
--

Dominique Bereziat | Dominique.Bereziat@inria.fr
Projet AIR | http://www-air.inria.fr/~bereziat
INRIA Rocquencourt |

2159. NOS.046 is OUT ! Take it !

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-24 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4848_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 3874

Finally NOS.046 is ready ! I am going to put it on:

ftp.interware.it/users/mike/pub
or go to:
www.interware.it/users/mike
and look for the "public download directory" at the beginning of the page.

You can also request the file at my BBS, +39-40-768412 fidonet+nest
2:333/608@fidonet.org
90:700/104@nest.ftn

I can also send you the files by email, tell me what version you need.

nos046.lzh is the 68000 binary+readme
nos04630.lzh is the 68030 binary+readme
nos046_s.lzh is the sources archive

- I added the ability for nntpcli to try GROUP and STAT commands after a failure occurs with the NEWNEWS command, provided that NN_USESTAT was #define'd at compile time. It seems that NEWNEWS is disabled by some Internet Service Providers (ISPs), who think it adds overhead to their NNTP server, and who reason that NEWNEWS is not needed by a news client. Nos can now use typical news client commands to recover from a newnews error, BUT the news groups must be explicitly named, that is, the names must not contain a '*' or '!'. The article numbers for each host and newsgroup are stored in a new file, named "<area>.rc", kept in the same directory as the associated . I modified nntp_job() in nntpcli.c and added statnew().

- I finally included the pop3 mail client, it works as in standard nos doc, try "help popmail" to know more or read here, note that 'pop' command and 'pop2' protocol are not implemented in Atari NOS (do you need them?):

=======
popmail
=======

[N.B. This is different from the 'pop' command].

The Post Office Protocols (POP2 and POP3), are mail protocols designed for use in networks containing hosts that are normally turned off when they are not in use. In this environment it is not possible for an SMTP mail server to deliver mail to these hosts because they are not always available.

The solution to this problem is to designate a mailbox server that is available to the network at all times and can accept SMTP mail for other hosts. When a host comes on-line it uses POP to

access the mail in its mailbox(es) on the mailbox server.

The advantage of using a POP server at an area mail gateway is that when mail arrives at the gateway for a station that may not be available, the gateway does not have to waste time trying to establish a connection with that station. Instead it accepts the mail and places it in the addressee's mailbox, just as if the addressee were a normal user on the gateway system (that is, this is the same thing that is done with AX.25 BBSs).

As POP2 and POP3 are different and incompatible protocols, both the POP2 and POP3 servers should be started, to handle all POP requests from clients.

The POP server requires one data file called /popusers.

The POP protocols are very simple, with minimal error handling. When an error is encountered, an error message is generated and then the connection is terminated. You then have to re-establish a connection to continue.

---

popmail addserver <host> [<seconds>] [<hh:mm-hh:mm>] <protocol> <mailbox> <username> <password>

Add <host> as a pop server. When <seconds> is given, a timer is started to query the host with that interval for mail.

If not specified no quering to the pop host will be started. You have to do that manually with a 'kick'.

When <hh:mm-hh:mm> is given then only in that exact timeframe are queries to the host made (allowed).

Protocol is either POP2 or POP3, depending on the mail service the host is providing. Note: pop2 is superceded by pop3.

<mailbox> is the mailbox name on the host from which mail has to be picked up.

<username> and <password> are this system's validation parameters for the host (in /popusers).

Note that on entering this command the host name is looked up. If non existent an error message is presented.

>> Example: (all on one line):

popmail addserver ns9bob 1800 00:00-03:00 pop3 ns9liz ns9liz lizpasswd

---

popmail dropserver <host>

Drop host from the list of pop servers to be queried. All

references to the entry are deleted from the current system.

>> Example: popmail dropserver ns9bob

---
popmail kick

Kick the local POP client, to get mail from the server. This
command is needed when no interval is specified with the 'popmail
addserver' command.

---
popmail list

List the current popmail server table.

---
popmail quiet [on|off] Default: off

Display or set the POP quiet flag.

This flag determines whether the bell sounds when the system
announces that incoming mail has arrived. When quiet is set to
'off' you hear the bell.

>> Example: pop quiet on

---
popmail trace [<level>]

Display or set the trace level of POP sessions.

<level> = 0: no trace
1: serious errors reported
2: transient errors reported
3: session progress reported

All trace output goes to the session log file.

* ---
* # Example of setup for the POP3 mail client
* popmail addserver 151.99.226.3 POP3 mike mike mikepw
* #popmail quiet on
* fkey 62 "pop kick 151.99.226.3\n"
* ---

- Enhanced Help function. Now you can use '?' as before to list available
commands and help <command> <subcommand> as long as you put *.HLP files
in the help directory, same sintax as ftp.hlp, I am giving some starting
help files with 0.46, how do want to complete the job ?

- I also modified few things like the fkey command, to catch the correct keys
from the Atari keyboard, please check how it works.

- Please send me your impressions and requests, maybe I will be able to go on with the project if enough people is interested.

Join the NOS mailing list sending an email to net2net@bbsgate.interware.it with subject: "SUBSCRIBE NOS".

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2160. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-24 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980824190032809 56@zetnet.co.uk>
Source record: 3875

Dominique Bereziat <bereziat@polder.inria.fr> wrote:

> Hi everybody,
> here a list of my atari productions :

> Programs
> -------

<snip>

> That's all folk

Hehehe, thats all? sure there aren't a few more programs that you
could write? :-)

Anthony
--

---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk | Twit.
http://w3.to/EraserULTRA/ | Spike Milligan
---------------------------------------+----------------------------------

2161. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-24 00:00:00 UTC
From: lista <lista@cableinet.co.uk>
Message-ID: <f0e4807a48%lista@cableinet.co.uk>
Source record: 3876
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

In message <01bdce63$2d694600$2c4418d2@suker>
"Design2000" <AE@design2000.8m.com> wrote:

> Hi all! Please help me.i have to wrirte a pseudocode but dunno how to.
> pls help me.i will give u the qn.
>
> problem:
>
> Jackpot is a popular game in Genting.We want to simulate the jackpot
> machine on the computer by writing a computer program in pseudocode.The
> program must simulate the jackpot machine by:
>
> 1) Using numbers instead of pics.(no.s range from 0-9.)
> 2) maintaining a certain amount of money(20 cent denominations) at the
> start.Assume $200.
> 3) Allowing the player to simulate the insertion of 20 cent coins b4 the
> lever can be pulled.
> 4) Allowing the player to simulate the pulling of the lever.
> 5) Simulating the dispensing of coins when theplayer wins.
> 6) maintaining the amount of coins on the machine.
>
> PART 1:
> Write the decision making statements that determine if a player wins.The
> following are illustrated examples of the rules.
>
> 0 0 0 jackpot! (wins all in machine)
>
> 2 2 2 all values are same.(wins 50% of amt in
> machine.)
>
> 1 2 3 any consecutive upward sequence.(10% of
>
>
> amt in machine.)
>
> 6 5 4 Any consecutive downward sequence(wins
> 10% of amt in machine.)
>
> 2 4 6 Even no. upward or downward sequence
> (wins 15% of the amt left in the machine)
>
> 1 3 5 odd no. upward or downward sequence (

> wins 15% of the amt left in
> the machine)
>
> complete the following:
>
> a)Hierachy chart
> b)pesudocode.
>
>
>
> *hint:: in pseudocode, use the following statement to mean the generation
> of a random no. between 0 t0 9 that represents one of the three no.s
> required for the jackpot machine.
>
> number = generate (0-9)
>

Sounds like an assignment or exam question to me ... If so, shouldn't you
have been revising and know how to? ;)

--
Allan Eagle (Lista)
Guitarist from that band called FUSE

Email: lista@cableinet.co.uk
WWW: http://wkweb5.cableinet.co.uk/a.j.eagle/
Band email: fuse.allan@cableinet.co.uk
Band WWW: http://wkweb5.cableinet.co.uk/a.j.eagle/fuse/

2162. GREAT SITE / SUPER SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-25 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6rtsc6$eg5$1@platane.wanadoo.fr>
Source record: 3877
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

All about old home computers and game systems.
Have a look at our collection and technical informations.

FRANCAIS / ENGLISH

http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2163. Help wanted: interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-25 00:00:00 UTC
From: ugg1@rzstud1.rz.uni-karlsruhe.de
Message-ID: <6rtvogorf1@nz12.rz.uni-karlsruhe.de>
Source record: 3878

Hi!

Can anyone give me an introduction in programming interrupts in (Pure) C on my Atari ST? I want to program a sequencer, so the main program should be interrupted to increase the pulse-per-quarter-counter in certain intervals depending on the bpms. Please try to explain easily for I had a break in programming for a few years.

Please mail and not post!
--
Yod 2042

Tel: +721/21054

2164. REMOTE PASSPHRASE

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-25 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <8jwE1.172$2w.475500@newsread.com>
Source record: 3879

Is it possible to view the Compuserve Web Site (www.compuserve.com)
main menu for members.They use Remote Passphrase Authentication
(R.P.A).I using CAb2.7 demo,SSLOVl

2165. Dxreaddir, lattice, MagX

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-25 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4863_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 3880

```
#include <stdio.h>
#include <tos.h>

int main(argc, argv)
int argc;
char **argv;
{
DTA d;
int r=0;
Fsetdta(&d);
if (!Fsfirst(argv[1], FA_SUBDIR))
do{
if (d.d_attrib!=FA_SUBDIR)
{
r++;
}
}while(!Fsnext());

return r;
}
```

This simple program returns the number of files matching the wildcard passed
as argument (parameter) in the current directory, I just need to adapt it
for the VFAT environment.

Could you please suggest how to make it work with MagiC ? I tryed:

```
#include <mintbind.h>
#include <tos.h>
#include "magx.h"
#include "mgx_xfs.h"

void main()
{
// Pdomain( PDOM_TOS /* 0 */ );
Pdomain( PDOM_MINT /* 1 */ );
{
XATTR xattr;
LONG dirhandle;
LONG err,xr;

dirhandle = Dopendir(".", DOPEN_NORMAL /* 0 */ );
if (dirhandle >= 0)
{
BYTE buf[128]="pippo";
do {
```

```
err = Dreaddir(128, dirhandle, buf);
// err = Dxreaddir(sizeof(buf), dirhandle, buf,
// &xattr, &xr);
printf("%s\n",buf);
// if (xr)
// printf(".. Fehler bei Fxattr ..\n");
if (err)
printf(".. Fehler bei Dreaddir ..\n");
}
while(!err);
Dclosedir(dirhandle);
}
}
}
```

But does not work, a strange string is printed for each file and Dxreaddir is not available in my binding.

Can anybody help me to know what is the rigth binding for Dxreaddir ?
Is there any MagX library I can use with Lattice C ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2166. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-25 00:00:00 UTC
From: tez@latte.com
Message-ID: <35e5303f.250236430@news.supernews.com>
Source record: 3881
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

I complained to this guy's postmaster and received a reply saying he had been kicked off the system for x-posting spam. I encourage others to do the same when innappropriate postings are made. Sometimes it actually works!

2167. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-25 00:00:00 UTC
From: jguyer@his.com
Message-ID: <jguyer-2508982320060001@10.0.0.2>
Source record: 3882
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

In article <35E3C643.FAA22196@internex.net.au>, omgang@internex.net.au wrote:

> I think the author was
> obviously trying to post a relevant question.

Oh nonsense! The doofus spammed every programming newsgroup this side of McMurdo Sound with an obvious solicitation for us to do his homework for him. I don't care whether he loses his computer account; I think he should be slapped around a little.

--
Jonathan E. Guyer
Join LMESOTENPAMSNFZ
("Let's make everything south of the 89th parallel
a Microsoft no-fly-zone" AKA "Give Bill the Pole!")

2168. Re: Programming GEM

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: Clair ' CDS' Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <NyOt7VAiRG51QwOz@shaw1.demon.co.uk>
Source record: 3799

At Tue, 18 Aug 1998, 15:25:00 (message <<fbe_9808201921@tor250.org>>)
Rob Schafrick (from Toronto Atari Federation Message Center & BBS)
<mailto:Rob.Schafrick@taf.ftn.org> sent a 47 line-long message in
comp.sys.atari.programmer called "Programming GEM" saying:

>Where can we get "Interface"?

It's commercial. Don't know where you can get it from...

--
Clair Shaw (Alias: C|D|S or CDS) | /------|_____ /---\ | /------------------\
Mailto:Clair@Shaw1.demon.co.uk | | /----| \ | | | | |2 Parter joke - |
WWW: http://www.shaw1.demon.co.uk | Delete .NO.SPAM.HERE | |comming soon here |
ICQ: 1043359 | | ___To Reply || | | | |in September! |
Pager:1043359@pager.mirabilis.com | ______|______/ ___/ | \------------------/

2169. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: Spierings <omgang@internex.net.au>
Message-ID: <35E3C643.FAA22196@internex.net.au>
Source record: 3883
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

Terence Wilson wrote:

> I complained to this guy's postmaster and received a reply saying he
> had been kicked off the system for x-posting spam. I encourage others
> to do the same when innappropriate postings are made. Sometimes it
> actually works!

I think you took that a bit far. Normally x-posters are new to the web and have not yet learnt web etiquette. When I first came to the web I know that I did a bit of x-posting myself. I think the author was obviously trying to post a relevant question. Maybe it would have been better to direct him to a place where his question would be more relevant, or recommend web sites that are on pseudo code. I would do the same but I know nothing about pseudo code. It would have at least been better to write to the author and tell him that you think the post was inappropriate. If the problem persisted then perhaps you could talk to his post master.

Andre

2170. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: "Jonathan A. Booth" <kamikaze@NOSPAM.imsa.edu>
Message-ID: <6rvtja$f8q$1@vixen.cso.uiuc.edu>
Source record: 3884
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

1) It was probably against his college/school rules, which could result
in suspension or expulsion.

2) This is not the web. This has nothing to do with web etiquette.

In comp.sys.be.programmer Spierings <omgang@internex.net.au> wrote:
> Terence Wilson wrote:

>> I complained to this guy's postmaster and received a reply saying he
>> had been kicked off the system for x-posting spam. I encourage others
>> to do the same when innappropriate postings are made. Sometimes it
>> actually works!

> I think you took that a bit far. Normally x-posters are new to the web
> and have not yet learnt web etiquette. When I first came to the web I
> know that I did a bit of x-posting myself. I think the author was
> obviously trying to post a relevant question. Maybe it would have been
> better to direct him to a place where his question would be more
> relevant, or recommend web sites that are on pseudo code. I would do
> the same but I know nothing about pseudo code. It would have at least
> been better to write to the author and tell him that you think the post
> was inappropriate. If the problem persisted then perhaps you could talk
> to his post master.

> Andre

--
Jonathan A. Booth kamikaze@N0$PAMimsa.edu
http://www.N0$PAMimsa.edu/~kamikaze jbooth@N0$PAMuiuc.edu
Remove NOSPAM from hostnames. Unsolicited commercial e-mail: access denied

2171. Re: VFAT (was: Re: FATS TABLE)

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: Dominique Bereziat <bereziat@polder.inria.fr>
Message-ID: <rw5k93vg6ib.fsf@polder.inria.fr>
Source record: 3885

josdb@xs4all.nl (Jos den Bekker) writes:

> Dcreate("C:\LONGDIRECTORYNAME");
hum, don't forget '\' is a special character,
Dcreate("C:\\LONGDIRECTORYNAME");
is correct.
Bye
--
Dom

2172. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: Andrew McKay <Mac@kazmax.demon.co.uk>
Message-ID: <KZMX4810969E@kazmax.demon.co.uk>
Source record: 3886
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

>Oh nonsense! The doofus spammed every programming newsgroup this side
of
>McMurdo Sound with an obvious solicitation for us to do his homework
for
>him. I don't care whether he loses his computer account; I think he
should
>be slapped around a little.

I am sorry, but I do not agree with you. The original question may well have been a mistake, and it might even have been someone's homework.

It is okay for those of you who live in cloud-perfect-land to criticise the actions of others, but just because you know what "netiquette" is does not mean, and cannot mean, that everyone else is so aware. Cripes, we all make mistakes don't we?

If you do not like something, it is simple to ignore it and move on to the next message. Since when were you voted in to be everyone's spokesperson on these newsgroups anyway?

Andrew

2173. Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35E44EEF.EF993474@wanadoo.fr>
Source record: 3887

Hi everybody !

It is possible to access to a window which is not topped ? I want to
say, clic on button, object...on a window which isn't on top ?

Thanks.

(Excuse me for my poor English...)

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2174. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: scott@eviews.com
Message-ID: <6s1mhn$gd6$1@news01.deltanet.com>
Source record: 3888
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

In article <KZMX4810969E@kazmax.demon.co.uk>, "Andrew McKay" <Mac@kazmax.demon.co.uk>
wrote:
>>Oh nonsense! The doofus spammed every programming newsgroup this side
>>of McMurdo Sound with an obvious solicitation for us to do his homework
>>for him. I don't care whether he loses his computer account; I think
>> he should be slapped around a little.
>

>I am sorry, but I do not agree with you. The original question may
>well have been a mistake, and it might even have been someone's
>homework.

Very likely, given the style in which it was posted. Especially
telling is how the problem statement was well edited, and the
surrounding text a mishmash. This is a sign of copy and paste, to
me.

>It is okay for those of you who live in cloud-perfect-land to
>criticise the actions of others, but just because you know what
>"netiquette" is does not mean, and cannot mean, that everyone else is
>so aware. Cripes, we all make mistakes don't we?

Yep, and when we do, the downside varies according to the magnitude
of the error. Had he merely posted his homework question to a single
programmer group, he would not have been nailed for spam. He might
still face administrative penalties at his home university, but it is
not likely that posting a single message will get you nailed as a
spammer.

He made a big error - posting to virtually every programming group
out there. Had he been let off with a warning that did not
inconvenience him, he would have felt no real need to avoid it in
the future. Nor would the people reading the group who saw the
technique and the results.

Now, a large group of people watching may be a little less quick to
post. That has negatives, but it does mean that the group stays
civilized for a bit longer. After watching sci.physics.relativity
fall from a useful group in which begineers and experts could
share ideas to a ceaseless pit of noise, I am not eager to see the
programmer groups vanish under the load of the freshman class.

Back when I started with news, I made errors too. I did not,
though, cross the major lines. At that point, the big bugaboo was

posting commercial ads in inappropriate groups. I was careful
partially because I knew of people at my own college who had lost
net access because of it. I knew that there were penalties, so I
read the rules of usage. Amazingly enough, I even read newsgroups
before posting, simply because posting boneheaded posts such
that the administrators got complaints could lose you access, and
they made sure we knew it.

It is now so easy to get access that losing an account is virtually
irrelevant. Get a modem, hook up to dejanews, and you are
back in business.

>If you do not like something, it is simple to ignore it and move on to
>the next message. Since when were you voted in to be everyone's
>spokesperson on these newsgroups anyway?

If we do not enforce at least minimal rules, then this becomes
complete anarchy. Again, before assuming that I am asking for
a net cop, go look at sci.physics.relativity. Look for the content,
and look for the kooks. Scary, and it can happen in any newsgroup
if the group does not police itself.

comp.sys.mac.programmer.codewarrior has been better than most
in that regard. There are groups (comp.lang.java.programmer springs
to mind) where moderation better happen soon, else the group is going
to be virtually devoid of content. Spammers do hurt, in that they
dilute content.

Scott

Scott Ellsworth scott@eviews.com
"When a great many people are unable to find work, unemployment
results" - Calvin Coolidge, (Stanley Walker, City Editor, p. 131 (1934))
"The barbarian is thwarted at the moat." - Scott Adams

2175. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: pierre.tonthat@hol.fr
Message-ID: <6s1lh9$4kr$1@news2.isdnet.net>
Source record: 3889

On 26 Aug 1998 20:07:43 , JACCARD Emmanuel wrote:

>It is possible to access to a window which is not topped ? I want to
>say, clic on button, object...on a window which isn't on top ?

use:
~WIND_SET(win_handle%,24,1,0,0,0) with GFA
or
wind_get(handle,WF_BEVENT,1) with C

Be carefull with editables objets and the redraws after this
function. To go back to old window managment, use 0 instead of 1.

Cheers.

Pierre

2176. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: erikhall@mail2.tripnet.se
Message-ID: <6s1n1g$pr9$1@minox.tripnet.se>
Source record: 3890

```
On 26 Aug 1998 20:07:43 , JACCARD Emmanuel wrote:
>Hi everybody !
>
>It is possible to access to a window which is not topped ? I want to
>say, clic on button, object...on a window which isn't on top ?
>

use this after opening of a window

#define WF_BEVENT 24
wind_set(handle,WF_BEVENT,0x0001,0,0,0);

After this the window is not topped when you click in a object
on a window which isn't on top .
This only works on AES versions supporting this (4.0 or better)

/Erik Hall

---------------------------------------------------------------
Mail:
erikhall@tripnet.se |||
Erik.Hall@epk.ericsson.se |||
/|\ HADES 060
URL: / | \
http://www2.tripnet.se/~erikhall/index.html

---------------------------------------------------------------
```

2177. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: tez@latte.com
Message-ID: <35e76940.330365059@news.supernews.com>
Source record: 3891
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

On Wed, 26 Aug 1998 08:24:48 +0000, Spierings <omgang@internex.net.au>
wrote:

>Terence Wilson wrote:
>
>> I complained to this guy's postmaster and received a reply saying he
>> had been kicked off the system for x-posting spam. I encourage others
>> to do the same when innappropriate postings are made. Sometimes it
>> actually works!
>
>I think you took that a bit far. Normally x-posters are new to the web
>and have not yet learnt web etiquette. When I first came to the web I
>know that I did a bit of x-posting myself. I think the author was
>obviously trying to post a relevant question. Maybe it would have been
>better to direct him to a place where his question would be more
>relevant, or recommend web sites that are on pseudo code. I would do
>the same but I know nothing about pseudo code. It would have at least
>been better to write to the author and tell him that you think the post
>was inappropriate. If the problem persisted then perhaps you could talk
>to his post master.
>
>Andre

It was his postmaster that decided to kick him off not me. I merely
complained about the spamming and will do the same if others post
innappropriate messages repeatedly. The fact that the guy x-posted to
a dozen groups is not offensive in itself but served to compound the
problem in this case. Just think what Usenet would be like if every
newbie behaved like this guy, how would you feel about writing to
dozens of jerks per day telling them that their posts were
innappropriate? I think it is the responsibility of the author to obey
netiquette, 99% of people can figure it out so why shouldn't the
spammers? Incidentally, did you take the time to write to this guy? If
you did not then I think you have a bit of a cheek telling me I took
things too far, at least I took the time to make sure this guy doesn't
spam again.

2178. Re: Dxreaddir, lattice, MagX

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4890_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 3892

Found the problem (after long testing), you have to skip the first 4 bytes of
the string returned by Dreaddir or Dxreaddir, I think this is what the
following means:
---
fnamebuf enth&#65533;lt dabei in den ersten 4 Bytes die Inode-Nummer, die man
normalerweise nicht braucht (Fehldesign von Dxreaddir) und die in der
XATTR-Struktur sowieso nochmal drinsteht.

But please tell me want is the meaning of this:

Nach Dateitypmustern wie "*.prg" kann dabei nicht gesucht werden,
stattessen mu&#65533; man selbst auf regul&#65533;re Ausdr&#65533;cke abtesten.

```
Btw I post here the example program I have done and that works with Lattice,
after correcting mintbind.h and osbind.h (this was also tricky) !!

#include <mintbind.h>
#include <tos.h>
#include "magx.h"
#include "mgx_xfs.h"

void main()
{
// Pdomain( PDOM_TOS /* 0 */ );
Pdomain( PDOM_MINT /* 1 */ );
{
XATTR xattr;
long dirhandle;
LONG err,xr;

dirhandle = Dopendir(".", DOPEN_NORMAL /* 0 */ );
if (dirhandle >= 0)
{
char buf[128];
do {
// err = Dreaddir(128, dirhandle, buf); <-- you can also try this
err = Dxreaddir(128, dirhandle, buf, &xattr, &xr);
if (xr)
printf(".. Fehler bei Fxattr: %d ..\n",xr);
if (err)
{
if(err!=-49) /* if not end of reading */ //<-- found this by test
printf(".. Fehler bei Dreaddir: %ld ..\n",err);
}
```

```
else
{
printf("%s,%u\n",&buf[4],xattr.attr);
//In the following comment lines is how I found the problem
// printf("***%c%c%c%c***\n",buf[0],buf[1],buf[2],buf[3]);
// printf("%u,%u,%u,%u,%u,%u,%u,%u,%u,%u\n",
// buf[0],buf[1],buf[2],buf[3],buf[4],
// buf[5],buf[6],buf[7],buf[8],buf[9]);
// printf("%lu %lu %lu\n",buf,xattr,xr);
if ((xattr.mode & S_IFMT) == S_IFLNK)
{
XATTR xa2;

// printf("SymLink found %s,%u\n",&buf[4],xattr.attr);
err = Fxattr(0, &buf[4], &xa2);
if (!err)
xattr = xa2;
printf("SymLink dereferenced %s,%u\n",&buf[4],xattr.attr);
err = 0;
}
}
}while(!err);
Dclosedir(dirhandle);
}
}
}
```

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2179. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980826204726809 56@zetnet.co.uk>
Source record: 3893

Hi

> It is possible to access to a window which is not topped ? I want to
> say, clic on button, object...on a window which isn't on top ?

wind_set(handle,WF_BEVENT,1,0,0,0);

where WF_BFEVENT = 24

This only works under AES 4.x and equivilent, or where indicated by
appl_getinfo() (mode 11, where bit 5 of ap_gout1 is set).

Anthony
--
-------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk | Twit.
http://w3.to/EraserULTRA/ | Spike Milligan
-------------------------------------+----------------------------------

2180. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35e3d7a6.60695755@news.demon.co.uk>
Source record: 3894

On Tue, 18 Aug 1998 01:25:48 -0230, Scott Harris <harris@cs.mun.ca>
wrote:

[snip]
>Still not fully sure of all this yet, but working on it.

I've a load of routines and macros for written in C for this kind of
low level access which I wrote years and years ago - I'm amazed I've
still got them!

If there's a general interest I'll post the sources here. Otherwise,
let me know and I'll email them.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2181. Re: Programming GEM

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35e4d920.61073949@news.demon.co.uk>
Source record: 3895

On 18 Aug 98 15:25:00 GMT, Rob.Schafrick@taf.ftn.org (Rob Schafrick)
wrote:

>Where can we get "Interface"?

Either keep an eye out for it in news, offered secondhand, or purchase
it new. Unfortunately I don't know where it can be obtained new but
someone else will know. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2182. Re: using the font selector

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6s23a7$f5j$1@sun27.hrz.tu-darmstadt.de>
Source record: 3896

Hi!

centek <centek@graphity.fr> wrote:
> Unfortunately, the Thing documetation only says how to install the
> font-selector,

Well, the German docs /do/ have docs on the font protocol itself, and I actually doubt Joe Connor left them out when translating the hypertext.

But as it's a bit difficult to find them directly, here's how to get there:

From the main screen, go to 'Protocols', then to 'Font protocol' (the names in the translation may differ). From here, use the Forward- and Backward-Buttons of ST-Guide to navigate to the description of the messages used for the Font protocol.

As you might see now, I didn't make a mistake, the docs are there.

Ciao

Thomas

P.S.: ST-Guide has a "Search" function ...

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2183. Re: Dxreaddir, lattice, MagX

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4895_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 3897

Found the problem (after long testing), you have to skip the first 4 bytes of
the string returned by Dreaddir or Dxreaddir, I think this is what the
following means:
---
fnamebuf enth&#65533;lt dabei in den ersten 4 Bytes die Inode-Nummer, die man
normalerweise nicht braucht (Fehldesign von Dxreaddir) und die in der
XATTR-Struktur sowieso nochmal drinsteht.

But please tell me want is the meaning of this:

Nach Dateitypmustern wie "*.prg" kann dabei nicht gesucht werden,
stattessen mu&#65533; man selbst auf regul&#65533;re Ausdr&#65533;cke abtesten.

```
Btw I post here the example program I have done and that works with Lattice,
after correcting mintbind.h and osbind.h (this was also tricky) !!

#include <mintbind.h>
#include <tos.h>
#include "magx.h"
#include "mgx_xfs.h"

void main()
{
// Pdomain( PDOM_TOS /* 0 */ );
Pdomain( PDOM_MINT /* 1 */ );
{
XATTR xattr;
long dirhandle;
LONG err,xr;

dirhandle = Dopendir(".", DOPEN_NORMAL /* 0 */ );
if (dirhandle >= 0)
{
char buf[128];
do {
// err = Dreaddir(128, dirhandle, buf); <-- you can also try this
err = Dxreaddir(128, dirhandle, buf, &xattr, &xr);
if (xr)
printf(".. Fehler bei Fxattr: %d ..\n",xr);
if (err)
{
if(err!=-49) /* if not end of reading */ //<-- found this by test
printf(".. Fehler bei Dreaddir: %ld ..\n",err);
}
```

```
else
{
printf("%s,%u\n",&buf[4],xattr.attr);
//In the following comment lines is how I found the problem
// printf("***%c%c%c%c***\n",buf[0],buf[1],buf[2],buf[3]);
// printf("%u,%u,%u,%u,%u,%u,%u,%u,%u,%u\n",
// buf[0],buf[1],buf[2],buf[3],buf[4],
// buf[5],buf[6],buf[7],buf[8],buf[9]);
// printf("%lu %lu %lu\n",buf,xattr,xr);
if ((xattr.mode & S_IFMT) == S_IFLNK)
{
XATTR xa2;

// printf("SymLink found %s,%u\n",&buf[4],xattr.attr);
err = Fxattr(0, &buf[4], &xa2);
if (!err)
xattr = xa2;
printf("SymLink dereferenced %s,%u\n",&buf[4],xattr.attr);
err = 0;
}
}
}while(!err);
Dclosedir(dirhandle);
}
}
}
```

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2184. Re: help on pseudocode!!!Need by aug.23!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-26 00:00:00 UTC
From: Tyler Riti <fizzboy@mail.utexas.edu>
Message-ID: <Pine.BOS.3.96.980826205531.2197D-100000@fbnp>
Source record: 3898
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer

Okay, I think we've beaten this topic around enough. It's good to meet our neighbors, though (Hi Apple II programmers! ^_^) but I think we can lay this one to rest.

One last thing though... Isn't it kinda interesting that the Windows programming groups were strangely left out? Kinda makes you wonder. Maybe the kid wasn't a lost hope after all? ^_-

--
Tyler Riti -- http://www.cs.utexas.edu/users/fizzboy/
1.79 x 10^12 furlongs per fortnight -- it's not just a good idea, it's the law!

2185. DLLs

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6s2gmmiut1@newshost.comnet.co.nz>
Source record: 3800

I am in the finishing stages of my DLL engine for the Atari. (I wanted to have it ready for release late July through early August, but was unable to)

As this is my first programmer-oriented app (previously all my apps were user-oriented), I would like to find out what feature set you would want in a DLL manager.

The manager runs from the AUTO folder, initialises itself, and then scans a folder for libraries.

When it finds one, it will examine it to see if it should be boot loaded. If the "boot me" flag is set, it will load the library, otherwise it is left alone.

Once all the library files in this folder have been searched, the manager will go TSR.

Later, when an application wishes to use a library (or find out if it is already loaded), it can query the manager as to whether the library is available.

If not, it may load a library dynamically and make calls to it.

All calls are via a redirected TRAP vector (although for you speed freaks out there, you can also call a library via a jumptable). Libraries are given a handle number when they are loaded, which is used when making calls to the library, and when unloading the library.

The managers API has the following functions: LibAvailable to find if a library is loaded, LibLoad/LibFree to load or unload a library, LibFirst/LibNext to enumerate all loaded libraries, LibTest to test a library file on disc, LibCount to count how many libraries are loaded, LibFlagsSet to alter a librarys flags (to make it bootable or not, for example) and LibFileInfo to get the library info block from the library file so that an app can interrogate a library file more closely.

Is there anything obvious library-wise I have left out?

It also has other non-library functionality - such as enumerating the cookie jar, or getting/changing a specific cookie, querying the computers hardware, and so forth.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

2186. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980827011230.26212A-100000@ganymede.cs.mun.ca>
Source record: 3801

On Wed, 26 Aug 1998, Guy Harrison wrote:

> On Tue, 18 Aug 1998 01:25:48 -0230, Scott Harris <harris@cs.mun.ca>
> wrote:
>
> [snip]
> >Still not fully sure of all this yet, but working on it.
>
> I've a load of routines and macros for written in C for this kind of
> low level access which I wrote years and years ago - I'm amazed I've
> still got them!
>
> If there's a general interest I'll post the sources here. Otherwise,
> let me know and I'll email them.

Yep I'd be interested even though I've never used C. I'm sure with a bit reading I could eventually figure it out though. Do any of these routines come with decent commented code? Also anything there on disk layouts?

Scott.

2187. Disk Layouts....

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.BSF.3.96.980827011717.26212B-100000@ganymede.cs.mun.ca>
Source record: 3802

I should of posted this in my last responce but...

Does anyone know where to obtain a decent up to date text/document/web page explaining disk layouts. Such as directory sectors, fat sectors, boot sectors e.t.c. Most of the documents I have located seem to be older and the disk formats have changed. Some people here have a great deal of knowledge on this topic and could perhaps post a little article on it if they have the time. This type of information is useful for everyone, not only programmers.

Thanks

Scott.

2188. Re: dial up server, win95>sting

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35e58615.4299392@news.demon.co.uk>
Source record: 3803

On 15 Aug 1998 17:42:09 GMT, bredroll@hotmail.com (Ian Norton) wrote:

>hi all,
>
>i want to allow my falcon to connect to other machines via
>dial-up networking using ppp between the 2 machines, the other
>is a pc running win95 or NTWS4 i have dialups but it wont answer
>the modem!
>
>i have sing installed and could use ftp server once the copnnection
>is established

There's an option in the modem list with NTWS4 named something like
"serial cable between 2 PC's". I installed that and fiddled with RAS
to make it a dial-in connection. Using STiK, I got NT as far as
realising STiK was sending something whereupon NT "picked up" the
line.

Unfortunately, I can't get any further than this due to a PC hardware
failure - but it was looking good until then.

The next step would have been to use STiNG for the PPP and get the
rest of the NT settings right.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2189. Re: BETA testers SOP?

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35e68fc3.6777425@news.demon.co.uk>
Source record: 3804

On Tue, 18 Aug 1998 08:54:15 -0400, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>Salut:
>I sometimes volunteer to do beta testing, but as of yet I've never been
>told what the programmer I am beta testing for wants!!
>odd and irksome.
>so tell me, if you ask for beta testers for feedback, what is it that
>you as a programmer are looking for?

Personally ...

It's difficult to say as I've no idea what the betatester knows
initially. Some may program, some may not, and each produce different
reports equally valid in their own context.

The thing that makes me the happiest is to see the program behaving
the same in all environments. Even if it's a bug I'd prefer to see all
machines fall foul of it than just a few - because you can bet "that
few" are machines you do not have direct access to. Therefore these
problems can be incredibly hard to fix.

>I have a registered Profile2.2, are there other system programs that
>would give you important feedback?
>is there a Standard Operating Procedure that a beta tester can use?

Just one. Try and break the program, preferably in such a way that
your description will allow others to break it. ;-)

>or is there a prg that would run in the background keeping track of
>system calls etc and writing the info to a text file upon a crash! :-)

The program being tested should write its own debug information.

Firstly, it gives the programmer a much better idea of where the buggy
code lies.

Secondly, even the programmer may not have any idea what system calls
are invoked by his use of a particular call.

The are bugs in compiler library code and bugs in the operating
system. If the programmer cannot not be sure exactly which bit of his
code is producing the problem then he'll never be able to say his code
is really okay - that something else has caused it to fail by forcing
that bit of code to deal with data is should not have to.

>So far I have been just writing down what happens when a prg does a
>crash or something unexpected; along with a Profile2.2 report.

>Is it good enough?

Yep! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2190. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35e8987e.9013000@news.demon.co.uk>
Source record: 3805

On Wed, 26 Aug 1998 20:07:43 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hi everybody !
>
>It is possible to access to a window which is not topped ?

Yes. Other's have answered it.

>I want to
>say, clic on button, object...on a window which isn't on top ?

When background mode is active the window will behave as though it
were on top as far as programming for it is concerned. On systems
which don't support the feature the window will be topped first, and
you'll have to click again just like normal. On systems where the
background mode is active then you need to click on the menubar to get
it topped.

Aside from the obvious use, using this mode is a darn good way of
testing your redraw code works properly! :-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2191. Re: Dxreaddir, lattice, MagX

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35e4bd10.18374961@news.demon.co.uk>
Source record: 3806

On Wed, 26 Aug 98 21:53:00,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>Found the problem (after long testing), you have to skip the first 4 bytes of
>the string returned by Dreaddir or Dxreaddir, I think this is what the
>following means:
>---------------
>fnamebuf enthï¿½lt dabei in den ersten 4 Bytes die Inode-Nummer, die man
>normalerweise nicht braucht (Fehldesign von Dxreaddir) und die in der
>XATTR-Struktur sowieso nochmal drinsteht.

As I understand it ...

The first 4 bytes are an index value, followed by the filename. This
index value is present in order to support systems where two or more
distinct files of the same name may exist - it allows you to
distinguish between them.

In compatibility (ie 8+3) mode the filename starts at the beginning
like you'd expect.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2192. Re: Font system

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35e79813.8905455@news.demon.co.uk>
Source record: 3807

On Thu, 20 Aug 1998 19:41:57 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hi Everybody !
>
>I have a special question : How to have the adress of the sytem font
>(8x8) ? (Except LINE A)

I only know of the LineA - unless you can find something in the NVDI
docs perhaps?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2193. Re: Dxreaddir, lattice, MagX

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35e5091a17f7ab0@xs4all.nl>
Source record: 3808

on Wed 26-08-98 21:53 Mike De.Petris wrote:

>But please tell me want is the meaning of this:
>---------------
>Nach Dateitypmustern wie "*.prg" kann dabei nicht gesucht werden,
>stattessen mui¿½ man selbst auf reguli¿½re Ausdri¿½cke abtesten.

It simply means you cannot use wildcards or regular expressions
directly with Dreaddir. You mus read all the items in the dir and then
test the names against wildcards/regexp. yourself.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"For any serious purpose, intelligence is a very minor gift."
- G.H. Hardy

2194. Re: Dxreaddir, lattice, MagX

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6s3f85dmn1@sun27.hrz.tu-darmstadt.de>
Source record: 3809

Hi!

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> The first 4 bytes are an index value, followed by the filename. This
> index value is present in order to support systems where two or more
> distinct files of the same name may exist - it allows you to
> distinguish between them.

No, it's the other way 'round. On filesystems like MinixFS, files may be hardlinked, i.e. two (or more) directory entries refer to the same file on disk. This is achieved by inodes, each of which conatains all information about the file/dir, like timestamps, length, type, access permissions and which blocks on disk belong to the file. A directory entry on such a filesystem thus does only contain the filename and a reference to the inode. The inode itself has a unique number and a usage count, which is > 1 if more than one directory entry is linked to it.

This inode number is what's returned by D(x)readdir() (also to be found in the index-field of the XATTR structure) and allows to detect whether two different directory entries refer to the same file.

Also note that deleting a file on an inode-base filesystem actually means removing the directory entry decreasing the link count of the inode. Only if it gets zero, the inode itself and the file blocks will be deleted. That's why under UNIX, the system call to remove a file is called 'unlink()'.

Another nifty thing some (or most) inode base filesystems allow you: Opening a file for reading or writing also increases the link count of the inode. Thus, you can safely remove the directory entry after opening the file. The used blocks get automatically freed as soon as the file is closed, as the link count of the inode gets zero, then.

> In compatibility (ie 8+3) mode the filename starts at the beginning
> like you'd expect.

Well, compatibility mode is more a less a "no-no" ;) It does not have any significant advantage over Fsfirst()/next().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2195. Thanks

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35E594D3.CF7632F5@wanadoo.fr>
Source record: 3810

Hi everybody !

Thanks to all person who give me answer for windows and font system
question !!

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2196. DRAG & DROP

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: centek <centek@graphity.fr>
Message-ID: <6s4btt$7aq$1@news.imaginet.fr>
Source record: 3811

Hi !
I would like to use the Drag'n Drop protocol. The only documentation I have, is the good old lame Compendium, and it is not clear at all. It says that my APP should recieve a header wich indicates the data lenght. But at the same time, it gives a file name plus an other string (wich I dont understand the meaning).
Would it be possible that one of you gives me a small source code ?
Thanks.

Thomas

mailto:thomas.goirand@hol.fr

2197. Re: FATS AGAIN...

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35e5221a.44240995@news.demon.co.uk>
Source record: 3812

On Thu, 27 Aug 1998 01:15:26 -0230, Scott Harris <harris@cs.mun.ca>
wrote:

>
>
>On Wed, 26 Aug 1998, Guy Harrison wrote:
>
>> On Tue, 18 Aug 1998 01:25:48 -0230, Scott Harris <harris@cs.mun.ca>
>> wrote:
>>
>> [snip]
>> >Still not fully sure of all this yet, but working on it.
>>
>> I've a load of routines and macros for written in C for this kind of
>> low level access which I wrote years and years ago - I'm amazed I've
>> still got them!
>>
>> If there's a general interest I'll post the sources here. Otherwise,
>> let me know and I'll email them.
>
>Yep I'd be interested even though I've never used C. I'm sure with a bit
>reading I could eventually figure it out though. Do any of these routines
>come with decent commented code?

Yes. The routines actually form part of one of my object libraries
which is good news in this respect. I document these at two levels: in
the code like everybody else; and also in special comment markers /*[
and]*/ which can be extracted by a small utility and appended to a
helpfile - 'cos you can guarantee I'll have forgotten how to use it by
the next day! :-)

As an example, here's one of the modules ...

```
#include <cpu.h>
#include <mem.h>
#include "msdos.h"

MSBOOT*
_ms_stb2msb(m,s)
MSBOOT *m;
STBOOT *s;
/*[ MSBOOT* _ms_stb2msb(m,s)
MSBOOT *m;
STBOOT *s;
```

```
_ms_stb2msb() converts a Motorola boot sector to Microsoft format
and returns 'm' to the caller. 's' is the Motorola block,
'm' the Microsoft block.

Note that if s->stb_boot is not NULL then 482 bytes of boot code
is copied from s->stb_boot to m->msb_boot. A NULL value ensures
this does not happen. Note that no format conversion is done on
the boot code.
]*/
{
/* copy 'bra,oem' as is */
qmemcpy(&m->msb_bra[0],&s->stb_bra,8);

/* 24 bit serial no. */
cp_wrol(&m->msb_serial[0],cp_86long(s->stb_serial));

/* bytes per sector */
cp_wrow(&m->msb_bps[0],cp_86word(s->stb_bps));

/* sectors per cluster */
m->msb_spc[0] = s->stb_spc;

/* reserved sectors unused by TOS */
cp_wrow(&m->msb_res[0],cp_86word(s->stb_res));

/* number of FAT tables */
m->msb_nfats[0] = s->stb_nfats;

/* number of possible directory entries */
cp_wrow(&m->msb_ndirs[0],cp_86word(s->stb_ndirs));

/* number of sectors on media */
cp_wrow(&m->msb_nsects[0],cp_86word(s->stb_nsects));

/* media descriptor, unused by TOS */
m->msb_media[0] = s->stb_media;

/* sectors in a FAT table */
cp_wrow(&m->msb_spf[0],cp_86word(s->stb_spf));

/* sectors in a track */
cp_wrow(&m->msb_spt[0],cp_86word(s->stb_spt));

/* number of sides on media */
cp_wrow(&m->msb_nsides[0],cp_86word(s->stb_nsides));

/* number of hideen sectors, ?unused by TOS? (zero) */
cp_wrow(&m->msb_nhid[0],cp_86word(s->stb_nhid));

/* ?copy boot code? */
if (s->stb_boot != NULL) qmemcpy(m->msb_boot,s->stb_boot,482);

return m;
}

>Also anything there on disk layouts?
```

Not in english but in code, yes. There is stuff to manipulate the
bootsector, FAT(s) (12 or 16 bit), and root directory. It's easier if
I just post the header file msdos.h. That way you can see for yourself
exactly what functions and macros are in it ...

```
#ifndef MSDOS_H
#define MSDOS_H MSDOS_H

#ifndef STDTYPES_H
#include <stdtypes.h>
#endif

#ifndef OSBIND_H
#include <osbind.h>
#endif
#define Rnmabs(bp,nr,sr,drv) ((Rwabs(2,bp,nr,sr,drv) == 0) ? true :
false)
#define Wnmabs(bp,nr,sr,drv) ((Rwabs(3,bp,nr,sr,drv) == 0) ? true :
false)
#define Rabs(bp,nr,sr,drv) ((Rwabs(0,bp,nr,sr,drv) == 0) ? true :
false)
#define Wabs(bp,nr,sr,drv) ((Rwabs(1,bp,nr,sr,drv) == 0) ? true :
false)

typedef struct {
BYTE msd_stem[8]; /* right padded with spaces as required */
BYTE msd_extn[3]; /* right padded with spaces as required */
UBYTE msd_attr; /* attributes */
BYTE msd_rsvd[10]; /* unused by MSDOS */
BYTE msd_time[2]; /* bit encoded time stamp */
BYTE msd_date[2]; /* bit encoded data stamp */
BYTE msd_clus[2]; /* index into FAT of first file cluster */
BYTE msd_size[4]; /* exact file size in bytes */
} MSDIR;

typedef struct {
char std_name[13]; /* nul terminated filename */
cbits std_attr; /* TOS file attributes */
ulong std_dttm; /* date in high word, time in low word */
uint std_clus; /* index into FAT */
ulong std_size; /* exact file size */
} STDIR;

char* _ms_m2n();
STDIR* _ms_msd2std();
char* _ms_n2m();
MSDIR* _ms_std2msd();

#define ms_msd2std(std,msd) _ms_msd2std(std,msd)
#define ms_std2msd(msd,std) _ms_std2msd(msd,std)
#define ms_todosnam(mts,nts) _ms_n2m(mts,nts)
#define ms_tocnam(nts,mts) _ms_m2n(nts,mts)
```

```
typedef struct {
BYTE msb_bra[2];
BYTE msb_oem[6];
BYTE msb_serial[3];
BYTE msb_bps[2];
BYTE msb_spc[1];
BYTE msb_res[2];
BYTE msb_nfats[1];
BYTE msb_ndirs[2];
BYTE msb_nsects[2];
BYTE msb_media[1];
BYTE msb_spf[2];
BYTE msb_spt[2];
BYTE msb_nsides[2];
BYTE msb_nhid[2];
BYTE msb_boot[482];
} MSBOOT;

typedef struct {
uint stb_bra; /* written to first word of boot sector */
uchar stb_oem[6];
ulong stb_serial;
uint stb_bps;
uint stb_spc;
uint stb_res;
uint stb_nfats;
uint stb_ndirs;
uint stb_nsects;
uint stb_media;
uint stb_spf;
uint stb_spt;
uint stb_nsides;
uint stb_nhid;
ptr *stb_boot; /* null or points to exec code/space (482
bytes) */
} STBOOT;

STBOOT* _ms_msb2stb();
MSBOOT* _ms_stb2msb();

/* convert MSDOS boot sector to STBOOT boot sector (ie something
usable!) */
#define ms_msb2stb(stb,msb) _ms_msb2stb(stb,msb)

/* convert STBOOT to MSBOOT */
#define ms_stb2msb(msb,stb) _ms_stb2msb(msb,stb)

/* calculate byte size of root directory */
#define ms_rdirsize(stb) ((stb).stb_ndirs * sizeof(MSDIR))

/* logical record of start of a FAT */
#define ms_fatpos(stb,i) (\
(stb).stb_res +\
```

```
((stb).stb_spf * i)\
)

/* logical record of start of root directory */
#define ms_rdirpos(stb) (\
(stb).stb_res +\
((stb).stb_nfats * (stb).stb_spf)\
)

/* calculate logical sector of first data record */
#define ms_datrec(stb) (\
(stb).stb_res +\
(ms_rdirsize(stb) / (stb).stb_bps) +\
((stb).stb_spf * (stb).stb_nfats)\
)

/* calculate logical sector from cluster number */
#define ms_clus2log(stb,cn) (((cn - 2) * (stb).stb_spc) +
ms_datrec(stb))

/* calculate cluster number from logical sector */
#define ms_log2clus(stb,ln) (((ln - ms_datrec(stb)) /
(stb).stb_spc) + 2)

/* calculate number of clusters on media */
#define ms_numclus(stb) (\
((stb).stb_nsects - ms_datrec(stb))\
/ (stb).stb_spc\
)

/* calculate index position in 12 bit FAT */
#define ms_fat12idx(i) ((i * 3) >> 1)

/* calculate index position in 16 bit FAT */
#define ms_fat16idx(i) (i << 1)

/* 12 bit FAT conversions */
/*
* Note that 'p' below should be the calculated address from
ms_fat12idx()
* and that 'f' is false where the index passed to ms_fat12idx() is
even and
* true where it was odd.
*
* ie. p = malloc(sizeof_FAT_in_bytes)
* Rwabs(load_whole_FAT)
* v = ms_rdfat12(
* p + ms_fat12idx(entry_number),
* (entry_number & 1) ? true : false
* )
* ;
* ms_wrfat12(
* p + ms_fat12idx(entry_number),
```

```
* (entry_number & 1) ? true : false,
* 0xff7
* )
* ;
* Rwabs(save_whole_FAT);
*
* would read the FAT entry 'entry_number' into 'v' and then mark it
as
* bad.
*/
uint _ms_rf12();
uint _ms_wf12();
uint _ms_rf16();
uint _ms_wf16();

/* MSDOS 12 bit FAT entry -> 16 bit MOTOROLA readable form */
#define ms_rdfat12(p,f) _ms_rf12(p,f)

/* MOTOROLA 16 bit -> MSDOS 12 bit FAT entry, preserving critical
nybbles */
#define ms_wrfat12(p,f,v) _ms_wf12(p,f,v)

#define ms_rdfat16(p,f) _ms_rf16(p,f)
#define ms_wrfat16(p,f,v) _ms_wf16(p,f,v)

/*
* The following help break down FAT's into sections so that the whole
FAT need
* not be loaded into memory in order to access it.
*/

/* returns true if a FAT entry lies on a sector boundary */
/* this means that the next sector needs to be accessed as well to
obtain */
/* the whole entry */
#define ms_fat12bound(stb,i)\
(((ms_fat12idx(i) % stb.stb_bps) == (stb.stb_bps - 1)) ? true
: false)

/* calculate which FAT sector (offset) holds FAT entry 'i' */
/* add ms_fatpos() to calculate the logical sector */
#define ms_fat12sect(stb,i) (ms_fat12idx(i) / stb.stb_bps)

/* calculate byte offset into FAT sector for entry 'i' */
#define ms_fat12off(stb,i) (ms_fat12idx(i) % stb.stb_bps)

/* this should always return false */
#define ms_fat16bound(stb,i)\
(((ms_fat16idx(i) % stb.stb_bps) == (stb.stb_bps - 1)) ? true
: false)

#define ms_fat16sect(stb,i) (ms_fat16idx(i) / stb.stb_bps)
```

```
#define ms_fat16off(stb,i) (ms_fat16idx(i) % stb.stb_bps)

STBOOT *_ms_loadboot();
ptr *_ms_loadfat();
bool _ms_savefat();
uint _ms_searchfat();
STDIR *_ms_loadroot();
bool _ms_saveroot();

#define ms_loadboot(device) _ms_loadboot(device)
#define ms_loadfat(stbp,fatid,device)\
_ms_loadfat(stbp,fatid,device)
#define ms_savefat(stbp,fatid,device,fatp,rel)\

_ms_savefat(stbp,fatid,device,fatp,rel)
#define ms_searchfat(stbp,fatp,is16,v,inv,start)\

_ms_searchfat(stbp,fatp,is16,v,inv,start)
#define ms_loadroot(stbp,device,msdp)\
_ms_loadroot(stbp,device,msdp)
#define ms_saveroot(stbp,device,rootp,msd,release)\

_ms_saveroot(stbp,device,rootp,msd,release)

#endif /* MSDOS_H */

Ug. My newsreader ain't half made a mess of the formatting!!! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

2198. Re: DRAG & DROP

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: oskancke@online.no
Message-ID: <6s4hv1$c4p$1@o.online.no>
Source record: 3813

On 27 Aug 1998 17:01:59, "centek" wrote:
>Hi !
>I would like to use the Drag'n Drop protocol. The only documentation I have,
>is the good old lame Compendium, and it is not clear at all. It says that
>my APP should recieve a header wich indicates the data lenght. But at the
>same time, it gives a file name plus an other string (wich I dont understand
>the meaning).
>Would it be possible that one of you gives me a small source code ?
>Thanks.
>

I found the compendium to be very clear on this. It actually gives a
step-by-step guide on how to do it. I managed to get a routine going 1st
try after reading this. Sure you read the appendix, about the Drag&Drop?

Anyway, if you haven't been able to get some help, send me a private
mail, and I'll let you have my Drag&Drop routine.. it's all ASM..

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

2199. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-27 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35E56A61.C70D4024@NO.SPAM.emw.ericsson.se>
Source record: 3814

Guy Harrison wrote:

> Aside from the obvious use, using this mode is a darn good way of
> testing your redraw code works properly! :-))

Yup but be aware that if you put dialogs in the window there will be
problems with edit fields and buttons as they do not clip. If you
have made a library for windowd dialogs it's not a major problem
as you can replace the offending routine (I can't remember the name
right now).

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

2200. GREAT SITE / SUPER SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-28 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6s69ii$ad6$1@platane.wanadoo.fr>
Source record: 3815
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

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C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2201. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-28 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6s68rvomi1@sun27.hrz.tu-darmstadt.de>
Source record: 3816

Hi!

JACCARD Emmanuel <softjee@wanadoo.fr> wrote:
> It is possible to access to a window which is not topped ? I want to
> say, clic on button, object...on a window which isn't on top ?

Another way (besides the already mentioned WF_BEVENT) is to interpret
the "WM_TOPPED" message differently, i.e. do not directly top the
affected window, but check whether the mouse pointer is currently over
an object of interest and handle it like the object was clicked.

Of course, this is a bit of an abuse of GEM messages, but it works with
all AESes.

Also note (using either method) that clicking on a free area of the
window should always be interpret as "top this window", because
otherwise it's very annoying if you can't top the window anymore (except
the border elements when using WF_BEVENT).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2202. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-28 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <6s6hp4$333$1@nnrp02.primenet.com>
Source record: 3817

On 26 Aug 1998 20:07:43 , JACCARD Emmanuel wrote:
>Hi everybody !
>
>It is possible to access to a window which is not topped ? I want to
>say, clic on button, object...on a window which isn't on top ?
>
>Thanks.
>
Yes, multitasking OSes like Magic provide the user access to scroll
bars, arrows, etc. to windows that are not the top window. Your
should always make certain you set the clipping rectangle (vs_clip())
according to the rectangle you get when 'walking' the rectangle list
in GEM.

Single tasking OSes usually do not allow access to any bu the top
window.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

2203. Re: Thanks

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-28 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35E65FC3.CBE735E9@NO.SPAM.emw.ericsson.se>
Source record: 3818

```
JACCARD Emmanuel wrote:
>
> Hi everybody !
>
> Thanks to all person who give me answer for windows and font system
> question !!

So what are you up to know? Any new cool software in the works? :-)

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

2204. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-29 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <6s9rmo$qq2$1@nnrp02.primenet.com>
Source record: 3819

```
On 29 Aug 1998 00:04:48 , Ross MacIver wrote:
>on Fri 28-08-98 15:19 John M Rojewski wrote:
>
>>Yes, multitasking OSes like Magic provide the user access to scroll
>>bars, arrows, etc. to windows that are not the top window. Your
>>should always make certain you set the clipping rectangle (vs_clip())
>>according to the rectangle you get when 'walking' the rectangle list
>>in GEM.
>>
>>Single tasking OSes usually do not allow access to any bu the top
>>window.
>
>WINX allows access to non-top windows under single TOS, and doesn't
>seem to need any further programming to use these features correctly.
>Are you folks saying that in a multi-tasking environment you have to
>specifically add this feature?
>
No special things to do programming wise. If you don't perform
clipping correctly, there will be some strange side effects when, say,
clicking the scroll bar, and the window underneath overwrites the top
window without becoming the top window, etc.

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

2205. Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-31 00:00:00 UTC
From: Dominique Bereziat <bereziat@polder.inria.fr>
Message-ID: <rw5u32tiitr.fsf@polder.inria.fr>
Source record: 3820

Hi everybody,
i would like to know how perform a cold and a warn reboot
under plain-TOS (a C example will be welcomed).
Thanx for yours answers.
--

Dominique Bereziat | Dominique.Bereziat@inria.fr
Projet AIR | http://www-air.inria.fr/~bereziat
INRIA Rocquencourt |

2206. News questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-08-31 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35EAE18E.E1AAA82A@wanadoo.fr>
Source record: 3821

Hi everybody !

I thank you for your answer about "windows".

Now i have a new problem....If you can help me !

I want ot use XBIOS call in a interrupt but its seems there're somes
problems.
The interrupt is the TIMER A, i mask all the other and i call my XBIOS
function. This call don't run, the stack seems to have a problem after
this calling....

So i can't use XBIOS call in interrupt ?

Thanks to all !

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2207. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <904636321.120907@tornado.itea.ntnu.no>
Source record: 3822

Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>> Aside from the obvious use, using this mode is a darn good way of
>> testing your redraw code works properly! :-))

> Yup but be aware that if you put dialogs in the window there will be
> problems with edit fields and buttons as they do not clip. If you
> have made a library for windowd dialogs it's not a major problem
> as you can replace the offending routine (I can't remember the name
> right now).

Under what AES does this happen? Surely not under N.AES, and I'll be
very surprised if MagiC or Geneva does this as well.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2208. COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-01 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6sglljsgn1@platane.wanadoo.fr>
Source record: 3823
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

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VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2209. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-01 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35EBF760.1058CBB2@NO.SPAM.emw.ericsson.se>
Source record: 3824

Jo Even Skarstein wrote:
> >> Aside from the obvious use, using this mode is a darn good way of
> >> testing your redraw code works properly! :-))
>
> > Yup but be aware that if you put dialogs in the window there will be
> > problems with edit fields and buttons as they do not clip. If you
> > have made a library for windowd dialogs it's not a major problem
> > as you can replace the offending routine (I can't remember the name
> > right now).
>
> Under what AES does this happen? Surely not under N.AES, and I'll be
> very surprised if MagiC or Geneva does this as well.

I have found this with all AESes. I must admit that it was a LONG time since I looked at it and fixed it so I don't exactly remember what needed changing (I think it's form_button which need attention), but I'm sure all AESs had the problem and still has it.

This does ofcourse only happen when the window you are using is in the background and is partly covered by another window. How could the AES know "where" the object tree is to be drawn anyway? It does not have any clue if it's coverd by another window or not and it's up to the user to clip it. If you then use form_button (or whatever it's called...), which is the normal way of handling button clicks inside a window when a dialog is used, the AES will just draw the selected button without any clipping. For edit fields you will see that the "marker" will draw right over the window in front as well.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2210. Re: News questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-01 00:00:00 UTC
From: gc85@vision.hrz.uni-giessen.de
Message-ID: <6sh6d0$15ik@c4.hrz.uni-giessen.de>
Source record: 3825

JACCARD Emmanuel (softjee@wanadoo.fr) wrote (Mon, 31 Aug 1998 19:46:54 +0200) in
comp.sys.atari.programmer:
: Hi everybody !

[..]

: I want ot use XBIOS call in a interrupt but its seems there're somes
: problems.
: The interrupt is the TIMER A, i mask all the other and i call my XBIOS
: function. This call don't run, the stack seems to have a problem after
: this calling....

: So i can't use XBIOS call in interrupt ?

Yes, exactly you can't !
That is because most, if not all, of the ROM routines
are written in a non reentrant manner, that is, you can't call a function
from XBIOS (e.g.) from an Interrupt, while any other XBIOS routine is
running, that corrupts part of the information the "noninterrupt" call
is relying on. That may cause a crash, but does not have to crash, as in
your case, where just your stack gets corrupted.

: Thanks to all !

: --
: SOFTJEE
: JACCARD Emmanuel
: E-mail : softjee@wanadoo.fr
: WEB : http://perso.wanadoo.fr/softjee/
: Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)
--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 390 943
D35576 Wetzlar TEL: +49 6441 390 944 or (mobile) +49 177 7025 529
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

OMA !!! Stoer mich jetzt nicht, ich fliege !!

2211. Re: News questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-01 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6shlh4$1pd$1@sun27.hrz.tu-darmstadt.de>
Source record: 3826

Hi!

Konstantinos Xonis <gc85@vision.hrz.uni-giessen.de> wrote:
> Yes, exactly you can't !

According to the Profibuch (and personal experience) it is possible to use BIOS and XBIOS calls from within an interrupt handler, with some restrictions. The trick is to manually alter the pointer to the memory area where TOS' trap dispatcher saves registers and return address:

(Code sample taken from Profibuch):

```
savptr = $4a2
amount = 46

; Beginning of interrupt handler
interrupt_routine:
sub.l #amount,savptr.w

[Use BIOS- and XBIOS-calls]

; End of interrupt handler
add.l #amount,savptr.w
rte
```

The most important restriction: Only one interrupt handler may do this at the same time. Also, the storage savptr points to cannot handle more than three recursions (i.e. it only lasts for 3 * 46 bytes). Another problem that may arise is that TOS' trap dispatcher doesn't lock interrupts when saving/restoring registers, so an interrupt which uses the above trick possibly occurs exactly in that moment, which will also cause serious problems.

But so far I haven't experienced many problems in "real life". TOS2GEM uses this method (a bit different, because it uses its own savptr-area and a temporary supervisor stack) for the VBL-driven refrehs - which even call the VDI! So far no one has ever reported problems, but as it's still possible something goes wrong on some special system, the VBL-refrehsh can be disabled by an external program.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2212. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35eb8076.15835570@news.demon.co.uk>
Source record: 3827

On Thu, 27 Aug 1998 16:17:05 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> Aside from the obvious use, using this mode is a darn good way of
>> testing your redraw code works properly! :-))
>
>Yup but be aware that if you put dialogs in the window there will be
>problems with edit fields and buttons as they do not clip.

Exactly! ;-)

>If you
>have made a library for windowd dialogs it's not a major problem
>as you can replace the offending routine (I can't remember the name
>right now).

The name of what?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2213. Re: News questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: gc85@vision.hrz.uni-giessen.de
Message-ID: <6sj86a$1e30@c4.hrz.uni-giessen.de>
Source record: 3828

Thomas Binder (gryf@hrzpub.tu-darmstadt.de) wrote (1 Sep 1998 20:30:28 GMT) in
comp.sys.atari.programmer:
: Hi!

: Konstantinos Xonis <gc85@vision.hrz.uni-giessen.de> wrote:
: > Yes, exactly you can't !

: According to the Profibuch (and personal experience) it is possible to
: use BIOS and XBIOS calls from within an interrupt handler, with some
: restrictions. The trick is to manually alter the pointer to the memory
: area where TOS' trap dispatcher saves registers and return address:
[..]

OK, i have to admit, I did not knew that, but to have the last word ;)
it is a work around !

"Natively" TOS was not meant to call OS routines from IRQ handlers, I think.

But you are right, it is possible !

: Ciao

: Thomas

: --
: Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
: PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

--
--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 390 943
D35576 Wetzlar TEL: +49 6441 390 944 or (mobile) +49 177 7025 529
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

OMA !!! Stoer mich jetzt nicht, ich fliege !!

2214. STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35ED32E4.79C846F4@ios.chalmers.se>
Source record: 3829

Hi everybody!

I'm very interested in using STiNG in my game called Reeking Rubber (for the Falcon030), to give the ability of multiplayer mode. I code exclusively in assembly-language.
I've looked at some docs about coding sting, but it didn't give me the essential information I need, like:

1. Does STiNG need a VBL-interrupt to be able to run, or is it driven by some other interrupt? Now my game replaces the vbl-vector at $70, so no other vbl-interrupts are carried out. IOW my game does not use XBRA to link my vbl-routine inbetween the others, because the routine needs to be the first to be executed each VBL, to avoid flickering on the screen.

2. Is STiNG relying on AES events to run? I turn off AES in the game, so the OS won't do anything to my screens.

3. I've understood so far that it might be a good idea to let STiNG call a handler to take care of incoming IP-packets, and that I can patch in my own handler. It's just that the few examples available is in C. Where should the handler expect to find the pointer to the IP-packet?

4. How do I call the different functions of STiNG in assembler? I saw something about 'jsr to the required function', but where are the pointers to these functions? And input parameters to the functions, should they be put on the stack or in some data/address registers?

Thanks in advance
Henrik Gildï¿½ (Hencox/Nature)

2215. Re: News questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6sjbandlj1@sun27.hrz.tu-darmstadt.de>
Source record: 3830

Hi!

Konstantinos Xonis <gc85@vision.hrz.uni-giessen.de> wrote:
> OK, i have to admit, I did not knew that, but to have the last word ;)
> it is a work around !

But it's a workaround documented by Atari in "Hitchhiker's guide to the
BIOS" (IIRC). So it's an official way to do it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2216. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f2d5d3.3330559@news.demon.co.uk>
Source record: 3831

On 31 Aug 1998 11:47:28 +0200, Dominique Bereziat
<bereziat@polder.inria.fr> wrote:

>
>Hi everybody,
>i would like to know how perform a cold and a warn reboot
>under plain-TOS (a C example will be welcomed).

The obvious question is why? ;-)

>Thanx for yours answers.

I've never had a need to do this but as no-one else has answered I'll
give it a bash. Even more amazingly I'll do with without the safety
net of having an Atari to try it on just now! <g>

There seem to be four system variables associated with this:

```
uint32 *memvalid =0x420;
uint16 *memctrl =0x424;
uint32 resvalid =0x426;
uint32 *resvector =0x42a;
```

and the reset address for the cpu is:

```
uint32 *resetpc =0x004;
```

'memctrl' is a copy of the value which got written into the memory
controller. I'll ignore it.

'memvalid' is a flag denoting if the controller's config is valid. It
must be - we're running, so I'll ignore that also.

'resvalid' denotes if the reset routine whose address is in
'resvector' is usable or not. I assume this is the warmstart code.
Also it makes sense that the next reset will be a warmstart unless we
force otherwise.

Finally, I have a vague recollection the value of PI is used to denote
that 'resvector' is valid. I also assume the contents of 'resvector'
has already been set to a warmstart routine by the system.

The code, based on the above assumptions ...

```
void
Reset(bool coldstart)
{uint32 pi =0x31415926L;
void (*fcp)() =*resetpc;
```

```
(void)Super(0L);
*resvalid = coldstart ? ~pi : pi;
(*fcp)();
}
```

--

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2217. Re: News questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f0d14b.2170631@news.demon.co.uk>
Source record: 3832

On Mon, 31 Aug 1998 19:46:54 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hi everybody !
>
>I thank you for your answer about "windows".
>
>Now i have a new problem....If you can help me !
>
>I want ot use XBIOS call in a interrupt but its seems there're somes
>problems.
>The interrupt is the TIMER A, i mask all the other and i call my XBIOS
>function. This call don't run, the stack seems to have a problem after
>this calling....
>
>So i can't use XBIOS call in interrupt ?

Nope. It is re-entrant to 3 levels but not from interrupts. To stand
any chance of using it you'd have to be able to restore the xbios
context prior to making the xbios call *and* know exactly what that
call did internally.

I seem to recall (from years back) there being an "in-dos" flag in
MSDOS which msdos would set when it was being called. A TSR could sit
there polling the in-dos flag until it was clear, at which point it
could make a hurried dos call. I mention this because MagiC has an
entry of the same name. It *might* be possible it serves a similar
function. Mind you, if you're using MagiC then better solutions could
be found via multitasking.

Anyway, best to keep things simple. If possible, just have your
interrupt set a flag in memory. The flag in turn can be the trigger
for another piece of code (the main app, desktop accessory, or
parallel process under multitasking) to make the xbios call under
better circumstances.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2218. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35efd13d.2156591@news.demon.co.uk>
Source record: 3833

On 1 Sep 1998 08:52:32 GMT, Jo Even Skarstein <joska@nuts.edu> wrote:

>Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>
>>> Aside from the obvious use, using this mode is a darn good way of
>>> testing your redraw code works properly! :-))
>
>> Yup but be aware that if you put dialogs in the window there will be
>> problems with edit fields and buttons as they do not clip. If you
>> have made a library for windowd dialogs it's not a major problem
>> as you can replace the offending routine (I can't remember the name
>> right now).
>
>Under what AES does this happen?
>
>Surely not under N.AES, and I'll be
>very surprised if MagiC or Geneva does this as well.

MagiC, version 2 at least. That was the environment being used while I
was implementing this sort of background code. Frankly I'd expect the
same behaviour from all AES's.

For an AES to be able to automatically deal with background windows it
would either have to posess a 'multi-clipping' rectangle list or walk
the redraw rectangles. From a programmer's aspect such a feature would
be pointless as you'd still have to cater for AES's which did not have
the ability. It follows that there is little incentive for a designer
to add it either.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2219. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35eecdf1.1312707@news.demon.co.uk>
Source record: 3834

On Tue, 01 Sep 1998 15:32:16 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Jo Even Skarstein wrote:
>> >> Aside from the obvious use, using this mode is a darn good way of
>> >> testing your redraw code works properly! :-))
>>
>> > Yup but be aware that if you put dialogs in the window there will be
>> > problems with edit fields and buttons as they do not clip. If you
>> > have made a library for windowd dialogs it's not a major problem
>> > as you can replace the offending routine (I can't remember the name
>> > right now).
>>
>> Under what AES does this happen? Surely not under N.AES, and I'll be
>> very surprised if MagiC or Geneva does this as well.
>
>I have found this with all AESes. I must admit that it was a LONG time since
>I looked at it and fixed it so I don't exactly remember what needed changing
>(I think it's form_button which need attention), but I'm sure all AESs had the
>problem and still has it.

The root cause of the problem is objc_draw and objc_change. I can't
remember the details but little niggling inconsistencies with
objc_change resulted in me "emulating it" with objc_draw.

>This does ofcourse only happen when the window you are using is in the
>background and is partly covered by another window. How could the AES know
>"where" the object tree is to be drawn anyway? It does not have any clue if
>it's coverd by another window or not and it's up to the user to clip it. If
>you then use form_button (or whatever it's called...), which is the normal way
>of handling button clicks inside a window when a dialog is used, the AES will
>just draw the selected button without any clipping. For edit fields you will
>see that the "marker" will draw right over the window in front as well.

And what a pain tracking the edit cursor is! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2220. STOS and PACIFIST

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: Harvey Kennett <essexnet@enterprise.net>
Message-ID: <6sk2a1qb1@news.enterprise.net>
Source record: 3835

Hi,

Does anyone run STOS under Pacifist ? Could I have a look at your Pacifist
config file,
since I am having problems getting it to work.

Thanks

Harvey

2221. Re: News questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35ED935C.3752D87@wanadoo.fr>
Source record: 3836

Tanks to you Thomas and Konstantinos XONIS which repond me. The routine of Thomas is rigth and now i haven't any bug !!! So thanks to you Thomas ! Do you think this tips can run on Hades (i think yes) and Milan ? (i don't know...)

Another question, why the number 46 ?

Thansk a lot.

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2222. Re: News questions

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6skdl4afh1@sun27.hrz.tu-darmstadt.de>
Source record: 3837

Hi!

JACCARD Emmanuel <softjee@wanadoo.fr> wrote:
> Tanks to you Thomas and Konstantinos XONIS which repond me. The routine of
> Thomas is rigth and now i haven't any bug !!! So thanks to you Thomas ! Do
> you think this tips can run on Hades (i think yes) and Milan ? (i don't
> know...)

You're welcome. And I don't see an obvious reason why it shouldn't work
with the Hades or the Milan, too.

> Another question, why the number 46 ?

This area is used by the trap dispatcher to save registers d3-d7/a3-a7
(10 * 4 bytes), the status register (2 bytes), and the return address (4
bytes), making a total of 46 bytes.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2223. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f0a496.56261129@news.demon.co.uk>
Source record: 3838

On Wed, 02 Sep 1998 13:58:28 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

>Hi everybody!
>
>I'm very interested in using STiNG in my game called Reeking Rubber (for
>the Falcon030), to give the ability of multiplayer mode. I code
>exclusively in assembly-language.
>I've looked at some docs about coding sting, but it didn't give me the
>essential information I need, like:
>
>1. Does STiNG need a VBL-interrupt to be able to run, or is it driven by
>some other interrupt? Now my game replaces the vbl-vector at $70, so no
>other vbl-interrupts are carried out. IOW my game does not use XBRA to
>link my vbl-routine inbetween the others, because the routine needs to
>be the first to be executed each VBL, to avoid flickering on the screen.
>
>2. Is STiNG relying on AES events to run? I turn off AES in the game, so
>the OS won't do anything to my screens.

It might work but I doubt it. STiK, the predecessor to STiNG
implemented a non blocking resolver and iirc this relies on the AES.

For an informed answer, hope Peter responds! He'll also be able to
answer (1).

>3. I've understood so far that it might be a good idea to let STiNG call
>a handler to take care of incoming IP-packets, and that I can patch in
>my own handler. It's just that the few examples available is in C. Where
>should the handler expect to find the pointer to the IP-packet?

I'm not at all sure what you mean here, but essentially, the Transport
Layer (below) has calls to do what you what.

>4. How do I call the different functions of STiNG in assembler? I saw
>something about 'jsr to the required function', but where are the
>pointers to these functions?

In the TPL structure which is declared in the transprt.h file. You'll
see a line ...

extern TPL *tpl;

... which is the base address through which all the functions are
located. The variable 'tpl' is a pointer to the datatype TPL. Take the
TCP_open call for instance. It's declared thus:

```
typedef struct tpl {
[snip lots of other declarations]

int16 (*TCP_open)(uint32, int16, int16, uint16);

[snip lots of other declarations]
} TPL;
```

Further down there's some macros which make it easier for C programmers to use them. The one for TCP_open is ...

```
#define TCP_open(h,p,t,o) (*tpl->TCP_open)(h,p,t,o)
```

So, when you see ...

```
TCP_open(arg1,arg2,arg3,arg4);
```

... in example C code then you should read it as ...

```
(*tpl->TCP_open)(arg1,arg2,arg3,arg4);
```

The TPL structure is quite large. It'll be easier to explain with a smaller example:

```
typedef struct fred {
uint16 (*x)(int16,char*);
void (*y)(int32);
int16 (*z)(void);
} FRED;

extern FRED *f;

#define CallX(a,b) (*f->x)(a,b)
#define CallY(d) (*f->y)(d)
#define CallZ() (*f->z)()
```

Lets imagine you see this in the C code:

```
CallX(0,"Hello");
```

It's a macro so read it as:

```
(*f->x)(0,"Hello");
```

You then need to find out what 'f' is. Looking back it turns out it is a structure of type FRED. FRED contains 3 functions, or to be more precise, FRED contains 3 addresses - one for each function x(), y() , z(). If FRED happened to start at memory address $1000 then the address of function x() would be at offset 0 ($1000), the address of function y() follows at offset 4 ($1004) and finally comes z() 4 bytes later at offset 8 ($1008). CallZ() [which is really (*f->z)()] is nothing more complex than

```
move.l $1008,a0
move.l (a0),a0
jsr (a0)
```

Forgive my assembler - it's been a long while, and the MWC assembler uses really odd syntax! The same applies to TPL. You have to go through it from the beginning figuring out what the offset is for each entry. Afair all the TPL offsets are 4 bytes.

Fine, but we need to know the real base address. This is where 'f' comes in. It holds a pointer to it. Let's say 'f' contains the value $2000 then (*f->z)() would be

```
X =0
Y =4
Z =8
move.l f,a0 /f
movel.l (a0),a0 /f->
adda.l #Z,a0 /f->x
move.l (a0),a0 /*f->x
jsr (a0) /(*f->x)()
```

The first few entries in TPL are:

```
typedef struct tpl {
/* offset */
/* $00 */ char *module;
/* $04 */ char *author;
/* $08 */ char *version;
/* $0C */ char* (*KRmalloc)(int32);
/* $10 */ void (*KRfree)(char *);
/* $14 */ int32 (*KRgetfree)(int16 x);
/* $18 */ char* (*KRrealloc)(char *, int32);
/* $1C */ char* (*get_err_text)(int16);
/* $20 */ char* (*getvstr)(char *);
/* $24 */ int16 (*carrier_detect)(void);
/* $28 /* int16 (*TCP_open)(uint32, int16, int16, uint16);
[etc]
[snip]
} TPL;
```

The base pointer is:

```
extern TPL *tpl;
```

The correspondong macros are:

```
#define KRmalloc(x) (*tpl->KRmalloc)(x)
#define KRfree(x) (*tpl->KRfree)(x)
#define KRgetfree(x) (*tpl->KRgetfree)(x)
#define KRrealloc(x,y) (*tpl->KRrealloc)(x,y)
#define get_err_text(x) (*tpl->get_err_text)(x)
#define getvstr(x) (*tpl->getvstr)(x)
#define carrier_detect() (*tpl->carrier_detect)()
#define TCP_open(h,p,t,o) (*tpl->TCP_open)(h,p,t,o)
```

So to call TCP_open() we fetch the pointer out of 'tpl', indirect through it to get the TPL base address. Add the TCP_open offset $28,

which gets us to the right part of the TPL structure. Read the
contents of the address there, then jump through it.

```
move.l tpl,a0 /tpl
move.l (a0),a0 /tpl->
adda.l #$28,a0 /tpl->TCP_open
move.l (a0),a0 /*tpl->TCP_open
jsr (a0) /(*tpl->TCP_open)()
```

>And input parameters to the functions,
>should they be put on the stack or in some data/address registers?

The stack. C functions push arguments right to left and the caller
gets to unstack them - just like Tos. To complete the above example:

```
uint32 a;
int16 b;
int16 c;
uint16 d;
TCP_open(a,b,c,d);
```

```
move.l tpl,a0 /tpl
move.l (a0),a0 /tpl->
adda.l $28,a0 /tpl->TCP_open
move.l (a0),a0 /*tpl->TCP_open
move.w d,-(sp) /push args
move.w c,-(sp)
move.w b,-(sp)
move.l a,-(sp)
jsr (a0) /(*tpl->TCP_open)()
adda.l #$0A,sp /pop args
```

I forget offhand what registers are preserved/destroyed. Probably the
same as a Gemdos call etc.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2224. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6sllpk$ai6$2@news.iwaynet.net>
Source record: 3839
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

PM (p_michon@hotmail.com) wrote:
: ALL about old home computers and game systems.
: Have a look at our collection and technical informations.
: ------> NEW !!!! ====> CHAT ROOM / MESSAGE BOARD

: FRANCAIS / ENGLISH
: http://www.chez.com/cmpi

: ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
: MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
: C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
: VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

I went there and it said to download "Microsoft Internet Explorer" or some such nonsense.I'm pretty sure that I need a IBM for that.Of course if I had a IBM PC/AT,I'd use Netscape (with Linux) which supports JAVAScript.

2225. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se>
Source record: 3840

Guy Harrison wrote:

> >> Aside from the obvious use, using this mode is a darn good way of
> >> testing your redraw code works properly! :-))
> >
> >Yup but be aware that if you put dialogs in the window there will be
> >problems with edit fields and buttons as they do not clip.
>
> Exactly! ;-)

Yiha!

> >If you
> >have made a library for windowd dialogs it's not a major problem
> >as you can replace the offending routine (I can't remember the name
> >right now).
>
> The name of what?

The function responsible for this mess. It's form_button() for the
buttons and for the cursor I have no idea... I fixed it by simply dissabeling
the cursor in the windows not being on top and enabled it when it gets
active/topped. You can only have keyboard input to the top window anyway,
I think...

:-)

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2226. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <6slq67nf1@nyheter.chalmers.se>
Source record: 3841

In article <35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se>,
Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
...
>active/topped. You can only have keyboard input to the top window anyway,
>I think...

You are wrong. ;-)

MGIF can be configured for 'point to type' (keyboard entry into the window
below the mouse pointer even if it is partially obscured).
I don't think I made this the default, though, since some people might get
confused (I'm used to X myself and even configure Win95 this way).

Naturally, you can't use the standard text cursor if you do this and the
current (even beta7+) XaAES (don't know about other alternative AESes) has
some trouble with it.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2227. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: Dominique B�r�ziat <dominique.bereziat@inria.fr>
Message-ID: <35EE6DF4.16407ED4@inria.fr>
Source record: 3842

```
Guy Harrison wrote:

> The obvious question is why? ;-)

a personal use :).

> The code, based on the above assumptions ...
>
> void
> Reset(bool coldstart)
> {uint32 pi =0x31415926L;
> void (*fcp)() =*resetpc;
>
> (void)Super(0L);
> *resvalid = coldstart ? ~pi : pi;
> (*fcp)();
> }

Thanx for your explanation,Bye

--
Dom
```

2228. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35EE6E79.C267CBC4@NO.SPAM.emw.ericsson.se>
Source record: 3843

Johan Klockars wrote:
>
> In article <35EE5B90.5107D40C@NO.SPAM.emw.ericsson.se>,
> Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
> ...
> >active/topped. You can only have keyboard input to the top window anyway,
> >I think...
>
> You are wrong. ;-)

What a suprise. ;-)

> MGIF can be configured for 'point to type' (keyboard entry into the window
> below the mouse pointer even if it is partially obscured).
> I don't think I made this the default, though, since some people might get
> confused (I'm used to X myself and even configure Win95 this way).

Yeah, I can not live withpout it under Solaris. I guess you have done your own
keyboard handling then. Because I'm almost 100% sure that normally they keyclicks
will go to the window on top. I have to try this...

> Naturally, you can't use the standard text cursor if you do this and the
> current (even beta7+) XaAES (don't know about other alternative AESes) has
> some trouble with it.

So I wasn't completely wrong then.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2229. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35EE7337.E33460B4@ios.chalmers.se>
Source record: 3844

Guy Harrison wrote:
>
> It might work but I doubt it. STiK, the predecessor to STiNG
> implemented a non blocking resolver and iirc this relies on the AES.
>
> For an informed answer, hope Peter responds! He'll also be able to
> answer (1).

Would I have to resolve an IP-address (like 123.456.789.012) before sending any data to a recipient? Isn't resolving actually for translating 'human' addresses (like www.anyhost.com) into IP-addresses using a DNS-server? My game would have to be able to quickly send data without confirming any connection otherwise the whole came would stop while connection is being established.

Well, I read in the docs something about the transfer of IP-packets being just 'above' the TCP,ICMP,UDP layers. So when sending an IP-packet you may choose which of the protocols to use. I didn't see anything about there being a handler to handle TCP packets, but I may have missed that.

>
> >4. How do I call the different functions of STiNG in assembler? I saw
> >something about 'jsr to the required function', but where are the
> >pointers to these functions?
>
> In the TPL structure which is declared in the transprt.h file. You'll
> see a line ...
>
> extern TPL *tpl;
>
> ... which is the base address through which all the functions are
> located. The variable 'tpl' is a pointer to the datatype TPL. Take the
> TCP_open call for instance. It's declared thus:
>
> typedef struct tpl {
> [snip lots of other declarations]
>
> int16 (*TCP_open)(uint32, int16, int16, uint16);
>
> [snip lots of other declarations]
> } TPL;

Does the STiNG-cookie contain a pointer to this tpl-structure? If so then i've understood how to call for example tcp_open. But I would still

need to know the essentials like if STiNG requieres a VBL-interrupt and
AES.

>
> You then need to find out what 'f' is. Looking back it turns out it is
> a structure of type FRED. FRED contains 3 functions, or to be more
> precise, FRED contains 3 addresses - one for each function x(), y() ,
> z(). If FRED happened to start at memory address $1000 then the
> address of function x() would be at offset 0 ($1000), the address of
> function y() follows at offset 4 ($1004) and finally comes z() 4 bytes
> later at offset 8 ($1008). CallZ() [which is really (*f->z)()] is
> nothing more complex than
>
> move.l $1008,a0
> move.l (a0),a0
> jsr (a0)
>
> Forgive my assembler - it's been a long while, and the MWC assembler
> uses really odd syntax!

Actually wouldn't it be right with:

move.l $1008,a0 get pointer at $1008
jsr (a0) use that pointer to jsr to

Thats the same way I call my joystick-reading routine in the game.

> So to call TCP_open() we fetch the pointer out of 'tpl', indirect
> through it to get the TPL base address. Add the TCP_open offset $28,
> which gets us to the right part of the TPL structure. Read the
> contents of the address there, then jump through it.
>
> move.l tpl,a0 /tpl
> move.l (a0),a0 /tpl->
> adda.l #$28,a0 /tpl->TCP_open
> move.l (a0),a0 /*tpl->TCP_open
> jsr (a0) /(*tpl->TCP_open)()

But isn't 'tpl' already the address to the whole tpl-structure? So
wouldn't
move.l (a0),a0
take out the first pointer in the tpl-structure, which is *module? You
said your assembler was a bit rusty, eh? ;-)
Or am i getting the tpl-structure all wrong?

And results of the function, can I fetch them from the stack too? Please
excuse my tiny knowledge of the C language.

I just checked in the 'eng_html.lzh' file. It said that i should use the
cookie to access the 'drv list' structure. In it there is a pointer to a
function called 'get_dftab' (i think it is at offset 10, if i'm not
misjudging the structure). i should jsr to that function with a pointer
to a string 'TRANSPORT_TCPIP', and will get back a pointer to the 'API'.

But the docs doesn't say where 'tpl' is to be found.

Regards
Henrik Gildï¿½

2230. Re: STOS and PACIFIST

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19980903011716809 56@zetnet.co.uk>
Source record: 3845

Hi

> Does anyone run STOS under Pacifist ? Could I have a look at your Pacifist
> config file,
> since I am having problems getting it to work.

I have just used standard PaCifiST settings....

what TOS version, and what STOS version are you using?

You probably want to upgrade your STOS, or downgrade your TOS (early STOS versions are incompatible with 1.62 - 2.06 versions [depending on which STOS you are useing]. Current STOS will work on them all of course.

http://www.users.zetnet.co.uk/jacquesa/atari/stos/

Anthony
--
-------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
ICQ: 11287923 | Whence all but he had fled...
jacquesa@zetnet.co.uk | Twit.
http://w3.to/EraserULTRA/ | Spike Milligan
-------------------------------------+----------------------------------

2231. STiNG LocalTalk

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <35ee408d.0@d2o29.telia.com>
Source record: 3846

Why is it that the LocalTalk module (by "Uknown Programmer") in STiNG has options for Ethernet-cards like VME and Riebl? What on earth has that to do with LocalTalk? The type is "serial bus type" which would be correct, but then you'd probably want to use a LocalTalk tranceiver for RS-422, but there's no option for Serial Bus Type on LAN ...
Is there serial bus type options that works in STiNG? Ethernet for example, does it work allright? If it does and you can select LocalTalk adapters, you can easily connect Mega STe's and Falcons by their LAN ports at least for raw TCP/IP, the AppleTalk protocool is a totally different matter.

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

2232. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <35ee2280aab3bc40@my-ste.demon.co.uk>
Source record: 3847

```
-----BEGIN PGP SIGNED MESSAGE-----

on Wed 02-09-98 17:44 Guy Harrison wrote:

>On 31 Aug 1998 11:47:28 +0200, Dominique Bereziat
><bereziat@polder.inria.fr> wrote:
>
>>
>>Hi everybody,
>>i would like to know how perform a cold and a warn reboot
>>under plain-TOS (a C example will be welcomed).
>
>The obvious question is why? ;-)

Probably for fun? ;)

>>Thanx for yours answers.
>
>I've never had a need to do this but as no-one else has answered I'll
>give it a bash. Even more amazingly I'll do with without the safety
>net of having an Atari to try it on just now! <g>

Have you got a safety line instead.

>There seem to be four system variables associated with this:
>
>uint32 *memvalid =0x420;

You missed out these 2:

uint32 *memvalid2 =0x43a;
uint32 *memvalid3 =0x51a;

AFAIR memvalid3 is present, but unchecked, under TOS 1.0. It is checked
under TOS 1.62 and, probably, TOS 2+.

>uint16 *memctrl =0x424;
>uint32 resvalid =0x426;
>uint32 *resvector =0x42a;
>
>and the reset address for the cpu is:
>
>uint32 *resetpc =0x004;
>
>'memctrl' is a copy of the value which got written into the memory
>controller. I'll ignore it.

That's fine.
```

>'memvalid' is a flag denoting if the controller's config is valid. It
>must be - we're running, so I'll ignore that also.

Bad move. If memvalid == 0x31415926, memvalid2 == 0x237698aa and, for
TOS 1.6+, memvalid3 == 0x5555aaaa then a reset will be warm. If any of
these don't match the 'magic number' then a cold reset is performed.
The difference between a cold and warm reset being the check to find out
how much memory is available.

>'resvalid' denotes if the reset routine whose address is in
>'resvector' is usable or not. I assume this is the warmstart code.

Ooo, assumption is the mother of all programming nightmares. The reset
routine pointed to with resvector is one that is called before TOS is
initialized and has nothing to do with warm/cold resets. As an aside to
this, this is the way the ghost virus stays resident through warm resets.

>Also it makes sense that the next reset will be a warmstart unless we
>force otherwise.
>
>Finally, I have a vague recollection the value of PI is used to denote
>that 'resvector' is valid.

That's right.
> I also assume the contents of 'resvector'
>has already been set to a warmstart routine by the system.

See above for my feelings about assumptions :)

>The code, based on the above assumptions ...
>
>void
>Reset(bool coldstart)
>{uint32 pi =0x31415926L;
> void (*fcp)() =*resetpc;
>
> (void)Super(0L);
> *resvalid = coldstart ? ~pi : pi;
> (*fcp)();
>}

Almost right. The only thing wrong with the above is you're playing with
the wrong *???valid. The code required is almost the same, as below:

```
void
Reset(bool coldstart)
{uint32 valid =0x752019f3L; /* magic for memvalid */
void (*fcp)() =*resetpc;

(void)Super(0L);

/* clear memvalid. results in memory check/cold boot. */

*memvalid = coldstart ? ~valid : valid;
(*fcp)();
```

}

Still, since you didn't use the safety net, and therefore couldn't test
it, that's not too bad.

Regards,
David. Email: dbolt@my-ste.demon.co.uk

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQB1AgUBNe4ruvt/J4yyMZyRAQHPIwMAo5bHruwUq0K4RWv1xjptOOUdZJjC7Wbp
bv2yAQJDfPNe6+ApRG93DG0r8wfqoMYvA55iWGHkDZys4YaN1i1K2jChQjsGYVO/
h1GyHEvzGc5zR4zJTMLqh09SAx25RVH0
=t8hl
-----END PGP SIGNATURE-----

--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Acorn A3010 2Mb, 260Mb

Discoveries are made by not following instructions.

2233. Re: STiNG LocalTalk

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-03 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <35ef1eb8ee22e1@club-internet.fr>
Source record: 3848

Hello,

in article <35ee408d.0@d2o29.telia.com>
K.Hampf wrote:

> Is there serial bus type options that works in STiNG? Ethernet for
> example, does it work allright? If it does and you can select LocalTalk
> adapters, you can easily connect Mega STe's and Falcons by their LAN ports

BTW, is the LAN port on the Falcon compatible with RS232 ? I mean I
would like try to connect my modem to the LAN port (with a Mac cable ?)
and then use the Modem2 to talk with a PC (using a nul modem cable I
suppose).
What would be the wiring between the modem (DB9) and the LAN port ?

BFN,
/Pascal/

--
Pascal, surfing the web on his Falcon...
Otagger ï¿½1.22: Today's thought:
You want it all but you can't have it

2234. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35ef389e.6386733@news.demon.co.uk>
Source record: 3749

On Thu, 03 Sep 1998 12:45:11 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

>Guy Harrison wrote:
>>
>> It might work but I doubt it. STiK, the predecessor to STiNG
>> implemented a non blocking resolver and iirc this relies on the AES.
>>
>> For an informed answer, hope Peter responds! He'll also be able to
>> answer (1).
>
>Would I have to resolve an IP-address (like 123.456.789.012) before
>sending any data to a recipient?

No, that is done by STiNG.

>Isn't resolving actually for
>translating 'human' addresses (like www.anyhost.com) into IP-addresses
>using a DNS-server?

Yes, that's it exactly. Btw, addresses like 123.456.789.012 are known
as "dotted quads".

I believe you can send either type to the 'resolve' function. You
don't need a DNS server if you pass a dotted quad: obviously - there's
nothing to look up!

If you pass a normal human address, then the resolver will ask the DNS
server for the name's dotted quad. The DNS server address is in one of
the config files. Just look for NAMESERVER and put in the dotted quad
for the DNS server you want to use.

>My game would have to be able to quickly send data
>without confirming any connection otherwise the whole came would stop
>while connection is being established.

Before your game starts, you'll have used STiNG's dialler to connect
to your ISP. STiNG will then start talking to your ISP. It won't be
saying much - enough to prevent the ISP software hanging up the phone.

On the other hand, if you had your game running on two machines which
were connected directly together then there's be no dialling. You'd
just enable STiNG on both machines end they'd talk to each other -
enough to prevent the other one 'hanging up'.

Now you'd have the actual game start. It would open a connection to
the other machine(s) and they'd start talking.

>Well, I read in the docs something about the transfer of IP-packets
>being just 'above' the TCP,ICMP,UDP layers. So when sending an IP-packet
>you may choose which of the protocols to use. I didn't see anything
>about there being a handler to handle TCP packets, but I may have missed
>that.

STiNG does it. The approach is similar to using files. TCP_open is
rather like Fcreate/Fopen, TCP_send is like Fwrite. There's other
stuff of course but essentially you have a handle, a buffer and the
buffer size. You stuff data into TCP_write and STiNG sends it.
Meanwhile anything STiNG receives gets bundled together internally
waiting for you to read it.

The design of TCP allows its data packets to find their own way
around. Certain packets might decide to take one route, other packets
could take another. There is no way to tell. This means they can
arrive in the wrong order. Some may arrive corrupted. Others may not
arrive at all. The corrupted and missing packets require a request be
sent to resend them. By the time your code gets data from STiNG all
these low level problems have been dealt with you'll no doubt be glad
to hear!

I don't know anything about ICMP I'm afraid. I think UDP is a lower
level protocol than TCP but I can't remember any details.

>> >4. How do I call the different functions of STiNG in assembler? I saw
>> >something about 'jsr to the required function', but where are the
>> >pointers to these functions?
>>
>> In the TPL structure which is declared in the transprt.h file. You'll
>> see a line ...
>>
>> extern TPL *tpl;
>>
>> ... which is the base address through which all the functions are
>> located. The variable 'tpl' is a pointer to the datatype TPL. Take the
>> TCP_open call for instance. It's declared thus:
>>
>> typedef struct tpl {
>> [snip lots of other declarations]
>>
>> int16 (*TCP_open)(uint32, int16, int16, uint16);
>>
>> [snip lots of other declarations]
>> } TPL;
>
>Does the STiNG-cookie contain a pointer to this tpl-structure?

Yes, but indirectly. Amazingly I've located some code from ages ago.
Oh no you're probably thinking, "not more C" but further down - I've
had MWC output commented assembly. Like I said, the syntax is strange
but you'll no doubt find it easy to work out. ;-)

```
#include <stdio.h>
#include <osbind.h>
#include <stik.h>

DRV_LIST *drivers =NULL;
TPL *tpl =NULL;

typedef struct {
long cktag;
long ckvalue;
} ck_entry;

/*
Search cookie jar for stik cookie, save pointer in DRV_LIST above.
*/
static long
init_drivers()
{
long i = 0;
ck_entry *jar = *((ck_entry **) 0x5a0);

while (jar[i].cktag) {
/* CJTAG = "STiK" (without quotes) */
if (!strncmp((char *)&jar[i].cktag, CJTAG, 4)) {
drivers = (DRV_LIST *)jar[i].ckvalue;
return (0);
}
++i;
}
return (0); /* Pointless return value... */
}

/*
Set things up so our program can talk to stik. The init_drivers
code must run in supervisor mode (obviously).
*/
bool
stik_init()
{
Supexec(init_drivers);

/* See if we got a value */
/* ?did init_drivers set non zero in DRV_LIST?
if (drivers == (DRV_LIST *)NULL) {
fprintf(stderr,"stik_init() - init_drivers() failed\n");
return (false);
}

/* Check Magic number */
/* MAGIC = "STiKmagic" (without quotes) */
if (strcmp(MAGIC, drivers->magic)) {
fprintf(stderr,"stik_init() - Magic string doesn't match\n");
return (false);
```

```
}

tpl = (TPL *)get_dftab(TRANSPORT_DRIVER);
if (tpl == (TPL *)NULL) {
fprintf(stderr,"stik_init() - TPL load failure\n");
return (false);
}

fprintf(stdout,"TPL up, Author %s, ver
%s\n",tpl->author,tpl->version);

return (true);
}

The assembly for the above. / are MWC generated comments, // are ones
added by me ...

/ line 1: source file 'stik.c'
/ module name stik

//link into DATA segment
.prvd

// global means make name available outside
// this assembly module.
.globl drivers_
drivers_:
.long 0
/ line 5: 'drivers_' ptr:4 struct:22 'drv_list'
.globl tpl_
tpl_:
.long 0
/ line 6: 'tpl_' ptr:4 struct:140 'tpl'

//TEXT segment
.shri

init_drivers_:
/ line 15: static 'init_drivers_' func long:4

.strn

// 'L' labels are generated by the compiler as required.
// There are no such variables in the source code.
L6:
.byte 83
.byte 84
.byte 105
.byte 75
.byte 0

.shri
```

```
link a6, $-8
/ line 15: '{'
clr.l -4(a6)
move.l 1440, -8(a6)
L5:
/ line 16: auto -4 'i' long:4
/ line 17: auto -8 'jar' ptr:4 struct:8 '.2'
/ line 19: ';'
move.l -4(a6), d0
lsl.l $3, d0
movea.l d0, a0
adda.l -8(a6), a0
move.l (a0), d0
beq.s L4
/ line 19: '{'
/ line 20: ';'
moveq $4, d0
move d0, -(a7)
pea L6
move.l -4(a6), d0
lsl.l $3, d0
add.l -8(a6), d0
move.l d0, -(a7)
jsr strncmp_
adda $10, a7
move d0, d0
bne.s L7
/ line 20: '{'
/ line 21: ';'
move.l -4(a6), d0
lsl.l $3, d0
movea.l d0, a0
adda.l -8(a6), a0
move.l 4(a0), drivers_
/ line 22: ';'
clr.l d0
bra.s L3
L7:
/ line 24: '}'
/ line 24: ';'
addq.l $1, -4(a6)
/ line 26: '}'
bra.s L5
L4:
/ line 26: ';'
clr.l d0
L3:
/ line 27: '}'
unlk a6
rts
```

```
.globl stik_init_
stik_init_:
/ line 31: 'stik_init_' func int:2

.strn

L10:
.byte 115
.byte 116
.byte 105
.byte 107
.byte 95
.byte 105
.byte 110
.byte 105
.byte 116
.byte 40
.byte 41
.byte 32
.byte 45
.byte 32
.byte 105
.byte 110
.byte 105
.byte 116
.byte 95
.byte 100
.byte 114
.byte 105
.byte 118
.byte 101
.byte 114
.byte 115
.byte 40
.byte 41
.byte 32
.byte 102
.byte 97
.byte 105
.byte 108
.byte 101
.byte 100
.byte 10
.byte 0

.shri

.strn

L11:
.byte 83
.byte 84
.byte 105
```

```
.byte 75
.byte 109
.byte 97
.byte 103
.byte 105
.byte 99
.byte 0

.shri

.strn

L13:
.byte 115
.byte 116
.byte 105
.byte 107
.byte 95
.byte 105
.byte 110
.byte 105
.byte 116
.byte 40
.byte 41
.byte 32
.byte 45
.byte 32
.byte 77
.byte 97
.byte 103
.byte 105
.byte 99
.byte 32
.byte 115
.byte 116
.byte 114
.byte 105
.byte 110
.byte 103
.byte 32
.byte 100
.byte 111
.byte 101
.byte 115
.byte 110
.byte 39
.byte 116
.byte 32
.byte 109
.byte 97
.byte 116
```

```
.byte 99
.byte 104
.byte 10
.byte 0

.shri

.strn

L14:
.byte 84
.byte 82
.byte 65
.byte 78
.byte 83
.byte 80
.byte 79
.byte 82
.byte 84
.byte 95
.byte 84
.byte 67
.byte 80
.byte 73
.byte 80
.byte 0

.shri

.strn

L16:
.byte 115
.byte 116
.byte 105
.byte 107
.byte 95
.byte 105
.byte 110
.byte 105
.byte 116
.byte 40
.byte 41
.byte 32
.byte 45
.byte 32
.byte 84
.byte 80
.byte 76
.byte 32
.byte 108
.byte 111
```

```
.byte 97
.byte 100
.byte 32
.byte 102
.byte 97
.byte 105
.byte 108
.byte 117
.byte 114
.byte 101
.byte 10
.byte 0

.shri

.strn

L17:
.byte 84
.byte 80
.byte 76
.byte 32
.byte 117
.byte 112
.byte 44
.byte 32
.byte 65
.byte 117
.byte 116
.byte 104
.byte 111
.byte 114
.byte 32
.byte 37
.byte 115
.byte 44
.byte 32
.byte 118
.byte 101
.byte 114
.byte 32
.byte 37
.byte 115
.byte 10
.byte 0

.shri

link a6, $0
/ line 31: '{'
/ line 32: ';'
pea init_drivers_
```

```
moveq $38, d0
move d0, -(a7)
trap $14
addq $6, a7
/ line 35: ';'
move.l drivers_, d0
bne.s L9
/ line 35: '{'
/ line 36: ';'
pea L10
pea _stderr_
jsr fprintf_
addq $8, a7
/ line 37: ';'
clr d0
bra L8
L9:
/ line 41: '}'
/ line 41: ';'
move.l drivers_, -(a7)
pea L11
jsr strcmp_
addq $8, a7
move d0, d0
beq.s L12
/ line 41: '{'
/ line 42: ';'
pea L13
pea _stderr_
jsr fprintf_
addq $8, a7
/ line 43: ';'
clr d0
bra.s L8
L12:
/ line 46: '}'
/ line 46: ';'
pea L14
movea.l drivers_, a0
movea.l 10(a0), a0
jsr (a0)
addq $4, a7
move.l d0, tpl_
/ line 47: ';'
move.l tpl_, d0
bne.s L15
/ line 47: '{'
/ line 48: ';'
pea L16
pea _stderr_
```

```
jsr fprintf_
addq $8, a7
/ line 49: ';'
clr d0
bra.s L8
L15:
/ line 52: '}'
/ line 52: ';'
movea.l tpl_, a0
move.l 8(a0), -(a7)
movea.l tpl_, a0
move.l 4(a0), -(a7)
pea L17
pea _stdout_
jsr fprintf_
adda $16, a7
/ line 54: ';'
moveq $-1, d0
L8:
/ line 55: '}'
unlk a6
rts
/ line 12: extern 'xbios_' func long:4
/ line 33: extern '_stderr_' struct:26 'FILE'
/ line 55: extern 'fprintf_' func void:0
/ line 33: extern '_stdout_' struct:26 'FILE'
/ line 20: extern 'strncmp_' func int:2
/ line 41: extern 'strcmp_' func int:2
/ line 88: struct 'drv_list' struct:22 4 {
/ line 84::0 'magic' array:10 char:1
/ line 85::10 'get_dftab' ptr:4 func ptr:4 struct:12
'drv_header'
/ line 86::14 'ETM_exec' ptr:4 func short:2
/ line 87::18 'cfg' ptr:4 struct:458 'config'
/ }

//you can figure out the offsets for the TPL structure from this.
//E.G. line 115::0 'Krmalloc' ptr:4 func ptr:4 char:1
//-----------a---b-----c--------d-----e---f-----g
//a) source code line. Not a lot of use as I've been editing it!
//b) byte offset of this entry from start of this structure.
//c) function name in the source code.
//d) actual datatype taking up this entry::data size in bytes.
// ie this entry in the structure is of type 'ptr' (irrelevent)
// and the type 'ptr' uses 4 bytes.
//e) what the entry is. 'func' is omitted for normal variables.
//f) return type::size
// ie Krmalloc() returns 'ptr:4' ie 32 bit value.
//g) return type::size
// ie further modification of return type. That is 'ptr:4' is
```

```
// further modified to be 'char:1'
// so Krmalloc() returns "(char*)" - pointer to char

/ line 150: struct 'tpl' struct:140 35 {
/ line 115::0 'module' ptr:4 char:1
/ line 116::4 'author' ptr:4 char:1
/ line 117::8 'version' ptr:4 char:1
/ line 118::12 'KRmalloc' ptr:4 func ptr:4 char:1
/ line 119::16 'KRfree' ptr:4 func void:0
/ line 120::20 'KRgetfree' ptr:4 func long:4
/ line 121::24 'KRrealloc' ptr:4 func ptr:4 char:1
/ line 122::28 'get_err_text' ptr:4 func ptr:4 char:1
/ line 123::32 'getvstr' ptr:4 func ptr:4 char:1
/ line 124::36 'carrier_detect' ptr:4 func short:2
/ line 125::40 'TCP_open' ptr:4 func short:2
/ line 126::44 'TCP_close' ptr:4 func short:2
/ line 127::48 'TCP_send' ptr:4 func short:2
/ line 128::52 'TCP_wait_state' ptr:4 func short:2
/ line 129::56 'TCP_ack_wait' ptr:4 func short:2
/ line 130::60 'UDP_open' ptr:4 func short:2
/ line 131::64 'UDP_close' ptr:4 func short:2
/ line 132::68 'UDP_send' ptr:4 func short:2
/ line 133::72 'CNkick' ptr:4 func short:2
/ line 134::76 'CNbyte_count' ptr:4 func short:2
/ line 135::80 'CNget_char' ptr:4 func short:2
/ line 136::84 'CNget_NDB' ptr:4 func ptr:4 struct:14
'ndb'
/ line 137::88 'CNget_block' ptr:4 func short:2
/ line 138::92 'housekeep' ptr:4 func void:0
/ line 139::96 'resolve' ptr:4 func short:2
/ line 140::100 'ser_disable' ptr:4 func void:0
/ line 141::104 'ser_enable' ptr:4 func void:0
/ line 142::108 'set_flag' ptr:4 func short:2
/ line 143::112 'clear_flag' ptr:4 func void:0
/ line 144::116 'CNgetinfo' ptr:4 func ptr:4 struct:10
'cib'
/ line 145::120 'on_port' ptr:4 func short:2
/ line 146::124 'off_port' ptr:4 func void:0
/ line 147::128 'setvstr' ptr:4 func short:2
/ line 148::132 'query_port' ptr:4 func short:2
/ line 149::136 'g_resolve' ptr:4 func short:2
/ }
/ line 98: typedef 'CIB' struct:10 'cib'
/ line 18: typedef 'ushort' ushort:2
/ line 8: typedef 'ptr' uchar:1
/ line 87: typedef 'NDB' struct:14 'ndb'
/ line 22: typedef 'ulong' ulong:4
/ line 55: typedef 'uint32' ulong:4
/ line 53: typedef 'uint16' ushort:2
/ line 81: typedef 'DRV_HDR' struct:12 'drv_header'
```

```
/ line 22: typedef 'FILE' struct:26 'FILE'
/ line 22: struct 'FILE' struct:26 9 {
/ line 13::0 '_cp' ptr:4 uchar:1
/ line 14::4 '_dp' ptr:4 uchar:1
/ line 15::8 '_bp' ptr:4 uchar:1
/ line 16::12 '_cc' int:2
/ line 17::14 '_gt' ptr:4 func int:2
/ line 18::18 '_pt' ptr:4 func int:2
/ line 19::22 '_ff' char:1
/ line 20::23 '_fd' char:1
/ line 21::24 '_uc' int:2
/ }
/ line 10: typedef 'bool' short:2
/ line 66: struct 'config' struct:458 21 {
/ line 45::0 'client_ip' ulong:4
/ line 46::4 'provider' ulong:4
/ line 47::8 'ttl' ushort:2
/ line 48::10 'ping_ttl' ushort:2
/ line 49::12 'mtu' ushort:2
/ line 50::14 'mss' ushort:2
/ line 51::16 'df_bufsize' ushort:2
/ line 52::18 'rcv_window' ushort:2
/ line 53::20 'def_rtt' ushort:2
/ line 54::22 'time_wait_time' short:2
/ line 55::24 'unreach_resp' short:2
/ line 56::26 'cn_time' long:4
/ line 57::30 'cd_valid' short:2
/ line 58::32 'line_protocol' short:2
/ line 59::34 'old_vec' ptr:4 func void:0
/ line 60::38 'slp' ptr:4 struct:10 'slip'
/ line 61::42 'cv' array:404 ptr:4 char:1
/ line 62::446 'reports' short:2
/ line 63::448 'max_num_ports' short:2
/ line 64::450 'received_data' ulong:4
/ line 65::454 'sent_data' ulong:4
/ }
/ line 11: struct '.2' struct:8 2 {
/ line 9::0 'cktag' long:4
/ line 10::4 'ckvalue' long:4
/ }
/ line 54: typedef 'int32' long:4
/ line 52: typedef 'int16' short:2
/ line 98: struct 'cib' struct:10 4 {
/ line 94::0 'protocol' ushort:2
/ line 95::2 'lport' ushort:2
/ line 96::4 'rport' ushort:2
/ line 97::6 'rhost' ulong:4
/ }
/ line 51: typedef 'uint8' uchar:1
/ line 66: typedef 'CONFIG' struct:458 'config'
```

```
/ line 132: struct 'slip' struct:10 3 {
/ line 129::0 'bdev' ptr:4 uchar:1
/ line 130::4 'flags' short:2
/ line 131::6 'comp' ptr:4 struct:104 'slcompress'
/ }
/ line 81: struct 'drv_header' struct:12 3 {
/ line 78::0 'module' ptr:4 char:1
/ line 79::4 'author' ptr:4 char:1
/ line 80::8 'version' ptr:4 char:1
/ }
/ line 150: typedef 'TPL' struct:140 'tpl'
/ line 9: typedef 'BYTE' uchar:1
/ line 87: struct 'ndb' struct:14 4 {
/ line 83::0 'ptr' ptr:4 char:1
/ line 84::4 'ndata' ptr:4 char:1
/ line 85::8 'len' ushort:2
/ line 86::10 'next' ptr:4 struct:14 'ndb'
/ }
/ line 88: typedef 'DRV_LIST' struct:22 'drv_list'
/ line 20: typedef 'SLONG' long:4
/ line 21: typedef 'ULONG' ulong:4
/ line 10: typedef 'SBYTE' char:1
/ line 11: typedef 'UBYTE' uchar:1
/ line 11: typedef 'ck_entry' struct:8 '.2'
/ line 10: typedef 'uchar' uchar:1
/ line 15: typedef 'SWORD' short:2
/ line 16: typedef 'UWORD' ushort:2
/ line 126: struct 'slcompress' struct:104 6 {
/ line 120::0 'last_cs' ptr:4 struct:136 'cstate'
/ line 121::4 'last_recv' uchar:1
/ line 122::5 'last_xmit' uchar:1
/ line 123::6 'flags' uchar:1
/ line 124::8 'tstate' array:48 ptr:4 struct:136
'cstate'
/ line 125::56 'rstate' array:48 ptr:4 struct:136
'cstate'
/ }
/ line 111: struct 'cstate' struct:136 5 {
/ line 103::0 'cs_next' ptr:4 struct:136 'cstate'
/ line 104::4 'cs_hlen' ushort:2
/ line 105::6 'cs_id' uchar:1
/ line 106::7 'cs_filler' uchar:1
/ line 110::8 'slcs_u' union:128 '.1'
/ }
/ line 110: union '.1' union:128 2 {
/ line 108::0 'csu_hdr' array:128 char:1
/ line 109::0 'csu_ip' struct:20 'ip_header'
/ }
/ line 36: struct 'ip_header' struct:20 11 {
/ line 23: (width:4, shift:0):0 'ver' uint:2
```

```
/ line 24: (width:4, shift:4):0 'ihl' uint:2
/ line 25: (width:8, shift:8):0 'tos' uint:2
/ line 26::2 'len' short:2
/ line 27::4 'id' ushort:2
/ line 28::6 'ofst' short:2
/ line 29::8 'ttl' uchar:1
/ line 30::9 'ptcl' uchar:1
/ line 31::10 'sum' ushort:2
/ line 32::12 's_ip' ulong:4
/ line 33::16 'd_ip' ulong:4
/ }
```

Is the above in any way helpful?

>If so
>then i've understood how to call for example tcp_open. But I would still
>need to know the essentials like if STiNG requieres a VBL-interrupt and
>AES.

The dialler/config is a Gem program and there are a couple of CPX's so
in that respect the AES is needed. However, most of the information
they work with exist in simple text files which you can set manually.
That just leaves the dialler. Maybe you could dial then run your game?

As for interrupts, I'm really not too sure. I'll stick my neck out
here and say that it is interrupt driven but I don't know any more
than that. Perhaps you could write a small command line driven STiNG
test program, try it under Gem with STiNG running as normal. Then try
it with your game and Pexec() the test program - see if it still
works?

>> You then need to find out what 'f' is. Looking back it turns out it is
>> a structure of type FRED. FRED contains 3 functions, or to be more
>> precise, FRED contains 3 addresses - one for each function x(), y() ,
>> z(). If FRED happened to start at memory address $1000 then the
>> address of function x() would be at offset 0 ($1000), the address of
>> function y() follows at offset 4 ($1004) and finally comes z() 4 bytes
>> later at offset 8 ($1008). CallZ() [which is really (*f->z)()] is
>> nothing more complex than
>>
>> move.l $1008,a0
>> move.l (a0),a0
>> jsr (a0)
>>
>> Forgive my assembler - it's been a long while, and the MWC assembler
>> uses really odd syntax!
>
>Actually wouldn't it be right with:
>
>move.l $1008,a0 get pointer at $1008
>jsr (a0) use that pointer to jsr to
>

```
>Thats the same way I call my joystick-reading routine in the game.

I think I mean #$1008 :-)

>> So to call TCP_open() we fetch the pointer out of 'tpl', indirect
>> through it to get the TPL base address. Add the TCP_open offset $28,
>> which gets us to the right part of the TPL structure. Read the
>> contents of the address there, then jump through it.
>>
>> move.l tpl,a0 /tpl
>> move.l (a0),a0 /tpl->
>> adda.l #$28,a0 /tpl->TCP_open
>> move.l (a0),a0 /*tpl->TCP_open
>> jsr (a0) /(*tpl->TCP_open)()
>
>But isn't 'tpl' already the address to the whole tpl-structure? So
>wouldn't
>move.l (a0),a0
>take out the first pointer in the tpl-structure, which is *module? You
>said your assembler was a bit rusty, eh? ;-)

Definately!

>Or am i getting the tpl-structure all wrong?

Nope, just one level of indirection out. :-)
Your code needs to store a pointer to the TPL structure.

typedef struct {
int x; /* 2 bytes */
} FRED;

main()
{FRED f; /* whole structure (2 bytes) */
FRED *ff; /* pointer (4 bytes) to structure but garbage atm */

ff = &f; /* ff now valid */

f.x = -5;

ff->x = -10; /* overwrites the -5 */
}

/ line 1: source file 'c.c'
/ module name c

.shri

.globl main_
main_:
/ line 6: 'main_' func int:2
link a6, $-6
/ line 6: '{'
/ line 6: auto -2 'f' struct:2 '.1'
```

```
/ line 7: auto -6 'ff' ptr:4 struct:2 '.1'

/ line 9: ';'
lea -2(a6), a0
move.l a0, -6(a6)

/ line 11: ';'
moveq $-5, d0
move d0, -2(a6)

/ line 13: ';'
movea.l -6(a6), a0
moveq $-10, d0
move d0, (a0)

/ line 14: '}'
unlk a6
rts

/ line 3: typedef 'FRED' struct:2 '.1'
/ line 3: struct '.1' struct:2 1 {
/ line 2::0 'x' int:2
/ }
```

Hey, this is good. I don't have to write any assembler and get it
wrong! <G>

>And results of the function, can I fetch them from the stack too? Please
>excuse my tiny knowledge of the C language.

oops, forgot all about that! This one's easy - register d0, either as
a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
code says it is. If the value boils down to a WORD then it'll be in
d0.w (high word is undefined), and if it boils down to a LONG then
it'll be in d0.l. As pointers are always 32 bits on the Atari then
they'll always be d0.l as well.

Strictly speaking, a C compiler can use any method it wants but
fortunately there is a standard method which can be forced upon the
compiler. This standard is:

Push arguments starting with the rightmost argument and work left.
Caller must pop the arguments.
Result returned in d0.w or d0.l
'char' is extended to 'int' (ambiguous - more below).

On the Atari the keywords 'cdecl' and 'stdargs' usually appear along
with the functions in the header files. They tell the compiler to use
the above convention.

The ambiguous bit ...

The basic unit in C is the 'char'. C has a function called sizeof()
which simply returns how much space a particular datatype uses in

chars. C has no definition of how big a char is in bytes. All it says
is that sizeof(char) == 1. A char could take 13 bits for all we know!
Another rule says this:

sizeof(char) <= sizeof(int) <= sizeof(long)

Thus, in theory a char could take up the same space as a long. This is
a pain so various conventions are used to denote how much space is
really used so people with different compilers know when to make
adjustments. On the Atari ...

char (signed or unsigned), 8 bit.
long (signed or unsigned), 32 bit.
int (signed or unsigned), 16 or 32 bits. You have to know which
compiler produced the code. :-(

So people (should) use these instead:

int8 signed 8 bit value
uint8 unsigned 8 bit value

WORD = int16 signed 16 bit value
LONG = int32 signed 32 bit value

UWORD = uint16 unsigned 16 bit value
ULONG = uint32 unsigned 32 bit value

Therefore we all know what we're talking about!

>I just checked in the 'eng_html.lzh' file. It said that i should use the
>cookie to access the 'drv list' structure.

Yep.

>In it there is a pointer to a
>function called 'get_dftab'

Yep.

>(i think it is at offset 10, if i'm not
>misjudging the structure).

It is.

>i should jsr to that function with a pointer
>to a string 'TRANSPORT_TCPIP',

Yes.

>and will get back a pointer to the 'API'.
>But the docs doesn't say where 'tpl' is to be found.

Hmm, the API pointer you mention is what I'm referring to as the TPL
pointer! This is confirmed in the source code way back near the
beginning of this post.

I'm using an old header file for STiK. STiNG is backwards compatible
so I don't think it is a problem this early in the game - but it might
be going under a different name. It would be odd but not impossible.

Just to double check, do a search through the header files using
"extern" as the search word. You should come across this:

extern TPL *tpl;

If you don't, can you post what does match "extern" please?

oo - what a long posting! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2235. Re: Windows

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f06972.18886437@news.demon.co.uk>
Source record: 3750

On Thu, 03 Sep 1998 11:04:16 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:

>Guy Harrison wrote:
>
>> >> Aside from the obvious use, using this mode is a darn good way of
>> >> testing your redraw code works properly! :-))
>> >
>> >Yup but be aware that if you put dialogs in the window there will be
>> >problems with edit fields and buttons as they do not clip.
>>
>> Exactly! ;-)
>
>Yiha!
>
>> >If you
>> >have made a library for windowd dialogs it's not a major problem
>> >as you can replace the offending routine (I can't remember the name
>> >right now).
>>
>> The name of what?
>
>The function responsible for this mess. It's form_button() for the
>buttons and for the cursor I have no idea... I fixed it by simply dissabeling
>the cursor in the windows not being on top and enabled it when it gets
>active/topped.

I can't remember what I did with my cursor. It either behaves like
yours or is displayed only when the whole edit field happens to be
visible.

>You can only have keyboard input to the top window anyway,
>I think...

Er, I can't remember! It's not that I know the answer. I do remember
that I don't. What I can't remember is if I had the cursor active in
the background just in case it turned out to be possible, or whether
or not I bothered ... or not.

If I had better sense I'd be dragging this post to the trashcan! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2236. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f16b84.19416219@news.demon.co.uk>
Source record: 3751

On Wed, 02 Sep 1998 21:57:20 GMT, paxton@zetnet.co.uk wrote:

>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>---
>
> Hi guy@swampdog.demon.co.uk (Guy Harrison)
>
>>On 31 Aug 1998 11:47:28 +0200, Dominique Bereziat
>><bereziat@polder.inria.fr> wrote:
>>
>>>
>>>Hi everybody,
>>>i would like to know how perform a cold and a warn reboot
>>>under plain-TOS (a C example will be welcomed).
>>
>>The obvious question is why? ;-)
>
>The obvious answer is "Non of yer business mush!" :)

Why? ;-)

>But there are reasons.. if you find someone is tampering with your
>file then theres nothing better than a reset to put them off messing..

or bash 'em over the head with a damp sock!

>If you have made a built in virus detector in your software or or
>or... :)

Good point!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2237. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f26d24.19832667@news.demon.co.uk>
Source record: 3752

On Thu, 03 Sep 1998 05:41:34 +0100 (BST), dbolt@my-ste.demon.co.uk
(David Bolt) wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>
>on Wed 02-09-98 17:44 Guy Harrison wrote:
>
>>On 31 Aug 1998 11:47:28 +0200, Dominique Bereziat
>><bereziat@polder.inria.fr> wrote:
>>
>>>
>>>Hi everybody,
>>>i would like to know how perform a cold and a warn reboot
>>>under plain-TOS (a C example will be welcomed).
>>
>>The obvious question is why? ;-)
>
>Probably for fun? ;)

But why? ;-))

>>>Thanx for yours answers.
>>
>>I've never had a need to do this but as no-one else has answered I'll
>>give it a bash. Even more amazingly I'll do with without the safety
>>net of having an Atari to try it on just now! <g>
>
>Have you got a safety line instead.

Will a washing line do? Trouble is I don't think I could hang myself
with that!!

Tremblin' footsteps ...

>>There seem to be four system variables associated with this:
>>
>>uint32 *memvalid =0x420;
>
>You missed out these 2:
>
>uint32 *memvalid2 =0x43a;
>uint32 *memvalid3 =0x51a;

Ah. Easy one that. They weren't documented!

>AFAIR memvalid3 is present, but unchecked, under TOS 1.0. It is checked
>under TOS 1.62 and, probably, TOS 2+.

>
>>uint16 *memctrl =0x424;
>>uint32 resvalid =0x426;
>>uint32 *resvector =0x42a;
>>
>>and the reset address for the cpu is:
>>
>>uint32 *resetpc =0x004;
>>
>>'memctrl' is a copy of the value which got written into the memory
>>controller. I'll ignore it.
>
>That's fine.
>
>>'memvalid' is a flag denoting if the controller's config is valid. It
>>must be - we're running, so I'll ignore that also.
>
>Bad move. If memvalid == 0x31415926, memvalid2 == 0x237698aa and, for
>TOS 1.6+, memvalid3 == 0x5555aaaa then a reset will be warm. If any of
>these don't match the 'magic number' then a cold reset is performed.
>The difference between a cold and warm reset being the check to find out
>how much memory is available.

I thought myself out of that one. It kept nagging me at the back of my
mind that memory config was the key. Then the thought went away and I
was happy again.

>>'resvalid' denotes if the reset routine whose address is in
>>'resvector' is usable or not. I assume this is the warmstart code.
>
>Ooo, assumption is the mother of all programming nightmares. The reset
>routine pointed to with resvector is one that is called before TOS is
>initialized and has nothing to do with warm/cold resets.

... and it was this bit of documentation that made the above thought
go away. Darn.

>As an aside to
>this, this is the way the ghost virus stays resident through warm resets.

Ah.

>>Also it makes sense that the next reset will be a warmstart unless we
>>force otherwise.
>>
>>Finally, I have a vague recollection the value of PI is used to denote
>>that 'resvector' is valid.
>
>That's right.
>> I also assume the contents of 'resvector'
>>has already been set to a warmstart routine by the system.
>

```
>See above for my feelings about assumptions :)

<G>

>>The code, based on the above assumptions ...
>>
>>void
>>Reset(bool coldstart)
>>{uint32 pi =0x31415926L;
>> void (*fcp)() =*resetpc;
>>
>> (void)Super(0L);
>> *resvalid = coldstart ? ~pi : pi;
>> (*fcp)();
>>}
>
>Almost right. The only thing wrong with the above is you're playing with
>the wrong *???valid. The code required is almost the same, as below:
>
>void
>Reset(bool coldstart)
>{uint32 valid =0x752019f3L; /* magic for memvalid */
> void (*fcp)() =*resetpc;
>
> (void)Super(0L);
>
>/* clear memvalid. results in memory check/cold boot. */
>
> *memvalid = coldstart ? ~valid : valid;
> (*fcp)();
>}
>
>Still, since you didn't use the safety net, and therefore couldn't test
>it, that's not too bad.

Phew. I made it relatively unscathed!!! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

2238. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f36f1e.20338064@news.demon.co.uk>
Source record: 3753

```
On Thu, 03 Sep 1998 12:22:44 +0200, "Dominique Bï¿½rï¿½ziat"
<dominique.bereziat@inria.fr> wrote:

>Guy Harrison wrote:
>
>> The obvious question is why? ;-)
>
>a personal use :).

oic! <G>

>> The code, based on the above assumptions ...
>>
>> void
>> Reset(bool coldstart)
>> {uint32 pi =0x31415926L;
>> void (*fcp)() =*resetpc;
>>
>> (void)Super(0L);
>> *resvalid = coldstart ? ~pi : pi;
>> (*fcp)();
>> }
>
>Thanx for your explanation,Bye

Note David's posting for ammendments ..

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

2239. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-04 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35F00761.CAAB149D@ios.chalmers.se>
Source record: 3754

> Yes, that's it exactly. Btw, addresses like 123.456.789.012 are known
> as "dotted quads".

I saw something about 'dest_host' when using TCP_open, and it was a
32bit value. Does it mean that the dotted quad is that value, or is the
value a pointer to a string that is for example '123.456.789.012'?

> >My game would have to be able to quickly send data
> >without confirming any connection otherwise the whole came would stop
> >while connection is being established.
>
> Before your game starts, you'll have used STiNG's dialler to connect
> to your ISP. STiNG will then start talking to your ISP. It won't be
> saying much - enough to prevent the ISP software hanging up the phone.

I didn't mean that. What i meant was that, when using TCP_open to alert
the destination that there is data coming (I guess that it's used that
way anyway), does the TCP_open call halt the whole system while it waits
for an answer? If it is that way my game would halt during that time,
and then suddenly continue. Very annoying.

> On the other hand, if you had your game running on two machines which
> were connected directly together then there's be no dialling. You'd
> just enable STiNG on both machines end they'd talk to each other -
> enough to prevent the other one 'hanging up'.
>
> Now you'd have the actual game start. It would open a connection to
> the other machine(s) and they'd start talking.

Yes, i've already thought about it for awhile. Mario Becroft's game
'Manouver' uses a technique where one of the two computers waits for the
other to send him some sort of alert message. I guess he uses TCP_open
and then TCP_send to send the computer's address to the other recipient.
My game, in which I want as many as 8 players, one of the computers
would have to act as the 'master' and the others as 'slaves'. The master
would then just have to sit and wait for the slaves to alert him,
telling him their addresses.

> STiNG does it. The approach is similar to using files. TCP_open is
> rather like Fcreate/Fopen, TCP_send is like Fwrite. There's other
> stuff of course but essentially you have a handle, a buffer and the
> buffer size. You stuff data into TCP_write and STiNG sends it.
> Meanwhile anything STiNG receives gets bundled together internally
> waiting for you to read it.

I just hope that it isn't exactly like Fopen, because then there would
be that infamous delay which I don't want.

> The design of TCP allows its data packets to find their own way
> around. Certain packets might decide to take one route, other packets
> could take another. There is no way to tell. This means they can
> arrive in the wrong order. Some may arrive corrupted. Others may not
> arrive at all. The corrupted and missing packets require a request be
> sent to resend them. By the time your code gets data from STiNG all
> these low level problems have been dealt with you'll no doubt be glad
> to hear!

So I won't have to check wether the data is alright, since STiNG has
already requested a resend? Yes, I'm glad to hear that. :-)
It doesn't matter which order they appear. I'll just add some type of
clock-value to the string i'm sending. The recipient will then know if
to use the data coming in or to ignore it. Since the game is a racing
game of type 'Lotus' the cars may jerk a bit, if the connection isn't
fast enough, but that's the players' problem. ;-)

> >Does the STiNG-cookie contain a pointer to this tpl-structure?
>
> Yes, but indirectly. Amazingly I've located some code from ages ago.
> Oh no you're probably thinking, "not more C" but further down - I've
> had MWC output commented assembly. Like I said, the syntax is strange
> but you'll no doubt find it easy to work out. ;-)

> Is the above in any way helpful?

Ermm, no... ;-) Sorry
Maybe it would be easier with a pseudo-code example. All I need to know
is what to do in some easy steps. The docs just said that there were
"some strings to check". It didn't say what strings, at which offset,
and what they should be.

> >If so
> >then i've understood how to call for example tcp_open. But I would still
> >need to know the essentials like if STiNG requieres a VBL-interrupt and
> >AES.
>
> The dialler/config is a Gem program and there are a couple of CPX's so
> in that respect the AES is needed. However, most of the information
> they work with exist in simple text files which you can set manually.
> That just leaves the dialler. Maybe you could dial then run your game?

Yes, of course the game would have to rely on the user already having
established the connection. What I really need to now is if the
STiNG-core uses AES-events for its main loop. And what interrupts it
uses. If it uses Timer A for DMA-operations then I'm out of luck,
because I think that's the way the sound-module replay routine transfers
sample data to/from the DSP. (I use the excellent replay rout by
BiTMaSTeR/TCE)

> As for interrupts, I'm really not too sure. I'll stick my neck out
> here and say that it is interrupt driven but I don't know any more
> than that. Perhaps you could write a small command line driven STiNG
> test program, try it under Gem with STiNG running as normal. Then try
> it with your game and Pexec() the test program - see if it still
> works?

I just thought of that. :-)
But an answer from Peter Rottengatter would of course be the best. Isn't
he the one who coded the whole thing?

> >> move.l $1008,a0
> >> move.l (a0),a0
> >> jsr (a0)
> >>
> >> Forgive my assembler - it's been a long while, and the MWC assembler
> >> uses really odd syntax!
> >
> >Actually wouldn't it be right with:
> >
> >move.l $1008,a0 get pointer at $1008
> >jsr (a0) use that pointer to jsr to
> >
> >Thats the same way I call my joystick-reading routine in the game.
>
> I think I mean #$1008 :-)

;-)

> >And results of the function, can I fetch them from the stack too? Please
> >excuse my tiny knowledge of the C language.
>
> oops, forgot all about that! This one's easy - register d0, either as
> a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
> code says it is. If the value boils down to a WORD then it'll be in
> d0.w (high word is undefined), and if it boils down to a LONG then
> it'll be in d0.l. As pointers are always 32 bits on the Atari then
> they'll always be d0.l as well.

So when there's just about success/failure then the low word of d0 will
contain zero for success and -1 for failure (or is it the other way
round?)

> Strictly speaking, a C compiler can use any method it wants but
> fortunately there is a standard method which can be forced upon the
> compiler. This standard is:
>
> Push arguments starting with the rightmost argument and work left.
> Caller must pop the arguments.
> Result returned in d0.w or d0.l
> 'char' is extended to 'int' (ambiguous - more below).
>
> On the Atari the keywords 'cdecl' and 'stdargs' usually appear along

> with the functions in the header files. They tell the compiler to use
> the above convention.

Good you told me, that 'cdecl' was getting on my nerves since I couldn't
figure out what is was for. :-)

It's also good that I've just started attending a course in C++
programming. Now I'll be able to figure things out myself. ;-)

> Hmm, the API pointer you mention is what I'm referring to as the TPL
> pointer! This is confirmed in the source code way back near the
> beginning of this post.

Excellent! Then I think I'm beginning to get the idea of how to make the
whole thing work. :-)
So to sum it all up: the cookie contains a pointer to the DRV_LIST,
which contains a pointer to a function get_dftab, which, if called with
a pointer to a string 'TRANSPORT_TCPIP', returns a pointer to the API
(TPL) structure. And from there on it's just straight autobahn. ;-)

Thanks for all your help!!! :-)

> I'm using an old header file for STiK. STiNG is backwards compatible
> so I don't think it is a problem this early in the game - but it might
> be going under a different name. It would be odd but not impossible.
>
> Just to double check, do a search through the header files using
> "extern" as the search word. You should come across this:
>
> extern TPL *tpl;
>
> If you don't, can you post what does match "extern" please?
>
> oo - what a long posting! <G>

Yepp, but it was helpful. :-)

Regards
Henrik

2240. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-04 00:00:00 UTC
From: David Knight <david@ritter.demon.co.uk>
Message-ID: <m3soi7ydah.fsf@ritter.demon.co.uk>
Source record: 3755

Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> > Yes, that's it exactly. Btw, addresses like 123.456.789.012 are known
> > as "dotted quads".
>
> I saw something about 'dest_host' when using TCP_open, and it was a
> 32bit value. Does it mean that the dotted quad is that value, or is the
> value a pointer to a string that is for example '123.456.789.012'?

the dotted quad is the value. Each of the numbers in the dotted quad
is simply an 8 bit number, meaning the above one is impossible :-)

so for an address of 149.76.12.4 you would use the value $954c0c04

> I didn't mean that. What i meant was that, when using TCP_open to alert
> the destination that there is data coming (I guess that it's used that

TCP_open opens a connection to the destination that stays open until you
close it with TCP_close or the other end closes (in which case you will
receive an error when trying to read/write to that handle)

> way anyway), does the TCP_open call halt the whole system while it waits
> for an answer? If it is that way my game would halt during that time,
> and then suddenly continue. Very annoying.

To actually know there is data to read you will need to check yourself,
either by trying to read the data, or by using CNbyte_count.

David

2241. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f14306.11093862@news.demon.co.uk>
Source record: 3756

On Fri, 04 Sep 1998 17:29:37 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

I'd better be a bit ruthless and do some snipping ... ;-)

>I saw something about 'dest_host' when using TCP_open, and it was a
>32bit value. Does it mean that the dotted quad is that value,

Yes. Btw, each of the four parts of the dotted quad take values in the
range 0..255 thus 9.10.254.11 is $09.$0A.$FE.$0B and is simply passed
to TCP_open as $090AFE0B

>or is the
>value a pointer to a string that is for example '123.456.789.012'?

You get the dotted quad from the resolve() function. The third
argument is the address to which you want the quad written. Just read
the quad and pass it to TCP_open.

>I didn't mean that. What i meant was that, when using TCP_open to alert
>the destination that there is data coming (I guess that it's used that
>way anyway), does the TCP_open call halt the whole system while it waits
>for an answer? If it is that way my game would halt during that time,
>and then suddenly continue. Very annoying.

I dunno if TCP_open blocks or not (it has different modes) but it
doesn't matter as it would be part of the game initialisation and not
be closed until the game finished.

TCP_open establishes a connection to a "socket". There are various
sockets with different purposes. For example, if you wanted to send an
email you'd connect to socket 25 which knows about the necessary SMTP
posting commands. When you're done you'd use TCP_close to disconnect
from the socket. Beware that either end can disconnect from the socket
at any time. Hopefully they do this gracefully by telling each other,
but sometimes this isn't possible (one end might have crashed) thus
TCP has to rely on timeouts. If one of these triggers your code may
have to decide on the action to take - try again - give up etc.

Assuming there's no problems, the main part of your game would send
data using TCP_send. STiNG constructs the TCP packets and 'injects'
them into the socket. They find their own way to the destination.

Receiving is similar. STiNG looks at the TCP packets that arrive.
Packets that aren't meant for this host (ie they don't match the
dotted quad) either get thrown away or are routed to somewhere closer
to where they should be going. The ones that match get stored awaiting

your code to read them. Use the CNxxx() functions for this (eg
CNbyte_count() - it doesn't block if no data is waiting).

>Yes, i've already thought about it for awhile. Mario Becroft's game
>'Manouver' uses a technique where one of the two computers waits for the
>other to send him some sort of alert message. I guess he uses TCP_open
>and then TCP_send to send the computer's address to the other recipient.

This is a bit tricky, mainly because I have little experience in this
area. ;-)

You resolve the hostname and get a quad. You then open a connection to
a socket using that quad. Somehow the two machines are talking.
Ordinarily STiNG acts as a client and relies on your ISP to figure out
the rest but it can act as a server. I think one of the machines
running the game will have to act as a server, the others will be
clients. It doesn't matter which one of them takes on the job of
server as long as one of them does and none of the others do.

I really am treading on thin ice here - I could be wrong!

>My game, in which I want as many as 8 players, one of the computers
>would have to act as the 'master' and the others as 'slaves'. The master
>would then just have to sit and wait for the slaves to alert him,
>telling him their addresses.

Although I know nothing about UDP I think it is worth investigating
further. I believe it is less complex than TCP and may allow you to
let all the machines talk without the complexities of servers etc.
Again, I could be wrong but I'd hate to think of you going to all that
trouble only to find UDP was a much better solution.

>> STiNG does it. The approach is similar to using files. TCP_open is
>> rather like Fcreate/Fopen, TCP_send is like Fwrite. There's other
>> stuff of course but essentially you have a handle, a buffer and the
>> buffer size. You stuff data into TCP_write and STiNG sends it.
>> Meanwhile anything STiNG receives gets bundled together internally
>> waiting for you to read it.
>
>I just hope that it isn't exactly like Fopen, because then there would
>be that infamous delay which I don't want.

Nope. :-)

CNbyte_count() returns negative if there's an error, the number of
bytes waiting if positive, and zero if there's nothing. It returns
immediately.

>> The design of TCP allows its data packets to find their own way
>> around. Certain packets might decide to take one route, other packets
>> could take another. There is no way to tell. This means they can
>> arrive in the wrong order. Some may arrive corrupted. Others may not
>> arrive at all. The corrupted and missing packets require a request be

>> sent to resend them. By the time your code gets data from STiNG all
>> these low level problems have been dealt with you'll no doubt be glad
>> to hear!
>
>So I won't have to check wether the data is alright, since STiNG has
>already requested a resend? Yes, I'm glad to hear that. :-)

Correct.

>It doesn't matter which order they appear.

They'll come out of STiNG in the same order they went in. If a packet
in the middle goes missing you'll not be able to get at the ones after
it until the missing one arrives.

>I'll just add some type of
>clock-value to the string i'm sending. The recipient will then know if
>to use the data coming in or to ignore it.

The paragraph above might annoy you then. Don't worry though. In
reality, if a packet doesn't arrive then usually none of the others do
because the most likely cause is network delays. If that isn't the
problem then the missing packet will turn up so quickly you'll not
notice.

>Since the game is a racing
>game of type 'Lotus' the cars may jerk a bit, if the connection isn't
>fast enough, but that's the players' problem. ;-)

Yes. :-))

Besides, if you're not transmitting much more than movement
information then network delays becomes the only important factor.
There'll be no strain on the telephone line.

>> Is the above in any way helpful?
>
>Ermm, no... ;-) Sorry

Oh well. I hoped having the assembler for the C source might help -
but there was rather a *lot* of it.

>Maybe it would be easier with a pseudo-code example. All I need to know
>is what to do in some easy steps. The docs just said that there were
>"some strings to check". It didn't say what strings, at which offset,
>and what they should be.

If you give me the url where you got the development docs from I'll go
get a copy myself.

>> As for interrupts, I'm really not too sure. I'll stick my neck out
>> here and say that it is interrupt driven but I don't know any more
>> than that. Perhaps you could write a small command line driven STiNG
>> test program, try it under Gem with STiNG running as normal. Then try

>> it with your game and Pexec() the test program - see if it still
>> works?
>
>I just thought of that. :-)

Hehe!!

>But an answer from Peter Rottengatter would of course be the best. Isn't
>he the one who coded the whole thing?

Yes. He usually frequents this newsgroup. I guess you've been unlucky.
He might be on holiday or something.

>> oops, forgot all about that! This one's easy - register d0, either as
>> a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
>> code says it is. If the value boils down to a WORD then it'll be in
>> d0.w (high word is undefined), and if it boils down to a LONG then
>> it'll be in d0.l. As pointers are always 32 bits on the Atari then
>> they'll always be d0.l as well.
>
>So when there's just about success/failure then the low word of d0 will
>contain zero for success and -1 for failure (or is it the other way
>round?)

It depends on the compiler. C defines false to be zero and true to be
any values that are not false (it makes sense - really). Simply test
for "not zero" and you'll be fine.

In practice:
Typically, false=0 and true=1 but all too often you'll find true=-1
(logical !false is 1, whereas bitwise ~false is -1). As the boolean
datatype is usually defined in terms of 'int' then bool might be a 16
or 32 bit value giving us four probable 'true's ...

$0001
$FFFF
$00000001
$FFFFFFFF

Hence testing for "not zero" is a really good idea!
Use "not zero" unless docs specifically state different.

>It's also good that I've just started attending a course in C++
>programming. Now I'll be able to figure things out myself. ;-)

I'm off to do a C++ course quite soon as well! <G>

>Excellent! Then I think I'm beginning to get the idea of how to make the
>whole thing work. :-)
>So to sum it all up: the cookie contains a pointer to the DRV_LIST,
>which contains a pointer to a function get_dftab, which, if called with
>a pointer to a string 'TRANSPORT_TCPIP', returns a pointer to the API
>(TPL) structure. And from there on it's just straight autobahn. ;-)

Yep. <G>

>Thanks for all your help!!! :-)

No problem. Much better for me than sitting in front of the TV.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2242. Re: quel langage choisir??

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-05 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6ss11hiom1@roch.zetnet.co.uk>
Source record: 3757

On 5 Sep 1998 14:34:10 +, "HUILLE Erika" wrote:

>Salut!

Salut, Erika.

Pardonnez moi, ma francais n'est pas bonne. Je responderai en anglais
:-)

>En faite, ce que j'aimerai faire, c'est r&#65533;aliser des objets, les faire
>bouger, ...

Games programming? Your best choice would be STOS.

>Mais aussi des petits programmes que je peux lancer sous works ou sous
>windows par exemple.

Ah, serious programs! Many people use C. If you use this too you will
be able to get a lot of advice and help.

If you do not want to spend much time learning you may be better using
a Basic. Have you programmed before? If so I guess you will know some
Basic already.

A bientot, chouchou.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2243. Re: Help wanted: interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eyu1uE.MIv@suse.modem.stud.uni-hannover.de>
Source record: 3758

In article <6rtvogorf1@nz12.rz.uni-karlsruhe.de>,
ugg1@rzstud1.rz.uni-karlsruhe.de (Marcus Krummacher) writes:

> Can anyone give me an introduction in programming interrupts in (Pure) C on
> my Atari ST? I want to program a sequencer, so the main program should be
> interrupted to increase the pulse-per-quarter-counter in certain intervals
> depending on the bpms. Please try to explain easily for I had a break in
> programming for a few years.
>
> Please mail and not post!

If you don't bother to read the news, you shouldn't post questions there
in the first place.

Interrupt programming is a bit tricky, since everything must be right, and
you need to worry about all time behaviour, CPU registers usage, stack access
etc. of the code. For this reason, I always write wrapping code in assembler
if some C code is to be executed from an interrupt. That wrapping code does
all the installation, and saves/restores registers etc. You need to know your
compiler *very* well if you attempt to do it without.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2244. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eyu20o.MJH@suse.modem.stud.uni-hannover.de>
Source record: 3759

```
In article <rw5r9y68ohd.fsf@polder.inria.fr>,
Dominique Bereziat <bereziat@polder.inria.fr> writes:
>
> Hi everybody,
> here a list of my atari productions :
>
> ...
>
> That's all folk

That's pretty impressive. Have you released that all to the public ?

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

2245. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eyu31J.MpD@suse.modem.stud.uni-hannover.de>
Source record: 3760

In article <35ef9e89.33968317@news.zetnet.co.uk>,
paxton@zetnet.co.uk writes:

>>>Hi everybody,
>>>i would like to know how perform a cold and a warn reboot
>>>under plain-TOS (a C example will be welcomed).
>>
>>The obvious question is why? ;-)
>
> The obvious answer is "Non of yer business mush!" :)
>
> But there are reasons..

No, there aren't, not even with the reasons you stated here. If caching
filesystems are used, a RESET can leave a bad mess on the harddisk that
is, if things go bad, not recoverable. I would never, ever let any exe-
cutable on my hd do a RESET, apart from the proper shutdown tool. If I
find a program that does, it won't stay on my hd any longer.

> if you find someone is tampering with your
> file then theres nothing better than a reset to put them off messing..

It's useless, as after the RESET it will succeed doing it.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2246. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eyu3u8.Mrr@suse.modem.stud.uni-hannover.de>
Source record: 3761

In article <35ED32E4.79C846F4@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> I'm very interested in using STiNG in my game called Reeking Rubber (for
> the Falcon030), to give the ability of multiplayer mode.

Good move ... ;-)

> I code exclusively in assembly-language.

Have you checked Ronald Andersons STNGPASM package, which contains assembler
libraries for programming STinG ? Find it on my web page for instance.

> I've looked at some docs about coding sting, but it didn't give me the
> essential information I need, like:

Then it's likely you don't need it ;-))

> 1. Does STiNG need a VBL-interrupt to be able to run, or is it driven by
> some other interrupt? Now my game replaces the vbl-vector at $70, so no
> other vbl-interrupts are carried out. IOW my game does not use XBRA to
> link my vbl-routine inbetween the others, because the routine needs to
> be the first to be executed each VBL, to avoid flickering on the screen.

STinG runs from the 200 Hz system timer interrupt.

> 2. Is STiNG relying on AES events to run? I turn off AES in the game, so
> the OS won't do anything to my screens.

No. TOS programs using STinG are perfectly possible. Currently, you only
need AES for running STING.CPX at boot time to set STinG active (unless
you do not want to do it yourself in your code by using the appropriate
STinG call), and AES is not needed anymore afterwards.

> 3. I've understood so far that it might be a good idea to let STiNG call
> a handler to take care of incoming IP-packets, and that I can patch in
> my own handler. It's just that the few examples available is in C. Where
> should the handler expect to find the pointer to the IP-packet?

It depends on which protocol you want to use. Most likely, it's TCP. For TCP
the interface does not support callback functions. You can use callback
functions for ICMP or IP though. Whether it's feasible to use IP directly
depends on the type of your game, if it allows to run other software parallel,
you should not use it. This means no callback. However, the CNget_NDB() is
very efficient, so you might want to call it from your VBL code. That avoids
callback.

> 4. How do I call the different functions of STiNG in assembler? I saw
> something about 'jsr to the required function', but where are the
> pointers to these functions? And input parameters to the functions,
> should they be put on the stack or in some data/address registers?

The functions are declared classic C style, i.e. parameters go on the stack.
For the functions pointers, see the C example code that comes with STinG.
Basically, the STiK cookie holds a longword that is a pointer to a structure.
This structure contains a function pointer which must be called to gain the
address of the array of function pointers. See STING.HYP for a more elaborate
explanation. You do not need to bother with this scheme though if you use
Ronalds assembler library.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2247. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eyu500.Mzl@suse.modem.stud.uni-hannover.de>
Source record: 3762

In article <35ef389e.6386733@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> I believe you can send either type to the 'resolve' function. You

Yes.

> don't need a DNS server if you pass a dotted quad: obviously - there's
> nothing to look up!

Wrong. If resolve() is called with a dotted quad, it will still attempt
to figure out the mnemonic name (domain name) associated with that address
- basically the usual resolve function the other way round.

> The design of TCP allows its data packets to find their own way
> around. Certain packets might decide to take one route, other packets
> could take another. There is no way to tell.

This is more a feature of IP, rather than TCP. TCP acts to make this
invisible for the user.

> This means they can
> arrive in the wrong order. Some may arrive corrupted. Others may not
> arrive at all. The corrupted and missing packets require a request be
> sent to resend them. By the time your code gets data from STiNG all
> these low level problems have been dealt with you'll no doubt be glad
> to hear!

Then why scare him with it ? ;-)

> I don't know anything about ICMP I'm afraid.

Conceptually, ICMP is above IP, but by definition it is a part of it. It
is a control protocol used to transmit simple network related messages.

> I think UDP is a lower
> level protocol than TCP but I can't remember any details.

UDP is on the same level as TCP, but provides much less features.

> oops, forgot all about that! This one's easy - register d0, either as
> a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
> code says it is. If the value boils down to a WORD then it'll be in
> d0.w (high word is undefined), and if it boils down to a LONG then
> it'll be in d0.l. As pointers are always 32 bits on the Atari then
> they'll always be d0.l as well.

Oops, should have said that too in my other message, so I'm glad you
pointed it out, Guy. Should add that pointers too are returned in d0

(not a0 as assembler programmers might have guessed).

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2248. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-05 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eyu42q.MuM@suse.modem.stud.uni-hannover.de>
Source record: 3763

In article <35f0a496.56261129@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>4. How do I call the different functions of STiNG in assembler? I saw
>>something about 'jsr to the required function', but where are the
>>pointers to these functions?
>
> In the TPL structure which is declared in the transprt.h file. You'll
> see a line ...
>
> extern TPL *tpl;
>
> ... which is the base address through which all the functions are
> located.

Bad move ! Steve Adams had a reason why he wanted programmers to fetch
the TPL pointer via the get_dftab() function ! And that same reason made
me decide to take out the TPL pointer array from the DRV_HDR array
entirely, since it only tempts the programmer to access it directly.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2249. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-06 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <Eyu5K1.n71@suse.modem.stud.uni-hannover.de>
Source record: 3764

In article <35F00761.CAAB149D@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> I saw something about 'dest_host' when using TCP_open, and it was a
> 32bit value. Does it mean that the dotted quad is that value, or is the
> value a pointer to a string that is for example '123.456.789.012'?

It's the value. The dotted quad is merely a convenient way to write the
IP address, which by definition is a 32 bit word (not 4 bytes).

>> >My game would have to be able to quickly send data
>> >without confirming any connection otherwise the whole came would stop
>> >while connection is being established.
>>
>> Before your game starts, you'll have used STiNG's dialler to connect
>> to your ISP. STiNG will then start talking to your ISP. It won't be
>> saying much - enough to prevent the ISP software hanging up the phone.
>
> I didn't mean that. What i meant was that, when using TCP_open to alert
> the destination that there is data coming (I guess that it's used that
> way anyway), does the TCP_open call halt the whole system while it waits
> for an answer? If it is that way my game would halt during that time,
> and then suddenly continue. Very annoying.

No. Apart from the calls that carry the word "wait" inside their name
(TCP_wait_ack() for instance) and resolve, no call is blocking, they
all return immediately.

> My game, in which I want as many as 8 players, one of the computers
> would have to act as the 'master' and the others as 'slaves'. The master
> would then just have to sit and wait for the slaves to alert him,
> telling him their addresses.

Then you'd do a passive TCP_open at the master's side, i.e. the master
will become the server. It can simply try to receive data (will get a
E_LISTEN error code as long as not connected), or call TCP_wait_state()
to wait for the TESTABLISH state.

>> STiNG does it. The approach is similar to using files. TCP_open is
>> rather like Fcreate/Fopen, TCP_send is like Fwrite. There's other
>> stuff of course but essentially you have a handle, a buffer and the
>> buffer size. You stuff data into TCP_write and STiNG sends it.
>> Meanwhile anything STiNG receives gets bundled together internally
>> waiting for you to read it.
>
> I just hope that it isn't exactly like Fopen, because then there would

> be that infamous delay which I don't want.

It's done in the background, so no delay. Check out from time to time if
you're connected.

> So I won't have to check wether the data is alright, since STiNG has
> already requested a resend? Yes, I'm glad to hear that. :-)
> It doesn't matter which order they appear. I'll just add some type of
> clock-value to the string i'm sending. The recipient will then know if
> to use the data coming in or to ignore it.

With TCP, that is not necessary. TCP ensures correct order.

> But an answer from Peter Rottengatter would of course be the best. Isn't
> he the one who coded the whole thing?

Yes. With the exception of the resolve() code which is by Ronald Anderson.

> So when there's just about success/failure then the low word of d0 will
> contain zero for success and -1 for failure (or is it the other way
> round?)

It depends on the function you're calling. Check out the docs. Functions
that only return error codes will return E_NORMAL for success, which is
#define'd to zero.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2250. Re: quel langage choisir??

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <35F39988.303DEB11@mygale.REMOVETHIS.org>
Source record: 3765

HUILLE Erika a ï¿½crit:
>
> Salut!
> Je veux me lancer dans la programmation, mais je ne sais pas exactement quel
> langage choisir???

En tous cas pas le franï¿½ais dans un forum international!

> En faite, ce que j'aimerai faire, c'est rï¿½aliser des objets, les faire
> bouger, ...
> Mais aussi des petits programmes que je peux lancer sous works ou sous
> windows par exemple.

Works ou Windows ? On dirait que tu t'es encore plus trompï¿½ ! C'est
Atari ici, pas PC !

Cheers,
Nick
--
||| Nicholas Bales, France bales@
===|||================================= mygale.org
/ | \ The Atari ST Quick FAQ
-' ' `- http://www.mygale.org/~bales/quickfaq.htm

2251. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: Dominique Bereziat <bereziat@polder.inria.fr>
Message-ID: <rw5k93g9lf3.fsf@polder.inria.fr>
Source record: 3766

perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) writes:

> That's pretty impressive. Have you released that all to the public ?
yes, all these products are available on my web page
http://www-air.inria.fr/~bereziat/windom.html. They are not uploaded
to main ftp server yet.
Bye.
--
Dom

2252. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <905169231.491834@tornado.itea.ntnu.no>
Source record: 3767

Dominique Bereziat <bereziat@polder.inria.fr> wrote:
> perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) writes:

>> That's pretty impressive. Have you released that all to the public ?
> yes, all these products are available on my web page
> http://www-air.inria.fr/~bereziat/windom.html. They are not uploaded
> to main ftp server yet.

I just had a look at it, and it looked very impressive :-) I couldn't
understand a word of it though, do you intend to release english
versions?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2253. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: Dominique Bereziat <bereziat@polder.inria.fr>
Message-ID: <rw5iuj09jbh.fsf@polder.inria.fr>
Source record: 3768

perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) writes:

> In article <35ef9e89.33968317@news.zetnet.co.uk>,
> paxton@zetnet.co.uk writes:
>
> >>>Hi everybody,
> >>>i would like to know how perform a cold and a warn reboot
> >>>under plain-TOS (a C example will be welcomed).
> >>
> >>The obvious question is why? ;-)
> >
> > The obvious answer is "Non of yer business mush!" :)
> >
> > But there are reasons..
>
> No, there aren't, not even with the reasons you stated here. If caching
> filesystems are used, a RESET can leave a bad mess on the harddisk that
> is, if things go bad, not recoverable. I would never, ever let any exe-
> cutable on my hd do a RESET, apart from the proper shutdown tool. If I
> find a program that does, it won't stay on my hd any longer.

In fact, i'm coding a shutdown tool working under plainTOS. The MagiC shutdown
with the STOP folder is a great idea because i can update some of configuration files
during the shutdown. I want extend this idea to TOS. Eg: when i start a
TOS session, i use a personal environement, for that purpose, i use a login program,
a set of environemental variables (HOME,USER,...) and a logout program. If
i modify my NEWDESK.INF, during the shutdown this file is copying in a special
folder (in my home dir, depending on $HOME). In the next session, during the
login session, this file is copying in my root directory. The reset is used
with plainTOS (not multitasking system) by logout to complete the shutdown and restart
the system.

It seems complex, but with two very simple programs, i have a multiuser environmental
with MagiC, MultiTOS and TOS. Each user has to edit 2 files: login.cnf that performs
somes action during boot and logout.cnf that performs some actions during shutdown.
There is a third file 'login.usr' that describe each user (as /etc/passwd in unix).

If you are interesting in, i'll put this on my web page. But currently it is just
a personal usage.
--
bye

2254. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35F3F13E.D8418CBC@ios.chalmers.se>
Source record: 3769

> STinG runs from the 200 Hz system timer interrupt.

Yes!!! Then it will surely work with my game! :-)
Because the only interrupts I change during startup is the vbl-vector,
and BiTMaSTeR's replay routine probably uses some DMA-interrupt to feed
the DSP.

> > 2. Is STiNG relying on AES events to run? I turn off AES in the game, so
> > the OS won't do anything to my screens.
>
> No. TOS programs using STinG are perfectly possible. Currently, you only
> need AES for running STING.CPX at boot time to set STinG active (unless
> you do not want to do it yourself in your code by using the appropriate
> STinG call), and AES is not needed anymore afterwards.

Excellent. This makes it even more possible.

Regards
Henrik Gildï¿½

2255. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35F3F2CE.DD982406@ios.chalmers.se>
Source record: 3770

> > I saw something about 'dest_host' when using TCP_open, and it was a
> > 32bit value. Does it mean that the dotted quad is that value, or is the
> > value a pointer to a string that is for example '123.456.789.012'?
>
> It's the value. The dotted quad is merely a convenient way to write the
> IP address, which by definition is a 32 bit word (not 4 bytes).

> > My game, in which I want as many as 8 players, one of the computers
> > would have to act as the 'master' and the others as 'slaves'. The master
> > would then just have to sit and wait for the slaves to alert him,
> > telling him their addresses.
>
> Then you'd do a passive TCP_open at the master's side, i.e. the master
> will become the server. It can simply try to receive data (will get a
> E_LISTEN error code as long as not connected), or call TCP_wait_state()
> to wait for the TESTABLISH state.

How do I do that? With dest_host=0?

Regards
Henrik Gildï¿½

2256. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35F3FA79.B5B47E7B@ios.chalmers.se>
Source record: 3771

> >I saw something about 'dest_host' when using TCP_open, and it was a
> >32bit value. Does it mean that the dotted quad is that value,
>
> Yes. Btw, each of the four parts of the dotted quad take values in the
> range 0..255 thus 9.10.254.11 is $09.$0A.$FE.$0B and is simply passed
> to TCP_open as $090AFE0B

So is it a 32bit longword where each byte is one part of the dotted
quad, or would i just have to add the parts together?

> I dunno if TCP_open blocks or not (it has different modes) but it
> doesn't matter as it would be part of the game initialisation and not
> be closed until the game finished.

So you mean that i wouldn't have to call TCP_open everytime i want to
send something, i would only have to do it once and then the 'channel'
would stay open? Can i have several connections open at once?

> TCP_open establishes a connection to a "socket". There are various
> sockets with different purposes. For example, if you wanted to send an
> email you'd connect to socket 25 which knows about the necessary SMTP
> posting commands.

Is there some definition of which sockets i can use for my game? I saw
that Mario Becroft's game 'Manouvre' uses socket 13013. Can I use that
one too, or is it only for his game from now on?

> When you're done you'd use TCP_close to disconnect
> from the socket. Beware that either end can disconnect from the socket
> at any time. Hopefully they do this gracefully by telling each other,
> but sometimes this isn't possible (one end might have crashed) thus
> TCP has to rely on timeouts. If one of these triggers your code may
> have to decide on the action to take - try again - give up etc.
>
> Assuming there's no problems, the main part of your game would send
> data using TCP_send. STiNG constructs the TCP packets and 'injects'
> them into the socket. They find their own way to the destination.
>
> Receiving is similar. STiNG looks at the TCP packets that arrive.
> Packets that aren't meant for this host (ie they don't match the
> dotted quad) either get thrown away or are routed to somewhere closer
> to where they should be going. The ones that match get stored awaiting
> your code to read them. Use the CNxxx() functions for this (eg
> CNbyte_count() - it doesn't block if no data is waiting).

Does CNbyte_count() return how many bytes there are to read in total, or
how many bytes to read in this 'block'? If the later is true, would I
then have to call CNbyte_count several times until it tells me that
there are no more blocks for me to read?
Does CNget_NDB return the address to the string?

> CNbyte_count() returns negative if there's an error, the number of
> bytes waiting if positive, and zero if there's nothing. It returns
> immediately.

And how do I get the address from which I should read the data? (already
asked this earlier)

> They'll come out of STiNG in the same order they went in. If a packet
> in the middle goes missing you'll not be able to get at the ones after
> it until the missing one arrives.

It doesn't matter. That'll just make the other cars freeze at their
current positions for a while.

> >> As for interrupts, I'm really not too sure. I'll stick my neck out
> >> here and say that it is interrupt driven but I don't know any more
> >> than that. Perhaps you could write a small command line driven STiNG
> >> test program, try it under Gem with STiNG running as normal. Then try
> >> it with your game and Pexec() the test program - see if it still
> >> works?
> >
> >I just thought of that. :-)

I've written a small program that as yet only does the setup. It works
fine, it finds the cookie, calls get_dftab, and also prints who made the
tcp-layer and what version it is. Now i need another falcon to test this
whole thing in a small network. Had better get it.

> >Excellent! Then I think I'm beginning to get the idea of how to make the
> >whole thing work. :-)
> >So to sum it all up: the cookie contains a pointer to the DRV_LIST,
> >which contains a pointer to a function get_dftab, which, if called with
> >a pointer to a string 'TRANSPORT_TCPIP', returns a pointer to the API
> >(TPL) structure. And from there on it's just straight autobahn. ;-)

As you can read above, it works! :-)

> >Thanks for all your help!!! :-)
>
> No problem. Much better for me than sitting in front of the TV.

;-)

Regards
Henrik

2257. Re: WHO WHAT WHERE

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: Dominique Bereziat <bereziat@polder.inria.fr>
Message-ID: <rw5g1e49dif.fsf@polder.inria.fr>
Source record: 3772

Jo Even Skarstein <joska@nuts.edu> writes:

> I just had a look at it, and it looked very impressive :-) I couldn't
> understand a word of it though, do you intend to release english
> versions?

Currently, i'm working on an english version of this page. Be patient, i will
put an announce in this forum.

Bye.

2258. Another question

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-07 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35F41A9E.8F412D08@wanadoo.fr>
Source record: 3773

Hello to all !

I begin to be a boring man with my questions ! So my new question is :

Does exist a way to save an IT adress from the system function. I
explain me because my english is poor...I want to put a new Interruption
adress for example for Timer A. I have one xbios function (xbtimer) to
put my new adress and launch the timera but i never see in the system
functions a function to restore the new adress (to put the old adress)
and restore all...

Thanks

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2259. Bus Error when calling Rsrc_gaddr()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: barrilli@club-internet.fr
Message-ID: <6t1um7$83v$1@front4.grolier.fr>
Source record: 3774

Hi everybody,

Sorry to ask for such a simple question but I'm learning GEM, I'm programming my fist dialog box with buttons, file selector and editables, and there's a strange thing :
when calling Rsrc_gaddr(), it bombs (2 -> bus error). I tried to find what's the matter but I've got no explanation by now.

I made my ressource file with Ressource Construction Set v3.0

This is a sample of my source :

```
/* AES init */
ap_id=appl_init ();

/* VDI init */
v_opnwk ( work_in, &handle, work_out);

/* mouse -> arrow */
graf_mouse (0, 0L);

/* load .rsc file */
if (!rsrc_load ("convaxen.rsc"))
form_alert (1,"[3][Impossible de charger|CONVAXEN.RSC ![DIANTRE]");

else /* get the adresse of the dialog box DIALOGUE */
if (!rsrc_gaddr (R_TREE, DIALOGUE, dial_adrs)) /***IT BOMBS HERE***/
form_alert (1,"[3][Mauvais fichier|ressource ![GARGL !]"); /*error*/
```

I've no problem when compiling/linking (variables defined, convaxen.h included, etc).
Any idea or I'll have to tell Scully & Mulder about this affair ? ;)

Thanks for answers !

Vincent

2260. Re: Bus Error when calling Rsrc_gaddr()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: barrilli@club-internet.fr
Message-ID: <6t21b5ags1@front4.grolier.fr>
Source record: 3775

```
Me again ;)

I've found the error : the right call is
Rsrc_gaddr ( R_TREE, DIALOGUE, &dial_adrs);
^
the prototype is int rsrc_gaddr( int re_gtype, int re_gindex, void *gaddr );

BUT I have defined dial_adrs : OBJECT *dial_adrs so I don't find it very
logical to re-precise it ! As an example, we don't write :
char *source;
char *dest;
...

str_cpy(&dest,&source) but str_cpy(dest,source) without '&' ...

Vincent
```

2261. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <RQF2CW@tos.pl.net>
Source record: 3776

: So is it a 32bit longword where each byte is one part of the dotted
: quad, or would i just have to add the parts together?

As you could have seen in the example, each number in the "dotted decimal" IP address is one byte in the 32-bit longword.

: So you mean that i wouldn't have to call TCP_open everytime i want to
: send something, i would only have to do it once and then the 'channel'
: would stay open? Can i have several connections open at once?

In STiK, TCP_open() is a function that opens a connection so that you can send data to it, and read data from it. It's rather like opening a file. Once it's open, you can send and receive as much or as little data as you want, when ever you want. You can open any number of connections at once.

In a game such as you are suggesting, a sensible method would be for each of the slaves to open a connection to the master. Each slave would have one connection open, while the master would have many connections open - one for each slave. You would probably open the master first, which would listen for connections from a slave. When a slave is started up, it would open a connection to the master. That connection would only be closed when the slave or the master exits.

Presumably the master would keep track of the game parameters. So if your game included moving objects, for example, the master could calculate the positions and continually update all the slaves as to the current position. And when ever a user on one of the slaves performs an action such as moving the joystick, or whatever other inputs your game uses, it would send a message to the master telling it about the change. All this communication would take place over the sockets that were opened at the beginning, when each of the slaves was loaded.

: Is there some definition of which sockets i can use for my game? I saw
: that Mario Becroft's game 'Manouvre' uses socket 13013. Can I use that
: one too, or is it only for his game from now on?

To be honest I have no idea how one should really go about assigning a port number. I just picked that value out of the air. But there shouldn't be a problem, since in my networkable game the user can enter his own port number. This would be useful if the user wanted to run multiple copies of the game at once, each connected to a different person. In such a case the user could enter a different port number for each copy.

Some port numbers, especially the lower ones, are already reserved for various uses. For example port 25 does SMTP, for transporting mail, ports 20 and 21 are for ftp, and 23 is normally used for telnet. User software should normally use higher port numbers.

I admit I'm not extremely familiar with this area, and someone who knows
more about it would be better able to advise you.

: Does CNbyte_count() return how many bytes there are to read in total, or
: how many bytes to read in this 'block'? If the later is true, would I
: then have to call CNbyte_count several times until it tells me that
: there are no more blocks for me to read?

Don't worry about the behind-the-scenes operation of the connection. You
simply think of it as a stream. CNbyte_count() tells you how many bytes
are waiting, it's as simple as that.

: > CNbyte_count() returns negative if there's an error, the number of
: > bytes waiting if positive, and zero if there's nothing. It returns
: > immediately.

: And how do I get the address from which I should read the data? (already
: asked this earlier)

The number of bytes waiting is the return value from CNbyte_count().

: I've written a small program that as yet only does the setup. It works
: fine, it finds the cookie, calls get_dftab, and also prints who made the
: tcp-layer and what version it is. Now i need another falcon to test this
: whole thing in a small network. Had better get it.

You could always run two copies of the program on a single machine. This
is how I tested my networked game during development, and I found it much
easier to do this than set up two separate machines.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

2262. Re: Bus Error when calling Rsrc_gaddr()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <35f4ff961c4add0@xs4all.nl>
Source record: 3777

on Tue 08-09-98 01:30 Vincent Barrilliot wrote:

>Me again ;)
>
>I've found the error : the right call is
>Rsrc_gaddr (R_TREE, DIALOGUE, &dial_adrs);
> ^
>the prototype is int rsrc_gaddr(int re_gtype, int re_gindex, void *gaddr);
>
>BUT I have defined dial_adrs : OBJECT *dial_adrs so I don't find it very
>logical to re-precise it ! As an example, we don't write :
>char *source;
>char *dest;
> ...
>
>str_cpy(&dest,&source) but str_cpy(dest,source) without '&' ...

What rsrc_gaddr() returns in gaddr depends on the value of re_gtype.
For values between 0 and 6 it return the address of the pointer, for
other values the content of the pointer.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"You might as well live." - Dorothy Parker

2263. Re: Bus Error when calling Rsrc_gaddr()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6t2vb7$dp1$1@sun27.hrz.tu-darmstadt.de>
Source record: 3778

Hi!

Vincent Barrilliot <barrilli@club-internet.fr> wrote:
> BUT I have defined dial_adrs : OBJECT *dial_adrs so I don't find it very
> logical to re-precise it ! As an example, we don't write :
> char *source;
> char *dest;
> ...
>
> str_cpy(&dest,&source) but str_cpy(dest,source) without '&' ...

Of course you don't call strcpy() this way, but there's a big difference:

strcpy() just needs a pointer to some string, i.e. the address of the string in memory. strcpy() therefore isn't able to alter the value of your stringpointer, but only the memory it points to. You don't expect dest or source to have another value after calling strcpy(), do you? But you do so for the rsrc_gaddr()-call and your tree parameter.

For rsrc_gaddr() to retrieve the address of an object tree, you want to receive a pointer to the tree. If you then only pass the address of another tree in memory, rsrc_gaddr() will still treat it as a pointer to a pointer to an object tree, as it couldn't return you the address otherwise.

An example: You do the following:

```
OBJECT *tree;

tree = 0L;
rsrc_gaddr(R_TREE, INFO, tree);
```

This will cause a crash because rsrc_gaddr() expects OBJECT ** and therefore tries to store the address of your INFO-tree in address 0L, because you only passed tree "by value".

```
rsrc_gaddr(R_TREE, INFO, &tree);
```

This is OK, as you pass the address of your pointer to rsrc_gaddr(), and it's then able to store the address of your INFO-tree where you want it, because you passed tree "by reference".

strcpy() only needs the pointers passed "by value", because it does not want to change dest or source for you.

It may be easier to understand if you don't look at pointers, but at - say - integers:

```
void f1(int number)
{
number = 0;
}

void f2(int *number)
{
*number = 0;
}

int main(void)
{
int a;

a = 5;
f1(a)
printf("a = %d\n", a);
f2(&a);
printf("a = %d\n", a);
return(0);
}
```

You'd never expect a to be different after calling f1(), and that's exactly what happens. But after calling f2(), a has the value 0, because you passed it "by reference" to a function which expects a pointer to an integer. f2() therefore didn't receive 5 as its parameter, but for example 0x10000L, the memory address where the value 5 of a is stored. Inside, f2() doesn't alter its argument, but the value it points to.

In this example, f1() is like strcpy(), f2() like rsrc_gaddr().

Hope that clears up things a bit.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2264. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35F53311.8B73583C@ios.chalmers.se>
Source record: 3779

>: And how do I get the address from which I should read the data? (already
>: asked this earlier)
>
>The number of bytes waiting is the return value from CNbyte_count().

Yes, but which function do I call to get the address to read from?

>: I've written a small program that as yet only does the setup. It works
>: fine, it finds the cookie, calls get_dftab, and also prints who made the
>: tcp-layer and what version it is. Now i need another falcon to test this
>: whole thing in a small network. Had better get it.
>
>You could always run two copies of the program on a single machine. This
>is how I tested my networked game during development, and I found it much
>easier to do this than set up two separate machines.

In order to do that, wouldn't I have to assign each of the two programs
a different IP? But STiNG only allows one IP/computer, or am I wrong?

Regards
Henrik Gildï¿½

2265. How to know default path ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: JACCARD Emmanuel <softjee@wanadoo.fr>
Message-ID: <35F5600B.B1E04941@wanadoo.fr>
Source record: 3780

Hello to all,

my question is the following :

How to know the path from the program is launching ?
I explain me, i laucnh the program but how the program know the path
where he is ?

Thanks to all !

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2266. Re: How to know default path ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: pierre.tonthat@hol.fr
Message-ID: <6t42kb$d6o$1@news3.isdnet.net>
Source record: 3781

```
On 8 Sep 1998 18:49:15 +, JACCARD Emmanuel wrote:
>How to know the path from the program is launching ?
>I explain me, i laucnh the program but how the program know the path
>where he is ?

my_path$=CHR$(GEMDOS(25)+65)+":"+DIR$(GEMDOS(25)+1)+"\"

DIR$() is the same as the GEMDOS(71,...

Bye !

Rajah Lone / Queen Meka
```

2267. Bus Error when calling R

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-08 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <307_9809081601@conchbbs.com>
Source record: 3782

BTW, I have released Pure C source code for a function which uses the _AKP cookie or palmode to handle the error messages for rsrc_load() in most of the languages implemented, plus it can then use fsel_input() to locate the RSC file.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

2268. Lattice C bugs on big projs

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-09 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <234C8851B63EC0EA.D58EE0EA48355F04.2DD85DFEDA3D722A@library-proxy.airnews.net>
Source record: 3783

Hey all,

Anyone out there using Lattice C 5.6 on any large (>285 .c files) projects?
It seems to crash when attempting to edit a large project. It also fails
to link properly by refusing to see the math library. And yes, the
libraries are in the order recommended by the manual:

CSNB.O

<about 435 .c files>

LCGSNB.LIB
LCMSNB.LIB
LCSNB.LIB

If no one has a solution to this, does anyone out there use makefiles
with Lattice? Specifically, I need a makefile that will recursively
do makes. I can do it with gcc/make, but I'm not quite sure about lc.ttp
and clink.ttp with make.

Thanks in advance,

Michael White (michael@fastlane.net)

2269. New release of the Visual Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-09 00:00:00 UTC
From: Benoit Perrin <genwax@geocities.com>
Message-ID: <35F682B2.167EB0E7@geocities.com>
Source record: 3784

Hi Atari programmers,

the new release of the Visual Assembler 4.5 pl0 is now available.
Here is a summary of the capacities of this version:

http://www.geocities.com/SiliconValley/Bay/1209/visualuk.html

Version 4.5

4.5 Release 00 by Wax & Gen 7/IX/1998

After nearly one year of hard work, here comes the first Object Oriented
Assembler Programming Environment.
[NEW]

* Kernel entirely re-viewed with an "object oriented" programming
method.
* Open/evolutive architecture which will allow Network Distributed
Applications. (every method-call is like a system message)
* Permits easy class creation and inheritance. (no multiple
inheritance
for the moment)
* Permits object encapsulation.
* Numerous facilities for programmers compared to C++ thanks to the
"local method list".
* Permits easy class import and creation.
* EXCLUSIVITY : the non blocking drop down window-menu. (try it with
wind1-menu in SRC/START)
* Infinite Timer and MouseZone automatic sharing to get rid of the
GEM
limitation. (easy thread programming)
* New library : "Workspace", for programs which need atom-malloc
facilities. (for neuron simulation for instance)
* Intelligent internal V.A/programmer error detection with
illegal+explanation in (a6).
* Extended debugging with Alert boxes showing methods, parameters ...
* Easy debugging in window with the VA-LOGGER. (a program to be put
in
accessory)
* User debug messages are possible using the VA-LOGGER. (sources
included
of course !)
* Keeps the VA 4.1 tree construction for GEM windows, children
windows
and children objects.
* Warning : Children windows are not yet available in this version !

```
* Warning : The windows toolabrs are not available in this version,
they
need the Children Windows.
* Warning : Chained-text object not available in this version !
* Minor bug introduction ;-)

and many more ... lots of libraries, functions and methods.

--
.-------------------------------------------------------------------.
| Benoit PERRIN - Gen & Wax | e-mail: genwax@geocities.com |
| Visual Assembler once, Visual Assembler forever ! |
| http://www.geocities.com/SiliconValley/Bay/1209/ |
`-------------------------------------------------------------------'
```

2270. Help Looking for midi/sequecing code in asm

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-09 00:00:00 UTC
From: carson.wyndham@ULETH.CA
Message-ID: <35F6C935.42DE599B@ULETH.CA>
Source record: 3785

Im starting work on a x0x roland style sequencer and i have the gem
interface mostly complete. Im looking for some example source on midi or
if someone else has made
a sequencer in 68k asm that i could use to convert over for my new st
grove box prog
please send any info or code to the group or to gabberkid@hotmail.com
thanks
dave

2271. Re: menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: pierre.tonthat@hol.fr
Message-ID: <6t9gqvjrg2@news3.isdnet.net>
Source record: 3699

>How do I get a bigger list items without having to create a 1000 lines
>RSC tree ;)

Strange idea. That will cost a lot of memory to handle 1000 GEM
objects.

A better method is to create only 10 or 15 object for the pop-up, and
you modify them dynamicaly before displaying to screen.
That means writing your own pop-up function, with important variables
such as the start number, an internal table...

Wana have mine in GFA Basic?
(the Joe's calling module pop-up is a good exemple)

Au revoir

Rajah Lone / Queen Meka

2272. Re: programming-languages for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <905431528.314903@tornado.itea.ntnu.no>
Source record: 3700

Nicholas Bales <bales@mygale.REMOVETHIS.org> wrote:
> Nicolas Repp a ï¿½crit:
>>
>> Hi there,
>> i am interestet in programming for TOS systems and i am want to know, what
>> languages are available. I do some JAVA programming - is there a kind of
>> JDK for the TOS system.
>>
>> Thanx for every response,
>> Nick

> There is no Java for TOS, as it would be too slow and power consuming.

Kaffe (a JVM with 68k JIT) is ported to TOS/MiNT, but you'll need
atleast a TT with 16Mb (atleast) to use it. And there's no AWT, so
it's not very useful (yet).

I don't know if it's released yet, but if anybody is interested then
mail me and I can ask the author.

I don't know if a JDK is available, but I would guess that Sun's javac
is ported (isn't the source available?).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2273. Re: Lattice C bugs on big projs

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <6t7j54$1ba$1@jair.pressenter.com>
Source record: 3786

```
On 9 Sep 1998 06:23:06 , Michael White wrote:
>Hey all,
>
> Anyone out there using Lattice C 5.6 on any large (>285 .c files) projects?
>It seems to crash when attempting to edit a large project. It also fails
>to link properly by refusing to see the math library. And yes, the
>libraries are in the order recommended by the manual:
>
>CSNB.O
>
><about 435 .c files>
>
>LCGSNB.LIB
>LCMSNB.LIB
>LCSNB.LIB
>
> If no one has a solution to this, does anyone out there use makefiles
>with Lattice? Specifically, I need a makefile that will recursively
>do makes. I can do it with gcc/make, but I'm not quite sure about lc.ttp
>and clink.ttp with make.
>
>Thanks in advance,
>
>Michael White (michael@fastlane.net)
>.

Michael,

You need to be more specific about when Lattice crashes. Is it when
you try and add more c files ...? Isn't >285 a bit excessive? If
that really is the problem why don't you just combine the source
files to a more workable number or make a library. I have a project
that produces a 400K executable without any problems; no problems
with the math library either. If your project file is flakey, it
could easily produce all kinds of errors in the final link.

--Terry Kelly
```

2274. C stdaux probs

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <35f76218.0@d2o29.telia.com>
Source record: 3787

I tried to do sort of a simple terminal function by just checking stdin and stdaux with kbhit() and then getch() and getc(stdaux) for reading keys/chars ... but it doesn't at all cope with me. Everything freezes when I read from stdaux! Writing is ok, the modem happily dials and such.
Can this have anything to do with HSModa (7)? Or is it me being bogus?

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

2275. menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980910023313.1139A-100000@usr02.primenet.com>
Source record: 3788

Hi, I have a little problem.
I think menu_popup() is the way to go without going with my own lib.
How is it possible to have:
A list popup (very long list, like 300 items) with the scroll bar?
SO far what I get is the scrollbar but up to the maximum of my RSC
height only. (which is 20 lines right now).
SO it works, but display 8 items out of 20.
How do I get a bigger list items without having to create a 1000 lines
RSC tree ;)

Thanks.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

2276. programming-languages for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: Nicolas Repp <060441410-0002@t-online.de>
Message-ID: <01bddc9c$9a9b9ba0$9d18018f@fr124157>
Source record: 3789

Hi there,
i am interestet in programming for TOS systems and i am want to know, what languages are available. I do some JAVA programming - is there a kind of JDK for the TOS system.

Thanx for every response,
Nick

2277. Re: programming-languages for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: barrilli@club-internet.fr
Message-ID: <6t88p7$oi8$2@front3.grolier.fr>
Source record: 3790

On 10 Sep 1998 09:19:10, "Nicolas Repp" wrote:
>Hi there,
>i am interestet in programming for TOS systems and i am want to know, what
>languages are available. I do some JAVA programming - is there a kind of
>JDK for the TOS system.
>
>Thanx for every response,
>Nick
>.

I think the only way to have JAVA on a Atari is to use Linux, but it's no
more TOS ;)
Langages on Atari are
asm68k, C, C++ (gnu), pascal, gfa-basic, omikron-basic, STOS basic, forth,
lisp, Eiffel (contact me if you want it !) , maybe other ones ...

Vincent

2278. Re: menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <905419860.196925@tornado.itea.ntnu.no>
Source record: 3791

Katherine L Ellis <kellis@primenet.com> wrote:

> A list popup (very long list, like 300 items) with the scroll bar?
> SO far what I get is the scrollbar but up to the maximum of my RSC
> height only. (which is 20 lines right now).
> SO it works, but display 8 items out of 20.
> How do I get a bigger list items without having to create a 1000 lines
> RSC tree ;)

You need to create a tree that contains all items you want to display.
E.g. if you have 1000 items, then you need a 1000 lines high box with
1000 strings.

The popup-tree is very simple, so in your case I would suggest to
create it at run-time, perhaps everytime you need to display it
(depends on how static the contents is). Read the relevant docs in the
Compendium carefully first...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2279. Milan

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: Nicolas Repp <060441410-0002@t-online.de>
Message-ID: <01bddcb8$9ec00740$9d18018f@fr124157>
Source record: 3792

Hello again,
i am looking forward to buy an MILAN 040 - does someone have experience with this machine ? Is it recommend ? Some years ago i owned a ST - but we gave him away to buy a PC. So now i am looking for a newer one.

Nick

2280. Re: programming-languages for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <35F7C63B.D4E07632@mygale.REMOVETHIS.org>
Source record: 3793

```
Nicolas Repp a ï¿½crit:
>
> Hi there,
> i am interestet in programming for TOS systems and i am want to know, what
> languages are available. I do some JAVA programming - is there a kind of
> JDK for the TOS system.
>
> Thanx for every response,
> Nick

There is no Java for TOS, as it would be too slow and power consuming.

On the Atari Platform you have access to Basic, GFA Basic, C, Assembly,
Pascal, Lisp, etc...

--
||| Nicholas Bales, France bales@
===|||================================== mygale.org
/ | \ The Atari ST Quick FAQ
-' ' `- http://www.mygale.org/~bales/quickfaq.htm
```

2281. Re: Milan

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: Softjee <softjee@wanadoo.fr>
Message-ID: <35F8102A.ACC3EB50@wanadoo.fr>
Source record: 3794

The answer is simple :

What do you want to make with it ?

I will have a Milan soon....

Nicolas Repp a ï¿½crit:

> Hello again,
> i am looking forward to buy an MILAN 040 - does someone have experience
> with this machine ? Is it recommend ? Some years ago i owned a ST - but we
> gave him away to buy a PC. So now i am looking for a newer one.
>
> Nick

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2282. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f6a369.972728@news.demon.co.uk>
Source record: 3795

On Sat, 5 Sep 1998 23:32:50 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35f0a496.56261129@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>>>4. How do I call the different functions of STiNG in assembler? I saw
>>>something about 'jsr to the required function', but where are the
>>>pointers to these functions?
>>
>> In the TPL structure which is declared in the transprt.h file. You'll
>> see a line ...
>>
>> extern TPL *tpl;
>>
>> ... which is the base address through which all the functions are
>> located.
>
>Bad move ! Steve Adams had a reason why he wanted programmers to fetch
>the TPL pointer via the get_dftab() function ! And that same reason made
>me decide to take out the TPL pointer array from the DRV_HDR array
>entirely, since it only tempts the programmer to access it directly.

Ah. That makes a lot of sense. It also explains why Henrik could not
find it. I was relying on some old STiK code from way back!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2283. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f7a3fc.1119629@news.demon.co.uk>
Source record: 3796

On Sat, 5 Sep 1998 23:52:48 GMT, perot@suse.modem.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35ef389e.6386733@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> I believe you can send either type to the 'resolve' function. You
>
>Yes.
>
>
>> don't need a DNS server if you pass a dotted quad: obviously - there's
>> nothing to look up!
>
>Wrong. If resolve() is called with a dotted quad, it will still attempt
>to figure out the mnemonic name (domain name) associated with that address
>- basically the usual resolve function the other way round.

Oh. I was unaware of this!

>> The design of TCP allows its data packets to find their own way
>> around. Certain packets might decide to take one route, other packets
>> could take another. There is no way to tell.
>
>This is more a feature of IP, rather than TCP. TCP acts to make this
>invisible for the user.
>
>
>> This means they can
>> arrive in the wrong order. Some may arrive corrupted. Others may not
>> arrive at all. The corrupted and missing packets require a request be
>> sent to resend them. By the time your code gets data from STiNG all
>> these low level problems have been dealt with you'll no doubt be glad
>> to hear!
>
>Then why scare him with it ? ;-)

An attempt at the reverse actually. I formed the impression he *might*
be thinking his code had to deal with some of these issues. It seemed
easier to state what some of the problems were then say "forget all
about it" ;-)

>> I don't know anything about ICMP I'm afraid.
>
>Conceptually, ICMP is above IP, but by definition it is a part of it. It
>is a control protocol used to transmit simple network related messages.

>
>
>> I think UDP is a lower
>> level protocol than TCP but I can't remember any details.
>
>UDP is on the same level as TCP, but provides much less features.

Am I correct in thinking it is less prone to network delays - but at
the 'expense' of TCP?

ie I read some news article somewhere, where someone was moaning that
UDP was slowing down TCP. This could have been a load of nonsense,
hence my suggestion UDP be looked into - in case that article did have
relevence.

>> oops, forgot all about that! This one's easy - register d0, either as
>> a 16 bit or 32 bit value. It doesn't matter what 'type' the C source
>> code says it is. If the value boils down to a WORD then it'll be in
>> d0.w (high word is undefined), and if it boils down to a LONG then
>> it'll be in d0.l. As pointers are always 32 bits on the Atari then
>> they'll always be d0.l as well.
>
>Oops, should have said that too in my other message, so I'm glad you
>pointed it out, Guy. Should add that pointers too are returned in d0
>(not a0 as assembler programmers might have guessed).

Yeah, but I forgot it originally as well! <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2284. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35f8a829.2188707@news.demon.co.uk>
Source record: 3797

On Mon, 07 Sep 1998 17:23:37 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

>> >I saw something about 'dest_host' when using TCP_open, and it was a
>> >32bit value. Does it mean that the dotted quad is that value,
>>
>> Yes. Btw, each of the four parts of the dotted quad take values in the
>> range 0..255 thus 9.10.254.11 is $09.$0A.$FE.$0B and is simply passed
>> to TCP_open as $090AFE0B
>
>So is it a 32bit longword where each byte is one part of the dotted
>quad,

Yes, but note what Peter stated: it is simply a 32 bit value - nothing
more. The implication of this is that provided the 32 bit value is
preserved it does not matter how it is physically stored. It just
happens to be this way for us. An Intel machine will no doubt subject
it to byte and word swapping.

>or would i just have to add the parts together?

Nope. No need to do anything with it, except preserve the value out of
the resolver and hand it to the functions which require it.

>> I dunno if TCP_open blocks or not (it has different modes) but it
>> doesn't matter as it would be part of the game initialisation and not
>> be closed until the game finished.
>
>So you mean that i wouldn't have to call TCP_open everytime i want to
>send something, i would only have to do it once and then the 'channel'
>would stay open?

Yes.

Both ends of the socket stay open until one of the ends decides to
close (TCP_close) it. Typically this will mean "end of game" ...

... but as you can never tell if the other end is still there then
some sort of code has to be in place to handle timeouts. The most
basic response in this case is to close the connection yourself,
perhaps prompting the user periodically (wait/close).

More elaborate code might allow a connection to be re-established and
continued but such a feature would serve no useful purpose here! ;-)

>Can i have several connections open at once?

Yes. Sometimes this is desirable or even necessary. The protocol
assigned to a socket dictates the range of options for software
connecting to it. There are features that must be supported and
(possibly) some that are optional.

You'll either be connecting to a socket which is reserved for 3rd
party use, or to one which is unassigned. Therefore, you'll be
defining the protocol and can do what you like. :-)

Btw, it'd be a good idea to have the default socket number in the user
options rather than hard coding it into the program.

>> TCP_open establishes a connection to a "socket". There are various
>> sockets with different purposes. For example, if you wanted to send an
>> email you'd connect to socket 25 which knows about the necessary SMTP
>> posting commands.
>
>Is there some definition of which sockets i can use for my game? I saw
>that Mario Becroft's game 'Manouvre' uses socket 13013. Can I use that
>one too, or is it only for his game from now on?

There is an RFC specifically dedicated to sockets. It explains which
socket numbers are used by which protocols. It'll also say which are
unused. Try and locate a site with RFC docs on it and do a search for
"socket" or "socket number"(s).

>> When you're done you'd use TCP_close to disconnect
>> from the socket. Beware that either end can disconnect from the socket
>> at any time. Hopefully they do this gracefully by telling each other,
>> but sometimes this isn't possible (one end might have crashed) thus
>> TCP has to rely on timeouts. If one of these triggers your code may
>> have to decide on the action to take - try again - give up etc.
>>
>> Assuming there's no problems, the main part of your game would send
>> data using TCP_send. STiNG constructs the TCP packets and 'injects'
>> them into the socket. They find their own way to the destination.
>>
>> Receiving is similar. STiNG looks at the TCP packets that arrive.
>> Packets that aren't meant for this host (ie they don't match the
>> dotted quad) either get thrown away or are routed to somewhere closer
>> to where they should be going. The ones that match get stored awaiting
>> your code to read them. Use the CNxxx() functions for this (eg
>> CNbyte_count() - it doesn't block if no data is waiting).
>
>Does CNbyte_count() return how many bytes there are to read in total, or
>how many bytes to read in this 'block'? If the later is true, would I
>then have to call CNbyte_count several times until it tells me that
>there are no more blocks for me to read?

Hmm, I'm not exactly sure what you're asking above.

It returns how many bytes are 'waiting' for you - that is the number
of bytes you can get out of STiNG at the current time. The value

itself is otherwise meaningless to STiNG. It is your responsibility to
decide if it has meaning or not.

Very trivial example (but see further below):
If you'd decided to send data in packets of 10 bytes then obviously
you'd be using doing something like this:

```
LOOP
if (Cnbyte_count >= 10)
Read 10 bytes -> packet
Process packet
endif
ENDLOOP
```

On the other hand, you might simply transmit data as text, in which
case you'd be looking for a carriage return:

```
LOOP
if (CNbyte_count >= 1)
Read & Append 1 byte -> buffer
if (byte equal(CARRIAGE_RETURN))
Process buffer
endif
endif
ENDLOOP
```

>Does CNget_NDB return the address to the string?

eek! I can't remember what that function does I'm afraid! All I've got
is the C header file. :-(

Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
argument and returns a pointer to a datatype called 'NDB' from which I
can guess at its purpose. That isn't very useful however!

>> CNbyte_count() returns negative if there's an error, the number of
>> bytes waiting if positive, and zero if there's nothing. It returns
>> immediately.
>
>And how do I get the address from which I should read the data? (already
>asked this earlier)

The only function I've used is CNget_char() which simply returns the
next byte waiting. Easy but probably not very efficient. When somebody
else answers, I'll be reading as well. :-)

>> They'll come out of STiNG in the same order they went in. If a packet
>> in the middle goes missing you'll not be able to get at the ones after
>> it until the missing one arrives.
>
>It doesn't matter. That'll just make the other cars freeze at their
>current positions for a while.

Yes.

>> >> As for interrupts, I'm really not too sure. I'll stick my neck out
>> >> here and say that it is interrupt driven but I don't know any more
>> >> than that. Perhaps you could write a small command line driven STiNG
>> >> test program, try it under Gem with STiNG running as normal. Then try
>> >> it with your game and Pexec() the test program - see if it still
>> >> works?
>> >
>> >I just thought of that. :-)
>
>I've written a small program that as yet only does the setup. It works
>fine, it finds the cookie, calls get_dftab, and also prints who made the
>tcp-layer and what version it is. Now i need another falcon to test this
>whole thing in a small network. Had better get it.

Good luck!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2285. Re: Bus Error when calling Rsrc_gaddr()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35fac8a1.10500619@news.demon.co.uk>
Source record: 3798

On 8 Sep 1998 10:02:15 GMT, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> wrote:

>This is OK, as you pass the address of your pointer to rsrc_gaddr(), and
>it's then able to store the address of your INFO-tree where you want it,
>because you passed tree "by reference".
--------------------------^^^^^^^^^^^^

oooh, risky - even if it is in quotes! :-)))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2286. Re: Lattice C bugs on big projs

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35fb5893.7581451@news.demon.co.uk>
Source record: 3701

On 9 Sep 1998 06:23:06 GMT, michael@fastlane.net (Michael White)
wrote:

>Hey all,
>
> Anyone out there using Lattice C 5.6 on any large (>285 .c files) projects?
>It seems to crash when attempting to edit a large project. It also fails
>to link properly by refusing to see the math library. And yes, the
>libraries are in the order recommended by the manual:
>
>CSNB.O
>
><about 435 .c files>

Rather a lot!

>LCGSNB.LIB
>LCMSNB.LIB
>LCSNB.LIB

> If no one has a solution to this, does anyone out there use makefiles
>with Lattice?

I dunno how capable the Lattice make is but with MWC I split up
sources into subdirectories grouped by "subject". Something like this
will serve as an example:

```
SRCLIB--+
|
+--G--+
| |
| +--GEM--+
| | |
| | +--AES--+
| | | |
| | | +--FORM
| | | |
| | | +--SHEL
| | | |
| | | etc
| | |
| | +--VDI
| | |
| | +--MISC
| |
| +--TOS--etc
```

```
|
+--U--+
|
+--STR
|
+--MEM
|
etc
```

I used to simply 'cd' to SRCLIB then 'make'. The SRCLIB makefile just invokes make for G and U. The G makefile invokes make for GEM and TOS and so down through the subdirectories.

Unfortunately my machine only had 1 meg at the time and there came a point where this took too much ram. So I resorted to a batchfile which specificially invokes each make in turn. I've never bothered to change it back since I got more ram.

>Specifically, I need a makefile that will recursively
>do makes.
>
>I can do it with gcc/make, but I'm not quite sure about lc.ttp
>and clink.ttp with make.

I dunno the capabilites of the lattice linker but with MWC if you put a load of stuff into an object file then reference something in it, all the other stuff in the object file gets pulled in as well.

The following is the makefile for my CPU folder ...

```
CFLAGS =-A

NAM =_cp_cpu
OBJ =_cp_peek.o _cp_poke.o _cp_sup.o _cp_usr.o _cp_stk.o
_cp_stat.o\
_cp_irq.o _cp_86l.o _cp_86w.o _cp_odda.o _cp_rda6.o
_cp_boot.o\
_cp_cook.o _cp_osh.o

HDR =cpu.h

$(NAM).obj: $(OBJ)
rm -v \inc\$(HDR)
cp -v $(HDR) \inc
ar rs \lib\libu.a $(OBJ)
ld -r -o .\$(NAM).obj $(OBJ)
autodoc $(OBJ)

$(OBJ): $(HDR)
```

It builds the sources, updates the header file, then has the librarian (archiver 'ar' here) put the object file for each source into libu.a thus the MWC linker only pulls in the code referenced, not all the other files in CPU as well! The linker 'ld' then gets invoked. It

gathers all the individual object files into a single object file thus
the dependancy is satisfied.

autodoc can be ignored. For the curious it extracts documentation from
the sources and builds a documentation file.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2287. Re: C stdaux probs

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35fc6188.9874859@news.demon.co.uk>
Source record: 3702

On Thu, 10 Sep 1998 08:16:34 +0300, "K.Hampf" <k_hampf@yahoo.com>
wrote:

>I tried to do sort of a simple terminal function by just checking stdin and
>stdaux with kbhit() and then getch() and getc(stdaux) for reading keys/chars
>... but it doesn't at all cope with me. Everything freezes when I read from
>stdaux! Writing is ok, the modem happily dials and such.
> Can this have anything to do with HSModa (7)? Or is it me being bogus?

kbhit? Which compiler is this?

If we're talking about the PC then kbhit() is part of conio.h which
are low level calls whereas stdio.h is high level and very likely
buffered.

If we're talking Atari then I suspect the same. kbhit will probably be
a gemdos or more likely a bios (Bconstat) call and this will not mix
well with stdio either for the same reason.

Btw, I once had a dumb terminal off a mainframe for a few days. I
could get my STFM to send stuff to it which would be displayed fine
but could not get input back from the terminal's keyboard. Bear in
mind I had no info at all on the terminal (and I hadn't had the Atari
long) so anything could have been the cause but for what it's worth,
the STFM did not have HsModem at all.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2288. Re: How to know default path ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35ff64e0.10730679@news.demon.co.uk>
Source record: 3703

On Tue, 08 Sep 1998 18:49:15 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hello to all,
>
>my question is the following :
>
>How to know the path from the program is launching ?
>I explain me, i laucnh the program but how the program know the path
>where he is ?

Usually the path is the same as the program.

Thus:

If you run ...

c:\fred\prog.exe

... then the path is

c:\fred\

ie Dgetdrv(),Dgetpath().

but this is not always true. Multitasking systems allow the user to
change this, and even old Gem versions would not set the path properly
if the user right-clicked on the program (the path would remain set to
the active window).

Gem programs can find out which path they were launched from by
calling shel_read().

Tos programs have to rely on Dgetdrv(),Dgetpath().

Also, programs sometimes use environmental variables like $HOME for
example (to override the above).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2289. Re: Another question

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36006806.11536418@news.demon.co.uk>
Source record: 3704

On Mon, 07 Sep 1998 19:40:46 +0200, JACCARD Emmanuel
<softjee@wanadoo.fr> wrote:

>Hello to all !
>
>I begin to be a boring man with my questions ! So my new question is :
>
>Does exist a way to save an IT adress from the system function. I
>explain me because my english is poor...I want to put a new Interruption
>adress for example for Timer A. I have one xbios function (xbtimer) to
>put my new adress and launch the timera but i never see in the system
>functions a function to restore the new adress (to put the old adress)
>and restore all...

Unless somebody knows better I think you have to read it directly.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2290. Re: C stdaux probs

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <35f8b385.0@d2o29.telia.com>
Source record: 3705

Guy Harrison wrote in message <35fc6188.9874859@news.demon.co.uk>...
>On Thu, 10 Sep 1998 08:16:34 +0300, "K.Hampf" <k_hampf@yahoo.com>
>wrote:

>>I tried to do sort of a simple terminal function by just checking stdin
and
>>stdaux with kbhit() and then getch() and getc(stdaux) for reading
keys/chars
>>... but it doesn't at all cope with me. Everything freezes when I read
from
>>stdaux! Writing is ok, the modem happily dials and such.
>> Can this have anything to do with HSModa (7)? Or is it me being bogus?

>kbhit? Which compiler is this?

Lattice C 5.6

>If we're talking about the PC then kbhit() is part of conio.h which
>are low level calls whereas stdio.h is high level and very likely
>buffered.

Hmm ... I changed buffering with setvbuf() but no setting helps.

>If we're talking Atari then I suspect the same. kbhit will probably be
>a gemdos or more likely a bios (Bconstat) call and this will not mix
>well with stdio either for the same reason.

Is there any better solution to this, I realize kbhit() might not be the
best. I beleive if I read with getc it will wait for input instead of giving
me EOF of a stream. How do I do?

Regards, K.Hampf
e-mail: k_hampf@yahoo.com

2291. Re: menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: barrilli@club-internet.fr
Message-ID: <6tb47p$4ct$1@front1.grolier.fr>
Source record: 3706

On 10 Sep 1998 21:37:35, Pierre TONTHAT wrote:

>A better method is to create only 10 or 15 object for the pop-up, and
>you modify them dynamicaly before displaying to screen.
>That means writing your own pop-up function, with important variables
>such as the start number, an internal table...
>
>Wana have mine in GFA Basic?
>(the Joe's calling module pop-up is a good exemple)

I'm interested in your function, could you send me it too please ? :)

>Au revoir
A bientot ;)

Vincent

2292. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35F927C9.45E52AD1@ios.chalmers.se>
Source record: 3707

> >Does CNbyte_count() return how many bytes there are to read in total, or
> >how many bytes to read in this 'block'? If the later is true, would I
> >then have to call CNbyte_count several times until it tells me that
> >there are no more blocks for me to read?
>
> Hmm, I'm not exactly sure what you're asking above.

Nevermind. I now know that there's only one block of data and
CNbyte_count() tells me how big this block is.

> >Does CNget_NDB return the address to the string?
>
> eek! I can't remember what that function does I'm afraid! All I've got
> is the C header file. :-(
>
> Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
> argument and returns a pointer to a datatype called 'NDB' from which I
> can guess at its purpose. That isn't very useful however!
>
> >> CNbyte_count() returns negative if there's an error, the number of
> >> bytes waiting if positive, and zero if there's nothing. It returns
> >> immediately.
> >
> >And how do I get the address from which I should read the data? (already
> >asked this earlier)
>
> The only function I've used is CNget_char() which simply returns the
> next byte waiting. Easy but probably not very efficient. When somebody
> else answers, I'll be reading as well. :-)

I saw that there's a function called CNget_block(), which probably
copies the data received to a buffer which the programmer specifies. It
takes the handle of the TCP-connection, the adress to which you want the
data copied, and how big the buffer is. So it has to work the way I
think, right? Now I've managed to open a TCP-connection, send some data,
and use CNbyte_count() to know how much is available to read. But since
I only have one falcon (or one atari-computer for that matter) I've been
unable to test anything seriously. I tried to connect to my own
IP-address and to send data to it, but I didn't get any data back. Maybe
STiNG doesn't transfer data if the sender has the same IP-address as the
receiver. TCP_send didn't give me an error message though, so it should
have worked.

But for now I don't have any more questions, since I haven't been able
to test transferring data. I only hope that it'll work when I've got

another atari.

"I'll be back"

Henrik Gildï¿½

2293. COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6tbf3hhud3@platane.wanadoo.fr>
Source record: 3708
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

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VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2294. Re: How to know default path ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-11 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6tc9ak$p10$1@sun27.hrz.tu-darmstadt.de>
Source record: 3709

Hi!

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> Gem programs can find out which path they were launched from by
> calling shel_read().

But that also isn't always true. For example, the system shell in
MultiTOS does not get its path this way.

Therefore, I use a different method if shel_read() isn't successful:
shel_find(). It's documented that shel_find() first searches the
program's home directory, even if the current dir is set differently.
So, search for your application's filename and parse the path returned
(because it's often a relative path).

Btw, if you just want to load some support files, you even don't need to
know about the application's path, just use shel_find(). rsrc_load()
internally also uses shel_find().

> Tos programs have to rely on Dgetdrv(),Dgetpath().

No, they should rather check argv[0], if it was set by the shell. But
it's not guaranteed that argv[0] contains a path, and as a TOS program
may have been run from a completely different directory, it's actually
impossible to get the program's path in call circumstances.

You can only be sure about it if argv[0] is set _and_ contains an
absolute path.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2295. Re: C stdaux probs

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35faad19.1065582@news.demon.co.uk>
Source record: 3710

On Fri, 11 Sep 1998 08:16:12 +0300, "K.Hampf" <k_hampf@yahoo.com>
wrote:

>Guy Harrison wrote in message <35fc6188.9874859@news.demon.co.uk>...
>>On Thu, 10 Sep 1998 08:16:34 +0300, "K.Hampf" <k_hampf@yahoo.com>
>>wrote:
>
>>>I tried to do sort of a simple terminal function by just checking stdin
>and
>>>stdaux with kbhit() and then getch() and getc(stdaux) for reading
>keys/chars
>>>... but it doesn't at all cope with me. Everything freezes when I read
>from
>>>stdaux! Writing is ok, the modem happily dials and such.
>>> Can this have anything to do with HSModa (7)? Or is it me being bogus?
>
>
>>kbhit? Which compiler is this?
>
>Lattice C 5.6

Okidoki.

>>If we're talking about the PC then kbhit() is part of conio.h which
>>are low level calls whereas stdio.h is high level and very likely
>>buffered.
>
>
>Hmm ... I changed buffering with setvbuf() but no setting helps.

Imo, if ever I have a situation where I need to turn buffering off
then I'm inclined to leave it as it is and approach it the problem at
a lower level. After all, the main reason for disabling buffering is
usually to "see" the behaviour of the operating system. This is
machine dependent so the code might as well use the operating system
i/o calls in the first place. Doing this also has the benefit it
bypasses any inconsistencies that might exist in the compiler's stdio
implementation. Who knows what os calls stdio performs - just because
buffering is disabled does not mean that it couldn't be making os
calls that use their own buffering!

Lastly, there have been reports of Lattice having a 'bug' in its
"filing system" (possibly the reason some folks find Newsie does wierd
stuff to files). No-one has ever stated specifically what this bug is.
It would bother me if I used Lattice!

>>If we're talking Atari then I suspect the same. kbhit will probably be
>>a gemdos or more likely a bios (Bconstat) call and this will not mix
>>well with stdio either for the same reason.
>
>
>Is there any better solution to this, I realize kbhit() might not be the
>best.
>I beleive if I read with getc it will wait for input instead of giving
>me EOF of a stream.

Yes, it will wait for input. It can also return EOF! ;-)

>How do I do?

I'd code for Bconin/Bconout directly and locate the problem. Something
like this at both ends ...

[I made this up just now btw] :-)

```
Test()
{char *op ="Hello?";
int16 ch;

/* loop until "Hello?" sent */
for (;*op;) {
/* ?char waiting? */
if (Bconstat(BC_AUX)) {/* yes*/
/* fetch and dump on screen */
ch = Bconin(BC_AUX);
Bconout(BC_CON,ch);
}
/* try and send another char then ... */

/* ?we done sending? */
if (*op) {/* no */
/* pause until stream ready */
while (!Bcostat(BC_AUX)) ;
/* send next char */
Bconout(BC_AUX,(int16)*op);
op++;
}
}
}
```

In *theory* running the above on both machines should allow each end
to receive chars and transmit them at the same time. If it doesn't
work then:

a)
My code is faulty.

b)
The problem lies in the operating system. Is the serial port
configured properly and is there anything about 'Bcon' that we don't

know - Bconmap springs to mind for instance.

If you are successful please let me know. By strange co-incidence I may need to be doing exactly the same thing myself between a PC and an STE. I've finally managed to dump the PC's internal modem and now have the com ports working again. All I need now is some space to set up the Atari - Yippee! <g>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2296. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35fbb90e.4126143@news.demon.co.uk>
Source record: 3711

On Fri, 11 Sep 1998 15:38:17 +0200, Gilda Henrik
<di98gihe@ios.chalmers.se> wrote:

>> >Does CNbyte_count() return how many bytes there are to read in total, or
>> >how many bytes to read in this 'block'? If the later is true, would I
>> >then have to call CNbyte_count several times until it tells me that
>> >there are no more blocks for me to read?
>>
>> Hmm, I'm not exactly sure what you're asking above.
>
>Nevermind. I now know that there's only one block of data and
>CNbyte_count() tells me how big this block is.
>
>> >Does CNget_NDB return the address to the string?
>>
>> eek! I can't remember what that function does I'm afraid! All I've got
>> is the C header file. :-(
>>
>> Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
>> argument and returns a pointer to a datatype called 'NDB' from which I
>> can guess at its purpose. That isn't very useful however!
>>
>> >> CNbyte_count() returns negative if there's an error, the number of
>> >> bytes waiting if positive, and zero if there's nothing. It returns
>> >> immediately.
>> >
>> >And how do I get the address from which I should read the data? (already
>> >asked this earlier)
>>
>> The only function I've used is CNget_char() which simply returns the
>> next byte waiting. Easy but probably not very efficient. When somebody
>> else answers, I'll be reading as well. :-)
>
>I saw that there's a function called CNget_block(), which probably
>copies the data received to a buffer which the programmer specifies. It
>takes the handle of the TCP-connection, the adress to which you want the
>data copied, and how big the buffer is. So it has to work the way I
>think, right?

That's what I guessed also. Let's hope we're correct!

>Now I've managed to open a TCP-connection, send some data,
>and use CNbyte_count() to know how much is available to read. But since
>I only have one falcon (or one atari-computer for that matter) I've been
>unable to test anything seriously. I tried to connect to my own

>IP-address and to send data to it, but I didn't get any data back. Maybe
>STiNG doesn't transfer data if the sender has the same IP-address as the
>receiver. TCP_send didn't give me an error message though, so it should
>have worked.

Methinks you'll have to mess with the STiNG settings/routing. The term
"loopback adaptor" comes to mind. This is address 127.0.0.1 iirc and
may be part of what needs sorting to have data sent reappear back
where it started ... but I really am talking about stuff I know
nothing about!

>But for now I don't have any more questions, since I haven't been able
>to test transferring data. I only hope that it'll work when I've got
>another atari.
>
>"I'll be back"

Hehe!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2297. Re: programming-languages for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: hamishtpb@zetnet.co.uk
Message-ID: <6teo1a$e3f$3@irk.zetnet.co.uk>
Source record: 3712

On 10 Sep 1998 14:29:47 , Nicholas Bales wrote:
>There is no Java for TOS, as it would be too slow and power consuming.
Don't put the guy off - you don't know, he could have a high end clone system,
a super MAC running MagiCMac...
Don't just assume that TOS means a 16bit 8MHz ST with 512K RAM ;-))

Hamish the Polar Bear - hamishtpb@zetnet.co.uk
Polar Bear Publishing media and design...
HTTP://www.users.zetnet.co.uk/polarbear/

2298. Re: menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.980912172907.2816D-100000@usr05.primenet.com>
Source record: 3713

Well, HIGH FIVE to Lonny Pursell, he was the only one figuring it out.
Works well, It builds a simple rsc tree adding the number of objects
requested. Simple, short and efficient.
Way to go man!

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

2299. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez5zLF.Ezq@arisia.stud.uni-hannover.de>
Source record: 3714

In article <35fb6e0d.6846990@news.zetnet.co.uk>,
paxton@zetnet.co.uk writes:

>>>>>i would like to know how perform a cold and a warn reboot
>>>>>under plain-TOS (a C example will be welcomed).
>>>>
>>>>The obvious question is why? ;-)
>
>>No, there aren't, not even with the reasons you stated here. If caching
>
> IN YOUR OPINION?.....Lighten up Peter.. open your mind... the world is
> bigger than your front room and your computer you know?.. people have
> different setups and different needs... or are you just having
> (another) bad day :)

Of course it's "IN MY OPINION", you already said that you disagree (as
usually when the two of us talk here :-D), so how could I assume
universality of my statement ? ;-)

>>filesystems are used, a RESET can leave a bad mess on the harddisk that
>
> I don't have a hard drive.. does everyone ?.. or is there a slight
> possibility that some people dont have one..

The big majority of the people using their Atari have a hard drive.
But that's not the point. Caching file systems can be used with floppies
too, if used, they leave the floppy corrupted upon RESET.

It's also not restricted to file systems. Most more sophisticated systems
require some shutdown action in order to gracefully switch off. A RESET
is not an option on such machines.

This is irrelevant if the RESET is triggered by a game that takes the entire
machine anyway, kicking out everything else. I know that you're only concerned
with such stuff.

>>is, if things go bad, not recoverable. I would never, ever let any exe-
>>cutable on my hd do a RESET, apart from the proper shutdown tool. If I
>>find a program that does, it won't stay on my hd any longer.
>
> But what about people with a floppy system.. its no use shouting get a
> hard drive like you always do.. some people do have reasons for a

You heavily misunderstand me. I virtually never say "get a hard drive".
And certainly I won't shout it.

> reset, finding a virus is one.. a good clean cold boot on a floppy
> system is ok.. especialy if your prompted first..
>>
>>
>>> if you find someone is tampering with your
>>> file then theres nothing better than a reset to put them off messing..
>>
>>It's useless, as after the RESET it will succeed doing it.
>
> Hello ?????... wakey wakey Peter ?...if you tampered with a file and
> it reset your luverly hd. would you tamper with it again?... DOH!

The virus, which you cited here, - unless it wasn't a dumbhead who did it - will of course install itself in one of the two regions in memory that TOS will automatically restart. This means, a RESET is useless, the virus will be restarted and succeed to tamper with your files, corrupt your system.

If you didn't know that this is possible with TOS, then it's time that YOU wake up, Tony. After all, the possibility is known since 1986 or so.

Again, this is heavily besides the point. If you find a virus, you're free to hit the RESET button. The subject of this thread deals with programmed RESET. How should that help fighting "programs tampering with files" ? Any idea ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2300. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez60Eu.F2B@arisia.stud.uni-hannover.de>
Source record: 3715

In article <rw5iuj09jbh.fsf@polder.inria.fr>,
Dominique Bereziat <bereziat@polder.inria.fr> writes:

>> is, if things go bad, not recoverable. I would never, ever let any exe-
>> cutable on my hd do a RESET, apart from the proper shutdown tool. If I
>> find a program that does, it won't stay on my hd any longer.
>
> In fact, i'm coding a shutdown tool working under plainTOS. The MagiC shutdown
>
> ...
>
> If you are interesting in, i'll put this on my web page. But currently it is just
> a personal usage.

Looks like an interesting concept. I think you got the main basics from other postings here. This is what I'd say.

For both, warm and cold, raise the CPU interrupt flags to 7. Move the system stack to a save area (for the following paragraph).

For a cold boot, do the following now : Clear the reset system variables as suggested in parallel postings. Clear the two memory pages that makes programs survive RESET. For safety, I'd erase the entire system variables area. Execute an assembler "RESET" statement to reset hardware (not all TOS versions do that on their own IIRC).

Now for both again, jump across the vector to be found in address 4 (The first eight bytes of the address space are copies of the first bytes of ROM). This is the address too that the CPU reads into the program counter upon RESET. That's all.

You won't have any chance to do a good reset "function" in C. You cannot raise CPU interrupt flags, nor execute "RESET" from C, so you must use assembly language for this.

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2301. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez633s.F8y@arisia.stud.uni-hannover.de>
Source record: 3716

In article <35f7a3fc.1119629@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> Am I correct in thinking it is less prone to network delays - but at
> the 'expense' of TCP?

I'm not sure what you mean here. UDP and TCP are treated exactly indentically
by the network layer (IP), so delays that a packet of one type experiences
would be the same as if the packet were the other type.

> ie I read some news article somewhere, where someone was moaning that
> UDP was slowing down TCP. This could have been a load of nonsense,

I think it is. There is no interaction between UDP and TCP, apart from
each one taking bandwidth for delivering the packet which naturally is
not usable for the other protocol.

It could be meant on an implementation level though. TCP is pretty
sophisticated in that it achieves it's goals with little network traffic.
If a reliable data stream concept (i.e. avoid dupes and loss etc.) were
to be build with UDP, it's easy to waste bandwidth doing it in a less
than optimal way. This bandwidth again is not available for TCP, possibly
that was meant by that publication.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2302. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez637v.F9K@arisia.stud.uni-hannover.de>
Source record: 3717

In article <35F3F2CE.DD982406@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:

>> Then you'd do a passive TCP_open at the master's side, i.e. the master
>> will become the server. It can simply try to receive data (will get a
>> E_LISTEN error code as long as not connected), or call TCP_wait_state()
>> to wait for the TESTABLISH state.
>
> How do I do that? With dest_host=0?

That's one way. There is a more flexible way, both are described in detail
in the programming docs. Read the pages on TCP_open in STING.HYP (needs
ST-Guide to view it).

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2303. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez646G.FC5@arisia.stud.uni-hannover.de>
Source record: 3718

In article <RQF2CW@tos.pl.net>,
mb@tos.pl.net (Mario Becroft) writes:

> In a game such as you are suggesting, a sensible method would be for each
> of the slaves to open a connection to the master. Each slave would have
> one connection open, while the master would have many connections open -
> one for each slave. You would probably open the master first, which would
> listen for connections from a slave. When a slave is started up, it would
> open a connection to the master. That connection would only be closed when
> the slave or the master exits.

Generally, the best solution for the master is keeping always one socket in
LISTEN state, i.e. waiting for a slave to connect to it.

This means TCP_open'ing it, and continually observing it whether it becomes
connected. When it becomes, it is added to some server internal list of
open connections to deal with, and another TCP_open is done to have a new
socket LISTENing.

>: Is there some definition of which sockets i can use for my game? I saw
>: that Mario Becroft's game 'Manouvre' uses socket 13013. Can I use that
>: one too, or is it only for his game from now on?
>
> To be honest I have no idea how one should really go about assigning a
> port number. I just picked that value out of the air. But there shouldn't
> be a problem, since in my networkable game the user can enter his own
> port number.

The latter is certainly a good idea, regarding the master TCP port number.

On the slave's side the master's port number must be specified, so a good
default value which can be edited is a good idea.

If the more flexible TCP_open is used, the local port number must be specified
too. Observe the TCP_open return code, it will tell if any conflicts arise !
Needless to say, this should be done in any case.

You're rather free to choose the port number, just the numbers from 0 to 1023
must be avoided. They are the so-called well-known ports which have a meaning
assigned to them. Port 80 for instance is reserved for WWW, Mario posted some
more :

> Some port numbers, especially the lower ones, are already reserved for
> various uses. For example port 25 does SMTP, for transporting mail, ports
> 20 and 21 are for ftp, and 23 is normally used for telnet. User software
> should normally use higher port numbers.

> ...

>: Does CNbyte_count() return how many bytes there are to read in total, or
>: how many bytes to read in this 'block'? If the later is true, would I
>: then have to call CNbyte_count several times until it tells me that
>: there are no more blocks for me to read?

There is no way even the sending side TCP can know how many data the application
will pass to it for delivering to the remote. So how can the remote know how
many data is about to come ? ;-)

CNbyte_count returns the number of bytes that can be read from TCP *immediately*
without having any further data arrive from the network. Obviously this is data
that already *has* arrived, and is stored locally. It is limited by the receive
window, so if you have a receive window of, say, 8192 bytes, CNbyte_count will
never return a number larger than that one.

>: > CNbyte_count() returns negative if there's an error, the number of
>: > bytes waiting if positive, and zero if there's nothing. It returns
>: > immediately.
>
>: And how do I get the address from which I should read the data? (already
>: asked this earlier)

Not sure what you mean here. CNbyte_count does not deliver data. You'll need
to do another call to actually read it (by the application). You can read
single bytes by CNget_char, or big blocks by CNget_block or CNget_NDB. Read
the docs in STING.HYP

>: I've written a small program that as yet only does the setup. It works
>: fine, it finds the cookie, calls get_dftab, and also prints who made the
>: tcp-layer and what version it is. Now i need another falcon to test this
>: whole thing in a small network. Had better get it.
>
> You could always run two copies of the program on a single machine. This
> is how I tested my networked game during development, and I found it much
> easier to do this than set up two separate machines.

Yep, using the same machine is faster than even Ethernet, no way to introduce
trouble configuring a real network, and you do not need to change seats all
the time to move to the other machine. Will need multitasking (MagiC or MiNT)
though, whereas single-TOS is enough for a two machines test setup.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2304. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez64nM.FEJ@arisia.stud.uni-hannover.de>
Source record: 3719

In article <35f8a829.2188707@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> ... but as you can never tell if the other end is still there then
> some sort of code has to be in place to handle timeouts. The most
> basic response in this case is to close the connection yourself,
> perhaps prompting the user periodically (wait/close).
>
> More elaborate code might allow a connection to be re-established and
> continued but such a feature would serve no useful purpose here! ;-)

Why not ?

>>Does CNget_NDB return the address to the string?
>
> eek! I can't remember what that function does I'm afraid! All I've got
> is the C header file. :-(
>
> Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
> argument and returns a pointer to a datatype called 'NDB' from which I
> can guess at its purpose. That isn't very useful however!

You haven't read the programming docs. CNget_NDB is a very efficient way to
receive data, it must be handled with a little care though. The latter means
that, after it has been called, and returned data (not a NULL) indicated by
a real pointer (to a NDB), it cannot simply be left alone. After the data
has been processed, the application is responsible for properly releasing
the NDB, if it doesn't do that, STinG will run out of internal memory even-
tually. See STING.HYP for example code how to do that (it's easy, but must
not be forgotten).

>>> CNbyte_count() returns negative if there's an error, the number of
>>> bytes waiting if positive, and zero if there's nothing. It returns
>>> immediately.
>>
>>And how do I get the address from which I should read the data? (already
>>asked this earlier)
>
> The only function I've used is CNget_char() which simply returns the
> next byte waiting. Easy but probably not very efficient.

Exactly. It's the reason why MGftp is so exorbitantly slow reading directory
contents. It does so using CNget_char ...

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2305. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez650t.FGx@arisia.stud.uni-hannover.de>
Source record: 3720

In article <35F927C9.45E52AD1@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> I saw that there's a function called CNget_block(), which probably
> copies the data received to a buffer which the programmer specifies. It
> takes the handle of the TCP-connection, the adress to which you want the
> data copied, and how big the buffer is. So it has to work the way I
> think, right?

Right. Note this function has a quirk that is actually a relic from STiK,
which I cannot change without breaking STiK compatibility. It won't copy
any data (return an error) if the block is specified to be bigger that
the amount of data arriving. For instance assume CNbyte_count has returned
1011 bytes are ready to be read. Calling

```
CNget_block (handle, buffer_ptr, 1024);
```

will lead to an error (no data copied) since the buffer is 1024 bytes large
but there are only 1011 bytes to be copied. It's safe to do the following
though :

```
number = CNbyte_count (handle);
error = CNget_block (handle, buffer_ptr, (number > 1024) ? 1024 : number);
if (error < 0) {
/* error handling */
}
```

> Now I've managed to open a TCP-connection, send some data,
> and use CNbyte_count() to know how much is available to read. But since
> I only have one falcon (or one atari-computer for that matter) I've been
> unable to test anything seriously. I tried to connect to my own
> IP-address and to send data to it, but I didn't get any data back.

Have you activated STinG (STING.CPX, "STinG Internals") ?

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2306. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez652v.FHJ@arisia.stud.uni-hannover.de>
Source record: 3721

In article <35F53311.8B73583C@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:

>>You could always run two copies of the program on a single machine. This
>>is how I tested my networked game during development, and I found it much
>>easier to do this than set up two separate machines.
>
> In order to do that, wouldn't I have to assign each of the two programs
> a different IP? But STiNG only allows one IP/computer, or am I wrong?

No, one IP is enough.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2307. new web site

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-13 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <6thdpb$ms5$2@news.imaginet.fr>
Source record: 3722

Dear Madam, Dear Sir,

After technical problems, we are pleasured to announce you the OFFICIAL
OPENING of our NEW WEB SITE.

www.centek.fr

If you have already visited our site, we propose you to come again.

Except the technical problems we have corrected (NETSCAPE is now running !),
some new informations about the CENTurbo II are available:
- new benchs of the CT2 versus the TT030 and the ST wich will allow you to
realize the difference between the CT2 and your computer or the new
machines...
- hardware informations for the hardware and software designers and the others,
especially a very simple 'block diagram' to understand what the extraordinary
power the CT2 brings to the Falcon !

News PHENIX informations will nextly be available, but we want to confirm you
that the number of PCI slots is THREE, not TWO ! The new file 1.3 corrects this
error.

Don't forget to have a look on the 'NEWS' about the DSP 56301 card and the new
management of the IDE HDD by the CT2...and on the new software 'V-TRAX'.

ATTENTION
Caused by an external technical problem, our e-mail centek@graphity.fr stopped
to run correctly the 10th July.
If you have wrote us after this date, please send us again your mail at
vxp@imaginet.fr
We will answer you as soon as possible...

Yours Sincerely

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.centek.fr
phenix@centek.fr

2308. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-14 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <35fca90b.0@athena.netset.com>
Source record: 3723

CNget_NDB is about the best call available if you are writting your own communications spec.

An NDB is a Network Descriptor Block.

CNget_NDB get's the next one on the queue for the connection.

What is a Network Descriptor Block you ask?

Basically a TCPIP packet with all the low level headers ripped off.

So you can format your own packet, with your own headers. And this call will grab the packet and strip it back down to the same state it was sent in.

Completely halfassed made up example to illustrate the idea.

You want to send a message via a server to another player on the server. So we'll have this great fictitious header setup.

0x80 (Send a message for me)
joe blobb (recipient)
I'm going to kill you sucka (the message, maybe topped off with a dual use of \r\n)

When the server get's this NDB they will see it the same way
So they can just parse the lines and act on them.

It really does save alot of overhead and trafic on the network if done properly.

Hope this helped.

Dan
aka baldrick@netset.com

2309. problem with menu_bar and MAGIC

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-14 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <35FCDA8D.2BCA26F@ief.u-psud.fr>
Source record: 3724

Hello,

I have a problem with MAGIC on my Eureka program. I want to
call menu_bar(NULL,-1) to inquire about the AES id of the menu
bar owner. It is documented like that in the Compendium about
multitasking AES systems, but it doesn't seem to work ...
Anyone can help ... Thanks,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph describer 3D modeller)
E-mail : mailto:lecoat@ief.u-psud.fr
WEB : http://www.ief.u-psud.fr/~lecoat

2310. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-14 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6tiseekkv1@sun27.hrz.tu-darmstadt.de>
Source record: 3725

Hi!

Peter Rottengatter <perot@arisia.stud.uni-hannover.de> wrote:
> Clear the two memory pages that makes programs
> survive RESET.

If you're referring to $600 - $800, I wouldn't advise that. Falcons and TTs store their PMMU tree at $700, so overwriting it will cause a nice crash.

Also note that one machines with PMMU, you can't actually be sure a cold boot will be one. For example, a virus could have installed a PMMU tree which moves away logical $0 to some other physical memory adress, so that neither overwriting all system variables including memvalids, nor reading the reset vector from $0 will do the right thing.

Of course, you could also try to switch off the PMMU on affected processors before performing the reset, but AFAIR this will also cause a crash - at least on the Falcon - even with interrupts turned off.

So, a really safe cold boot will only be physically switching power off for at least 10 seconds, then turn it back on.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2311. Re: a problem with the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-14 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzpvczovn0.fsf@issan.informatik.uni-dortmund.de>
Source record: 3726

Anthony Baire <popov@mail.dotcom.fr> writes:

|> Hello !
|>
|> I wrote a program to send and recieve some datas with using the
|> parallel port. It works, but it's a little slow. So I decided not to use
|> xbios functions. For example, I replaced XBIOS(28,0,15) with:
|>
|> move.b #15,($FF8800)
|> move.b ($FF8800),D0
|>
|> It works, but, sometimes (about once out 2000) the returned value
|> is wrong, and I really don't understand why.

Make sure you disable interrupts around the access to the sound chip.
Otherwise the floppy VBL interrupt might interfere, which wants to access
the sound chip as well.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

2312. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-14 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <35FD3F67.100E394B@ios.chalmers.se>
Source record: 3727

> Right. Note this function has a quirk that is actually a relic from STiK,
> which I cannot change without breaking STiK compatibility. It won't copy
> any data (return an error) if the block is specified to be bigger that
> the amount of data arriving. For instance assume CNbyte_count has returned
> 1011 bytes are ready to be read. Calling
>
> CNget_block (handle, buffer_ptr, 1024);
>
> will lead to an error (no data copied) since the buffer is 1024 bytes large
> but there are only 1011 bytes to be copied.
> It's safe to do the following
> though :
>
> number = CNbyte_count (handle);
> error = CNget_block (handle, buffer_ptr, (number > 1024) ? 1024 : number);
> if (error < 0) {
> /* error handling */
> }
>
> > Now I've managed to open a TCP-connection, send some data,
> > and use CNbyte_count() to know how much is available to read. But since
> > I only have one falcon (or one atari-computer for that matter) I've been
> > unable to test anything seriously. I tried to connect to my own
> > IP-address and to send data to it, but I didn't get any data back.
>
> Have you activated STinG (STING.CPX, "STinG Internals") ?

Yes, I did that, and also set the IP before activating. My program does
this:

1. Locate 'STiK' cookie
2. Get the address to DRV_LIST
3. Check the magic string
4. Call get_dftab with a pointer to a string 'TRANSPORT_TCPIP'
5. Use the pointer returned from get_dftab to call TCP_open, with
IP=64.64.64.64 (just an example) and port=13014 and outputbuffer=100 (at
least I think obuffer stands for outputbuffer). TCP_open returns a
positive value, which I take as the handle.
6. Call TCP_send with the handle, pointer to the string I want to send,
and how many bytes to send. TCP_send returns positive (or NULL, I can't
remember which)
7. Call CNbyte_count with the handle, but it returns NULL, so somehow
the transfer didn't work out.
8. Call CNget_block (quite pointless, since CNbyte_count didn't work,
but anyway), and then print the received string to the screen. Since

(7.) didn't work no string appears on the screen either.

Maybe there's something in the setup of STiNG that I've missed. Do I have to do something else besides setting IP to 64.64.64.64 and activating? I use the same .TAB file that I use for all other TCP/IP stuff, using HSMODEM 7 and all that, and it works fine.
I tried to do (5.) with STiNG inactive, and it returned an error message, so I can't have messed that up, can I?
Note that (7.) returns NULL, not an error, so doesn't that mean that the actual transfer didn't take place? (and not that the STiK-compatibility 'bug' triggered, since it would have been an error then).
I think I'll try things a bit more now, I 'll report how it all went tomorrow.

Regards
Henrik

btw. I just came to think of something. Maybe my program is too quick att checking if there's some data to read after having sent some. I think I'll wait a second and then try.

2313. Re: programming-languages for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-14 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ez9noq.9HJ@arisia.stud.uni-hannover.de>
Source record: 3728

```
In article <35fbf275.5924298@news.zetnet.co.uk>,
paxton@zetnet.co.uk writes:
> VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
> ------------------------------------------------------
>
> Hi hamishtpb@zetnet.co.uk (Paul Walsh)
>
>>On 10 Sep 1998 14:29:47 , Nicholas Bales wrote:
>>>There is no Java for TOS, as it would be too slow and power consuming.
>>Don't put the guy off - you don't know, he could have a high end clone system,
>>a super MAC running MagiCMac...
>
> A Mac running Magic can hardly be classed as a clone.. not even in yer
> wildest dreams..thats emulation..

No. There is nothing emulated (if it's not a Power Mac at least). These
Macs run Atari software natively, and MagiC is just an application for
MacOS, and the OS for the Atari software. No emulation, but I admit the
classical "clone" term is not very well suited either - still better
than "emulator".

MagiC-PC is a true emulator.

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

2314. gcc for ST

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-15 00:00:00 UTC
From: Brad Macpherson <bmacpher@student.cowan.edu.au>
Message-ID: <35FDCBD1.DC588DCA@student.cowan.edu.au>
Source record: 3729

Hello all

This may be a silly question, but does anyone know where I can get my
hands on gcc for the ST?

Cheers

Brad Macpherson
bradmac@geocities.com

2315. Re: gcc for ST

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-15 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <35FE2B05.76AA77D5@mygale.REMOVETHIS.org>
Source record: 3730

```
Brad Macpherson a ï¿½crit:
>
> Hello all
>
> This may be a silly question, but does anyone know where I can get my
> hands on gcc for the ST?
>
> Cheers
>
> Brad Macpherson
> bradmac@geocities.com

http://www.umich.edu/~archive/atari/Gnustuff/Tos/Gcc/

Cheers,
Nick
--
||| Nicholas Bales, France bales@
===|||================================= mygale.org
/ | \ The Atari ST Quick FAQ
-' ' `- http://www.mygale.org/~bales/quickfaq.htm
```

2316. Re: gcc for ST

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-15 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <35fe553a.0@news.utbm.fr>
Source record: 3731

Hello

You can find the last version of GCC (2.8.1) at:
ftp://ftp.rz.tu-harburg.de/pub/software/systems/atari/gnu/gcc/

It's compiled by Christian Felsh
and it work very well.

bye
--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

2317. Re: programming-languages for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-15 00:00:00 UTC
From: hamishtpb@zetnet.co.uk
Message-ID: <6tmbve$s4n$1@irk.zetnet.co.uk>
Source record: 3732

>>Don't put the guy off - you don't know, he could have a high end clone system,
>>a super MAC running MagiCMac...
>A Mac running Magic can hardly be classed as a clone.. not even in yer
>wildest dreams..thats emulation..
For the pedantic that should be:
.clone system; a super MAC...
ie a list of seperate items!
:-)

Hamish the Polar Bear - hamishtpb@zetnet.co.uk
Polar Bear Publishing media and design...
HTTP://www.users.zetnet.co.uk/polarbear/

2318. [Fwd: Various]

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-15 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <35FECFD8.2801B6B6@cfcsc.dnd.ca>
Source record: 3733

G'day

Thankyou for the welcome! The reason I don't use the ST much nowdays is that I need to use Java and Ada for my course at Uni, so I had to cross over to the dark side (Mac).

Thinking about it though, there is no free or convenient Ada compiler for the Mac. Now, the Ada compiler we use on the PC-contemptibles at Uni run GNAT Ada95 - the GNu Ada Translator. Could this be a case for a gcc-compatible compiler on the ST? Does such a beastie exist?

If it did this could strike a blow against the PC-owning blockheads who thinks that they invented computers! Can anyone suggest a site that would have a gcc for the ST?

I have to admit at this point that I'm not one-eyed - I also have a softish spot for the Mac. Less soft nowdays though, after Microsoft sticking their fingers into the pie...

Cheers

Brad Macpherson
bradmac@geocities.com

2319. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-15 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <EzCAqH.6r4@arisia.stud.uni-hannover.de>
Source record: 3734

In article <35fca90b.0@athena.netset.com>,
baldrick@dilbert.netset.com (Dan Ackerman) writes:
>
> CNget_NDB is about the best call available if you are writting your own
> communications spec.

It certainly is the most efficient way. But I'd recommend it only after
the programmer understood completely what the call does.

> You want to send a message via a server to another player on the
> server. So we'll have this great fictitious header setup.
>
> 0x80 (Send a message for me)
> joe blobb (recipient)
> I'm going to kill you sucka (the message, maybe topped off with a
> dual use of \r\n)
>
> When the server get's this NDB they will see it the same way
> So they can just parse the lines and act on them.
>
> It really does save alot of overhead and trafic on the network if
> done properly.

It does save a lot of internal overhead on the receiving side, but compared
to CNget_block it does not save any traffic overhead. CNget_block is a more
generic way of receiving data, at the expense of slightly more CPU overhead.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2320. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-15 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <EzCBnC.6tp@arisia.stud.uni-hannover.de>
Source record: 3735

In article <35FD3F67.100E394B@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:

>> Have you activated STinG (STING.CPX, "STinG Internals") ?
>
> Yes, I did that, and also set the IP before activating. My program does
> this:

Setting the IP alone is not enough, the corresponding port must be active,
otherwise STinG ignores that IP address. I noticed from what you wrote
further on that you did this, but you'd also need to have some connection
there, and a corresponding route. Better use loopback.

> 1. Locate 'STiK' cookie
> 2. Get the address to DRV_LIST
> 3. Check the magic string
> 4. Call get_dftab with a pointer to a string 'TRANSPORT_TCPIP'
> 5. Use the pointer returned from get_dftab to call TCP_open, with
> IP=64.64.64.64 (just an example) and port=13014 and outputbuffer=100 (at
> least I think obuffer stands for outputbuffer). TCP_open returns a
> positive value, which I take as the handle.
> 6. Call TCP_send with the handle, pointer to the string I want to send,
> and how many bytes to send. TCP_send returns positive (or NULL, I can't
> remember which)
> 7. Call CNbyte_count with the handle, but it returns NULL, so somehow
> the transfer didn't work out.

Of course it doesn't as there was no machine with the address 64.64.64.64.
But if CNbyte_count returns zero, it merely means no data has been received
yet. It's not an error condition. TCP_open cannot return positive values,
it probably was zero.

For connecting to clients or servers on the same machine, you must specify
a local IP address, or a loopback address. Loopback addresses are those
of the form 127.x.y.z

So do the following :

Have one program (server) do a passive (!) TCP_open by doing

TCP_open (0, 13014);

Start this program. It will listen on port 13014, waiting for connections.

Now do in another program (client)

TCP_open (0x7f000001ul, 13014);

and start it parallel to the first one. Note 0x7f000001ul == 127.0.0.1.
The second causes TCP to actively open a connection to the "owner" of the
port 13014, which is the first program (the server). If the server monitors
the connection state while waiting, it will notice that the state changes
from TLISTEN to TESTABLISH at the precise moment the client did the TCP_open.

Now the two programs can exchange data using the TCP_send and the CN* calls
in a symmetrical network situation. You can have the two programs run on
different machines by using the server machine's IP address in the client's
TCP_open.

> Maybe there's something in the setup of STiNG that I've missed. Do I
> have to do something else besides setting IP to 64.64.64.64 and
> activating? I use the same .TAB file that I use for all other TCP/IP

ROUTE.TAB must have a line saying

0.0.0.0 0.0.0.0 <name of port you activated> 0.0.0.0

> Note that (7.) returns NULL, not an error, so doesn't that mean that the
> actual transfer didn't take place?

TCP_open does not cause any transfer in the sense to be reported by
CNbyte_count. CNbyte_count only reports user bytes.

> (and not that the STiK-compatibility
> 'bug' triggered, since it would have been an error then).

What the hell is that ???

> btw. I just came to think of something. Maybe my program is too quick
> att checking if there's some data to read after having sent some. I
> think I'll wait a second and then try.

That's possible. There will be a few milliseconds before the data appears
to get received.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2321. Re: gcc for ST

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: Brad Macpherson <bmacpher@student.cowan.edu.au>
Message-ID: <35FF18EE.D7BF7F7E@student.cowan.edu.au>
Source record: 3736

Thanks guys!

2322. Re: a problem with the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <35FF89F3.C1DF7737@francenet.fr>
Source record: 3737

Anthony Baire wrote:

> Hello !
>
> I wrote a program to send and recieve some datas with using the
> parallel port. It works, but it's a little slow. So I decided not to use
> xbios functions. For example, I replaced XBIOS(28,0,15) with:
>
> move.b #15,($FF8800)
> move.b ($FF8800),D0
>
> It works, but, sometimes (about once out 2000) the returned value
> is wrong, and I really don't understand why.
>

Here's a small devpac source I use.

```
YmRegs=$FFFF8800
YmDataIn=$FFFF8800
YnDataOut=$FFFF8802

write_prn: macro
move.b #15,YmRegs.w
move.b \1,YmDataOut.w
endm

read_prn: macro
move.b #15,YmRegs.w
move.b YmDataIn.w,\1
endm

usage:
write_prn #123

read_prn d1
```

If there's still problems, your cable is perhaps too long / not shield (is the error always on the same bit ?). So you'll have to send your datas in packets with a checksum and the reciever acknowledge each packet after testing it.

hope this helps

salut
Eric

2323. Re: a problem with the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzaf40l52w.fsf@issan.informatik.uni-dortmund.de>
Source record: 3738

```
Anthony Baire <popov@mail.dotcom.fr> writes:

|> Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> writes:
|> >
|> > Anthony Baire <popov@mail.dotcom.fr> writes:
|> >
|> > |> Hello !
|> > |>
|> > |> I wrote a program to send and recieve some datas with using the
|> > |> parallel port. It works, but it's a little slow. So I decided not to use
|> > |> xbios functions. For example, I replaced XBIOS(28,0,15) with:
|> > |>
|> > |> move.b #15,($FF8800)
|> > |> move.b ($FF8800),D0
|> > |>
|> > |> It works, but, sometimes (about once out 2000) the returned value
|> > |> is wrong, and I really don't understand why.
|> >
|> > Make sure you disable interrupts around the access to the sound chip.
|> > Otherwise the floppy VBL interrupt might interfere, which wants to access
|> > the sound chip as well.
|> >
|> I tried to disable all interrupts (XBIOS(26,0..15) and it's still wrong.

You need to raise the CPU ipl.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org
```

2324. Re: a problem with the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyzn2809ti0.fsf@issan.informatik.uni-dortmund.de>
Source record: 3739

```
Eric GAUDET <egaudet@francenet.fr> writes:

|> Anthony Baire wrote:
|>
|> > Hello !
|> >
|> > I wrote a program to send and recieve some datas with using the
|> > parallel port. It works, but it's a little slow. So I decided not to use
|> > xbios functions. For example, I replaced XBIOS(28,0,15) with:
|> >
|> > move.b #15,($FF8800)
|> > move.b ($FF8800),D0
|> >
|> > It works, but, sometimes (about once out 2000) the returned value
|> > is wrong, and I really don't understand why.
|> >
|>
|> Here's a small devpac source I use.
|>
|> YmRegs=$FFFF8800
|> YmDataIn=$FFFF8800
|> YnDataOut=$FFFF8802
|>
|> write_prn: macro
move.w sr,-(sp)
or.w #$700,sr
|> move.b #15,YmRegs.w
|> move.b \1,YmDataOut.w
move.w (sp)+,sr
|> endm
|>
|> read_prn: macro
move.w sr,-(sp)
or.w #$700,sr
|> move.b #15,YmRegs.w
|> move.b YmDataIn.w,\1
move.w (sp)+,sr
|> endm
|>

The added lines are very important.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
```

schwab@gnu.org

2325. Horloge externe pour Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: Softjee <softjee@wanadoo.fr>
Message-ID: <35FFF4CF.FB1DDC10@wanadoo.fr>
Source record: 3740

Bonjour ï¿½ tous,

Une petite info pour vous annoncer que nous reprennons la production
d'une holorge externe pour Falcon. La NEWCLOCK (original non ?) est donc
une
horloge externe compatible B-CLOCK dï¿½livrant donc 2 frï¿½quences : 44,1
Khz et
48 khz programmable par soft. Le boitier de taille 44x40x16 se connecte
ï¿½ la
sortie DSP et possï¿½de une LED indiquant dans quelle frï¿½quence se trouve
l'horloge.

Le prix est toujours le mï¿½me : 340 F !

Voila pour cette news !

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@wanadoo.fr
WEB : http://perso.wanadoo.fr/softjee/
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

2326. Re: a problem with the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <36003e4e13082040@my-ste.demon.co.uk>
Source record: 3741

```
-----BEGIN PGP SIGNED MESSAGE-----

on Tue 15-09-98 18:40 Anthony Baire wrote:

>Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> writes:
>>
>> Anthony Baire <popov@mail.dotcom.fr> writes:
>>
>> |> Hello !
>> |>
>> |> I wrote a program to send and recieve some datas with using the
>> |> parallel port. It works, but it's a little slow. So I decided not to use
>> |> xbios functions. For example, I replaced XBIOS(28,0,15) with:
>> |>
>> |> move.b #15,($FF8800)
>> |> move.b ($FF8800),D0
>> |>
>> |> It works, but, sometimes (about once out 2000) the returned value
>> |> is wrong, and I really don't understand why.
>>
>> Make sure you disable interrupts around the access to the sound chip.
>> Otherwise the floppy VBL interrupt might interfere, which wants to access
>> the sound chip as well.
>>
>I tried to disable all interrupts (XBIOS(26,0..15) and it's still wrong.

That's because the VBL isn't accessible via XBIOS(). What you'd need is
something like this:

read_byte link a6,#-4
clr.l -(sp)
move #$20,-(sp)
trap #1 ; go into supervisor mode
addq.l #6,sp
move.l d0,-(sp) ; store old supervisor stack for restoration
move sr,-4(a6) ; store status register for restoration
or #$700,sr ; disable all interupts
move.b #15,$ffff8800.w ; NB the $xx.w may not work with 32 bit
move.b $ffff8800.w,d0 ; memory addressing.
move d0,-2(a6) ; store value
move -4(a6),sr ; restore status register
move #$20,-(sp)
trap #1 ; back to user mode
addq.l #6,sp
move -2(a6),d0
```

```
unlk a6
rts
```

What this does it to go into supervisor mode and disables all the interupts, reads the input, enables the interupts and then goes back to user mode. This prevents the values being modified in between selecting the register and getting the input. This will make it quite a bit slower, because of swapping between suvervisor and user modes, so if you know how much you're wanting to read beforehand, it would be better to use something like:

```
read_bytes link a6,#-4
clr.l -(sp)
move #$20,-(sp)
trap #1
addq.l #6,sp
move.l d0,-(sp)
move sr,-4(a6)
or #$700,sr
move 8(a6),d1 ; number of bytes to read
subq #1,d0
move 10(a6),a0 ; buffer to store them
.loop
move.b #15,$ffff8800.w
move.b $ffff8800.w,(a0)+
;
; at this point you'll want to add some form of delay.
;
dbra d0,.loop ; jump back to .loop until d0=-1
move d0,-2(a6)
move -4(a6),sr
move #$20,-(sp)
trap #1 ; back to user mode
addq.l #6,sp
move -2(a6),d0
unlk a6
rts
```

call this routine with:

```
move.l #buffer,-(sp) ; buffer to store the bytes.
move #count,-(sp) ; number of bytes to read
jsr read_bytes ; or bsr read_bytes
addq.l #6,sp ; correct stack
```

The reason for adding a delay is to give time for data to be read from the parallel port and put into the YM-2149 register for you to read.

Regards, davjam on #acorn and #atari
David. Email: dbolt@my-ste.demon.co.uk

```
-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
```

Charset: noconv

iQB1AgUBNf/BqPt/J4yyMZyRAQGn/gL8DEXQnNPls3Id45hELW4+LLq16Y+UaLPx
uMISOnoX2JR0hzYUfb3welp+XmMjYo2H7f8xNQb7Vo3lEiocFZkrYoS+tylXn4wo
9NUFyefU4Fig9B0OC1okWzLzN2S6cxic
=gloK
-----END PGP SIGNATURE-----

--
Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, 3x CD, Magic 5.11, HD Driver 7.04, V.34
Acorn A3010 2Mb, 260Mb

Never return a kindness---pass it on!

2327. Re: a problem with the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <EzDwHA.37J@arisia.stud.uni-hannover.de>
Source record: 3742

```
In article <874su9jpne.fsf@vignes.fr>,
Anthony Baire <popov@mail.dotcom.fr> writes:

>> Make sure you disable interrupts around the access to the sound chip.
>> Otherwise the floppy VBL interrupt might interfere, which wants to access
>> the sound chip as well.
>>
> I tried to disable all interrupts (XBIOS(26,0..15) and it's still wrong.

Oh no ! Use

move.w sr, d0
or.w #$0700, sr

to disable interrupts prior to accessing the sound chip, then

move.w d0, sr

afterwards.

Cheers Peter
--
-------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
-------------------------------------------------------------------------
```

2328. Megamax C??

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: Mike Murphree <n4cnw@dont.spam.me.com>
Message-ID: <6tq18c$e3b$1@camel19.mindspring.com>
Source record: 3743

Have been digging through my old ST stuff in hopes
of possibly using it for some special projects and
came across my copies (legal) of Megamax Laser
C and Debugger.

What ever happened to this company?

Were there any updates?

Does anyone still use these tools?

Thanks,
Mike (n4cnw <at> mindspring <dot> com)

2329. Re: a problem with the parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-16 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <6ts90i$1pi$1@news.imaginet.fr>
Source record: 3744

Hi,
Anthony Baire a crit dans le message <87iuiryl9t.fsf@vignes.fr>...
> Hello !
>
> I wrote a program to send and recieve some datas with using the
>parallel port. It works, but it's a little slow. So I decided not to use
>xbios functions. For example, I replaced XBIOS(28,0,15) with:

You send/receive with 2 computers (perhaps Atari) or with an
external hardware ?

> move.b #15,($FF8800)
> move.b ($FF8800),D0

This is not enough to read data! You must use a minimum of
handshaking (with ack and strobe). By the way you can write
move.b #15,$ffff8800.w : it's faster and byteless.

> It works, but, sometimes (about once out 2000) the returned value
>is wrong, and I really don't understand why.

You don't to search to the interrupt: they can destroy data but
you must select and write in Yamaha register in IPL 7 !!!

Sacha Hnatiuk (I write the bios functions for Dolmen, so...)

Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2330. COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-17 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6tqk76$5eg$9@platane.wanadoo.fr>
Source record: 3745
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

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VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2331. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-17 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <3600EF02.D39198A0@ios.chalmers.se>
Source record: 3746

Hi Peter!

> For connecting to clients or servers on the same machine, you must specify
> a local IP address, or a loopback address. Loopback addresses are those
> of the form 127.x.y.z
>
> So do the following :
>
> Have one program (server) do a passive (!) TCP_open by doing
>
> TCP_open (0, 13014);
>
> Start this program. It will listen on port 13014, waiting for connections.
>
> Now do in another program (client)
>
> TCP_open (0x7f000001ul, 13014);
>
> and start it parallel to the first one. Note 0x7f000001ul == 127.0.0.1.
> The second causes TCP to actively open a connection to the "owner" of the
> port 13014, which is the first program (the server). If the server monitors
> the connection state while waiting, it will notice that the state changes
> from TLISTEN to TESTABLISH at the precise moment the client did the TCP_open.

Yes I've done almost exactly what you propose. I have made one program
that opens a passive connection as you say, and then it waits for the
remote host IP in the CAB structure to change to something other than
NULL. It checks this every 25ms. When it detects an IP, the program
prints it as 48.0.0.140. The state you're talking about, is it the last
word to be found in the CIB structure? Maybe it's better to check the
state than the remote IP.

Then I start the 'active' program, that opens a connection to 127.0.0.1
and sends a small string. When the connection is established, the
passive program reacts, but it never gets any data, even though the
active program reports success when sending.

> ROUTE.TAB must have a line saying
>
> 0.0.0.0 0.0.0.0 <name of port you activated> 0.0.0.0

Yes I have it that way.

> > (and not that the STiK-compatibility
> > 'bug' triggered, since it would have been an error then).
>

> What the hell is that ???

Nevermind. But shouldn't the transfer be quite quick, since it's done on the same machine?

Regards
Henrik

2332. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-17 00:00:00 UTC
From: pfg@cs.rmit.edu.au
Message-ID: <6ts4r2$7b$1@emu.cs.rmit.edu.au>
Source record: 3747
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

"PM" <p_michon@hotmail.com> writes:

>ALL about old home computers and game systems.
>Have a look at our collection and technical informations.

Gee, it would help wouldn't if the site was actually in *English*. Not that I'm discouraging people from keeping the old systems alive just because they don't do it in English, but it seem a bit inappropriate to be posting the URL of a non-english website to a predominately english speaking newsgroup, since most of us won't be able to understand it. ;-)

--
Paul Gilbert | pfg@yallara.cs.rmit.edu.au (The DreamMaster)
Bach App Sci, Bach Eng | The opinions expressed are my own, all my own, and
Year 5, RMIT Melbourne | as such will contain no references to small furry
Australia | creatures from Alpha Centauri.

2333. Re: How to know default path ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36011a98.26301129@news.demon.co.uk>
Source record: 3649

On 11 Sep 1998 22:47:48 GMT, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> wrote:

>Hi!
>
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>> Gem programs can find out which path they were launched from by
>> calling shel_read().
>
>But that also isn't always true. For example, the system shell in
>MultiTOS does not get its path this way.

Darn!

>Therefore, I use a different method if shel_read() isn't successful:
>shel_find(). It's documented that shel_find() first searches the
>program's home directory, even if the current dir is set differently.
>So, search for your application's filename and parse the path returned
>(because it's often a relative path).
>
>Btw, if you just want to load some support files, you even don't need to
>know about the application's path, just use shel_find(). rsrc_load()
>internally also uses shel_find().

Hmm, double darn! I've had rsrc_load() fail on me in the past. No idea
why at the time though - it was years ago I wrote my own Rsrc_Load()
to fix it by having it go through PATH if the initial rsrc_load()
failed.

>> Tos programs have to rely on Dgetdrv(),Dgetpath().
>
>No, they should rather check argv[0], if it was set by the shell.

Unfortunately docs on that are vague also. You may only get the
program name.

>But
>it's not guaranteed that argv[0] contains a path,

or anything at all!

>and as a TOS program
>may have been run from a completely different directory, it's actually
>impossible to get the program's path in call circumstances.

Agreed.

>You can only be sure about it if argv[0] is set _and_ contains an
>absolute path.

Also agreed.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2334. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <360016b0.25301050@news.demon.co.uk>
Source record: 3650

On Sat, 12 Sep 1998 11:16:34 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35f8a829.2188707@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> ... but as you can never tell if the other end is still there then
>> some sort of code has to be in place to handle timeouts. The most
>> basic response in this case is to close the connection yourself,
>> perhaps prompting the user periodically (wait/close).
>>
>> More elaborate code might allow a connection to be re-established and
>> continued but such a feature would serve no useful purpose here! ;-)
>
>Why not ?

You'd be miles behind in the race. :-)

>>>Does CNget_NDB return the address to the string?
>>
>> eek! I can't remember what that function does I'm afraid! All I've got
>> is the C header file. :-(
>>
>> Looking at that, whatever it is CNget_NDB() does, it takes a 16 bit
>> argument and returns a pointer to a datatype called 'NDB' from which I
>> can guess at its purpose. That isn't very useful however!
>
>You haven't read the programming docs.

Nope. How did you guess? All I had was an old STiK transport.h and
some sources. <g>

>CNget_NDB is a very efficient way to
>receive data, it must be handled with a little care though. The latter means
>that, after it has been called, and returned data (not a NULL) indicated by
>a real pointer (to a NDB), it cannot simply be left alone. After the data
>has been processed, the application is responsible for properly releasing
>the NDB, if it doesn't do that, STinG will run out of internal memory even-
>tually. See STING.HYP for example code how to do that (it's easy, but must
>not be forgotten).

Understood.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2335. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36022099.27838549@news.demon.co.uk>
Source record: 3651

On Sat, 12 Sep 1998 09:44:54 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>You won't have any chance to do a good reset "function" in C. You cannot
>raise CPU interrupt flags, nor execute "RESET" from C, so you must use
>assembly language for this.

Hey that reminded me about this. It's yonks old and was never tested.
Question is folks: would it work? Wierd MWC assembler syntax again of
course!

```
.globl _cp_irq_

.shri

_cp_irq_:
//*[ uint cp_irq(andv,xorv)
/ uint andv;
/ uint xorv;
/
/ the processor interrupt mask is read, then ANDed with andv, then
XORed with
/ xorv and then written back to the interrupt mask. This enables it to
be read
/ or written in any manner. The interrupt mask which was written back
is
/ returned to the caller. For the 68000 the interrupt mask is 3 bits
and is a
/ value in the range 0 to 7.
/
/ _cp_irq() can be called from user or super state. It sets IPL to 7
while it
/ builds the new status register and shifts straight from level seven
to the
/ level required by the caller once it has done so. This does not
imply that
/ interrupts cannot occur during this call, simply that if one does,
the status
/ register contents, as opposed to condition code register, will
either be in
/ the original or required state (not partially built).
/]*/
link a6,$-2 /flag for proc state
jsr _cp_stat_ /test current state
move.w d0,-2(a6) /save state
bne SuperObtained /already super state
```

```
jsr _cp_sup_ /obtain super state
SuperObtained:
move.w sr,d0
ori.w $0x0700,sr /only NMI allowed
lsr.w $8,d0 /move irq mask to match input
mask
and.w 8(a6),d0 /irq mask AND andv
move.w 10(a6),d1 /xorv
eor.w d1,d0 /irq mask XOR xorv
andi.w $7,d0 /ignore unwanted bits
move.w d0,-(sp) /return value to caller
lsl.w $8,d0 /shift new mask to match sr
irq bits
ori.w $0xf8ff,d0 /build rest of sr
move.w sr,d1 /NMI only irq mask
and.w d0,d1 /required mask
move.w d1,sr /shift from NMI only to
required mask
tst.w -2(a6) /old proc state
bne KeepState /stay in super state
jsr _cp_usr_ /back to user state
KeepState:
move.w (sp)+,d0 /mask written to caller
unlk a6
rts
```

And I guess this doesn't qualify as a good reset function does it:

```
Reset()
{uint16 x =0x4e70;
void (*fcp)()=&x;

(*fcp)();
}
```

Hmm, forgot the RTS!

Oh, and just what is that compiler switch that forces a local variable
to be placed in the TEXT segment? :-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2336. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3603ef7d.32276450@news.pressenter.com>
Source record: 3652
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

On 17 Sep 1998 23:09:22 GMT, pfg@cs.rmit.edu.au (Paul Francis Gilbert)
wrote:

>"PM" <p_michon@hotmail.com> writes:
>
>
>>ALL about old home computers and game systems.
>>Have a look at our collection and technical informations.
>
>Gee, it would help wouldn't if the site was actually in *English*. Not that
>I'm discouraging people from keeping the old systems alive just because they
>don't do it in English, but it seem a bit inappropriate to be posting the URL
>of a non-english website to a predominately english speaking newsgroup, since
>most of us won't be able to understand it. ;-)

Then use that web page translating engine at altavista. it ain't half
bad.

2337. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-18 00:00:00 UTC
From: ptaft@wang.com
Message-ID: <6tttjq$fe2@elf.wang.com>
Source record: 3653
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

In article <3603ef7d.32276450@news.pressenter.com>, jmelbo@pressenter.com (Jon Melbo) wrote:
>
>Then use that web page translating engine at altavista. it ain't half
>bad.
>

Also, if you click on the item under the picture that says:" I don't understand French, I want the "Rosbeef" version of this wonderful site"

or

htttp://www.chez.com/cmpi/paleo/index_e.htm

Phil

2338. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <35fff2b4.16089605@news.demon.co.uk>
Source record: 3748

On Sat, 12 Sep 1998 10:43:04 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <35f7a3fc.1119629@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> Am I correct in thinking it is less prone to network delays - but at
>> the 'expense' of TCP?
>
>I'm not sure what you mean here.

Neither am I! Nevertheless you've figured out what I was trying to ask
anyway. ;-)

>UDP and TCP are treated exactly indentically
>by the network layer (IP), so delays that a packet of one type experiences
>would be the same as if the packet were the other type.

Okidoki.

>> ie I read some news article somewhere, where someone was moaning that
>> UDP was slowing down TCP. This could have been a load of nonsense,
>
>I think it is. There is no interaction between UDP and TCP, apart from
>each one taking bandwidth for delivering the packet which naturally is
>not usable for the other protocol.
>
>It could be meant on an implementation level though. TCP is pretty
>sophisticated in that it achieves it's goals with little network traffic.
>If a reliable data stream concept (i.e. avoid dupes and loss etc.) were
>to be build with UDP, it's easy to waste bandwidth doing it in a less
>than optimal way. This bandwidth again is not available for TCP, possibly
>that was meant by that publication.

That would make sense, yes. Ta.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2339. GFA/GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-19 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95q.980919204452.8435A-100000@paddington>
Source record: 3654

Hi guys,

I trying to solve a long-standing problem I have relating the text cursor, specifically with OBJC_EDIT.

I'm using a heavily-modified version of Flydials, and I've noticed this behaviour in other GFA Flydial-dependant programs (for example, Ergo!pro has this bug), and it's a right pain!

Basically, I have a window with an editable text object in, and the text cursor is enabled. In general, the cursor is turned off and on with:

```
~OBJC_EDIT(rsc_adr%,edit_obj&,key&,idx&,3,idx&) !Turn cursor OFF
~OBJC_EDIT(rsc_adr%,edit_obj&,key&,idx&,1,idx&) !Turn cursor ON
```

But, if another window is moved over the cursor, GEM won't redraw it as part of the normal window redraws, so the cursor disappears. On switching back to my application, I need to be able to properly redraw the cursor. Now GEM or GFA seems to be drawing in a kind of XOR mode, so if the cursor is turned on and redrawn when the cursor hasn't been erased by the window, the cursor will then disappear, only to reappear when the cursor position is moved and giving redraw errors. So, I know this is kind of difficult to explain, but what I need to know is an accurate way of turning off and on the cursor, and redrawing it. CoNnect, as an example does this properly - when switching back to a CoNnect window, the cursor is turned off and then properly back on, which is exactly what I need to do. Any ideas..?

Thanks!

```
|> | |
|> E |\| |-| /\ |_ |_
```

2340. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-19 00:00:00 UTC
From: c64ever@SPAM.ME.AND.I.WILL.SEND.VAN.DAMME.dsv.nl
Message-ID: <3608e405.3204065@news.dsv.nl>
Source record: 3655
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

>On 17 Sep 1998 23:09:22 GMT, pfg@cs.rmit.edu.au (Paul Francis Gilbert) wrote:

>Gee, it would help wouldn't if the site was actually in *English*. Not that
>I'm discouraging people from keeping the old systems alive just because they
>don't do it in English, but it seem a bit inappropriate to be posting the URL
>of a non-english website to a predominately english speaking newsgroup, since
>most of us won't be able to understand it. ;-)

|On Fri, 18 Sep 1998 15:23:10 GMT, ptaft@wang.com (Phil Taft) wrote:

| Also, if you click on the item under the picture that says:" I don't
|understand French, I want the "Rosbeef" version of this wonderful site"

The English flag is a dead giveaway in case you didn't understand
that!

>htttp://www.chez.com/cmpi/paleo/index_e.htm

Can you say "D'OH!"?

Martijn

```
___
/ __| C O M M O D O R E 6 4 E V E R ! ! !
/ / ____
| | |__ / / /| >>>>>>>>>>>>>>>>>>>>>>>>
| | |___\ / _ /_|_ > c64ever@dsv.nl <
\ \__ | | | >>>>>>>>>>>>>>>>>>>>>>>>
\___| \__/ |
```

2341. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-19 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <EzJtL5.13M@arisia.stud.uni-hannover.de>
Source record: 3656

In article <36022099.27838549@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> _cp_irq_:
> //*[uint cp_irq(andv,xorv)
> / uint andv;
> / uint xorv;
> /
> / the processor interrupt mask is read, then ANDed with andv, then
> XORed with
> / xorv and then written back to the interrupt mask. This enables it to
> be read
> / or written in any manner. The interrupt mask which was written back
> is
> / returned to the caller. For the 68000 the interrupt mask is 3 bits
> and is a
> / value in the range 0 to 7.
> /
> / _cp_irq() can be called from user or super state. It sets IPL to 7

I do not really understand this, partially because information is missing
(like the AND and XOR masks), but to me, "written back to the interrupt
mask" and "can be called from user ... state" is a contradiction.

What's the goal of this bit ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2342. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-19 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <EzJtyo.160@arisia.stud.uni-hannover.de>
Source record: 3657

In article <3600EF02.D39198A0@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:
>
> Yes I've done almost exactly what you propose. I have made one program
> that opens a passive connection as you say, and then it waits for the
> remote host IP in the CAB structure to change to something other than
> NULL. It checks this every 25ms. When it detects an IP, the program
> prints it as 48.0.0.140. The state you're talking about, is it the last
> word to be found in the CIB structure? Maybe it's better to check the
> state than the remote IP.

No, the TCP state is not directly accessible in public versions of STinG.
You can wait for a specific TCP state using TCP_wait_state(), or just
call CNbyte_count() it'll return ELISTEN until the connection becomes
established. The latter is the usually used method.

> Then I start the 'active' program, that opens a connection to 127.0.0.1
> and sends a small string. When the connection is established, the
> passive program reacts, but it never gets any data, even though the
> active program reports success when sending.

There must be a bug in your code checking for data. Try a version that
collects data using CNget_char(), at least that should work alright.

> Nevermind. But shouldn't the transfer be quite quick, since it's done on
> the same machine?

Yes, it should. Depending on what you configured as delay, data should
arrive in a time as short as 10 ms.

Cheers Peter
--
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2343. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-19 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <EzJu1x.16M@arisia.stud.uni-hannover.de>
Source record: 3658

In article <360016b0.25301050@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>> ... but as you can never tell if the other end is still there then
>>> some sort of code has to be in place to handle timeouts. The most
>>> basic response in this case is to close the connection yourself,
>>> perhaps prompting the user periodically (wait/close).
>>>
>>> More elaborate code might allow a connection to be re-established and
>>> continued but such a feature would serve no useful purpose here! ;-)
>>
>>Why not ?
>
> You'd be miles behind in the race. :-)

All a matter of proper recovery code, nothing more.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2344. the second book

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-20 00:00:00 UTC
From: a3apa3a@aol.com
Message-ID: <19980920154541.17893.00002466@ng111.aol.com>
Source record: 3659

```
THE SECOND BOOK OF MACHINE LANGUAGE
by Richard Mansfield.
Compute! publications, 1984.
445 pages , $ 25 or best offer.
contact a3apa3a@aol.com
```

2345. GEM redraws again

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-21 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <6u54io$9i8$1@nnrp1.dejanews.com>
Source record: 3660

Greetings atarians!

I'll repeat myself and ask a question I've asked before, with a little
extension:

>Is it possible to write the image contents of an object tree to memory
>(without viewing it on screen first), or do I have to draw the object on
>screen, and then save the screen contents to memory??

When I asked this I got the answer 'no', from (I think) Jo Even Skarstein.

Now I've read somewhere on the WWW that it is possible to use something
called 'sceen swapping routines' to redirect the output to a dedicated place
in memory instead of the physical screen adress.

Could this be used to do what I asked for? Anyone?

Thanks in advance,

Joakim

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2346. Re: GFA/GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-21 00:00:00 UTC
From: bleuf@algonet.se
Message-ID: <6u5fok$ik3$1@zingo.tninet.se>
Source record: 3661

```
Hi Ben,

On 19 Sep 1998 20:45:09 , Ben Hall wrote:

> ... the cursor is turned off and then properly back on,
> which is exactly what I need to do. Any ideas..?

This sort of thing is a pain unless you have *full* control of the cursor.
I suspect that programs that handle this correctly are managing their own
cursor draws. I know that in my programming I have a standard bitblit
procedure which I then use to "create" blinking or steady cursors at will.
Since I am in control, I can effect redraws as required, e.g. as part of
the normal redraw process.
```

/ Bo
--
Bo Leuf <bo@leuf.org>
Daggskimmer fc3, Malm&#65533;, Sweden
http://www.leuf.org/fc3/fc3.html (English)
http://www.algonet.se/~bleuf/fc3/index.html (Swedish)

2347. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-21 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <360674D1.AD78593C@ios.chalmers.se>
Source record: 3662

> No, the TCP state is not directly accessible in public versions of STinG.
> You can wait for a specific TCP state using TCP_wait_state(), or just
> call CNbyte_count() it'll return ELISTEN until the connection becomes
> established. The latter is the usually used method.

But it does work to check the remote IP, right?

> > Then I start the 'active' program, that opens a connection to 127.0.0.1
> > and sends a small string. When the connection is established, the
> > passive program reacts, but it never gets any data, even though the
> > active program reports success when sending.
>
> There must be a bug in your code checking for data. Try a version that
> collects data using CNget_char(), at least that should work alright.

Hmm, I did find a bug, but it had only something to do with the printing
of the remote IP in the passive program. It now prints 127.0.0.1 and not
48.0.0.140.

But I think CNget_block is so simple, I can't figure out what's wrong.
Okey, I'll test CNget_char , but isn't that one quite slow, since it
only gives me one byte at a time? I heard that CNget_NDB is the fastest
way, but forces me to KRfree the block(s) also.

See ya
Henrik

2348. Setting the GEM window size

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-21 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna@al_ALBATROSS_gonet.se>
Message-ID: <360687CE.433D@al_ALBATROSS_gonet.se>
Source record: 3663

Greetings atarians!

I have (yes again) a little problem:

-Is it possible to specify the WORKarea of the GEM-window with wind_set?

Thatï¿½s all! Thanks in advance,

/Joakim

2349. Re: Setting the GEM window size

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <6u68seqk1@sun27.hrz.tu-darmstadt.de>
Source record: 3664

Hi!

Joakim Hï¿½gberg <fiolerna@al_ALBATROSS_gonet.se> wrote:
> -Is it possible to specify the WORKarea of the GEM-window with wind_set?

Not directly. But you can use wind_calc(WC_BORDER, ...) to calculate the
position and size of a window with a given workarea, which you then use
with wind_set().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2350. Re: GFA/GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-21 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <EznHo2.Kyw@arisia.stud.uni-hannover.de>
Source record: 3665

In article <6u5fok$ik3$1@zingo.tninet.se>,
bleuf@algonet.se (Bo Leuf) writes:

>> ... the cursor is turned off and then properly back on,
>> which is exactly what I need to do. Any ideas..?
>
> This sort of thing is a pain unless you have *full* control of the cursor.

The programmer does have complete control over the cursor, by calling objc_edit
with the proper function codes. I know the documentation of this function is
not very good, but is does work.

From memory : ED_INIT shows the cursor, ED_END removes it. ED_INIT can be used
in redraw code too.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2351. Re: Setting the GEM window size

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-21 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <EznHs8.KzM@arisia.stud.uni-hannover.de>
Source record: 3666

In article <360687CE.433D@al_albatross_gonet.se>,
Joakim Hi¿½gberg <fiolerna@al_ALBATROSS_gonet.se> writes:

> -Is it possible to specify the WORKarea of the GEM-window with wind_set?

No. You need to call wind_calc first to calculate the total area from the
working area, then call wind_set to set the calculated total area.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2352. Re: STiNG LocalTalk

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-22 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.980922110029.16610A-100000@hal.fishpool.com>
Source record: 3667

Check on Yahoo for "The hardware book", it has schematics for that.
Otherwise, Mac shops sell the same adapter ready-made.

On Thu, 3 Sep 1998, Pascal Ricard wrote:

> BTW, is the LAN port on the Falcon compatible with RS232 ? I mean I
> would like try to connect my modem to the LAN port (with a Mac cable ?)
> and then use the Modem2 to talk with a PC (using a nul modem cable I
> suppose).
> What would be the wiring between the modem (DB9) and the LAN port ?

Martin-Eric Racine The Atari TT030 Homepage with FAQ
FUNKYWARE CREATIONS inc. http://members.tripod.com/~TT030/

.

2353. Re: Lattice C v5.52 FS (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-22 00:00:00 UTC
From: Stephen Marriott <steve@spensley.demon.co.uk>
Message-ID: <3607745A.73F948BD@spensley.demon.co.uk>
Source record: 3668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Drew Gibson wrote:

>
> I have a copy of HiSoft Lattice C v5.52 for the ST range of Atari
> computers. Full set of disks and manuals.

So do I ;-)

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2354. Re: Lattice C v5.52 FS (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-22 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <360777B1.21B8D410@usa.net>
Source record: 3669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Stephen Marriott wrote:
>
> Drew Gibson wrote:
>
> >
> > I have a copy of HiSoft Lattice C v5.52 for the ST range of Atari
> > computers. Full set of disks and manuals.
>
> So do I ;-)

Can I make it three? (-:

--
AG
-------------------------------------------------------------------------
Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
-------------------------------------------------------------------------
```

2355. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-22 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <36077CB0.F43178E0@ios.chalmers.se>
Source record: 3670

> > There must be a bug in your code checking for data. Try a version that
> > collects data using CNget_char(), at least that should work alright.
>
> Hmm, I did find a bug, but it had only something to do with the printing
> of the remote IP in the passive program. It now prints 127.0.0.1 and not
> 48.0.0.140.
>
> But I think CNget_block is so simple, I can't figure out what's wrong.
> Okey, I'll test CNget_char , but isn't that one quite slow, since it
> only gives me one byte at a time? I heard that CNget_NDB is the fastest
> way, but forces me to KRfree the block(s) also.

Well, now I've found the bug, and of course it was one of the most
simple things possible. I'd calculated the wrong offset for CNget_block,
I thought it was 72bytes from the start of TPL but when I calculated it
again I got 76. So I've been calling CNkick all the time. No wonder it
didn't work. :-P
But now it all works perfectly, and the multiplayer option seems
possible after all. Thank you very much for your help, Guy and Peter and
everyone else!

Regards
Henrik

2356. Re: STiNG LocalTalk

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-22 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3607a2502ca8951@club-internet.fr>
Source record: 3671

Hello,

in article <Pine.LNX.3.96.980922110029.16610A-100000@hal.fishpool.com>
Martin-Eric Racine wrote on Tue 22-09-98 11:02 (+0300):

> Check on Yahoo for "The hardware book", it has schematics for that.
> Otherwise, Mac shops sell the same adapter ready-made.

Thanx !
BTW, it's more and more difficult to find even Mac shops here in my open
country :-/

BFN,
/Pascal/

--
Pascal, surfing the web on his Falcon...
Otagger ï¿½1.22: Today's thought:
"The nickname for Bill Gates: Bugs Bunny."

2357. Bad RAM? Or programming error?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <6u9s45$m17$1@newshost.comnet.co.nz>
Source record: 3672

While testing a system-level utility I am writing, my TT crashes/hangs.

The code where it crashes looks like this:

```
move.w #%01,-(sp) ; TTRAM only
move.l #(4<<20)+65536,-(sp) ; 4 MB + 64k
move.w #m_xalloc,-(sp) ; Malloc with pref
trap #1 ; call gemdos
add.l #2+4+2,sp ; fix stack
tst.l d0 ; null = fail
beq fail
tst.w d0 ; aligned on 64k boundary?
beq aligned ; yes, so no need to realign it
add.l #$10000,d0 ; increment pointer
eor.w d0,d0 ; zero low 16 bits
aligned ; D0 is usually around $01200000
move.l d0,a0 ; a0 = pointer
move.l #((4<<20)>>2)-1,-(sp) ; split d0 into d0/d1
movem.w (sp)+,d0/d1 ; d0/d1 now have high/low words of counter

tol ; top of loop
clr.l (a0)+ ; IT CRASHES HERE when A0 > $01400000
dbf d1,tol ; clear 64k
dbf d0,tol ; multiples of 64k
```

Everything seems to be OK until A0 reaches $014xxxxxx.

Shortly after this, the TT hangs badly - which it should not do, as I have 16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs beyond where it crashes.

However, debugging reveals that memory at $01400000 is a direct copy of $01000000. Likewise $01800000. And $01C00000.

I took the top off the TT and checked the RAM was properly inserted and the memory board was properly pushed into the fast ram slot of the TT.

But the problem still occurrs.

Do I have bad RAM, or is it something else?

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

2358. Re: GFA/GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-23 00:00:00 UTC
From: Mikko Larjava <mitala@utu.fi>
Message-ID: <360908BB.9EF86B5B@utu.fi>
Source record: 3673

Peter Rottengatter wrote:
> The programmer does have complete control over the cursor, by calling objc_edit
> with the proper function codes. I know the documentation of this function is
> not very good, but is does work.
>
> From memory : ED_INIT shows the cursor, ED_END removes it. ED_INIT can be used
> in redraw code too.

I wouldn't call that a full control. You can't e.g. set the clipping
rectangle at all with objc_edit().

2359. Re: Setting the GEM window size

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-23 00:00:00 UTC
From: bleuf@algonet.se
Message-ID: <6ub2eo$1lk$1@cubacola.tninet.se>
Source record: 3674

On 21 Sep 1998 19:07:26 , Joakim H&#65533;gberg wrote:

```
> -Is it possible to specify the WORKarea of the GEM-window with wind_set?

Given that your external window size and work area are related depending
on which window widgets you have active, yes. You convert the required
internal work area size to window external x y w h using wind_calc, and
then set the window size using these values. Using wind_calc the other
way, you can figure out the effective work area from a given window size.

/ Bo
```

--
Bo Leuf <bo@leuf.org>
Daggskimmer fc3, Malm&#65533;, Sweden
http://www.leuf.org/fc3/fc3.html (English)
http://www.algonet.se/~bleuf/fc3/index.html (Swedish)

2360. Re: Lattice C v5.52 FS (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-23 00:00:00 UTC
From: aprice@postern.demon.co.uk
Message-ID: <906569010.27123.11.nnrp-02.9e987258@news.demon.co.uk>
Source record: 3675

On 22 Sep 1998 10:56:43 , Stephen Marriott wrote:
>
>
>Drew Gibson wrote:
>
>>
>> I have a copy of HiSoft Lattice C v5.52 for the ST range of Atari
>> computers. Full set of disks and manuals.
>
>So do I ;-)
>
I've only got v5.04.00, and I can't get it to compile my Hisoft C
interpreter programs. 8-(((

--
Alan Price
http://www.postern.demon.co.uk

2361. Re: Bad RAM? Or programming error?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-23 00:00:00 UTC
From: Matthias Mueller-Reineke <reineke@mail.desy.de>
Message-ID: <Pine.GSO.4.02.9809231802200.16958-100000@hasyw02.desy.de>
Source record: 3676

```
On 23 Sep 1998, Gaven Miller wrote:

> clr.l (a0)+ ; IT CRASHES HERE when A0 > $01400000

76543210
16^6 = 16777216 1*16777216 = 16777216
16^5 = 1048576 4* 1048576 = 4194304
--------
20971520 = ca. 20 M
^ ^
> 16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs

Don't worry. Your hardware up to 16 M is OK or did I calculate wrong?

Matthias
```

2362. Re: Lattice C v5.52 FS (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-23 00:00:00 UTC
From: Stephen Marriott <steve@spensley.demon.co.uk>
Message-ID: <360927E3.F0B734FD@spensley.demon.co.uk>
Source record: 3677

Alan Price wrote:

> On 22 Sep 1998 10:56:43 , Stephen Marriott wrote:
> >
> >
> >Drew Gibson wrote:
> >
> >>
> >> I have a copy of HiSoft Lattice C v5.52 for the ST range of Atari
> >> computers. Full set of disks and manuals.
> >
> >So do I ;-)
> >
> I've only got v5.04.00, and I can't get it to compile my Hisoft C
> interpreter programs. 8-(((
>

Contact sales@hisoft.co.uk for an upgrade.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2363. Re: Bad RAM? Or programming error?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-24 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyz1zp13hfl.fsf@issan.informatik.uni-dortmund.de>
Source record: 3678

Matthias Mueller-Reineke <reineke@mail.desy.de> writes:

|> On 23 Sep 1998, Gaven Miller wrote:
|>
|> > clr.l (a0)+ ; IT CRASHES HERE when A0 > $01400000
|>
|> 76543210
|> 16^6 = 16777216 1*16777216 = 16777216
|> 16^5 = 1048576 4* 1048576 = 4194304
|> --------
|> 20971520 = ca. 20 M
|> ^ ^
|> > 16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs
|>
|> Don't worry. Your hardware up to 16 M is OK or did I calculate wrong?

The latter. Note that TT RAM starts at $01000000 (16M).

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

2364. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-24 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <Ezt480.Cxu@arisia.stud.uni-hannover.de>
Source record: 3679

In article <360674D1.AD78593C@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:

>> No, the TCP state is not directly accessible in public versions of STinG.
>> You can wait for a specific TCP state using TCP_wait_state(), or just
>> call CNbyte_count() it'll return ELISTEN until the connection becomes
>> established. The latter is the usually used method.
>
> But it does work to check the remote IP, right?

It should.

> But I think CNget_block is so simple, I can't figure out what's wrong.

CNget_block has a pitfall : It does not return any data if the buffer you
want it to fill in is larger than the amount of data that has arrived. So
youï¿½ll never receive any data if you try

CNget_block (handle, buffer, 1024);

but your sending client only ever sends 1000 bytes. Only 1000 bytes will
ever arrive, so the buffer, being 1024 bytes large, cannot be filled in
completely.

I know this is stupid, but it was decided this way by Steve Adam when he
created STiK, and I cannot change it without breaking compatibility.

> Okey, I'll test CNget_char , but isn't that one quite slow, since it
> only gives me one byte at a time? I heard that CNget_NDB is the fastest
> way, but forces me to KRfree the block(s) also.

Yes.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2365. Re: Bad RAM? Or programming error?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-25 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <EzuoKM.AL6@cix.compulink.co.uk>
Source record: 3680

gmiller@inca.co.nz wrote:
>Everything seems to be OK until A0 reaches $014xxxxxx.
>
>Shortly after this, the TT hangs badly - which it should not do, as I have
>16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs
>beyond where it crashes.
>
>However, debugging reveals that memory at $01400000 is a direct copy of
>$01000000. Likewise $01800000. And $01C00000.
>
>I took the top off the TT and checked the RAM was properly inserted and
>the memory board was properly pushed into the fast ram slot of the TT.
>
>But the problem still occurrs.
>
>Do I have bad RAM, or is it something else?

According to the Atari docs I have, TT RAM space ends at $013FFFFF and
memory from $01400000 to FE000000 is reserved. Why do you need to go into
this space?

See my website for "The Atari A to Z" book shareware ASCII files. There is an
extensive memory map in that.

Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

2366. New Atari CD - Only A Fiver

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-25 00:00:00 UTC
From: deano@zetnet.co.uk
Message-ID: <360cfb8a.9114642@news.zetnet.co.uk>
Source record: 3681

I am currently putting together a CD full of Atari PD. If you have
some software you would like included on the CD then please email me.

2367. assembler code for string matching required

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-26 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <360d111c21ab550@the-gap.demon.co.uk>
Source record: 3682

Hi guys

I've been struggling to convert some C code (taken from NOS) that does a
wildcard matching of two strings; one string and a pattern.
The pattern should be able to contain wildcards such as *, ? etc.
I'm struggling with how to code it so that the following match is detected:

string = alt.fred.rec.pets.gary
pattern = *.rec.pets.*

The above example should match, but I just can't get my head around the
required code :(Trailing stars are obviuosly easy, but it is the leading
star, followed by actual data..... bit that is causing me headaches.

Does anyone have an assembler routine that does this? I'm not that good with
C and really would like an assembler routine.

Thanks for any help,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

2368. FS: Atari 800 w/drive, joysticks, carts, manuals. All excel.cond.

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-26 00:00:00 UTC
From: pkr4@goodnet.com
Message-ID: <eN8P1.240$fl2.3141706@news.goodnet.com>
Source record: 3683

```
Everything in excellent condition.
800 unit
18k built in
58 k added memory (3x16, 1x10)
cables, ac adaptor
810 floppy drive
users and programming manual
game cartridges
basic (language) cartridge
two joysticks and cables

$70 or best offer nearest to it.

buyer pays shipping to their location.

jim
pqr4@goodnet.com
```

2369. Re: Bad RAM? Or programming error?

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-28 00:00:00 UTC
From: Russell Magee <bigruss@cheetah.spots.ab.ca>
Message-ID: <6un89a$6qu$1@f02s02.tac.net>
Source record: 3684

"Mark Baines" <msbaines@cix.compulink.co.uk> wrote:
> gmiller@inca.co.nz wrote:
> >Everything seems to be OK until A0 reaches $014xxxxxx.
> >
> >Shortly after this, the TT hangs badly - which it should not do, as I have
> >16 megs of TT RAM, so the end of RAM would be $02000000 - a good 12 megs
> >beyond where it crashes.
> >
> >However, debugging reveals that memory at $01400000 is a direct copy of
> >$01000000. Likewise $01800000. And $01C00000.
> >
> >I took the top off the TT and checked the RAM was properly inserted and
> >the memory board was properly pushed into the fast ram slot of the TT.
> >
> >But the problem still occurrs.
> >
> >Do I have bad RAM, or is it something else?

> According to the Atari docs I have, TT RAM space ends at $013FFFFF and
> memory from $01400000 to FE000000 is reserved. Why do you need to go into
> this space?

Well, my 18 meg TT (16 Meg TT RAM, 2 Meg ST RAM) definitely has memory
in the range $1000000 - $1ffffff. Perhaps Atari originally designed a
TT RAM expansion board which could only handle 4 Megs, and made a 16-Meg
capable one later?

To the original poster: If your RAM isn't unique from $1000000 - $1ffffff,
you don't have 16 Megs of functional RAM. (This I should know, I'm working
with malfunctioning RAM at work right now, and I have been dreaming in
hex lately 8^)

If you do really have 16 megs of TT RAM, perhaps the jumpers are just
set wrong on the expansion board.

-Russ

--

2370. PalmPilot programming with Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-28 00:00:00 UTC
From: Russell Magee <bigruss@cheetah.spots.ab.ca>
Message-ID: <6una4u$6qu$4@f02s02.tac.net>
Source record: 3685

Hi all,

I've been working on some tools to let me build PalmPilot applications
using my Atari. Basically they take a .PRG or .TOS file and convert it to
a PalmOS .PRC file which can then be HotSynced (not on Atari yet --
you need a PC, Mac or Linux to do this right now) and run.

(Anyone working on Hotsync software that will run under single-TOS?)

(For those who don't know, the 3Com PalmPilot is a handheld organizer that
uses a Motorola DragonBall CPU -- basically a 68k with extra stuff).

Current support is only for assembler programs (Devpak) and single-pass
assembly (no linking), due to the memory model of PalmOS programs.

I posted this here due to the fact that only Atari-heads would be
possibly interested in this.. is there anyone else out there trying to
program their PalmPilots without using Wintel hardware? Once I fix some
more really bad bugs and clean things up I can post them to my web site
if anyone's interested.

-Russ

--

2371. Re: PalmPilot programming with Atari

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-28 00:00:00 UTC
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Message-ID: <360F3BFA.9DD50730@capway.com>
Source record: 3686

Russell Magee wrote:

> Hi all,
>
> I've been working on some tools to let me build PalmPilot applications
> using my Atari. Basically they take a .PRG or .TOS file and convert it to
> a PalmOS .PRC file which can then be HotSynced (not on Atari yet --
> you need a PC, Mac or Linux to do this right now) and run.
>
> (Anyone working on Hotsync software that will run under single-TOS?)
>

I've proted the pilot-link utilities to MiNT so you can hotsync with an Atari computer using MiNT.The irl is :
HTTP://www.chez.com/stratos/pilot.htm

> I posted this here due to the fact that only Atari-heads would be
> possibly interested in this.. is there anyone else out there trying to
> program their PalmPilots without using Wintel hardware? Once I fix some
> more really bad bugs and clean things up I can post them to my web site
> if anyone's interested.
>

I've try to port Pilot GCC under MiNt but for the momment it doesn't work.

best regards, Rodolphe.

2372. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-28 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <360F991D.3C26AC7A@ios.chalmers.se>
Source record: 3687

Hi everyone!

Thanks to Peter and Guy, I now have two working programs that sends/receives data using STiNG. One of them is passive, the other active.
I run the passive program first. It initialises a passive connection, and then waits for the active program to open a connection to it (loop-back: 127.0.0.1) and send some data.

It works fine to read the data using CNget_block, but since I'm going to use all this in a game, speed has the highest priority. I have therefore tried to replace the use of CNget_block with CNget_NDB. I read in STING.HYP, that I have to KRfree both the incoming data blocks and the NDB structure associated with each block after having processed them. According to STING.HYP, an NDB consists of a pointer to the base of the block, a pointer to the data of the block, a word saying how many bytes the data is, and a pointer to the next NDB-structure (if there is any).

My passive program waits for the connection from the active program, and then waits for 30 seconds, to give me (the user), enough time to write two small strings of text in the active program and send them to the passive one.
I successfully manage to read the first NDB and its data, but when I try to process the next NDB, the system crashes. Magic reports "systemstapeln ï¿½berlaufen", which I interpret as the system stack having been thrashed in some way.

I use the last pointer (*next) in the first NDB-structure to get the address to the next NDB. Is this correct?

the pseudo code for the NDB-processing is like this:

1. call CNget_NDB with the handle
2. was the returned pointer in d0=0? if yes: quit.

3. use the pointer to get the address to the data of the NDB (*ndata), and how many bytes to read (len).
4. use a small loop to copy the data from the NDB to a buffer, null-terminate the string, and print it.
5. check the last pointer (*next) to see if there is another NDB to process. If zero, goto 7.
6. KRfree both the data pointed to by the NDB (*ndata) and the NDB itself. Goto 3.

7. do the same as 6, except that we don't jump to 3, since the NDB's are finished now.

I'm cautios about not relying on a0-a2 and d0-d2 after having called
KRfree, CNget_NDB or Cconws. Is it correct that the address to the block
that I want to free using KRfree, should be passed on the stack?

Regards
Henrik Gildï¿½

2373. MagiC Programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-29 00:00:00 UTC
From: Jake Goerzen <toram@psnw.com>
Message-ID: <01bdebf5$bfba1480$75f22bce@toram.psnw.com>
Source record: 3688

I have a Falcon running MagiC 5. I would like to write some programs under this OS. What kind of languages are available? Is there any thing like Visual C++ or Visual Basic. Any object oriented options? I would like to be able to use GEM functions. In other words be able to put a nice GEM front end on my programs.

Jake
toram@psnw.com

2374. Atari ST books for sale - Abacus, misc

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: bretelle@autonet.net
Message-ID: <36137e2e.513464665@news.provide.net>
Source record: 3689

Getting down to the last of the Atari ST items on my shelves. This group includes many of the ABACUS Atari ST Series from Germany.

These books are especially valuable sources of ST info. They haven't been available for many years, and when they're are gone, the information in them pretty much goes with them.

Priority Mail shipping is $3.00 for one or two, or they can be sent at Book Rate which is a little cheaper (and a lot slooower).

Misc. Atari ST Books - $10 each

Compute's ST Programmer's Guide -

The comprehensive guide to programming the Atari ST personal computer. Includes dozens of example programs, details on how to access advanced features and explanations of BASIC and LOGO. Includes writing GEM applications in "C".

Programmer's Guide to GEM - Sybex

A detailed introduction and reference guide for anyone wishing to develop applications for the GEM operating environment. Programming the VDI for portable graphics software, using the Resource Construction Set, a complete guide to AES functions and lots of programming examples in C.

GFA BASIC Book - MichTron

An intermediate programming tutorial for GFA BASIC, written by Frank Ostrowski, the author of GFA BASIC itself. It's designed for the person with a casual knowledge of BASIC who wants to gain an understanding of the more complicated aspects of the programmers' art. It guides you step by step through many intricate facets of BASIC and GEM programming, using GFA. Comes with a disk containing many of the program examples. This book is especially valuable for the practical insights Frank gives from his years of development on the ST.

ABACUS Software Atari ST books - $10 each

Volume 2 - Atari ST Internals -

The authoritative insider's guide. Chips, MIDI, GEMDOS, Sound, BIOS, Interrupts, Errors, almost everything you need to know about the ST.

Volume 3 - Atari ST GEM Programmer's Reference -

The complete guide to programming the ST using the Graphics Environment Manager. GEM, VDI, AES, GDOS, GIOS, programming,

development, compiling C, inside GEM. Many example programs in C and 68000 assembly language.

Volume 4 - Atari ST Machine Language -

Complete introduction to machine/assembly language on the ST. Logical operations, bit manipulation, program development, 68000 register structures, memory structure, operating system, and more. Many examples and problems with answers.

Volume 5 - Atari ST Tricks & Tips -

Valuable collection of software tools and programming hints. Using GEM from BASIC, adding machine language to BASIC programs, super fast RAM disk, print spooler, starting TOS applications automatically and more. Contains program listings and color plates. A collection of info that didn't quite fit into the other volumes.

Volume 8 - Peeks and Pokes -

Keys to revealing the secrets hidden within your Atari ST. Using the BASIC "Peek" and "Poke" functions to: Customize the desktop, change the mouse shape, change the character set, read the keyboard or joystick, make your own fill patterns, direct disk accessing, system variables, pointers and the CPU stack, setting up the RS-232 interface and a lot more. This book packs a lot of valuable information all in one place.

Volume 9 - Atari ST BASIC Training Guide -

Everyone's introduction to ST BASIC. A very functional, educational and well-written introduction to ST BASIC. From problem analysis to algorithms to BASIC commands. It helps teach programming quickly. Includes quizzes on the concepts introduced to reinforce the learning of programming.

Volume 11 - Atari ST BASIC to C -

Move quickly beyond the BASICS with the powerful C language. Use your knowledge of BASIC to move on to programming in C with the help of this useful guide. Shows comparisons between the familiar concepts of BASIC and the equivalents in C to make moving into this more powerful and versatile programming language very easy. Many, many programming examples.

Volume 12 - Atari ST 3D Graphics Programming -

Concepts and techniques. Learn how to create impressive and fascinating 3D graphics on the ST. Covers the basics, then moves on into more advanced concepts. 2D & 3D transformation, hidden lines and surfaces, data structures, spatial projection, screen manipulation, rotation, light and shadows, and more. Includes many programming examples in 68000 assembly language.

Volume 13 - ST Disk Drives: Inside and Out -

Discover the capabilities of the Atari ST disk drives. A book with in-depth coverage of the concepts and techniques of using floppy disks, hard disks and RAM drives. The book explains in detail the file structures, software, firmware and hardware that support disk functions on the ST. BIOS, DMA, controllers, tracks, sectors, clusters, gaps and FATs. Includes an extensive description and listing for a full-function disk monitor program to help investigate the ST's disks. Lots of info in this one.

I'd just as soon pack all of these into one big (and heavy) box, so make me an offer on all of them, or bundles.

If you're planning on sticking with your ST, or are new to the world of the Atari ST, you need these books!

BobR

2375. Re: MagiC Programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <3611D099.67E1C656@NO.SPAM.emw.ericsson.se>
Source record: 3690

Jake Goerzen wrote:
>
> I have a Falcon running MagiC 5. I would like to write some programs under
> this OS. What kind of languages are available? Is there any thing like
> Visual C++ or Visual Basic. Any object oriented options? I would like to
> be able to use GEM functions. In other words be able to put a nice GEM
> front end on my programs.

There is some kind of VisualAssembler... but for C no. Basic I don't know but
I don't think so. For C++ there is GCC which is also free and one of the
best compilers available. Where to find it, I don't know but most ftp
sites should have it.

//Magnus kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2376. Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: Michael Clemmetsen <mc@syn.beetee.co.uk>
Message-ID: <6ut48ffcr1@pheidippides.axion.bt.co.uk>
Source record: 3691

Hello,

I've finally managed to get round to installing Lattice C5.52 on my Falcon so that I can teach myself C, but I've been having problems:

The cascading menus in the Integrated Development Environment (IDE) can not be selected.

This is the case if I use TOS 4.04 or Magic 5.11.

If I use Geneva the menus work. However...

Both Magic and Geneva do not allow me to run the DEMO2 program from within the IDE - well it runs, but then I cannot get back to the IDE after pressing a key. (Yes I have followed the tutorial and corrected the intentional errors so it compiles and links correctly). The Geneva task manager shows that Lattice is asleep and that the child program, i.e. PROG2 is running. It is not possible to terminate either task in Geneva or Magic.

Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably under Magic? I'm beginning to feel that the only way I will be able to use it is in single-tasking mode under Geneva.

Any information/experience/help much appreciated.

Thank you,

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

2377. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <361241DB.5AECDB67@NO.SPAM.emw.ericsson.se>
Source record: 3692

Michael Clemmetsen wrote:

> Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably
> under Magic? I'm beginning to feel that the only way I will be able to use
> it is in single-tasking mode under Geneva.

Not 5.52 but 5.60 (I think.....) works just fine under MagiC. If there is a problem
with 5.52 or not I have no idea. Ask HiSoft. ;-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

2378. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <361246E8.7F9BF9E6@hisoft.co.uk>
Source record: 3693

Magnus Kollberg wrote:

> Michael Clemmetsen wrote:
>
> > Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably
> > under Magic? I'm beginning to feel that the only way I will be able to use
> > it is in single-tasking mode under Geneva.
>
> Not 5.52 but 5.60 (I think.....) works just fine under MagiC. If there is a problem
> with 5.52 or not I have no idea. Ask HiSoft. ;-)
>

Contact orders@hisoft.co.uk for upgrade prices.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2379. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <361248CD.C0DD98F5@NO.SPAM.emw.ericsson.se>
Source record: 3694

Stephen Marriott wrote:

> Contact orders@hisoft.co.uk for upgrade prices.

No chance that there will be bargins for Lattice C? :-)))

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

2380. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <361253D4.9E2C0B15@hisoft.co.uk>
Source record: 3695

Magnus Kollberg wrote:

> Stephen Marriott wrote:
>
> > Contact orders@hisoft.co.uk for upgrade prices.
>
> No chance that there will be bargins for Lattice C? :-)))
>

Maybe :-)) Why not check http://www.hisoft.co.uk/atari/ this w/e when
the page will be updated!

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2381. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F035uI.H7D@arisia.stud.uni-hannover.de>
Source record: 3696

In article <360F991D.3C26AC7A@ios.chalmers.se>,
Gilda Henrik <di98gihe@ios.chalmers.se> writes:

> the data is, and a pointer to the next NDB-structure (if there is any).

This entry is of no relevance to the application programmer.

> "systemstapeln ï¿½berlaufen", which I interpret as the system stack having
> been thrashed in some way.

system stack overflow.

> I use the last pointer (*next) in the first NDB-structure to get the
> address to the next NDB. Is this correct?

Naaaaaah ! ;-)

The entry 'next' is only for internal use of STinG. Didn't I have CNget_NDB()
explizitly write a NULL into that entry before passing it to the application ?
If not, then I should do it. You, as an application programmer, should ignore
it. The next NDB is fetched just like the first one, with CNget_NDB().

> the pseudo code for the NDB-processing is like this:
>
> 1. call CNget_NDB with the handle
> 2. was the returned pointer in d0=0? if yes: quit.
>
> 3. use the pointer to get the address to the data of the NDB
> (*ndata), and how many bytes to read (len).

Ok.

> 4. use a small loop to copy the data from the NDB to a buffer,
> null-terminate the string, and print it.

You know this is the sort of action CNget_NDB is intended to avoid, for speed
reasons. What you do here is exactly what does CNget_block() internally. Sure
it's ok for testing, but for efficiency you should do the processing 'in place'
i.e. without copying to a buffer; otherwise the use of CNget_NDB() is pointless.

> 5. check the last pointer (*next) to see if there is another NDB to
> process. If zero, goto 7.

Do not do this. Simply omit this step. There is never 'another NDB' as linked
to this NDB via the 'next' entry.

> 6. KRfree both the data pointed to by the NDB (*ndata) and the NDB
> itself. Goto 3.

This must be done regardless of the 'next' entry. Replace the "Goto 3" by
"Goto 1"

> Is it correct that the address to the block
> that I want to free using KRfree, should be passed on the stack?

Yes. All parameter passing is done one the stack, so that STinG can be
programmed with most languages (very few allow control over which CPU
registers are used for which purpose).

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2382. Re: MagiC Programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-09-30 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F03648.H7z@arisia.stud.uni-hannover.de>
Source record: 3697

In article <01bdebf5$bfba1480$75f22bce@toram.psnw.com>,
"Jake Goerzen" <toram@psnw.com> writes:
> I have a Falcon running MagiC 5. I would like to write some programs under
> this OS. What kind of languages are available? Is there any thing like
> Visual C++ or Visual Basic. Any object oriented options?

No Visual * stuff ! Visual * is Microsoft, what do you expect ?

There is about a dozen different C compilers, ranging from poor (old ones)
to very nice. There is GNU C++. There are several BASICs, and compilers
for two or three dozen other programming languages.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2383. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: Michael Clemmetsen <mc@syn.beetee.co.uk>
Message-ID: <6uvcoebcs1@pheidippides.axion.bt.co.uk>
Source record: 3599

Hi again,

So does this mean that Lattice 5.60 *does* work with a Falcon or not?

Does anyone know what the major differences are between 5.52 and 5.60?

Thanks,

Michael
>Magnus Kollberg wrote:
>
>> Michael Clemmetsen wrote:
>>
>> > Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon,
preferably
>> > under Magic?
>>
>> Not 5.52 but 5.60 (I think.....) works just fine under MagiC. If there is
a problem
>> with 5.52 or not I have no idea. Ask HiSoft. ;-)
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

2384. Re: STiNG-programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: Gilda Henrik <di98gihe@ios.chalmers.se>
Message-ID: <3613435E.A434AB0D@ios.chalmers.se>
Source record: 3600

> > I use the last pointer (*next) in the first NDB-structure to get the
> > address to the next NDB. Is this correct?
>
> Naaaaaah ! ;-)
>
> The entry 'next' is only for internal use of STinG. Didn't I have CNget_NDB()
> explizitly write a NULL into that entry before passing it to the application ?
> If not, then I should do it. You, as an application programmer, should ignore
> it. The next NDB is fetched just like the first one, with CNget_NDB().

Yes, I discovered that shortly after I posted that last article. Is
(*next) always NULL, even if there is another NDB waiting?

> You know this is the sort of action CNget_NDB is intended to avoid, for speed
> reasons. What you do here is exactly what does CNget_block() internally. Sure
> it's ok for testing, but for efficiency you should do the processing 'in place'
> i.e. without copying to a buffer; otherwise the use of CNget_NDB() is pointless.

Yes, as you say, it's just for testing. In the game I will have no use
for printing the blocks, since it's always some kind of message from
another player's computer. I don't mean text messages readable for
humans, but rather messages used for for example position updates and
collision detect and so on.

> > 5. check the last pointer (*next) to see if there is another NDB to
> > process. If zero, goto 7.
>
> Do not do this. Simply omit this step. There is never 'another NDB' as linked
> to this NDB via the 'next' entry.
>
> > 6. KRfree both the data pointed to by the NDB (*ndata) and the NDB
> > itself. Goto 3.
>
> This must be done regardless of the 'next' entry. Replace the "Goto 3" by
> "Goto 1"

Well, now I've fixed it so it works. Now the pseudo-algorithm is like
this:

1. call CNget_NDB() with the handle
2. if d0=0, then no blocks to read, quit
3. get address to the data (*ndata) and the length (len) by using d0 as
address to the NDB
4. print the data
5. if (*next) is NULL, there are no more NDB's: quit, otherwise goto 1.

Can I rely on (*next) indicating wether there are any more NDB's (but not use it as a pointer), or should I just skip that step and goto 1, directly after 4 without checking (*next)?

Regards
Henrik Gildï¿½

5.

2385. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <36134964.FB31CB4A@hisoft.co.uk>
Source record: 3601

Michael Clemmetsen wrote:

> So does this mean that Lattice 5.60 *does* work with a Falcon or not?

Yes - Atari ST/STe/TT/Falcon.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2386. 34800 baud ST modem patch?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@hal.fishpool.com>
Message-ID: <Pine.LNX.3.96.981001155603.21363B-100000@hal.fishpool.com>
Source record: 3602

I remember reading somewhere (HS-modem docs, maybe?) that it is
possible to drive the ST Modem port at 38400 by simply changing
some clocking variables for the MFP (and the baudrate registers
so that this speed is reported as available).

This implies that NO hardware modification is needed.

Does anyone recall reading this and where, or otherwise knows
how to do this? Thanks.

Martin-Eric Racine The Atari TT030 Homepage with FAQ
FUNKYWARE CREATIONS inc. http://members.tripod.com/~TT030/

.

2387. Free Pascal

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: codc01@gel.usherb.ca
Message-ID: <6v0c3s$3r7$1@nnrp1.dejanews.com>
Source record: 3603

Greetings,
The first version of the Free Pascal compiler for 680x0 targets is now
available on most Free Pascal official sites. Currently available are:

- Cross development environment for AmigaOS on linux-i386
- Cross compiler for Atari TOS on MS-DOS
- Native AmigaOS Free Pascal compiler

These compilers are based on Free Pascal 0.99.5c, this revision has not been
released for the x86 but is similar in effect to Free Pascal version 0.99.5
except that all known code generation bugs known from FPC 0.99.5 have been
fixed.

You can get the compilers at:
ftp://tflily.fys.kuleuven.ac.be/pub/fpc/dist/

Help is required to port to other 680x0 operating systems:
- Atari native TOS port
- Linux-m68k native port
- Macintosh port help

Please if you can help, contact me via *e-mail*, i would do this port myself,
but i do not have access to these operating systems.

Carl Eric Codere
codc01@gel.usherb.ca
http://www-edu.gel.usherb.ca/codc01

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2388. Re: 34800 baud ST modem patch?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6v0jtt$1sj$1@roch.zetnet.co.uk>
Source record: 3604

On 1 Oct 1998 16:00:52 +, Martin-Eric Racine wrote:
>I remember reading somewhere (HS-modem docs, maybe?) that it is
>possible to drive the ST Modem port at 38400 by simply changing
>some clocking variables for the MFP (and the baudrate registers
>so that this speed is reported as available).
>
>This implies that NO hardware modification is needed.
>
>Does anyone recall reading this and where, or otherwise knows
>how to do this? Thanks.

Sounds good but I have never heard of this. I always believed you had
to use a 4040 chip to do it.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2389. Re: GFA/GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3611de7c.17085928@news.demon.co.uk>
Source record: 3605

On Sat, 19 Sep 1998 20:45:09 +0100, Ben Hall <cb170@city.ac.uk> wrote:

>
>Hi guys,
>
>I trying to solve a long-standing problem I have relating the text
>cursor, specifically with OBJC_EDIT.
>
>I'm using a heavily-modified version of Flydials, and I've noticed
>this behaviour in other GFA Flydial-dependant programs (for example,
>Ergo!pro has this bug), and it's a right pain!
>
>Basically, I have a window with an editable text object in, and the
>text cursor is enabled. In general, the cursor is turned off and on
>with:
>
> ~OBJC_EDIT(rsc_adr%,edit_obj&,key&,idx&,3,idx&) !Turn cursor OFF
> ~OBJC_EDIT(rsc_adr%,edit_obj&,key&,idx&,1,idx&) !Turn cursor ON
>
>But, if another window is moved over the cursor, GEM won't redraw it
>as part of the normal window redraws, so the cursor disappears. On
>switching back to my application, I need to be able to properly redraw
>the cursor. Now GEM or GFA seems to be drawing in a kind of XOR mode,
>so if the cursor is turned on and redrawn when the cursor hasn't been
>erased by the window, the cursor will then disappear, only to reappear
>when the cursor position is moved and giving redraw errors. So, I know
>this is kind of difficult to explain, but what I need to know is an
>accurate way of turning off and on the cursor, and redrawing it.
>CoNnect, as an example does this properly - when switching back to a
>CoNnect window, the cursor is turned off and then properly back on,
>which is exactly what I need to do. Any ideas..?

I know it's difficult to explain - I've been through it myself with
Pug!

Pug uses a philosophy that the cursor should always be off and only
turned on when absolutely necessary, rather than the more obvious idea
that the cursor should be 'mainly' on. It keeps track of the cursor
status info for each window it is handling and just about every
message results in the cursor being turned off. If memory serves, the
only place it can possibly get turned back on again is in the code
just after walking the redraw rectangles, provided the window had a
cursor status of 'on' and the window is the top one.

Tbh, if I'd known back then the trouble the cursor was going to cause me I'd have written my own code for it: I suggest you do exactly that, especially if you want multiple cursors, background cursors, or scrolling edit fields. It'll be much easier in the long run!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2390. Re: Cold and warn reboot

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3610d652.14995131@news.demon.co.uk>
Source record: 3606

On Sat, 19 Sep 1998 20:43:53 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>In article <36022099.27838549@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>> _cp_irq_:
>> //*[uint cp_irq(andv,xorv)
>> / uint andv;
>> / uint xorv;
>> /
>> / the processor interrupt mask is read, then ANDed with andv, then
>> XORed with
>> / xorv and then written back to the interrupt mask. This enables it to
>> be read
>> / or written in any manner. The interrupt mask which was written back
>> is
>> / returned to the caller. For the 68000 the interrupt mask is 3 bits
>> and is a
>> / value in the range 0 to 7.
>> /
>> / _cp_irq() can be called from user or super state. It sets IPL to 7
>
>I do not really understand this, partially because information is missing
>(like the AND and XOR masks),

That idea was pinched from the Acorn BBC computer operating system
calls. By selecting appropriate values for AND or XOR you can
selectively read and/or write bitflags. It went very much (if not
exactly) like this:

```
SOME_OS_CALL:
current_bitflag -> copy
current_bitflag &= ANDV
current_bitflag ^= XORV
return copy
```

Thus, a simple read would be
`oldval = SOME_OS_CALL(0xff,0x00)`

Setting bit 0 would be
`oldval = SOME_OS_CALL(0xfe,0x01)`

and so on.

>but to me, "written back to the interrupt
>mask" and "can be called from user ... state" is a contradiction.
>
>What's the goal of this bit ?

The idea is that the interrupt flags can be interrogated or altered from userstate or superstate, as cp_irq shifts state accordingly. I've never had a reason to use the call (it got implemented for completeness) and have never tested it either. Therefore I just wondered if it would actually work.

```
/* set level to 7, return old level */
oldval = cp_irq(0x0000,0x0007)

/* do something */

/* restore level */
cp_irq(0x0000,oldval)
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2391. Re: GEM redraws again

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3612e804.19525786@news.demon.co.uk>
Source record: 3607

On Mon, 21 Sep 1998 09:00:09 GMT, gokmase@my-dejanews.com wrote:

>Greetings atarians!
>
>Iï¿½ll repeat myself and ask a question Iï¿½ve asked before, with a little
>extension:
>
>>Is it possible to write the image contents of an object tree to memory
>>(without viewing it on screen first), or do I have to draw the object on
>>screen, and then save the screen contents to memory??
>
>When I asked this I got the answer 'no', from (I think) Jo Even Skarstein.
>
>Now Iï¿½ve read somewhere on the WWW that it is possible to use something
>called 'sceen swapping routines' to redirect the output to a dedicated place
>in memory instead of the physical screen adress.
>
>Could this be used to do what I asked for? Anyone?

I can't remember / don't know exactly what you asked but ...

You don't have to draw the object on the screen: the object gets
written to the logical screen base. It just so happens the physical
screen base is usually the same. There's nothing stopping you
allocating memory for a "shadow" screen and setting the logical screen
base to that instead. However, when you do this you affect
everything - not just your own program so the answer is still "no".

What you could do, is write a little utility to draw your object
tree(s in turn) on the screen, blit to memory using the vdi and dump
it into a file. Your program proper could subsequently load the image
and blit it back on screen as required. You'll have to deal with
resolution problems etc yourself though.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2392. Re: assembler code for string matching requ

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6v0prvgiq1@news2.xs4all.nl>
Source record: 3608

```
On 26 Sep 1998 17:06:40, Gary Priest wrote:
>Hi guys
>
>
>string = alt.fred.rec.pets.gary
>pattern = *.rec.pets.*
>
>The above example should match, but I just can't get my head around the
>required code :( Trailing stars are obviuosly easy, but it is the leading
>star, followed by actual data..... bit that is causing me headaches.

If you know how to do the trailing star there is no problem:
use the method but wil aal counters going the other direction
or
make the strings backwards->forwards

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

2393. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-01 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <36132FFF.7D23E023@NO.SPAM.emw.ericsson.se>
Source record: 3698

```
Stephen Marriott wrote:
>
> Magnus Kollberg wrote:
>
> > Stephen Marriott wrote:
> >
> > > Contact orders@hisoft.co.uk for upgrade prices.
> >
> > No chance that there will be bargins for Lattice C? :-)))
> >
>
> Maybe :-)) Why not check http://www.hisoft.co.uk/atari/ this w/e when
> the page will be updated!

Okey, I will check it out. Link now saved! :-)

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

2394. Re: 34800 baud ST modem patch?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-02 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6v37a7kvh1@news2.xs4all.nl>
Source record: 3609

>I remember reading somewhere (HS-modem docs, maybe?) that it is
>possible to drive the ST Modem port at 38400 by simply changing
>some clocking variables for the MFP (and the baudrate registers
>so that this speed is reported as available).
>
>This implies that NO hardware modification is needed.
>
>Does anyone recall reading this and where, or otherwise knows
>how to do this? Thanks.

Yes, Erno Meffert did it.
Trick:
remove connection of Timer_D output to the reciever and transmitter
clocks
so disable connection pin 16 to 7+10 of MFP

Next step:
take clock of pin 18 MFP and divide by 4 with an 4040 chip.
Resulting clock into 7+10 pins
Let this signal be divided by 16 in de USART part of the MFP.
So you get 38400 kb.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl>.

2395. When is a menu?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-03 00:00:00 UTC
From: B O'Donnell <odonnllb@indigo.ie>
Message-ID: <361580C1.48D8BF8D@indigo.ie>
Source record: 3610

Possibly I'm missing something obvious, but all I know about menus is that they are object trees that contain objects of type G_TITLE (for titles:-)), and G_STRING (for the drop-down menus, but I use them for captions in ordinary dialogs as well) and a few G_IBOXES and G_BOXES. However, if you load a resource into Wercs without a hrd file, it correctly displays the menus; does it just run down the options, or is there an easy way?
Alternatively, does anyone know where I can get source for a resource editor. I'm trying to write one for the PC, and menus are the biggest, but not the only, puzzle.
Regards
Brian O'Donnell
odonnllb@indigo.ie

2396. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-03 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <6v4jpipaa1@jair.pressenter.com>
Source record: 3611

>Michael Clemmetsen wrote:
>
>> Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably
>> under Magic? I'm beginning to feel that the only way I will be able to use
>> it is in single-tasking mode under Geneva.
>

There should be no problem getting Lattice 5.5 to work on a Falcon.
Under MagiC you must run XMEN_MGR.PRG to get access to the options
menus.

--Terry Kelly

2397. Re: 34800 baud ST modem patch?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-03 00:00:00 UTC
From: Steve <AtariST@usa.net>
Message-ID: <907453199.4094.0.nnrp-01.c1ed1184@news.demon.co.uk>
Source record: 3612

Stichting ST wrote in message <6v37a7kvh1@news2.xs4all.nl>...
>>I remember reading somewhere (HS-modem docs, maybe?) that it is
>>possible to drive the ST Modem port at 38400 by simply changing
>>some clocking variables for the MFP (and the baudrate registers
>>so that this speed is reported as available).
>>
>>This implies that NO hardware modification is needed.
>>
>>Does anyone recall reading this and where, or otherwise knows
>>how to do this? Thanks.
>
>Yes, Erno Meffert did it.
>Trick:
>remove connection of Timer_D output to the reciever and transmitter
>clocks
>so disable connection pin 16 to 7+10 of MFP
>
>Next step:
>take clock of pin 18 MFP and divide by 4 with an 4040 chip.
>Resulting clock into 7+10 pins
>Let this signal be divided by 16 in de USART part of the MFP.
>So you get 38400 kb.
>
>Met vriendelijke groet,
>Ronald van der Kamp
>secretaris Stichting ST
>atarist@xs4all.nl>.

It's looking like a hardware modification, doesn't it:)

2398. Re: 34800 baud ST modem patch?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@hal.fishpool.com>
Message-ID: <Pine.LNX.3.96.981004173846.24784B-100000@hal.fishpool.com>
Source record: 3613

On Sat, 3 Oct 1998, Steve wrote:

> Stichting ST wrote in message <6v37a7kvh1@news2.xs4all.nl>...
> >>This implies that NO hardware modification is needed.
> >>
> >>Does anyone recall reading this and where, or otherwise knows
> >>how to do this? Thanks.
> >
> >Yes, Erno Meffert did it.
> >Trick:
[...]
> >take clock of pin 18 MFP and divide by 4 with an 4040 chip.
>
> It's looking like a hardware modification, doesn't it:)

Sure does... :}}

Martin-Eric Racine The Atari TT030 Homepage with FAQ
FUNKYWARE CREATIONS inc. http://members.tripod.com/~TT030/

.

2399. Re: GEM redraws again

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-04 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F0BG7G.wt@arisia.stud.uni-hannover.de>
Source record: 3614

In article <3612e804.19525786@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

> You don't have to draw the object on the screen: the object gets
> written to the logical screen base. It just so happens the physical
> screen base is usually the same. There's nothing stopping you
> allocating memory for a "shadow" screen and setting the logical screen
> base to that instead. However, when you do this you affect
> *everything* - not just your own program so the answer is still "no".

There are other reasons. This won't work with external graphics hardware,
i.e. graphics cards etc., as they usually bring their own VDI which doesn't
necessarily use the concept of a logical screen base.

You'd be better off telling us what you intend this for, there are probably
better ways than drawing the tree in hidden mode.

> What you could do, is write a little utility to draw your object
> tree(s in turn) on the screen, blit to memory using the vdi and dump
> it into a file. Your program proper could subsequently load the image
> and blit it back on screen as required. You'll have to deal with
> resolution problems etc yourself though.

It's not only that. Different AESs will draw the tree slightly differently,
so again portability is lost.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2400. Re: When is a menu?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <361f574c.56500773@news.demon.co.uk>
Source record: 3615

On Sat, 03 Oct 1998 02:41:22 +0100, B O'Donnell <odonnllb@indigo.ie>
wrote:

>Possibly I'm missing something obvious, but all I know about menus is
>that they are object trees that contain objects of type G_TITLE (for
>titles:-)), and G_STRING (for the drop-down menus, but I use them for
>captions in ordinary dialogs as well) and a few G_IBOXES and G_BOXES.

The only difference between a normal object tree and a menu is the
menu is less flexible in its components, and they must be arranged in
a certain way. Unfortunately I do not have the specifics at hand.

>However, if you load a resource into Wercs without a hrd file, it
>correctly displays the menus; does it just run down the options, or is
>there an easy way?

This is typical of all resource editors. What do you mean by "easy
way"?

>Alternatively, does anyone know where I can get source for a resource
>editor.

Sadly, I cannot help with this either.

>I'm trying to write one for the PC, and menus are the biggest,
>but not the only, puzzle.

Now I'm curious. Please elaborate! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2401. Re: MagiC Programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36192354.43196923@news.demon.co.uk>
Source record: 3616

On 29 Sep 1998 22:12:22 GMT, "Jake Goerzen" <toram@psnw.com> wrote:

>I have a Falcon running MagiC 5. I would like to write some programs under
>this OS. What kind of languages are available? Is there any thing like
>Visual C++ or Visual Basic.

Not as such, although a resource editor takes you some of the way
there.

>Any object oriented options?

GCC would be the only solution.

>I would like to
>be able to use GEM functions. In other words be able to put a nice GEM
>front end on my programs.

There are third party tools available to help with this.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2402. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-05 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <36188BFA.C37043D1@hisoft.co.uk>
Source record: 3617

Terence Kelly wrote:

> >Michael Clemmetsen wrote:
> >
> >> Has anyone got Lattice C 5.52 to run satisfactorily on a Falcon, preferably
> >> under Magic? I'm beginning to feel that the only way I will be able to use
> >> it is in single-tasking mode under Geneva.
> >>
>
> There should be no problem getting Lattice 5.5 to work on a Falcon.
> Under MagiC you must run XMEN_MGR.PRG to get access to the options
> menus.

Lattice C 5.6 included support for the Falcon - http://www.hisoft.co.uk/atari/

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 1525 718181 Fax: +44 1525 713716
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2403. MFP interrupt priority

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-05 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6vap6sjob1@feresa.bio.vu.nl>
Source record: 3618

AHHH! Finally! My newsfeed is back up...
OK, so I'll immediately start with posting a question :-)

Does anyone know what the MFP interrupt priority order is?
Is interrupt line 0 (BUSY) highest or lowest priority?
Thanks,
-=Levien

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

It is better never to have been born. But who among us has such luck?
One in a million, perhaps.

2404. Re: MFP interrupt priority

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-05 00:00:00 UTC
From: Fredrik Olsson <F.Frispel@Bigfoot.com>
Message-ID: <361904D7.745D1B08@Bigfoot.com>
Source record: 3619

Levien van Zon wrote:

> Does anyone know what the MFP interrupt priority order is?
> Is interrupt line 0 (BUSY) highest or lowest priority?

The correct order AFAIK is (Starting with the highest priority):

IERA 7 Monochrome detect
6 RS232 Ring indicator
5 Timer A
4 RS232 Recieve buffer full
3 RS232 Recieve error
2 RS232 Sender buffer empty
1 RS232 Sender error
0 Timer B/Hblank

IERB 7 FDC/HDC
6 Keyboard/MIDI ACIA
5 Timer C
4 Timer D
3 Blitterchip ready?
2 RS232 Clear To Send
1 RS232 Data Carrier Detect
0 Centronics busy

> Thanks,
> -=Levien

You're welcome.

While we still are talking about the MFP, is there anyone who knows if these are
the correct bitdescriptions for GPIP and AER?

GPIP/AER 7 Monochrome detect
6 RS232 Ring indicator
5 FDC/HDC busy
4 Keyboard/MIDI ACIA IRQ ???
3 Blitterchip ready ???
2 RS232 Clear To Send
1 RS232 Data Carrier Detect
0 Centronics busy

/Fredrik Olsson

2405. Re: MFP interrupt priority

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-06 00:00:00 UTC
From: Rodolphe Pineau <rodolphe.pineau@capway.com>
Message-ID: <3619C8DD.E2202E35@capway.com>
Source record: 3620

Fredrik Olsson wrote:

> IERB 7 FDC/HDC
> 6 Keyboard/MIDI ACIA
> 5 Timer C
> 4 Timer D
> 3 Blitterchip ready?
> 2 RS232 Clear To Send
> 1 RS232 Data Carrier Detect -> Centronics Ack on Falcon ;-)
> 0 Centronics busy

Rodolphe

2406. Re: MagiC Programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-06 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <3619f084.0@news.utbm.fr>
Source record: 3621

Hello

>I have a Falcon running MagiC 5. I would like to write some programs under
>this OS. What kind of languages are available? Is there any thing like
>Visual C++ or Visual Basic. Any object oriented options? I would like to
>be able to use GEM functions. In other words be able to put a nice GEM
>front end on my programs.

In fact there's a solution, I have do a program witch generate C for GEM,
very easy to do utilitys programs with GEM. It work only with GCC, but
the problem is the installation a little bit hard, without
good documentation and it's in french, so if you speek french it's
avaible if you want.

regards
Olivier

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC, MesaGl.ldg,
Librairie Dynamiques GEM (LDG) avec Dominique Bereziat

2407. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-06 00:00:00 UTC
From: Michael Clemmetsen <mc@syn.beetee.co.uk>
Message-ID: <6vd3dc$j28$1@pheidippides.axion.bt.co.uk>
Source record: 3622

Hello again,

Following Terry's advice I checked to see if XMEN_MGR.PRG was running and it *was*, however I then discovered that if you do *not* run XMEN_MGR then the cascading menus in Lattice C 5.52 do work under Magic 5.11.

However it is still not possible to launch a GEM program from within the IDE without putting Lattice C in limbo (the only way to get it back is a reboot). But at least this means I can start programming and switch to Magxdesk to launch programs. Once I get more proficient in C I may consider the upgrade to 5.60, but I don't think it is worth it for compiling "Hello World".

>
>There should be no problem getting Lattice 5.5 to work on a Falcon.
>Under MagiC you must run XMEN_MGR.PRG to get access to the options
>menus.
>
>--Terry Kelly

Michael

To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

2408. Micro C for DSP

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-06 00:00:00 UTC
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Message-ID: <361A3C5F.48EF@ws.rz.tu-bs.de>
Source record: 3623

Hi!

I'm looking for a newer version of Micro C for the Falcon-DSP. Mine is
already some years old and quite buggy. Does anyone know if this was
developed any further and where I could get it?
If not, some idea where I can get the original portable source code?

Thanks, Michael.

_/_ _ _/ _/_ _/
Michael Nau _/_/__/_/ _/_/_ _/
m.nau@tu-bs.de _/ _/ _/ _/ _/_/
_/ _/ _/ _/

2409. Re: MFP interrupt priority

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vdmtepcs1@news2.xs4all.nl>
Source record: 3624

On 5 Oct 1998 15:39:08 , Levien van Zon wrote:
>
>Does anyone know what the MFP interrupt priority order is?
>Is interrupt line 0 (BUSY) highest or lowest priority?

According to atari ProfiBuch:
in case of an ST MFP only (TT is somewhere different with 2 MFP's)
highest channel nomber and priority has I?o port 7 (I7) monochrome
detect

lowest (0) has I/O port 0 (I0) BuSY of par.port.
In Atari ST Ram the adres of the interrupt auto vector for the
normally not enabled MFP int. nr. 0 is $100.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2410. Re: MFP interrupt priority

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vdmtipcs2@news2.xs4all.nl>
Source record: 3625

```
On 5 Oct 1998 19:41:43 , Fredrik Olsson wrote:
>While we still are talking about the MFP, is there anyone who knows if these are
>the correct bitdescriptions for GPIP and AER?
>
>GPIP/AER 7 Monochrome detect
> 6 RS232 Ring indicator
> 5 FDC/HDC busy
> 4 Keyboard/MIDI ACIA IRQ ???
> 3 Blitterchip ready ???
> 2 RS232 Clear To Send
> 1 RS232 Data Carrier Detect
> 0 Centronics busy
>
Checked them with Atari Profibuch:
On adres $FF FA01 is "GPIP"
bit 1,2 and 6: used for serial handshaking
4 for ACIA both, "who did it?" by checking ACAI statusregisters
5 indeed floppy controole ready after command execution
Alternatively: ready transport on DMA-harddisk port
nr 3 from blitter chip; the GPU-Done

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

2411. C and assembly language with Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-07 00:00:00 UTC
From: M9704815@EDUC-011.u-3mrs.fr
Message-ID: <6vf1i3$t4r@SP2N3.U-3MRS.FR>
Source record: 3626

I'm currently trying to mix assembly language and C in a project
with Pure C 1.1 on a falcon. It works fine with small programs, but
it generates bus errors with bigger ones (.prg file > 80 Ko)
it's probably a specific option to use during the compilation but I
can't find it.
Does anyone encountered the same problem ?

Thanks.

2412. Re: When is a menu?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-07 00:00:00 UTC
From: Thorsten Otto <TOtto@de.lhsgroup.com>
Message-ID: <361B9DC7.EC18099C@de.lhsgroup.com>
Source record: 3627

B O'Donnell wrote:

> Possibly I'm missing something obvious, but all I know about menus is
> that they are object trees that contain objects of type G_TITLE (for
> titles:-)), and G_STRING (for the drop-down menus, but I use them for
> captions in ordinary dialogs as well) and a few G_IBOXES and G_BOXES.

Menus also have a certain structure, so it's quite save to guess wether an
object is a menu or not.

> Alternatively, does anyone know where I can get source for a resource
> editor. I'm trying to write one for the PC, and menus are the biggest,
> but not the only, puzzle.

Do you know about ORCS? It`s a shareware resource-editor. There are
versions available for Windows and Windows NT. They still use the GEM RSC
file-format however, so there is currently no way to convert them to
RC-files, if that is what you are trying.
If you are interested, send an e-mail to

thorsten_otto@do.maus.ruhr.de or
t.otto@gandalf.e.ruhr.de

regards
Thorsten

2413. dis-assembling

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-07 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vfcrr$85a$2@news2.xs4all.nl>
Source record: 3628

If you need an intelligent interactive dis-assembler
that can use all 680xx CPU-codes
that makes labels
that can use debug-tables, relocation tables, symbol tables
that generates listings compatible to most assemblers
(directives, syntax etc)

That use TT-DIGGER

Now for free download on

http://www.xs4all.nl/~atarist

it is the endproduct of 10 years of development.
As far as we know from hundred of users: bugfree.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2414. Re: MFP interrupt priority

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6vg1rn$h9j$1@feresa.bio.vu.nl>
Source record: 3629

Fredrik Olsson (F.Frispel@Bigfoot.com) wrote:

: The correct order AFAIK is (Starting with the highest priority):

: IERA 7 Monochrome detect
: 6 RS232 Ring indicator
: 5 Timer A

Sick. Ring indicator has priority over Timer A. Oh well, it's just the
communication decade(s), I guess... Everything has to stop for incoming
telephone calls :-)
Anyway, so line 0 has lowest priority then... Thanks.

: While we still are talking about the MFP, is there anyone who knows if these are
: the correct bitdescriptions for GPIP and AER?

: GPIP/AER 7 Monochrome detect
: 6 RS232 Ring indicator
: 5 FDC/HDC busy
: 4 Keyboard/MIDI ACIA IRQ ???
: 3 Blitterchip ready ???
: 2 RS232 Clear To Send
: 1 RS232 Data Carrier Detect
: 0 Centronics busy

Looks about right... You can check the Atari hardware register listing
if you want to be sure... (hardware.txt, usually, or try my site)
Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

"Life is like a bowl of soup with hairs floating on it. You have to
eat it nevertheless."
-- Flaubert

2415. Where is this TT-DIGGER?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-07 00:00:00 UTC
From: bdc2@po.cwru.edu
Message-ID: <6vg4feafu1@pale-rider.INS.CWRU.Edu>
Source record: 3630

To: Ronald van der Kamp:
I went to the web page you gave, www.xs4all.nl/~atarist, and found a bunch
of stuff, but NO TT-digger. What am I missing?

Boris D. Cahan
bdc2@po.cwru.edu

2416. Re: dis-assembling

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-07 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6vgfim$vp1$1@roch.zetnet.co.uk>
Source record: 3631

On 7 Oct 1998 09:39:07 G, Stichting ST wrote:

>That use TT-DIGGER
>
>Now for free download on
>
>http://www.xs4all.nl/~atarist
>
>it is the endproduct of 10 years of development.
>As far as we know from hundred of users: bugfree.

I can't find it either, Ronald, is it on ftp: anywhere?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2417. Re: dis-assembling

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-07 00:00:00 UTC
From: James Donovan <jtdon@earthlink.net>
Message-ID: <361BF277.B6F8BAC8@earthlink.net>
Source record: 3632

Try this:
http://www.xs4all.nl/~atarist/pub_down.htm
Jim Donovan

Roger Cain wrote:

> On 7 Oct 1998 09:39:07 G, Stichting ST wrote:
>
> >That use TT-DIGGER
> >
> >Now for free download on
> >
> >http://www.xs4all.nl/~atarist
> >
> >it is the endproduct of 10 years of development.
> >As far as we know from hundred of users: bugfree.
>
> I can't find it either, Ronald, is it on ftp: anywhere?
>
> ---
> Roger Cain, Manchester, UK NeST:90:100/103
> TT 6Mb/MagiC 5/NVDI 4
> ____

2418. Re: dis-assembling

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-08 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6vhu41alu1@roch.zetnet.co.uk>
Source record: 3633

On 7 Oct 1998 19:31:34 G, Roger Cain wrote:

>>That use TT-DIGGER
>>
>>Now for free download on
>>
>>http://www.xs4all.nl/~atarist
>>
>>it is the endproduct of 10 years of development.
>>As far as we know from hundred of users: bugfree.
>
>I can't find it either, Ronald, is it on ftp: anywhere?

Whoops! Found it! It looks good. I wonder why the TTDIGGER archive,
which has a .DOC about v4, contains the Screen Worms programs :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2419. Re: Where is this TT-DIGGER?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vi4dahkr2@news2.xs4all.nl>
Source record: 3634

```
On 7 Oct 1998 16:22:05 , boris d. cahan wrote:
>To: Ronald van der Kamp:
>I went to the web page you gave, www.xs4all.nl/~atarist, and found a bunch
>of stuff, but NO TT-digger. What am I missing?
>
On the homepage on the left is a frame.
Inthere there is about ourselves a
"Stichting ST"
after clicking this the next page contains a bit downwards the word
"Download"
After clicking this you get a text describing all the stuff free
available.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

2420. TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vi4dchkr3@news2.xs4all.nl>
Source record: 3635

```
The manual is may be not very clear but correcting the assumptions
the dis-assembler makes is easy.
Say: in the middle of some valid code there is data.
Wrongly that can be taken as (mostly non-sense) code.
Put your mouse-pointer on the offending mistake and press 'B'-key.
Then it is displayed as (byte) data (or use W or L).
The same way around:
when code is wrongly taken for data use 'C' to interactively put your
own intelligence to work!.
Also pseudo-labels that are wrongly generated disappear.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

2421. Re: dis-assembling

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vi4dfhkr4@news2.xs4all.nl>
Source record: 3636

>
>>That use TT-DIGGER
>>Now for free download on
>>
>>http://www.xs4all.nl/~atarist
>>
>I can't find it either, Ronald, is it on ftp: anywhere?
>
No, no no....
It is the language barrier and our own amateuristic Web-page making.

On the homepage on the left is a frame.
Inthere there is about ourselves a
"Stichting ST"
after clicking this the next page with Dutch info about us contains a
bit downwards the word
"Download"
After clicking this you get a text describing all the stuff free
available. All real freeware.]

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2422. Re: TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-08 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6vj20h$kf3$1@roch.zetnet.co.uk>
Source record: 3637

On 8 Oct 1998 10:33:16 G, Stichting ST wrote:

I'm very impressed with TT-Digger, Ronald. I have not given it much
use yet but am beginning to discover how to use it.

Previously I have used Easyrider v4 but this has been giving some
problems with large (>800Kb) object programs. I think it had begun to
overwrite some of its internal tables.

>The manual is may be not very clear but correcting the assumptions
>the dis-assembler makes is easy.
>Say: in the middle of some valid code there is data.
>Wrongly that can be taken as (mostly non-sense) code.
>Put your mouse-pointer on the offending mistake and press 'B'-key.
>Then it is displayed as (byte) data (or use W or L).
>The same way around:
>when code is wrongly taken for data use 'C' to interactively put your
>own intelligence to work!.
>Also pseudo-labels that are wrongly generated disappear.

Yes. It's a shame that the HYP is only available in Dutch! I wonder
whether it has ever been translated.

Anyway .. it's a nice piece of work and I'm going to be fascinated to
find out how to use it well.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2423. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-08 00:00:00 UTC
From: johnr@thedruid.demon.co.R.e.m.o.v.e.T.o.R.e.p.l.y.uk
Message-ID: <BiHkMDAFNSH2EwaI@thedruid.demon.co.uk>
Source record: 3638

Hi Michael,

> So does this mean that Lattice 5.60 *does* work with a Falcon or not?

Yes.

> Does anyone know what the major differences are between 5.52 and
> 5.60?

5.6 Enhancements:

* MiNT/MultiTOS memory protection flag is now variable.

* Mon now works on Falcon with special enhancements.

* Compiler now supplied in .TTP format too.

* m0 and m1 are the start and end address of a binary file, m8 and m9
are spare.

* Mon has Widen Window command.

* Mon now has Start at Label feature.

* Tools: make, ar, dr21c, lprof and lstat are now included.

* Manuals are no longer ringbound. (Is that supposed to be an
enhancement?)

That's everything on my list.

John.

--

2424. Re: dis-assembling

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vkl95$ll3$1@news2.xs4all.nl>
Source record: 3639

On 8 Oct 1998 08:45:53 , Roger Cain wrote:
>>>Now for free download on
>>>
>>>http://www.xs4all.nl/~atarist
>>>
>>>it is the endproduct of 10 years of development.
>>>As far as we know from hundred of users: bugfree.
>>
>>I can't find it either, Ronald, is it on ftp: anywhere?
>
>Whoops! Found it! It looks good. I wonder why the TTDIGGER archive,
>which has a .DOC about v4, contains the Screen Worms programs :-)
>
The last auteur that worked on it (for the 68030 codes (also for
MMU)) put it in as a demo.
he managed to dis-assemble it en re-assemble with 3 different
assemblercomiplers and got THE SAME CODE back!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2425. Re: TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vljjbceg1@news2.xs4all.nl>
Source record: 3640

On 8 Oct 1998 18:58:25 , Roger Cain wrote:
>
>I'm very impressed with TT-Digger, Ronald. I have not given it much
>use yet but am beginning to discover how to use it.
>
abother thing nice to know:
when you have given 'labels' generation you will find code statements
containing adresssen 'by label-name' Click on the labelname in the
code and your cursor is placed whre that label is placed.
Go back to where you came from with 'undo'.

>Previously I have used Easyrider v4 but this has been giving some
>problems with large (>800Kb) object programs. I think it had begun to
>overwrite some of its internal tables.

It should not be a problem. The maker knows that things like TOS blow
up in ascii-tekst assembler listing as 2.7 Mb.
The biggest I know that was done was 1.4 Mb program code.
>
>>The manual is may be not very clear but correcting the assumptions
>>the dis-assembler makes is easy.

As I told in this newsgroup...:-)
>
>Yes. It's a shame that the HYP is only available in Dutch! I wonder
>whether it has ever been translated.
No it never has. If you know someone to do it....
>
>Anyway .. it's a nice piece of work and I'm going to be fascinated to
>find out how to use it well.
>
Many happy dis-assembling hours!!!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2426. Re: C and assembly language with Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-09 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-0910981543500001@wilga.mtholyoke.edu>
Source record: 3641

In article <6vf1i3$t4r@SP2N3.U-3MRS.FR>, M9704815@EDUC-011.u-3mrs.fr (A. Guerard) wrote:

> I'm currently trying to mix assembly language and C in a project
> with Pure C 1.1 on a falcon. It works fine with small programs, but
> it generates bus errors with bigger ones (.prg file > 80 Ko)
> it's probably a specific option to use during the compilation but I
> can't find it.
> Does anyone encountered the same problem ?
>
> Thanks.
>

If you are using PC-relative code (like lea $20(pc), a0) this may happen. Of course, you should also get a linker error in this case. You should make sure you do not have warnings turned off.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

2427. Cross Compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-09 00:00:00 UTC
From: crofty
Message-ID: <907969961.21089.0.nnrp-04.9e98f88f@news.demon.co.uk>
Source record: 3642

I am looking for any compilers that can be run in DOS/Windows on Pentium
that can cross compile into 6800 for the Atari?
Anything Object Oriented ?
I notice that Visual C++ 5 can compile for MAC platform anyone tried getting
it do simple stuff for the ATARI.?

Mark Croft

2428. Re: TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-10 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6vncud$1ka$1@roch.zetnet.co.uk>
Source record: 3643

On 9 Oct 1998 18:10:51 G, Stichting ST wrote:

>abother thing nice to know:
>when you have given 'labels' generation you will find code statements
>containing adresssen 'by label-name' Click on the labelname in the
>code and your cursor is placed whre that label is placed.
>Go back to where you came from with 'undo'.

Yes, I've just found that :-) How would I just 'go to' a label (or an
address). If I do 'Find/Address' it does not seem to work.

>No it never has. If you know someone to do it....

I know some German. This helps a little (only a little!!) with the
Dutch.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2429. Re: Cross Compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-10 00:00:00 UTC
From: Anders G{rder <f93anga@dd.chalmers.se>
Message-ID: <6vnccshod1@eol.dd.chalmers.se>
Source record: 3644

crofty <.@.> wrote:
: I am looking for any compilers that can be run in DOS/Windows on Pentium
: that can cross compile into 6800 for the Atari?
: Anything Object Oriented ?
68000, you mean? Otherwise I recommend the Frankenstein crossassembler :)

I think some implementations of gcc do this. (At least the Solaris
version at school can,I think).

: Mark Croft

/Anders Gï¿½rder

2430. File Handles ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-10 00:00:00 UTC
From: Brent Thirsk <thirsk@telusplanet.net>
Message-ID: <361F4CF4.53C4@telusplanet.net>
Source record: 3645

I am running Mint 1.14.7 with mintos on a TT030 with 4 attached
terminals.
When running several instances of the same application, are file
handles for disk files the same over the system regardless of which
application is opening a file.
eg: If each process uses file # 48 for a particlular file, and one
tries to access the file while it is already opened by the other
process, does the system handle this file as the same for both
processes, namely reporting the file is already opened, or as seperate
occurances.
As I have mulitple iterations of the same process on terminals, these
processes of course treat files in exactly the same manner.
Also when a file is opened, is time sharing stopped until the file is
closed.
I occasionally have a program quit when 2 terminals try to access the
same file a the same time.
This problem only occurs on rare occasions, about 4 times in over 1000
hours of running.
Any suggestions that will help clarify this would be appreciated.
-
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.telusplanet.net/public/thirsk/thirsk_web_page/index.htm
Email thirsk@telusplanet.net

2431. Re: C and assembly language with Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <361e3e13.686907@news.demon.co.uk>
Source record: 3646

On 7 Oct 1998 06:26:11 GMT, M9704815@EDUC-011.u-3mrs.fr (A. Guerard) wrote:

> I'm currently trying to mix assembly language and C in a project
> with Pure C 1.1 on a falcon. It works fine with small programs, but
> it generates bus errors with bigger ones (.prg file > 80 Ko)
> it's probably a specific option to use during the compilation but I
> can't find it.
> Does anyone encountered the same problem ?

I think you'll have to be more specific. I don't use PureC myself - does it allow inline asm for instance?

There's a chance the problem might be due to pc-relatative code generation or short branches - but I'd expect some kind of compilation message if that were the case. Generally speaking though, it's more likely to be simply a logical flaw or register corruption and that the size is co-incidental.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2432. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-10 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <6vo7k9$4tn$1@jair.pressenter.com>
Source record: 3647

On 6 Oct 1998 13:43:56 , "Michael Clemmetsen" wrote:

>However it is still not possible to launch a GEM program from within the IDE
>without putting Lattice C in limbo (the only way to get it back is a
>reboot). But at least this means I can start programming and switch to
>Magxdesk to launch programs. Once I get more proficient in C I may consider
>the upgrade to 5.60, but I don't think it is worth it for compiling "Hello
>World".

>Michael

I have experienced the occasional going into "limbo" of Lattice
under MagiC after launching another program within the shell. You
usually can get back to Lattice, however, as long as you finish the
process launched under the shell. Sometimes Lattice seems to have
disappeared even after the process is closed. Something silly, like
closing a window in Magxdesk, usually restores it to its proper place
in the MagiC list of active programs. I have no idea why that is.

--Terry Kelly

2433. Re: File Handles ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-11 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <6vqfsl$k3d@newstoo.ericsson.se>
Source record: 3549

I hope i can answer some of your questions.

In article <361F4CF4.53C4@telusplanet.net>, Brent Thirsk <thirsk@telusplanet.net> writes:
>I am running Mint 1.14.7 with mintos on a TT030 with 4 attached
>terminals.
> When running several instances of the same application, are file
>handles for disk files the same over the system regardless of which
>application is opening a file.
> eg: If each process uses file # 48 for a particlular file, and one
>tries to access the file while it is already opened by the other
>process, does the system handle this file as the same for both
>processes, namely reporting the file is already opened, or as seperate
>occurances.

I do not know if you ment file handle #48 or the filename #48
but if you are using the same file in more than one process
maybe you need to sync the read/write with a semaphore.
You need to open the file in a new process to get a new filehandle.

> As I have mulitple iterations of the same process on terminals, these
>processes of course treat files in exactly the same manner.
> Also when a file is opened, is time sharing stopped until the file is
>closed.

The time sharing is working when a file is open.

> I occasionally have a program quit when 2 terminals try to access the
>same file a the same time.
> This problem only occurs on rare occasions, about 4 times in over 1000
>hours of running.
>Any suggestions that will help clarify this would be appreciated.

Go and get the new Freemint 1.15 as this has faster filesystem.

Best Regards
Erik Hall

Mail : erikhall@tripnet.se |||
or Erik.Hall@epk.ericsson.se /|\ Hades 060
URL : http://www2.tripnet.se/~erikhall/index.html / | \

2434. Re: TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-11 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <6vqk6vsmb1@roch.zetnet.co.uk>
Source record: 3550

On 11 Oct 1998 09:36:14 , Stichting ST wrote:

>>Yes, I've just found that :-) How would I just 'go to' a label (or an
>>address). If I do 'Find/Address' it does not seem to work.
>>
>
>It is simple: place the cursor in the labelname you find in an
>instruction and klick.
>The logical action you can espect is: jump in listing to place of
>label.
>Go back to where you came from: Undo? Yes!

Yes, yes, I've discovered that. But ... suppose I just want to view
the disassembly starting at (for instance) address $0AB82 (LOAB82)
when I do not have a reference to this address on screen?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2435. Re: C and assembly language with Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-11 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <6vrdthiol1@news2.isdnet.net>
Source record: 3551

```
>On 7 Oct 1998 06:26:11 GMT, M9704815@EDUC-011.u-3mrs.fr (A. Guerard)
>wrote:
>
>> I'm currently trying to mix assembly language and C in a project
>> with Pure C 1.1 on a falcon. It works fine with small programs, but
>> it generates bus errors with bigger ones (.prg file > 80 Ko)
>> it's probably a specific option to use during the compilation but I
>> can't find it.
>> Does anyone encountered the same problem ?

If you have problems with pure-c, you can have a try with assemble.
This assembler produce a code compatible with "plink.ttp". Moreover
you can use "make" with it, even if you are in single task mode (with
or without mint).

--- end of message ---
-----------------------------------------------------------------
--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
-----------------------------------------------------------------
--- mailto:thomas.goirand@hol.fr (when in holidays :) ) ---
--- mailto:thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
-----------------------------------------------------------------
```

2436. FS: Software

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-11 00:00:00 UTC
From: Dr Paul Langtry <dr_pee@jpel.demon.co.uk>
Message-ID: <A82KWSAq9SI2Ewiq@jpel.demon.co.uk>
Source record: 3552

```
I have for sale:
1. HiSoft Devpac 3 (68xxx assembler)
2. HiSoft Basic v2
3. HiSoft C (interpreter version)
4. Lattice C v5
Will anyone give me a sensible offer for them?
Replies by email please.
--
Dr Paul Langtry
```

2437. Re: TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-11 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <6vpu6edra1@news2.xs4all.nl>
Source record: 3648

```
On 10 Oct 1998 10:29:33, Roger Cain wrote:
>
>Yes, I've just found that :-) How would I just 'go to' a label (or an
>address). If I do 'Find/Address' it does not seem to work.
>

It is simple: place the cursor in the labelname you find in an
instruction and klick.
The logical action you can espect is: jump in listing to place of
label.
Go back to where you came from: Undo? Yes!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

2438. Re: Lattice C 5.52 on a Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-12 00:00:00 UTC
From: Michael Clemmetsen <mc@syn.beetee.co.uk>
Message-ID: <6vsevtksn1@pheidippides.axion.bt.co.uk>
Source record: 3553

Hi Terry,

Terence Kelly wrote in message <6vo7k9$4tn$1@jair.pressenter.com>...

>I have experienced the occasional going into "limbo" of Lattice
>under MagiC after launching another program within the shell. You
>usually can get back to Lattice, however, as long as you finish the
>process launched under the shell. Sometimes Lattice seems to have
>disappeared even after the process is closed. Something silly, like
>closing a window in Magxdesk, usually restores it to its proper place
>in the MagiC list of active programs. I have no idea why that is.

I've been using the MagiC task manager to do just that - terminate the
launched processed, but I haven't tried doing something in MagixDesk to get
Lattice back. Like you say it is missing from the list of active programs.
I'll give your tip a try.

Thanks,

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

2439. ICONIFIED?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-12 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <6vsmpgnjd1@nnrp1.dejanews.com>
Source record: 3554

Greetings Atarians!

Today I'll bother you all with yet another stupid question! 8)
How can I find out if a window is iconified or not?
Do I have to keep track of such things inside my program?

Thnx,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2440. Re: File Handles ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-13 00:00:00 UTC
From: Brent Thirsk <thirsk@telusplanet.net>
Message-ID: <362354DC.2CA7@telusplanet.net>
Source record: 3555

Erik Hall wrote:
>
> I hope i can answer some of your questions.
>
> In article <361F4CF4.53C4@telusplanet.net>, Brent Thirsk <thirsk@telusplanet.net>
writes:
> >I am running Mint 1.14.7 with mintos on a TT030 with 4 attached
> >terminals.

> I do not know if you ment file handle #48 or the filename #48
> but if you are using the same file in more than one process
> maybe you need to sync the read/write with a
" semaphore. " Could you explain the meaning of this term.

> You need to open the file in a new process to get a new filehandle.
The files are opened by each process individually. The processes
just use the same Identifier internally. #48 is the file Number used
to access a specific file. This is GFA Basic code. Assign a file Number
to a file when opened and accessed.

> Go and get the new Freemint 1.15 as this has faster filesystem.
I will try it.
> Best Regards
> Erik Hall

--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.telusplanet.net/public/thirsk/thirsk_web_page/index.htm
Email thirsk@telusplanet.net

2441. Re: File Handles ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-13 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <6vvm2b$g2p@newstoo.ericsson.se>
Source record: 3556

In article <362354DC.2CA7@telusplanet.net>, Brent Thirsk <thirsk@telusplanet.net> writes:
>Erik Hall wrote:
>>
>> I hope i can answer some of your questions.
>>
>> In article <361F4CF4.53C4@telusplanet.net>, Brent Thirsk <thirsk@telusplanet.net>
writes:
>> >I am running Mint 1.14.7 with mintos on a TT030 with 4 attached
>> >terminals.
>
>> I do not know if you ment file handle #48 or the filename #48
>> but if you are using the same file in more than one process
>> maybe you need to sync the read/write with a
> " semaphore. " Could you explain the meaning of this term.
This term is UNIX.
Semaphores is like a global "lock variable" but it can be used by all
processes that knows the name.
To use it there is a system call in mint called Psemaphore()
this can be used for many things but in your case it can be used
when you writes to the file and lock other processes from reading/writing
and the prevent them to get false or corrupt data.
As mint is preemptive multitasking you can get strange result if two processes are
accessing the same file.

More about semaphores can you read in the book "The Atari Compendium"

/Erik Hall

2442. Lattice C w/Wdialog

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-14 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <70160o$ql1$1@nnrp02.primenet.com>
Source record: 3557

NEWSie is programmed in Lattice C. Wdialog was developed w/Pure C. Lattice "wants" to use Address Register 4 (a4) for a Global Data pointer.

The Wdialog specs specify on the service-routine:
"The routine may use registers d0-d2/a0-a2."

With the version of Wdialog built-in to Magic 5.03, NEWSie has no problems using a4 (via the __saveds function). With Wdialog 2.0+, there is a distinct BOMB when NEWSie tries to Edit Nicknames.

What can be done? I have tried saving and restoring a4 before returning from the service-routine. It still works on the Magic version and still bombs on the Wdialog 2.0+ version.

It may not be a4 after all, but that is all I can thing of.

I also get "Invalid Handle = n" messages with Wdialog 2. What does this mean?

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

2443. Re: File Handles ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-14 00:00:00 UTC
From: aprice@postern.demon.co.uk
Message-ID: <908383190.15115.11.nnrp-09.9e987258@news.demon.co.uk>
Source record: 3558

On 13 Oct 1998 13:54:19 , Erik Hall wrote:
>In article <362354DC.2CA7@telusplanet.net>, Brent Thirsk <thirsk@telusplanet.net> writes:
>>> I do not know if you ment file handle #48 or the filename #48
>>> but if you are using the same file in more than one process
>>> maybe you need to sync the read/write with a
>> " semaphore. " Could you explain the meaning of this term.
>This term is UNIX.
>Semaphores is like a global "lock variable" but it can be used by all
>processes that knows the name.
>
>More about semaphores can you read in the book "The Atari Compendium"
>
The classic text on the subject is "Co-operating Sequential Processes"
by Dijkstra.

--
Alan Price
http://www.postern.demon.co.uk

2444. TT Digger searching

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <702ourbj1@news2.xs4all.nl>
Source record: 3559

So me questions arouse about the FIND use in the disassember TT DIGGER
I translated a small piece of the manual:

Find

.. Address... (A)

Goto this address

.. HEX code... (H)

Search for a combination of bytes (in hexa)

.. TEXT... (T)

Search for a ASCII-tekst.

.. Reference... (R) of (V)

Search for a 'relative' reference
This is for finding fast the place where a label or address is used
In hexa
Label should be typed with or without pre- R T U or X
Searching starts at current position (default)

Realative references (type Bcc, DBcc, dd(PC), d(PC,Rn)) are
put in the first sentence in the window

When searching relocatable PRG-file (.PRG .TOS .TTP .ACC .APP .O)
only relative en relocatable adressen are found In other cases also
absolute adresses.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2445. TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <702ouvbj2@news2.xs4all.nl>
Source record: 3560

Dear Roger Cain,

..disassembly starting at $0AB82

You can go to any part of the display of the listing by using the
sliders of the text window.

Th philosophical difference between 'Find..' and 'Search..' is
sometimes vague I agree.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2446. update on our web site

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-15 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <703a7k$7jl$1@news.imaginet.fr>
Source record: 3561

Hello,

- new list of CENTurbo II compatibility softs. Thanks for user
to send me your test.

- new versions of CENTscreen (3.3.1) and VIDEOMODE (1.1.0)
on the site. The goal of this version is to correct a bug with nvdi
which didn't change resolution if the boot and the desktop have
the same colour depth.

- the PATCHCT2.ZIP (on CENTURBO II page) contain a modify
SCC.PRG (HSMODEM) to run correctly on CT2. The original
think that SCC is on 14MHz master clock instead of 8MHz.

Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2447. Re: TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-15 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <704artjtu1@roch.zetnet.co.uk>
Source record: 3562

On 14 Oct 1998 18:02:07 , Stichting ST wrote:

>...disassembly starting at $0AB82
>
>You can go to any part of the display of the listing by using the
>sliders of the text window.

Ah, yes, thanks, Ronald. I have been doing this but I thought there
might have been a quicker way.

I like the way that the info. line of the journal tells you the time
in Dutch :-))

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2448. Disassembling problem in TT-Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-15 00:00:00 UTC
From: Rainer Wessel <vvb-organisation@t-online.de>
Message-ID: <7053nf$2tq$1@goof.de.uu.net>
Source record: 3563

Just tried TT-Digger on a larger program and it's really good. It's fast and more reliable than EasyRider (especially in HiRez), which I used before. And it runs smoothly on my PC-based Atari emulator.

There is, however, one problem I came across: It refused to disassemble the directive
andi.b #5,-22(a5)
regardless whichever way I tried. All it produced was a DC-sequence.
Converting between code and various data-formats (b, w, l) didn't work.
Maybe I missed something in the manual (my Dutch is only rudimentary).

Oh yes, that 'FIND'-thing again...:
As there seems to be some problem or other with accessing the FIND-functions, here is my contribution:
How do I look for opcodes? For example, searching for 'dc' to locate disassembling problems (EasyRider has a special function 'Find next data position' for this).

Greetings

Rainer

User-interface is a little unusual, but I think we can access it..

2449. Re: MagiC Programming

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-15 00:00:00 UTC
From: Robert Goldsmith <robert.g@zetnet.co.uk>
Message-ID: <3625C61C.F7C775C6@zetnet.co.uk>
Source record: 3564

Jake Goerzen wrote:

> I have a Falcon running MagiC 5. I would like to write some programs under
> this OS. What kind of languages are available? Is there any thing like
> Visual C++ or Visual Basic. Any object oriented options? I would like to
> be able to use GEM functions. In other words be able to put a nice GEM
> front end on my programs.
>
>

Well, I've been gem and magic programming for years and I currently use lattice c (not c++) , Asm (for the fast routines) and (mostly) Hisoft basic. Both lattice and basic come with pretty full libs to use system functions although the docs are sparce so try and get hold of something like the Atari Compendium which, with all it's errors, is stil the best I've found. The asm has very few libs but then really u don't use many in Asm anyhow.

As far as graphics etc. these are a combination of system commands (windows, menus, etc.) and a resource file (the .rcs file extension). Lattice and Basic come with a program called WERCS but it is pretty dated and doesn't like magic or Mtos. I use Resource Master (v2) which is shareware and Interface (comercial). Both of these support the magic enhancements and things like colour icons. Also, they both save the header files (that hold all the names u have given to the objects) in multiple language formats. These are both point and click based but NO code is added to objects (unlike in visual basic for instance). The rsc file is loaded in to u're program using system commands and the items are drawn on screen when and where u say.

I must warn u it takes a lot of patence (esp. when teaching u'reself) to program gem but I'm sure u'll get loads of help from the likes of these newsgroups :)

Robert.g

2450. Re: When is a menu?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-15 00:00:00 UTC
From: Robert Goldsmith <robert.g@zetnet.co.uk>
Message-ID: <3625C7DE.8C731612@zetnet.co.uk>
Source record: 3565

B O'Donnell wrote:

> Possibly I'm missing something obvious, but all I know about menus is
> that they are object trees that contain objects of type G_TITLE (for
> titles:-)), and G_STRING (for the drop-down menus, but I use them for
> captions in ordinary dialogs as well) and a few G_IBOXES and G_BOXES.
> However, if you load a resource into Wercs without a hrd file, it
> correctly displays the menus; does it just run down the options, or is
> there an easy way?

May I suggest first that u get something better than WERCS ? Something like resource master.

Basically, in theory, ignoring the limitations, any object tree could be a menu - u just have to tell the system that the object tree is a menu using one of the AES menu commands (don't have the referece books handy - sorry). However, the AES really doesn't like it if u try and draw some things in a menu bar so the safest is to limit u'reself to the objects u listed above. Also, the same menu command allows u to shange the menu bar at any time during the program and a similar construction to a popup menu object tree can be used for submenu's which are attatched using other aes menu commands - everything is listed in the Compendium and a number of other books.

Resource Master and Interface both allow u to change the type of an object back and forth between menu and dialog - as long as it contains no illegal menu items. This means u can change the bg colour of menu's, make them 3d etc. The only probs with this is redraws don't work quite right on some aes versions.

2451. Re: Lattice C w/Wdialog

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-15 00:00:00 UTC
From: Robert Goldsmith <robert.g@zetnet.co.uk>
Message-ID: <3625C9E2.40E7CFFB@zetnet.co.uk>
Source record: 3566

John M Rojewski wrote:

> The Wdialog specs specify on the service-routine:
> "The routine may use registers d0-d2/a0-a2."

This is pretty normal - I think Lattice does the same. Basically don't ever expect any routines (esp. in asm) that have stuff in these registers to have the same contents after calling a system or general c/c++ function.

>
>
> What can be done? I have tried saving and restoring a4 before
> returning from the service-routine. It still works on the Magic
> version and still bombs on the Wdialog 2.0+ version.

Sounds like it's not the a4 stuff then. Anyhow, 1) u can change the a4 usage in Lattice (but then it doesn't garentee compatability with the libs) and 2) lattice should take care of all that lot anyhow (there are asm instructions to do all that for u).

> I also get "Invalid Handle = n" messages with Wdialog 2.

What is the handle for ? Window, file or what ? The most common prob is u've passed a pointer to the handle where it expects just the number or vice versa and it is (in the first case) getting a large number of a memory address instead of say a simple int value like 1 or 17 or something for the window handle :(

Check the handle variables and make sure the right stuff is being sent to the functions.

Robert.g

PS - any luck solving the multiple mailbox crashing problems yet - u have heard of these yes ?

2452. Re: Disassembling problem in TT-Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-16 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <706s4f$80g$1@roch.zetnet.co.uk>
Source record: 3567

On 15 Oct 1998 17:19:20 , "Rainer Wessel" wrote:
>Just tried TT-Digger on a larger program and it's really good. It's fast and
>more reliable than EasyRider (especially in HiRez), which I used before. And
>it runs smoothly on my PC-based Atari emulator.

Yes. It's quick, isn't it! I have been using it quite a lot over the
last 2 days and am getting used to it. I have had to learn a whole new
series of operations as I am so used to Easyrider.

>Oh yes, that 'FIND'-thing again...:
>As there seems to be some problem or other with accessing the
>FIND-functions, here is my contribution:
>How do I look for opcodes? For example, searching for 'dc' to locate
>disassembling problems (EasyRider has a special function 'Find next data
>position' for this).

Yes. I don't think there is an equivalent to this. When I have needed
to find an opcode I have just used the Find hex function. So, looking
for move.w <imm> d0 I have done a hex find for 303C.

Easyrider was giving me increasing problems so I shall try to learn
how to use tt-Digger effectively.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2453. *.ACC causes weird things...

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-16 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna@al_ALBATROSS_gonet.se>
Message-ID: <3627AE2F.70F6@al_ALBATROSS_gonet.se>
Source record: 3568

Greetings atarians!

Now I have a new stupid question for you all.. 8)
Do installed and active applications (as ST-GUIDE, COPS, etc) send any
data to message buffer that can confuse other running progs?

The reason that I ask this, is because I am experiencing some trouble
with my GFA-GEM routines, but problems _ONLY_ occur when it comes to
co-existing with *ACC:s. It could of course be a bug in my code, but it
seems as if an already occupied handle is supplied for the ACC. Any
idees..?

Thanks in advance,

Joakim

email reply: gokmase@big_TAKE_AWAY_foot.com (Remove versals)
http://hem1.passagen.se/gokmase/atari

2454. ST Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-17 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdf9a6$5c4a4320$ed07cccf@none>
Source record: 3569

This is a good program. I used it to give me a disassembly
of the BJL modified ROM for the Jaguar and it did a good
job.

But, I wanted to be able to have a listing with both
to hex codes and the disassembled listing. I don't read
German very well, is there another program that has
english pull down menus?

Also, is there someone out there who can give me the
low-down on the idea and simple layout of what a
Transputer is? I remember Atari working on making these
type of computers, but I never paid any attention to
them back then. I'm curious about what it was.

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

2455. Re: Lattice C w/Wdialog

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-17 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <70aoo3$c78$1@nnrp03.primenet.com>
Source record: 3570

On 15 Oct 1998 11:09:38 , Robert Goldsmith wrote:
>John M Rojewski wrote:
>
>> The Wdialog specs specify on the service-routine:
>> "The routine may use registers d0-d2/a0-a2."
>> What can be done? I have tried saving and restoring a4 before
>> returning from the service-routine. It still works on the Magic
>> version and still bombs on the Wdialog 2.0+ version.
>
WDialog 1.98 also works fine, so it must be something that hat
changed significantly in 2.0, but I can't find out what has changed.
What's the ASH email address?

>Sounds like it's not the a4 stuff then. Anyhow, 1) u can change the a4
>usage in Lattice (but then it doesn't garentee compatability with the
>libs) and 2) lattice should take care of all that lot anyhow (there are
>asm instructions to do all that for u).
>
Tried all the getreg(), putreg stuff, but to no avail...

>> I also get "Invalid Handle = n" messages with Wdialog 2.
>
This only happens if I load WDialog from the desktop. If its started
from the AUTO folder, no problems. (Solved)

>PS - any luck solving the multiple mailbox crashing problems yet - u
>have heard of these yes ?
>
I can't get it to happen here, so I can't fix it.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

2456. Re: *.ACC causes weird things...

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-18 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <70cb45$1ln@newstoo.ericsson.se>
Source record: 3571

In article <3627AE2F.70F6@al_ALBATROSS_gonet.se>, Joakim H&#65533;gberg <fiolerna@al_ALBATROSS_gonet.se> writes:
>Greetings atarians!
>
>Now I have a new stupid question for you all.. 8)
>Do installed and active applications (as ST-GUIDE, COPS, etc) send any
>data to message buffer that can confuse other running progs?
>
>The reason that I ask this, is because I am experiencing some trouble
>with my GFA-GEM routines, but problems _ONLY_ occur when it comes to
>co-existing with *ACC:s. It could of course be a bug in my code, but it
>seems as if an already occupied handle is supplied for the ACC. Any
>idees..?

```
Yes your program can receive messages from other applications and ACCs
If your program don't understand the message received just don't care about it.

/Erik Hall

-------------------------------------------------------------------------------
Mail : erikhall@tripnet.se |||
or Erik.Hall@epk.ericsson.se /|\ Hades 060
URL : http://www2.tripnet.se/~erikhall/index.html / | \
-------------------------------------------------------------------------------
```

2457. Re: ST Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <70fvvo$1ar$1@news2.xs4all.nl>
Source record: 3572

On 17 Oct 1998 08:04:44, "GSB" wrote:
>This is a good program. I used it to give me a disassembly
>of the BJL modified ROM for the Jaguar and it did a good
>job.
>
Nice to hear

>But, I wanted to be able to have a listing with both
>to hex codes and the disassembled listing. I don't read
>German very well, is there another program that has
>english pull down menus?

If you give options: hex/asc + opcodes + labes + symbols

and do a 'save as...'

then you have everything.
Or not?

For the rest: the manual is in Dutch, you can say a kind of dialect
from German spoken bij 13 million people.
We even have a writer with a literary Nobel-Prize :-)
But I believe that was before my time...

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2458. Re: TT Digger searching

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <70g002$1ar$4@news2.xs4all.nl>
Source record: 3573

On 14 Oct 1998 18:02:03, Stichting ST wrote:

>So me questions arouse about the FIND use in the disassember TT DIGGER
>I translated a small piece of the manual:
>
>
Do not read further....
I have found the reason for the trouble with searching and finding.

THERE IS A BUG!

Normally you can count adresses decimal. Why do it hexadec?
Only because some stupid assemblers expect in de instruction code all
numbers automatically to be in hex?

When you do decimal representation the 'FIND' goes well.

GOOD NEWS:
The maker expects to have a real manual in English within a few days.
Then the rest of the world outside Holland can wallow in comfort with
TT-Digger.

Other news:
the 'bug' of the andi. is no bug but a feature. Because of the
construction of the instruction.
Motorola manual says:
-
This instruction is used to AND the immediate data present in the
"succeeding program memory locations" to the destination operand.
-
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2459. Re: TT-Digger interactive

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <70g005$1ar$5@news2.xs4all.nl>
Source record: 3574

```
On 14 Oct 1998 18:02:07, Stichting ST wrote:
>Dear Roger Cain,
>
>...disassembly starting at $0AB82
>
>You can go to any part of the display of the listing by using the
>sliders of the text window.

The problem with find is: use for the moment the 'decimal'
representation. Talking the the auteur resulted in 'a bug, that will
be repaired'. Somewhere in the internal conversion the hexa notation
screws up.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

2460. Re: Disassembling problem in TT-Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <70g009$1ar$6@news2.xs4all.nl>
Source record: 3575

```
On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
>Just tried TT-Digger on a larger program and it's really good. It's fast and
>more reliable than EasyRider (especially in HiRez), which I used before. And
>it runs smoothly on my PC-based Atari emulator.

Your message was send by snailmail to the maker.
>
>There is, however, one problem I came across: It refused to disassemble the
>directive
> andi.b #5,-22(a5)
>regardless whichever way I tried. All it produced was a DC-sequence.
>Converting between code and various data-formats (b, w, l) didn't work.
>Maybe I missed something in the manual (my Dutch is only rudimentary).

If all is well, he has contacted you by e-mail. But for the rest of
the world:
the #5 works with an logical AND on the data in the succeeding memory
location. That location is not part of the instruction. Because
instructions are aligned on even adresses, from the following 16 bits
only 8 (the .b ) are used.

>
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

2461. update on our website

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-20 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <70gcmmqkc2@news.imaginet.fr>
Source record: 3576

Hello,

- new list of CENTurbo II compatibility softs. Thanks for user
to send me your test.

- the PATCHCT2.ZIP (on CENTURBO II page) contain
Falct2_8.prg to run under turbo mode. It's the new version
of Falcon8.prg, the patch for calamus in 256-color mode.

- the soft to update the flash is in ct2_soft.htm (via centurbo.htm)
with the last version of Flash.bin.

- the last version of CENTview is available: 1.7.2

Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2462. Re: TT Digger searching

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-20 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <70hnlqoua1@roch.zetnet.co.uk>
Source record: 3577

On 19 Oct 1998 18:21:54 , Stichting ST wrote:

>When you do decimal representation the 'FIND' goes well.

Ah, ha!!

>GOOD NEWS:
>The maker expects to have a real manual in English within a few days.
>Then the rest of the world outside Holland can wallow in comfort with
>TT-Digger.

WONDERFUL. My imagination has been working overtime trying to make
sense of the Dutch. Please give the author our 'vriendelijke groet'
:-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2463. PROGRAMMERS REQUIRED !

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-21 00:00:00 UTC
From: Eddy from Aria <eddy.m@virgin.net>
Message-ID: <70j6aj$914$1@nclient5-gui.server.virgin.net>
Source record: 3578
Cross-posted to: comp.os.os2.programmer.misc,comp.os.os2.programmer.oop,comp.os.os2.programmer.porting,comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,com

```
EUROPEAN PROGRAMMERS REQUIRED FOR WORK IN UK
****************************************

AN AMAZING OPPORTUNITY IN THE UK

IF YOU CAN PROGRAM IN VISUAL BASIC
OR ARE PROFICIENT IN MS ACCESS
AND IF YOU ARE FAMILIAR WITH LOTUS NOTES

.........................WE NEED YOU !!

ARIA TECHNOLGY ARE LOOKING FOR PROGRAMMERS
AND DEVELOPERS TO HELP US EXPAND OUR HARDWARE,
INSTALLATION AND SUPPORT BUSINESS. WE ARE ALREADY
ONE OF THE UK'S MOST FAMOUS PC HARDWARE SUPPLIERS
AND WE NOW NEED PEOPLE LIKE YOU TO FURTHER OUR
BUSINESS AND OF COURSE YOUR FINANCES !!

YOU CAN WORK AND DEVELOP VIA THE INTERNET WE HAVE
WORK WAITING FOR YOU !!
IF YOU NEED TO CHECK OUR INTEGRITY, HONESTY

CALL, FAX, E-MAIL
FOR FURTHER DETAILS

CALL: +44 161 248 4383
FAX : +44 161 248 1613
E-MAIL : eddy.m@virgin.net
web: http://www.aria.co.uk

if this post/mail is inappropriate sorry for this intrusion.
```

2464. Re: Disassembling problem in TT-Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-21 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <70likn$78m$1@nyheter.chalmers.se>
Source record: 3579

First I'd like to make clear that this is not in any way meant as
criticism of TT-Digger. From my tests so far, it seems to be a really
good program. Still, if there are bugs it would be nice to get rid of
them.

In article <70g009$1ar$6@news2.xs4all.nl>,
Stichting ST <atarist@xs4all.nl> wrote:
>On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
...
>>There is, however, one problem I came across: It refused to disassemble the
>>directive

It's not a directive, but that's of course beside the point.

>> andi.b #5,-22(a5)
>>regardless whichever way I tried. All it produced was a DC-sequence.
...
>the #5 works with an logical AND on the data in the succeeding memory
>location. That location is not part of the instruction. Because

Someone must be misunderstanding something here (could be me, but I
doubt it). 'andi.b #5,-22(a5)' is clearly a correct instruction and
should of course be disassembled properly.
Both the number and the effective address specification are part of the
instruction, only they're in extension words rather than the opcode
itself.

From another message:
Motorola manual says:
-
This instruction is used to AND the immediate data present in the
"succeeding program memory locations" to the destination operand.

This simply means that the '5' is located in a word following the actual
opcode, like in just about any instruction with immediate data. There's
no difference between this and a 'move.b #5,-22(a5)' for example or
even 'move.b #5,d0'.

>instructions are aligned on even adresses, from the following 16 bits
>only 8 (the .b) are used.

How is this relevant to the supposed bug?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2465. Re: Cross Compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-21 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <70ljg1$7ar$1@nyheter.chalmers.se>
Source record: 3580

```
In article <6vnccs$hod$1@eol.dd.chalmers.se>,
Anders G{rder <f93anga@dd.chalmers.se> wrote:
>crofty <.@.> wrote:
>: I am looking for any compilers that can be run in DOS/Windows on Pentium
>: that can cross compile into 6800 for the Atari?
...
>I think some implementations of gcc do this. (At least the Solaris

All gcc versions can 'easily' be built as cross compilers. I've done
this several times myself on the Mac and Sun I use at work.

Note that this only gives you the C/C++ to assembly part.
The GNU assembler can of course also be cross-compiled, but I've never
tried that. Then there's the problem of finding a linker that can output
a standard Atari .PRG file.
Still, the actual compilation is what takes the vast majority of the time
and you'll have to transfer some files to your Atari (or perhaps emulator)
sometime anyway.
```

If you don't want to rebuild everything yourself, you'll of course have
to look around on the net for something pre-built. I have a DOS-based
68k gcc/g++ at home, but I can't remember where I found it.
Check out the homepages of some commercial GCC support company
(there is at least one, but I can't remember their name.

```
--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
```

2466. help FDI/SPDIF

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-22 00:00:00 UTC
From: rollsl@uleth.ca
Message-ID: <70m96p$8u910@mars.online.uleth.ca>
Source record: 3581

```
Does anyone have any info on programing for one of these
or any example source thanks
dave
```

2467. Re: Cross Compilers

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-22 00:00:00 UTC
From: michaels@jupiter.stochastik.rwth-aachen.de
Message-ID: <70ndqs$i5l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3582

In article <70ljg1$7ar$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:

>All gcc versions can 'easily' be built as cross compilers. I've done
>this several times myself on the Mac and Sun I use at work.
>
>Note that this only gives you the C/C++ to assembly part.
>The GNU assembler can of course also be cross-compiled, but I've never
>tried that. Then there's the problem of finding a linker that can output
>a standard Atari .PRG file.

You have to use the Atari as/ld (the current BFD-based binutils do not
support TOS .PRG binaries). I am told that this will work fine - Frank
Naumann (MiNT kernel maintainer) just did this ...

Myself, I am using a modified gcc/egcs built as a cross-compiler for
m68k-unknown-coff (using the current binutils) to compile the current Milan
TOS on a PC.

In every case, you probably habe to compile your cross-compiler on your own.
On a Unix system, this will be relatively straightforward (if you read the
crocc-gcc FAQ), in w Windows/cygwin environment, it might be a bit more
tricky, but I have heard reports on the cross-gcc mailing list that it does
work.

cu
Michael
--
In the beginning there was nothing, which exploded.

2468. Re: Disassembling problem in TT-Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-23 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <70qgju$jh3$1@news2.xs4all.nl>
Source record: 3583

On 21 Oct 1998 21:10:47, Johan Klockars wrote:
>
>First I'd like to make clear that this is not in any way meant as
>criticism of TT-Digger. From my tests so far, it seems to be a really
>good program. Still, if there are bugs it would be nice to get rid of
>them.
>
>In article <70g009$1ar$6@news2.xs4all.nl>,
>Stichting ST <atarist@xs4all.nl> wrote:
>>On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
>....
>>>There is, however, one problem I came across: It refused to disassemble the
>>>directive
>
>It's not a directive, but that's of course beside the point.
>
>>> andi.b #5,-22(a5)
>>>regardless whichever way I tried. All it produced was a DC-sequence.
>....
>>the #5 works with an logical AND on the data in the succeeding memory
>>location. That location is not part of the instruction. Because
>
>Someone must be misunderstanding something here (could be me, but I
>doubt it). 'andi.b #5,-22(a5)' is clearly a correct instruction and
>should of course be disassembled properly.
>Both the number and the effective address specification are part of the
>instruction, only they're in extension words rather than the opcode
>itself.
>
>From another message:
> Motorola manual says:
> -
> This instruction is used to AND the immediate data present in the
> "succeeding program memory locations" to the destination operand.
>
>This simply means that the '5' is located in a word following the actual
>opcode, like in just about any instruction with immediate data. There's
>no difference between this and a 'move.b #5,-22(a5)' for example or
>even 'move.b #5,d0'.
>
>>instructions are aligned on even adresses, from the following 16 bits
>>only 8 (the .b) are used.
>
>How is this relevant to the supposed bug?

>
>--
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johan@rand.thn.htu.se
> | so hard to do | WWW/ftp: rand.thn.htu.se
> Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
>.

2469. Re: Disassembling problem in TT-Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-23 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <70qgk2$jh3$2@news2.xs4all.nl>
Source record: 3584

On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
>
>There is, however, one problem I came across: It refused to disassemble the
>directive
> andi.b #5,-22(a5)
>regardless whichever way I tried. All it produced was a DC-sequence.

From the author:
>
I immediately remembered this.
The following is the case:
because it is a byte size operand, the immadiate value must be put
in bits 7 to 0 of the following 16 bits word.(least significant byte.
Now if there are bits set in the most significant byte I have to make
a choice: If I disassemble the instruction I can not both produce a
valid instruction and show you those bits. Although the processor
ignores these bits. TT-Digger is primaraly a diagnostic tool.

Henk Robbers.
If this is not the case I gladly hear from you.

A new version of TT-Digger is available with the FIND working good (I
hope).
Download of new version (I only live 24 hours a day) will be
possible end next week.

For the rest: maybe this weekend all ready a ENGLISH MANUAL!!!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
http://www.xs4all.nl/~atarist

2470. manual TT-Digger English

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-23 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <70qgk5$jh3$3@news2.xs4all.nl>
Source record: 3585

Dear readers,

the author has done his best and if download here goes well, this
weekend there will be an

ENGLISH MANUAL FOR TT-DIGGER !!!!! :-)

see our homepage on

http://www.xs4all.nl/~atarist

follow Stichting... download...

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2471. Help with Wolfenstien 3D STe conversion

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-24 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <3631db76.4699163@news.easynet.co.uk>
Source record: 3586

I've got a friend whose keen to do a Wolfenstein 3D
conversion to the STe now that he's learned assembler.

I wondered if anyone out there has any faqs, C source or
knows if this project was ever started elsewhere so he could
pick up the pieces.

Also what do people think, is it possible?

Personally I think the STe could pull off reasonably well.
The STes enhanced features while not amazing should make
some difference to speed especially with sample playing.

Wolfenstein 3D works on a 286 PC with 640k base memory and I
think about 256k expanded memory.

At the moment he's working on a basic 3D engine so he can
understand perspective.

It will probably get released first as a simple graphic demo
and then possibly a simple deathmatch game when connected to
another STe before becoming the full game.

It will probably make use of its one custome sprites but use
wolfenstein level data ripped out using a supplied util

I.e. you can play the levels but no new wall testuxes or
creatures.

This is because of the 16 colour limitation and any attempts
to improve on this would slow the game down. Attempting to
dither or simply ignore extra colours would not be feasible.

Its more than likely that the game play area will be derezed
slightly with a small border although accelerated models
will obviously be able to avoid this.

The PC version has an effective playsing screen of about
300x160 approx with maximum border about 100x53.

The ST version will probably have a resolution of 120x80 but
be doubled both vertically and horizontally to give 240x160.
I.e. every 2x2 pixels are the same.

It might look blocky but will at least be playably fast.

The status bar will look much the same as any Wolfenstein
and the gun will probably be pasted just below the playing
screen i.e. not protruding into the main action screen.

Its not expected that wolfenstein music files will be utiliised.

Personally I think if he can pull it off it will be the best ST game ever because Wolfenstein is so playable.

Whle it may not compare to more sophisticaed versions the death match facility will be exclusive to the ST version.

The final engine will probaly retail at £4-6 for shareware registration but no more than this. Which should offset some costs without actually being profiteering.

This is a serious project which I hope will stay on course to the end.

At this point I'm trying to collect as much information as possible about Woflenstein. Please don't attach anything to emails without a plain email first telling me what you have.

Please don't reply with any 'can't be done' type letters it obviously can be. In fact Substation is a more impressive engine (its just a not very playable game). The question is will it be ok speed or a decent speed.

2472. Bigdos & Rwabs

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-24 00:00:00 UTC
From: Pera Putnik <piters@eunet.yu>
Message-ID: <70tb5b$k1n$1@SOLAIR2.EUnet.yu>
Source record: 3587

I write currently driver for IDE hard disks for Atari (ST) machines. I want also including option for work with PC (MS DOS) format hard disks. I made simple routine which swaps High/Low bytes in word, and it worked very fine with PC disk. But for now only with 'normal' or Non-Bigdos partitions under 32 MB. Of course I want writing routines for work with larger partitions, up to 2 GB - nobody uses still such small partitions. It should work with program BigDos.
I think that it will be useful, since most of PC-s are equipped with IDE drives. Btw. what is by SCSI drives ? Is High/Low byte order reversed also ? Sadly I don't have SCSI interface on ST to check it.
Well, what I need is some help about writing that BigDos capable driver. I suppose that extended Bios function Rwabs contains additional 16 bit data of starting sector of block. I saw also some additional fields in GetBPB function, or it is new-extended function ?
So, if anybody could, please send me infos about these. I write driver in 100% assembler, and I don't know programming in C.
It would be best if you send me how put parameters on stack by function call - like in Atari (ST) Profibuch.
Also some infos about XHDI 1.2 will welcome. Some link, literature, anything.

Pera Putnik

2473. #### Linux & STE

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-25 00:00:00 UTC
From: jofjoe <jofjoe@i-france.com>
Message-ID: <363348D0.1AF8DD9A@i-france.com>
Source record: 3588
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I need information about how putting linux on STE,
where can I found that ??

jofjoe@i-france.com

2474. Re: #### Linux & STE

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-25 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7107kuraf1@roch.zetnet.co.uk>
Source record: 3589

On 25 Oct 1998 16:50:41 , jofjoe wrote:
>I need information about how putting linux on STE,
>where can I found that ??

I don't think you can. I believe Linux requires a 68030 processor (at least) to deal with the memory management.

I may be wrong!

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2475. Re: #### Linux & STE

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@hal.fishpool.com>
Message-ID: <Pine.LNX.3.96.981026103707.25719B-100000@hal.fishpool.com>
Source record: 3590
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

> I need information about how putting linux on STE,
> where can I found that ??
>
> jofjoe@i-france.com

You cannot. Linux and NetBSD require at least a TT or a Falcon.

Your best bet is to install MiNTos, using the KGMD package or
the english version KEMD_R2. See http://kellis.atari.org for
more info about it.

Martin-Eric Racine The Atari TT030 Homepage with FAQ
FUNKYWARE CREATIONS inc. http://members.tripod.com/~TT030/

.

2476. Re: #### Linux & STE

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-26 00:00:00 UTC
From: Nicholas Bales <bales@mygale.REMOVETHIS.org>
Message-ID: <36343A1D.FBD4FFB1@mygale.REMOVETHIS.org>
Source record: 3591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

jofjoe a ï¿½crit:
>
> I need information about how putting linux on STE,
> where can I found that ??

The released version of 68K linux requires a 68030 and an FPU. The STE
has neither of these.

It appears there might be a version compiled for a 68000, but I don't
know where.

You might rather go for MiNT, which is very Unix-like, but also TOS
compatible. There are many unix utilities that have been ported to MiNT.

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org mygale.org

2477. Re: #### Linux & STE

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-26 00:00:00 UTC
From: Gavin Cameron <gavin.cameron@SPAM.gecm.com>
Message-ID: <36345719.7C019B58@SPAM.gecm.com>
Source record: 3592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

jofjoe wrote:
>
> I need information about how putting linux on STE,
> where can I found that ??
>
> jofjoe@i-france.com

There is Linux for the Atart ST - but it's not yet complete. You can
check out it's progress at:

http://www.esat.kuleuven.ac.be/~pcoene/index.html

Gav.

--

"What's the point having bad manners ... if you don't use them?!?"

*** REMOVE THE SPAM TO MAIL ME DIRECT ***

2478. Re: Help with Wolfenstien 3D STe conversion

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-27 00:00:00 UTC
From: L Stok <stok@dds.nl>
Message-ID: <3635e53c.0@news-out2.newsnerds.com>
Source record: 3593

>
>At this point I'm trying to collect as much information as
>possible about Woflenstein. Please don't attach anything to
>emails without a plain email first telling me what you have.
>
A lot of sources are available freely..
Contact me if u need more..

>Please don't reply with any 'can't be done' type letters it
>obviously can be. In fact Substation is a more impressive
>engine (its just a not very playable game). The question is
>will it be ok speed or a decent speed.

Ofcourse it can be done...
Just at what speed..
And substation doesnt really do texture mapping does it ?

Just some doubts i have about this working on ST well.
esp. after some experiments on the falcon.
And that comment you made about 'now that he's learned assembler'.
I dont wanna sound arrogant or anything, it just doesnt sound to hopefull to
me.

Anyway, just my thoughts on this.
Feel free to mail if u like to have Wolf3D sources.
I must still have em somehwere.

2479. Re: Disassembling problem in TT-Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-27 00:00:00 UTC
From: Rainer Wessel <vvb-organisation@t-online.de>
Message-ID: <714s35$4nc$1@goof.de.uu.net>
Source record: 3594

```
Stichting ST schrieb in Nachricht <70qgk2$jh3$2@news2.xs4all.nl>...
>On 15 Oct 1998 17:19:20, "Rainer Wessel" wrote:
>>
>>There is, however, one problem I came across: It refused to disassemble
the
>>directive
>> andi.b #5,-22(a5)
>>regardless whichever way I tried. All it produced was a DC-sequence.
>
>From the author:
>
>I immediately remembered this.
>The following is the case:
>because it is a byte size operand, the immadiate value must be put
>in bits 7 to 0 of the following 16 bits word.(least significant byte.
>Now if there are bits set in the most significant byte I have to make
> a choice: If I disassemble the instruction I can not both produce a
> valid instruction and show you those bits. Although the processor
> ignores these bits. TT-Digger is primaraly a diagnostic tool.
>
> Henk Robbers.
> If this is not the case I gladly hear from you.

> [snip...]

I see, so the problem was some bit-dirt in the most-significant byte. I
don't know what assembler/compiler was used for the original programm I
disassembled (some C-compiler, I guess) because this occurred in all
instances of above instruction.
EasyRider didn't seem to have any problem here, although this clearly means
losing those higher bits. I know the distinction between code and data (in
the text segment) is one of those knacks a disassembler has to worry
about.The only thing that worried me is that TT-Digger could not be prompted
(or forced) to turn the data into 'possible' code :-].
Otherwise TT-Digger has proven very reliable and fast.

Rainer Wessel
```

2480. Re: Help with Wolfenstien 3D STe conversion

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-27 00:00:00 UTC
From: Leslie Hartmier <leslieh@v-wave.com>
Message-ID: <714tsc$dbl1@dagger.videotron.ab.ca>
Source record: 3595

Martin Wilson wrote in message <3631db76.4699163@news.easynet.co.uk>...
>I've got a friend whose keen to do a Wolfenstein 3D
>conversion to the STe now that he's learned assembler.
>
>I wondered if anyone out there has any faqs, C source or
>knows if this project was ever started elsewhere so he could
>pick up the pieces.
>
Go to ftp://ftp.idsoftware.com/idstuff/source/wolfsrc.zip, where you can
pick all the source for Wolfenstein 3D. id released all of their code for
it to the public domain.

Leslie

2481. Re: Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-28 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <3637909c3dd750@game-master.com>
Source record: 3499

on Thu 29-10-98 01:05 William Wong wrote:

>>When I compile this with -lextra I get a warning from hcc - "implicit
>>decl of getche".
>>
>
>Don't know what the warning is about but there is an error in your code.
>You're trying to assign ch with the return from getche() but what you did with
>2 equal sign ("=") is a comparison operation. It should be single equal as
>below:
>
> ch = getch();

Yes! You're right. The program now runs correctly, but I still have
the warning "implicit decl of getche". Should I concern myself with
this?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

2482. Atari Programmer whereabouts...

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-28 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <716bb7$es2$1@alexander.INS.CWRU.Edu>
Source record: 3596

```
Hi!

I would like to know if Dave Munsie is still with
the ATari community. All of his games have the
Texas address, is it still valid?

Regards,

Jim W. Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle
```

2483. Icon size?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-28 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <717t53$5gr$1@nnrp1.dejanews.com>
Source record: 3597

Greetings Atarians!

It is once again time for me to ask stupid questions.
What size should an icon (for iconified windows) have?

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2484. Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-28 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <363747dc155bf80@game-master.com>
Source record: 3598

I've just started to explore Sozobon and I've come up with this problem involving getche():

```
#include <stdio.h>
void main()
{
char ch;
printf ("Press the ~ key to stop\n");
for(;;)
{
ch==getche();
if(ch=='~')
{
break;
}
}
printf("\nDone!\n");
}
```

When I compile this with -lextra I get a warning from hcc - "implicit decl of getche".

When I run the compiled program the characters echo to the screen as expected but hitting ~ has no effect.

What is the warning from hcc about?

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

2485. Re: Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-29 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <718euk$82h@usenet.pa.dec.com>
Source record: 3500

In article <363747dc155bf80@game-master.com>, rosco@game-master.com wrote:

> for(;;)
> {
> ch==getche();
^^^^ -- error here

> if(ch=='~')
> {

>When I compile this with -lextra I get a warning from hcc - "implicit
>decl of getche".
>

Don't know what the warning is about but there is an error in your code.
You're trying to assign ch with the return from getche() but what you did with
2 equal sign ("=") is a comparison operation. It should be single equal as
below:

ch = getch();

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

2486. BASIC question - please help

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-29 00:00:00 UTC
From: dejago@my-dejanews.com
Message-ID: <719h0chku1@nnrp1.dejanews.com>
Source record: 3501

Hi.

Does anyone have a comparison of GFA basic, HISOFT basic, and STOS Basic?

Does anyone know where I can get them?
I have tried everything but still cant get a hold of them.

Thanks!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2487. help pure c

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-29 00:00:00 UTC
From: rollsl@uleth.ca
Message-ID: <71a9ad$74d8@mars.online.uleth.ca>
Source record: 3502

```
im currently converting a pure c source into asm
i came across one of the pure c commands
setsndmode()
anyone know what the asm call for this would be as its not
an xbios call
thanks
dave
```

2488. Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-29 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <ed2_9810291402@conchbbs.com>
Source record: 3503

```
r > When I compile this with -lextra I get a warning from hcc -
r > "implicit decl of getche".

It means that the prototype for getche() was not found in stdio.h.
Search the other include files for the prototype and #include it as
well.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

2489. Re: #### Linux & STE

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-29 00:00:00 UTC
From: Werner Domroese / Q5 <q5@spam.not>
Message-ID: <71aeg4$1po@news3.euro.net>
Source record: 3504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

<<snip>>

or upgrade your STE with a full 32-bit 68K

2490. Is Linux fully compatible with Unix, and how dioes it act with WINloose 98?

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-29 00:00:00 UTC
From: dejago@my-dejanews.com
Message-ID: <71aig8$us6$1@nnrp1.dejanews.com>
Source record: 3505
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I'd like to install linux on my system, which is dominated by the evil Windoozzzee 98 OS (psedo OS). Will all my unix made software be able to run on linux?
How will Evil M react to this on my machine?

Thanks!

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2491. TT Digger new +Engish manual

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-29 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <71amviidl2@news2.xs4all.nl>
Source record: 3506

Today a new version of the intelligent interactive dis-assembler

TT DIGGER version 5.3

is available for download.

Following some bug-reports repairs are done.

The 'Search...' can now lead to a 'Find'.

Also there is now a Engish manual in HYP format.

get it from

http://www.xs4all.nl/~atarist

From the homepage goto Download.

For persons who do not know:

all kind of files containing 680xx CPU codes can be made readable als
mnemonic machine-code.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2492. Re: BASIC question - please help

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-29 00:00:00 UTC
From: atari@bright.net
Message-ID: <71aomb$j48$1@cletus.bright.net>
Source record: 3507

On 29 Oct 1998 10:45:33, dejago@my-dejanews.com wrote:
>Hi.
>
>Does anyone have a comparison of GFA basic, HISOFT basic, and STOS Basic?
>
>Does anyone know where I can get them?
>I have tried everything but still cant get a hold of them.

There is a patch for GFA-Basic that fixes the compiler library and
it's very useable once patched.

I think HISOFT is unsupported as well but I could be wrong.

STOS from what I've seen is great for games.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2493. Re: Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-30 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <71b5nq$2k8@usenet.pa.dec.com>
Source record: 3508

In article <3637909c3dd750@game-master.com>, rosco@game-master.com wrote:
>
>Yes! You're right. The program now runs correctly, but I still have
>the warning "implicit decl of getche". Should I concern myself with
>this?
>

Someone else answered you on the warning message.
I don't use Sozobon at all, but could it be that the prototype is inside
tos.h or ext.h oe something equivalent ?

Otherwise just create the prototype yourself.

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

2494. Re: Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-30 00:00:00 UTC
From: Manuel Verbrugge <framav@fra.sas.com>
Message-ID: <F1n50L.Gq8@unx.sas.com>
Source record: 3509

```
The first error is writing ch == getche();
In this case the returned value of getche() is not affecting the 'ch'
variable. Instead you should write :
ch = getche();

The warning can be avoided by prototyping the geche() function.
Type just before the main() function :
char getche( void);
```

Ross MacIver a ?crit dans le message <363747dc155bf80@game-master.com>...
>I've just started to explore Sozobon and I've come up with this
>problem involving getche():
>
>#include <stdio.h>
>void main()
>{
> char ch;
> printf ("Press the ~ key to stop\n");
> for(;;)
> {
> ch==getche();
> if(ch=='~')
> {
> break;
> }
> }
> printf("\nDone!\n");
>}
>
>When I compile this with -lextra I get a warning from hcc - "implicit
>decl of getche".
>
>When I run the compiled program the characters echo to the screen as
>expected but hitting ~ has no effect.
>
>What is the warning from hcc about?
>
>--
>Ross MacIver - Montreal, Canada
>rosco@game-master.com

2495. Re: Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-30 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <3639653c400fe0@game-master.com>
Source record: 3510

on Fri 30-10-98 01:46 William Wong wrote:

>Someone else answered you on the warning message.
>I don't use Sozobon at all, but could it be that the prototype is inside
>tos.h or ext.h oe something equivalent ?
>
>Otherwise just create the prototype yourself.

The book that I'm learning from specified conio.h, which wasn't
included with Sozobon. I DL'd a conio.h file off the web, and it had
the prototype for getch() but not for getche(). So, as you suggested,
I created the prototype myself, and this cleared up the error.

Until yesterday, I had no idea what a prototype was. This is *all*
new to me, and I'm really glad that it's starting to fall into place.

Thanks for your help.

--
Ross MacIver - Montreal, Canada
rosco@game-master.com

2496. Atari ST emulator source code for MS-DOS PC

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-30 00:00:00 UTC
From: Manuel Verbrugge <framav@fra.sas.com>
Message-ID: <F1n9J1.Lw1@unx.sas.com>
Source record: 3511

Does anyone know where I can find source code of an Atari ST Emulator (like Pacifist) for MS-DOS PCs ?

2497. Re: TT Digger new +Engish manual

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-30 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <71crfi$20v$1@roch.zetnet.co.uk>
Source record: 3512

On 29 Oct 1998 21:33:38 , Stichting ST wrote:

>Today a new version of the intelligent interactive dis-assembler
>
>TT DIGGER version 5.3
>
>is available for download.
>
>get it from
>
>http://www.xs4all.nl/~atarist
>
>From the homepage goto Download.

Hmmm ... the version which is there at the moment is still 5.1,
Ronald.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2498. help pure c

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-30 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <0a0_9810301302@conchbbs.com>
Source record: 3513

```
r > im currently converting a pure c source into asm
r > i came across one of the pure c commands
r > setsndmode()
r > anyone know what the asm call for this would be as its not
r > an xbios call

Isn't this the same as setmode()? I couldn't find a setsmdmode()
prototype in any of the include files.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

2499. Re: TT Digger new +Engish manual

Newsgroup: comp.sys.atari.programmer
Date: 1998-10-31 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <71erqo$dj1$1@news2.xs4all.nl>
Source record: 3514

>On 29 Oct 1998 21:33:38 , Stichting ST wrote:
>>
>>TT DIGGER version 5.3
>>
>>is available for download.
>>
Wrong, totally WRONG.
The new version of the homepage was installed but somehow this part
was overlooked. A pointer wrong to a file and...
Everybody get the old version 5.1 in his face.
Sorry, for the delay.
When it really pops up (why it doesn't is mysterious)
a new message will be posted.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2500. Re: Disassembling problem in TT-Digger

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-01 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <71hdeb$q8m$1@news2.xs4all.nl>
Source record: 3515

On 27 Oct 1998 17:25:15, "Rainer Wessel" wrote:
>I see, so the problem was some bit-dirt in the most-significant byte. I
>don't know what assembler/compiler was used for the original programm I
>disassembled (some C-compiler, I guess) because this occurred in all
>instances of above instruction.
No, no,
the thing here is: the contents of that left-ver byte is according to
the instruction description not used.
Nowhre there is declaired that thosebit should be zero.
Most compilers make those bit 0 but maybe not.
Also there are some clever programs that keep their secret licence
number in those bytes.
When you translate the instruction code to readable form: you cannot
see that byte-contents.
To make sure no information-los to the user takes place, no dis-
assembling is done.
Of course having a listing you can put that abdi.b instruction in.

>EasyRider didn't seem to have any problem here, although this clearly means
>losing those higher bits. I know the distinction between code and data (in
>the text segment) is one of those knacks a disassembler has to worry
>about.

The only thing that worried me is that TT-Digger could not be prompted
>(or forced) to turn the data into 'possible' code :-].

I will ask the maker to put somewhere a choice.

>Otherwise TT-Digger has proven very reliable and fast.
>
I will also tell him, he likes that.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2501. Really: TT-Digger New Now

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-01 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <71hk0i$296$1@news2.xs4all.nl>
Source record: 3516

Dear people,
it is now sunday morning local time. And the error in the homepage is
found. So now:

http://www.xs4all.nl/~atarist

has for DOWNLOAD

**** TT Digger Intelligent interactive dis-assembler
**** with English HYP-manual.

It is a 180 kb LZH-packed file.

Sorry to you all for the delay.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2502. Re: Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-01 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <363c09b039fc20@game-master.com>
Source record: 3517

on Fri 30-10-98 12:49 Manuel Verbrugge wrote:

>The first error is writing ch == getche();
>In this case the returned value of getche() is not affecting the 'ch'
>variable. Instead you should write :
>ch = getche();
>
>The warning can be avoided by prototyping the geche() function.
>Type just before the main() function :
>char getche(void);

Thanks! That was exactly the problem.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
rosco@game-master.com

2503. Re: Icon size?

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-01 00:00:00 UTC
From: fdinh@france-mail.com
Message-ID: <71ibpe$87221@news.pacwan.net>
Source record: 3518

Hi Joakim,

>It is once again time for me to ask stupid questions.
>What size should an icon (for iconified windows) have?

I think it should be 32*32 maximum.

--
Freder:c D:nh -> fdinh@france-mail.com
Nouvel homesite :
-> http://www.mygale.org/~fdinh/

2504. Re: Atari Programmer whereabouts...

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-02 00:00:00 UTC
From: Daniel Jones <Dan@happyhipppy.freeserve.co.uk>
Message-ID: <71l8dg$1ok$1@newsreader1.core.theplanet.net>
Source record: 3519

Haven't heard of Dave for a while now. I know that he started programming
for the PC and therefore stopped supporting his Atari stuff. If your
looking for some good shareware then take a look here:

http://newton.ex.ac.uk/general/ug/jones/

2505. Re: BASIC question - please help

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-02 00:00:00 UTC
From: Daniel Jones <Dan@happyhipppy.freeserve.co.uk>
Message-ID: <71l8ql$242$1@newsreader1.core.theplanet.net>
Source record: 3520

In my opinion GFA basic is by far the best (fastest, most versatile, best editor too). For a few examples of the sort of software you can produce using GFA, check out this site:

http://newton.ex.ac.uk/general/ug/jones/

2506. Re: Really: TT-Digger New Now

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-03 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <71made$k7u$2@ash.ridgecrest.ca.us>
Source record: 3521

On 1 Nov 1998 12:25:54 G, Stichting ST wrote:
>Dear people,
>it is now sunday morning local time. And the error in the homepage is
>found. So now:
>
>http://www.xs4all.nl/~atarist
>
>has for DOWNLOAD
>
>**** TT Digger Intelligent interactive dis-assembler
>**** with English HYP-manual.
>
>It is a 180 kb LZH-packed file.
>
>Sorry to you all for the delay.
>
>Met vriendelijke groet,
>Ronald van der Kamp
>secretaris Stichting ST
>atarist@xs4all.nl
>.

I get an Error, file not found......
What would a direct path to the file look like?
?www.xs4all.nl/~atarist/download/ttdig5_3.lzh?

Thanks,

Mike

2507. OpenGL and Dynamic Library

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-03 00:00:00 UTC
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <363EDE68.876E7A71@utbm.fr>
Source record: 3522

Hello

Some words to said Dynamic Library are avaible on all Atari computer
they are name LDG.
For the moment there is one of this Library only! This library is the
port of MESA, the free port of OpenGL.

This library can be use for GCC and PureC. The mathematical software
Eureka from francois Le Coat use already it

Olivier

2508. Re: Really: TT-Digger New Now

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-03 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <71njn3jn1@roch.zetnet.co.uk>
Source record: 3523

On 3 Nov 1998 07:12:46 G, MGrove wrote:

>I get an Error, file not found......
>What would a direct path to the file look like?
>?www.xs4all.nl/~atarist/download/ttdig5_3.lzh?

That's right apart from the filename - TTDIGGER.LZH.

I think you must have hit a roadblock somewhere there, Mike, as I got
it down OK - and very nice it is, too :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2509. Re: OpenGL and Dynamic Library

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-04 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <71oacv$ube@usenet.pa.dec.com>
Source record: 3524

In article <363EDE68.876E7A71@utbm.fr>, Olivier landemarre <olivier.landemarre@utbm.fr>
wrote:

>Some words to said Dynamic Library are avaible on all Atari computer
>they are name LDG.

Appreciate if the web site to look at this is given out.

Your mouse has moved. Windows NT must be restarted for the
change to take effect. Reboot now? [OK]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

2510. Re: Really: TT-Digger New Now

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-04 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <71oakb$ube@usenet.pa.dec.com>
Source record: 3525

```
In article <71njn3$jn$1@roch.zetnet.co.uk>, rcain@zetnet.co.uk (Roger Cain) wrote:
>On 3 Nov 1998 07:12:46 G, MGrove wrote:
>
>>I get an Error, file not found......
>>What would a direct path to the file look like?
>>?www.xs4all.nl/~atarist/download/ttdig5_3.lzh?
>
>That's right apart from the filename - TTDIGGER.LZH.
>

The download URL was wrong. The HTML page states it as a ZIP file while it
is a LZH file. The solution was to type in the path yourself and change the
ZIP part to LZH.

Rgds
William
```

2511. NEWS

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-04 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <71oi0d$4b5$1@news.imaginet.fr>
Source record: 3526

Centek annouce to you that an update of our web site on:

- the outcoming of the evaluation board of the PCI-USB
- the 2.0 specification of November 1998 for the Phenix
- update on CBOOT, NVRAM and the Flash for the CENTurbo II

All this informations and files are presents on our web site.

Thanks for your interest on our porducts.

Sacha
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2512. Re: Icon size?

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <363f260b.172880298@news.demon.co.uk>
Source record: 3527

On Wed, 28 Oct 1998 20:00:35 GMT, gokmase@my-dejanews.com wrote:

>Greetings Atarians!
>
>It is once again time for me to ask stupid questions.
>What size should an icon (for iconified windows) have?

Offhand I'm not sure but 32x32 would be a reasonable guess. However,
you might want to consider implementing something more generic: where
you enquire the iconified window size then centre the icon within it.
This allows (with clipping for safety plus a background fill in case
the icon is smaller) any icon size to be displayed.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2513. Re: Sozobon question

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36415294.184281612@news.demon.co.uk>
Source record: 3528

On Sun, 01 Nov 1998 07:58:38 -0500 (EST DST), rosco@game-master.com (rosco) wrote:

>on Fri 30-10-98 12:49 Manuel Verbrugge wrote:
>
>>The first error is writing ch == getche();
>>In this case the returned value of getche() is not affecting the 'ch'
>>variable. Instead you should write :
>>ch = getche();
>>
>>The warning can be avoided by prototyping the geche() function.
>>Type just before the main() function :
>>char getche(void);
>
>Thanks! That was exactly the problem.

It is unwise to do this. You could let yourself in for some subtle bugs!

In technical terms ...
you have explicitly declared getche(). This, the compiler *must* believe until evidence to the contrary comes to light. As no definition for library functions exist this can only occur should a conflicting declaration be met.

In english ...
find the header which contains the real prototype and #include that file instead. Good rule of thumb: Never prototype a function yourself unless it is for one you've written - even then it is best to put the prototypes into their own headers.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2514. Re: help pure c

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-04 00:00:00 UTC
From: G&#65533;nter H&#65533;lscher <ghoelscher@hilf.de>
Message-ID: <36402CB2.32E8414C@hilf.de>
Source record: 3529

Sinive Rollingson schrieb:

> im currently converting a pure c source into asm
> i came across one of the pure c commands
> setsndmode()
> anyone know what the asm call for this would be as its not
> an xbios call
> thanks
> dave

setsndmode() is part of an library for the falcon030 and only
implemented
in this tos (with some other functions for the implemented
sound-features)!

it is an xbios-call, so if you like to call it from an asm-module try
this:
move.w #mode,-(sp) ; mode: 0 = 8 Bit stereo, 1 = 16 Bit
stereo, 2 = 8 Bit mono
move.w #$84,-(sp) ; function-index for this xbios-call
trap #14 ; call the xbios
addq.l #4,sp ; correct the stack

If you do not have some documentation of some functions try to use
your pure-debugger!

have fun
guenter

Sinive Rollingson schrieb:

> im currently converting a pure c source into asm
> i came across one of the pure c commands
> setsndmode()
> anyone know what the asm call for this would be as its not
> an xbios call
> thanks
> dave

2515. Re: Icon size?

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-04 00:00:00 UTC
From: Eddy-Haitch <eddy_hitler@yahoo.com>
Message-ID: <3640DDAE.60B1@yahoo.com>
Source record: 3530

Guy Harrison wrote:
>
> On Wed, 28 Oct 1998 20:00:35 GMT, gokmase@my-dejanews.com wrote:
>
> >Greetings Atarians!
> >
> >It is once again time for me to ask stupid questions.
> >What size should an icon (for iconified windows) have?

It has always been, and always will be (as far as I know), 32 pixels on a side, just like MS Windows. Except most ST icons are black 'n' white.. :)
Some specialist operating systems or programs may have larger icons (why? there's precious little space already!), and I know some have colour. I just said that as, although I supposed that you were referring to a program operating under normal GEM (such as faST basic with it's icons), you might have gone custom.

Regards,
EddyH

2516. Re: OpenGL and Dynamic Library

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-04 00:00:00 UTC
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <36400AFB.94C80086@utbm.fr>
Source record: 3531

William Wong a ï¿½crit:

> In article <363EDE68.876E7A71@utbm.fr>, Olivier landemarre <olivier.landemarre@utbm.fr>
wrote:
>
> >Some words to said Dynamic Library are avaible on all Atari computer
> >they are name LDG.
>
> Appreciate if the web site to look at this is given out.

Sorry I forgot it!
http://www.utbm.fr/les.personnes/olivier.landemarre/ldg/ldg.htm

It's in French for the moment!

Olivier

2517. Re: Atari Programmer whereabouts...

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-05 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <71r085agn1@alexander.INS.CWRU.Edu>
Source record: 3532

Hello all!

Thanks for the advice and hints and such. I did manage to call
the number listed in his programms, and it is his
parent's number. They do not give out his number and just took
a message. At least we know he is alive and well!

Regards,

Jim
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

2518. CHANGE OF E-MAIL ADDRESS

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-05 00:00:00 UTC
From: paulfinch@x-stream.co.uk
Message-ID: <71saqv$4m0$1@nnrp1.dejanews.com>
Source record: 3533

Hello,

Note that Mr Paul Finch (Portfolio Club U.K) E-mail address has
changed from pfinch@mettav.demon.co.uk,
To: paulfinch@x-stream.co.uk
The telephone number stays at +44 (0) 181-286-8990 (answermachine)

Please pass this information on to one other person.

Also:

WHAT HAS HAPPENED TO THE TAVERN BBS?

Can anyone help me with the above, which is a London (England, U.K) based BBS.

I was logging onto them approx once a week when suddenly the number just
started to ring and ring but does not log on to the BBS. Yes, all my computer
equipment does work as that is how I got here!

I have even wrote to Mr Paul Baker (the Syops) but no reply!

HELP, does anyone know what has happened to 'The Tavern BBS'?

Paul

We MUST keep the Atari Portfolio Alive!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2519. Re: Really: TT-Digger New Now

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-05 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <71su54$92m$1@news2.xs4all.nl>
Source record: 3534

On 3 Nov 1998 07:12:46 , MGrove wrote:
>
>I get an Error, file not found......
>What would a direct path to the file look like?

I directly checked it. But no, everything is ok although I agree the
first update of the homepage was wrong. It is really as it should be
now. Mystery....

You are using CAB? I get comparable results when a frame got stuck in
a foregoing www-page.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2520. Re: Really: TT-Digger New Now

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-06 00:00:00 UTC
From: grovem@ridgecrest.ca
Message-ID: <71to2amgq1@ash.ridgecrest.ca.us>
Source record: 3535

On 4 Nov 1998 01:29:32 G, William Wong wrote:
>In article <71njn3jn1@roch.zetnet.co.uk>, rcain@zetnet.co.uk (Roger Cain) wrote:
>>On 3 Nov 1998 07:12:46 G, MGrove wrote:
>>
>>>I get an Error, file not found......
>>>What would a direct path to the file look like?
>>>?www.xs4all.nl/~atarist/download/ttdig5_3.lzh?
>>
>>That's right apart from the filename - TTDIGGER.LZH.
>>
>
>The download URL was wrong. The HTML page states it as a ZIP file while it
>is a LZH file. The solution was to type in the path yourself and change the
>ZIP part to LZH.
>
>Rgds
>William
>.

Thanks William, that was it.
I must have missed something in an earlier post.

Mike

2521. For Sale (UK): Lattice C 5.52

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-06 00:00:00 UTC
From: Michael Clemmetsen <mc@syn.beetee.co.uk>
Message-ID: <71uiiq$g42$1@pheidippides.axion.bt.co.uk>
Source record: 3536

Hello,

I have HiSoft Lattice C 5.52 for sale for 20ukp including p&p.

The package includes the following:

Original disks (in HiSoft disk wallet!), manuals and box.

The software comprises the Lattice C compiler, assembler and linker which can all be accessed transparently from the integrated development environment*, a complete set of libraries for writing GEM applications and the WERCS resource construction set. A single setup program installs all the different components into the right places on your hard drive - you can go from opening the box to compiling your first program in about 30 minutes.

The manuals comprise the library documentation for Lattice C 5, an addendum for Lattice C 5.5, a user guide to the editor and IDE and an installation and getting started guide which includes a quick tutorial. They are in good condition.

The box is, ehrmm box shaped - a bit like the type of box you would get a pair of Dr Martens shoes in, with a printed card sleeve describing Lattice C. The sleeve is a little sun light faded on one side.

I would prefer to sell in the UK as it is easier to sort out the money and the p&p is cheaper, but if you live elsewhere and can suggest a means of payment please get in touch.

That's all,

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

* Note that the IDE does not work very well on the Falcon - if you have a Falcon I would recomend getting Lattice C 5.6 direct from HiSoft, since 5.6 includes Falcon support. However if you have an ST(e) then this is an ideal opportunity to get a complete development kit for the Atari. I bought Lattice C 5.52 when I had a Mega ST and am selling it now that I have moved to a Falcon.

2522. GFA Basic 3.5 manual perfect condition anyone want it??

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-08 00:00:00 UTC
From: shadowar@mindspring.com
Message-ID: <36450d95.695364@news.mindspring.com>
Source record: 3537

```
GFA Basic 3.5 manual perfect condition anyone want it??

write to shadowar@mindspring.com
```

2523. APPL_READ and TOS 2.06 anomalies.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-09 00:00:00 UTC
From: Fredrik Olsson <Ebba.Frispel@Bigfoot.com>
Message-ID: <36473645.DF058059@Bigfoot.com>
Source record: 3538

Would some kind soul please help me with information about how to use APPL_READ
and APPL_WRITE in assembler, my GEM books only describes them (very) briefly.

And can somebody tell me why TOS 2.06 returns two messages thru EVNT_MESAG when
somebody presses the horizontal/vertical arrows? (It only occurs in TOS 2.06,
I've tested 1.02, 1.62, 2.05, 2.06 with TOSbox/PaCifiST and 1.04 on an STfm.)

Message1:
$0018 24 WM_ARROWED
$0001 1 APID
$0000 0 Length
$0001 1 Window handle
$0001 1 Page down

Message2:
$0018 24 WM_ARROWED
$0001 1 APID
$0010 16 Length
$0001 1 Window handle
$0001 1 Page down

TIA - Fredrik Olsson

(If you want my email adress, replace Ebba with an F.)

2524. Re: APPL_READ and TOS 2.06 anomalies.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-10 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <728qrq$epp@newstoo.ericsson.se>
Source record: 3539

In article <36473645.DF058059@Bigfoot.com>, Fredrik Olsson <Ebba.Frispel@Bigfoot.com>
writes:
>Would some kind soul please help me with information about how to use APPL_READ
>and APPL_WRITE in assembler, my GEM books only describes them (very) briefly.

I do not have any example in assembler
but i include a small C example of sending messages.
It is the idea that counts.

You need to create a 16 bytes message buffert

```
int mess[8];
```

Then you need to setup all positions
and set all unused to zero.

```
/***************** the message ***************************/
mess[0] = SH_WDRAW; /** redraw desk window **/
mess[1] = appl_id; /** my id **/
mess[2] = 0; /** len **/
mess[3] = -1; /** all open desk windows **/
mess[4] = 0; /** Zero **/
mess[5] = 0; /** Zero **/
mess[6] = 0; /** Zero **/
mess[7] = 0; /** Zero **/
/*************** send the message ************************/
shel_write(7,0,0,mess,NULL);
```

In this example i have used shel_write
but the idea is that you create a message buffert
and then put the pointer to this into the shel_write/appl_write call.
Remember that it is not safe to have the buffert in temporary memory
temporary buffert at stack gives problems in a multitasking enviroment as the buffert is
lost
at exit of the function/subroutine.

>And can somebody tell me why TOS 2.06 returns two messages thru EVNT_MESAG when
>somebody presses the horizontal/vertical arrows? (It only occurs in TOS 2.06,
>I've tested 1.02, 1.62, 2.05, 2.06 with TOSbox/PaCifiST and 1.04 on an STfm.)

This is a bug in the TOS.

/Erik Hall

```
--------------------------------------------------------------------------------
Mail : erikhall@tripnet.se |||
or Erik.Hall@epk.ericsson.se /|\ Hades 060
```

```
URL : http://www2.tripnet.se/~erikhall/index.html / | \
-------------------------------------------------------------------------------
```

2525. Re: APPL_READ and TOS 2.06 anomalies.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-10 00:00:00 UTC
From: gryf@hrz.tu-darmstadt.de
Message-ID: <72992l$434$1@sun27.hrz.tu-darmstadt.de>
Source record: 3540

Hi!

In article <728qrq$epp@newstoo.ericsson.se>,
epkerha@epk.ericsson.se (Erik Hall) writes:
>>And can somebody tell me why TOS 2.06 returns two messages thru EVNT_MESAG when
>>somebody presses the horizontal/vertical arrows? (It only occurs in TOS 2.06,
>>I've tested 1.02, 1.62, 2.05, 2.06 with TOSbox/PaCifiST and 1.04 on an STfm.)
>
> This is a bug in the TOS.

And can be worked around be waiting for double clicks in evnt_multi(),
no matter whether you actually need them.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2526. Re: APPL_READ and TOS 2.06 anomalies.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <364752da.1836881@news.demon.co.uk>
Source record: 3541

On Mon, 09 Nov 1998 19:36:53 +0100, Fredrik Olsson
<Ebba.Frispel@Bigfoot.com> wrote:

>Would some kind soul please help me with information about how to use APPL_READ
>and APPL_WRITE in assembler, my GEM books only describes them (very) briefly.

int16 appl_read(int16 ap_id, int16 length, int16 msbuf[])

Fill the arrays as follows ...

control[0] =11
control[1] =2
control[2] =1
control[3] =1
control[4] =0

intin[0] =ap_id
intin[1] =length

addrin[0] =msgbuf

[make call]

Result returned in intout[0].

... appl_write is *exactly* the same except control[0]=12. Is that
enough info?

>And can somebody tell me why TOS 2.06 returns two messages thru EVNT_MESAG when
>somebody presses the horizontal/vertical arrows? (It only occurs in TOS 2.06,
>I've tested 1.02, 1.62, 2.05, 2.06 with TOSbox/PaCifiST and 1.04 on an STfm.)

Hmm, I haven't a clue about this one. My memory must be bad. I thought
that this bug manifested itself under Tos 1.4! Someone else will have
to answer this one ..

>Message1:
>$0018 24 WM_ARROWED
>$0001 1 APID
>$0000 0 Length
>$0001 1 Window handle
>$0001 1 Page down
>
>Message2:
>$0018 24 WM_ARROWED
>$0001 1 APID
>$0010 16 Length
>$0001 1 Window handle

>$0001 1 Page down
>
>TIA - Fredrik Olsson
>
>(If you want my email adress, replace Ebba with an F.)
>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2527. FS (UK): Lattice C 5.52

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-12 00:00:00 UTC
From: Michael Clemmetsen <mc@syn.beetee.co.uk>
Message-ID: <72eari$1j6$1@pheidippides.axion.bt.co.uk>
Source record: 3542
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello,

I have HiSoft Lattice C 5.52 for sale for 20ukp including p&p.

The package includes the following:

Original disks (in HiSoft disk wallet!), manuals and box.

The software comprises the Lattice C compiler, assembler and linker which can all be accessed transparently from the integrated development environment*, a complete set of libraries for writing GEM applications and the WERCS resource construction set. A single setup program installs all the different components into the right places on your hard drive - you can go from opening the box to compiling your first program in about 30 minutes.

The manuals comprise the library documentation for Lattice C 5, an addendum for Lattice C 5.5, a user guide to the editor and IDE and an installation and getting started guide which includes a quick tutorial. They are in good condition.

The box is, ehrmm box shaped - a bit like the type of box you would get a pair of Dr Martens shoes in, with a printed card sleeve describing Lattice C. The sleeve is a little sun light faded on one side.

I would prefer to sell in the UK as it is easier to sort out the money and the p&p is cheaper, but if you live elsewhere and can suggest a means of payment please get in touch.

That's all,

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

* Note that the IDE does not work very well on the Falcon - if you have a Falcon I would recomend getting Lattice C 5.6 direct from HiSoft, since 5.6 includes Falcon support. However if you have an ST(e) then this is an ideal opportunity to get a complete development kit for the Atari. I bought Lattice C 5.52 when I had a Mega ST and am selling it now that I have moved to a Falcon.

2528. Network detection/utilisation

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-13 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <72gokl$r9p$1@newshost.comnet.co.nz>
Source record: 3543

How do I detect and utilise a network within my programs? The only network that springs to mind is Mintnet, but I assume that there are more, and I've just forgotten about them.

For example, I am running on machine #3, which is currently heavily loaded, and running like MS Windows 4.1 (aka Win 98) on a 640k 386SX.

Is there some way I can find out what other machines are on the network, and send a piece of code to an under-utilised machine to be executed?

And, in a similar vein, is there some way I can send a message to/from my app on machine #3 to/from another copy of my app on machine #5?

I assume that there is a lot of overhead incurred in network protocols, and a few new concepts that I'll need to get my head around before this becomes feasible. Are there any decent "Networking your Atari" books I can refer to?

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

2529. Start parallel program

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-13 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <364c62a22f0ad2@xs4all.nl>
Source record: 3544

Hello,

What's the correct way to start a parallel process under a
multitasking system like Magic. I thought the proper GEM call was
shel_write(), but that only starts the process *after* the main
program has quit. Oddly enough, Pexec(), with mode 100, works! But is
it the proper way?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"It is never worth a first class man's time to express a majority
opinion. By definition, there are plenty of others to do that.
- G.H. Hardy

2530. Re: Network detection/utilisation

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-14 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <14CD4BB7782BEB06.9C41DA1B074F190C.0FEB931411406EA4@library-proxy.airnews.net>
Source record: 3545

On 13 Nov 1998 07:55:01 , Gaven Miller wrote:
>How do I detect and utilise a network within my programs? The only network
>that springs to mind is Mintnet, but I assume that there are more, and
>I've just forgotten about them.

The STiK protocols come to mind.

>For example, I am running on machine #3, which is currently heavily
>loaded, and running like MS Windows 4.1 (aka Win 98) on a 640k 386SX.
>
>Is there some way I can find out what other machines are on the network,
>and send a piece of code to an under-utilised machine to be executed?
>
>And, in a similar vein, is there some way I can send a message to/from my
>app on machine #3 to/from another copy of my app on machine #5?
>
>I assume that there is a lot of overhead incurred in network protocols,
>and a few new concepts that I'll need to get my head around before this
>becomes feasible. Are there any decent "Networking your Atari" books I
>can refer to?

Actually, there are numerous text books on this subject, usually
under the topic of "Distributed Operating Systems". Since true
multiprocessor systems is still in (relatively) early development,
there's not a lot of standards out there. In other words, on Atari,
you're pretty much on your own. Have fun!

Michael White (michael@fastlane.net)

2531. Re: Start parallel program

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <364c90d3.1364281@news.demon.co.uk>
Source record: 3546

On 13 Nov 1998 17:55:49 +0100, josdb@xs4all.nl (Jos den Bekker) wrote:

>Hello,
>
>What's the correct way to start a parallel process under a
>multitasking system like Magic. I thought the proper GEM call was
>shel_write(), but that only starts the process *after* the main
>program has quit. Oddly enough, Pexec(), with mode 100, works! But is
>it the proper way?

For MagiC ...

shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)

... is the most commonly used.

#define SHW_CHAIN 1 /* same as standard shel_write */
#define SHW_PARALLEL 100 /* launch parallel process */
#define SHW_SINGLE 101 /* SHW_CHAIN for "buggy" Gem apps */

char *exe,*cmd;

'exe' should the the fully qualified executable path/filename. 'cmd'
is the command line which (iirc) can be passed NULL.

Example:

shel_write(1,1,100,"c:\\apps\\everest.prg",0L);

Offhand, I can't remember exactly the first two arguments. One of them
is 'isgem', which if set FALSE will invoke a 'dos' application. The
net effect of this is the program should end up running in the VT52
window. The remaining argument escapes me atm.

Note: for what it is worth, it is possible to launch a singletasking
process and from that process, spawn parallel ones. I found this by
accident from my command shell one day.

One of the problems with Pexec() is that it (obviously) bypasses the
AES somewhat. Thus, should a child process ask the AES about its path
it'll be given the information from the most recent parent Gem
"spawn", not its own path. This can play havoc with its datafiles (not
found, ending up being created in wierd places, etc) - this also
applies to its resource so is usually fatal.

Most people can get away with this simply by coding thus ...

rsrc_load("foo.rsc")

... but this is not recommended. If the user changes the 'dos' path
away from that of the executable then the resource will not be
located. Again, as always, the solution is to use fully qualified
filenames - ie build the path from the information returned by the
AES.

There's a caveat. [Isn't there always?] ...

Standard Gem returns differing information for the aes path depending
on the version. There was even an instance where I found this changed
due to the hard disk driver in use! In many cases standard gem returns
information which is useless. It is therefore advisable to parse/test
the information returned. If it is nonsense then enquire the dos path
and use that instead. Standard gem typically returns information like
this for (say) c:\apps\bob\foo.prg ...

C:FOO.PRG
C:\FOO.PRG
FOO.PRG
[]

I can't elaborate further. Unfortunately I archived all my Atari stuff
with lzh and didn't realise a password was set. :-((

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2532. LZH password cracking?

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <364eaaa8.7977090@news.demon.co.uk>
Source record: 3547

Hi Folks,

I somehow managed to archive all my Atari stuff with LZH shell without realising there was a password set. I've absolutely no idea what that password was! :-(((

I had a look at LHarc from the command line. Even worse news: it appears to return zero status whether it succeeds or fails with "bad table". Therefore, I can't even try a brute force approach. I had hoped this would succeed. I never use passwords so in likelyhood whatever it was would have been very short, therefore the brute force approach (try one key then the next) might have worked.

The only thing which isn't "lost" is Pug (archived again separately) but the subsystem (stuff added to my compiler object library) upon which it relies is in the archive with the password [substitute very many 4 letter words here].

So ... does anyone know how to solve this dilemma, either with an Atari or a PC program?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2533. Re: Start parallel program

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-14 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <364de7ae589230@xs4all.nl>
Source record: 3548

on Sat 14-11-98 06:04 Guy Harrison wrote:

>For MagiC ...
>
>shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
>
>... is the most commonly used.
>
>#define SHW_CHAIN 1 /* same as standard shel_write */
>#define SHW_PARALLEL 100 /* launch parallel process */
>#define SHW_SINGLE 101 /* SHW_CHAIN for "buggy" Gem apps */

Thanks!

>Offhand, I can't remember exactly the first two arguments. One of them
>is 'isgem', which if set FALSE will invoke a 'dos' application. The
>net effect of this is the program should end up running in the VT52
>window.

It does, but only if it is a program with extension .prg or .app.
MagiC refuses to run .tos and .ttp programs with shel_write.

>One of the problems with Pexec() is that it (obviously) bypasses the
>AES somewhat. Thus, should a child process ask the AES about its path
>it'll be given the information from the most recent parent Gem
>"spawn", not its own path. This can play havoc with its datafiles (not
>found, ending up being created in wierd places, etc) - this also
>applies to its resource so is usually fatal.

Thanks for the info. That's what I needed to know.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
"It is never worth a first class man's time to express a majority
opinion. By definition, there are plenty of others to do that.
- G.H. Hardy

2534. border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-15 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <72mme2$a5e$1@nnrp1.dejanews.com>
Source record: 3400

Greetings Atarians,

and thanks for still answering my somwhat stupid
questions!

Now I wonder if there is a way to determine the
border thickness of various objects, as textboxes,
buttons and such. In short, determine the total
visible area of an object including outside borders
and shadows.

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

--
WWW: http://hem1.passagen.se/gokmase/atari
EMAIL: gokmase@bigfoot.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2535. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <72n4kp$16e$1@snipp.uninett.no>
Source record: 3401

gokmase@my-dejanews.com wrote:

> Now I wonder if there is a way to determine the
> border thickness of various objects, as textboxes,
> buttons and such. In short, determine the total
> visible area of an object including outside borders
> and shadows.

Yes, you can use the AES-call objc_sysvar. It's documented in the
Atari Compendium, if you don't have it let me know and I'll mail you
some info.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2536. Newsletter

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-15 00:00:00 UTC
From: Clair ' CDS' Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <A$R6aCAxJzT2QwDg@shaw1.freeserve.co.uk>
Source record: 3402
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,alt.atari

I may do a newsletter type thingy next year (or even next month) - but I need your stuff.

Any letters, articles, etc. could you please send to me, preferably in an image (it's gonna be based on DEGAS pictures) any format - I don't care. But you can send them by ASCII, which *is* a lot better.

PS. To receive it if/when it comes out, email me

PPS. It'll be a lot better if I could get my hands on a program called Atari-Text - I think it's shareware, not sure. If anyone could tell me where I can get it from, I'll be greatly appreciated.
--
Clair Shaw | Murphy's Laws, coming
Aka. CDS | soon to this space...
ICQ:1043359 |
mailto:Clair@Shaw1.freeserve.co.uk |
http://surf.to/shaws | Remove spam block to reply

2537. Re: GFA Basic 3.5 manual perfect condition anyone want it??

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-17 00:00:00 UTC
From: bgates@aol.com
Message-ID: <3651a098.6003484@news.mindspring.com>
Source record: 3403

On Sun, 08 Nov 1998 03:21:29 GMT, shadowar@mindspring.com wrote:

>GFA Basic 3.5 manual perfect condition anyone want it??
>
>
>write to shadowar@mindspring.com
Sorry to those who e mailed me on this I lost my e-mail messages so
could you respond again. Giving this away just postage money

2538. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-17 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <72sk31amn1@nnrp1.dejanews.com>
Source record: 3404

In article <
72n4kp$16e$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nuts.edu>
wrote:
> gokmase@my-dejanews.com wrote:
>
> > Now I wonder if there is a way to determine the
> > border thickness of various objects, as textboxes,
> > buttons and such. In short, determine the total
> > visible area of an object including outside borders
> > and shadows.
>
> Yes, you can use the AES-call objc_sysvar. It's documented in the
> Atari Compendium, if you don't have it let me know and I'll mail you
> some info.

Since I don't own the Compendium I'd really
appreciate if you'd send me some details. I
don't know if it matters, but I am using GFA
for programming.

Also, I heard something about that objc-
sysvar requires a newer AES.

Anyway, thanks a lot,

Joakim

--
WWW: http://hem1.passagen.se/
gokmase/atari
EMAIL: gokmase@bigfoot.com

--
WWW: http://hem1.passagen.se/
gokmase/atari

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2539. Cheapest Ever Atari CD Ready To Order

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-17 00:00:00 UTC
From: deano@zetnet.co.uk
Message-ID: <365cd502.9004758@news.zetnet.co.uk>
Source record: 3405

In case you didn't see it in the newsgroups my new CD entitled "The Atari ST PD Collection" was released over the weekend. It contains over 200 meg of all types of PD software including Demos, Games, Music, Internet Software, and Diskmags.

There is also a Spectrum CD which contains over 5000 spectrum games plus Atari ST and PC emulators to run them. All the old favourites are included such as: Manic Miner, Jet Set Willy, Chuckie Egg 1&2, Hypersports, Jetpac, Atic Atac, Green Beret, Mikie and many many more.

Both Cds cost a fiver each plus + ï¿½1ukp P+P UK (Rest Of World - Add 2 pounds) and can be obtained from

27 Turbary Walk
Milnrow Rochdale
OL16 4JN
England

Also availible is "The Megadrive Collection" which includes over 250 megadrive games plus PC Emulators.

Cheques/Postal Orders made payable to D Sharples

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

2540. Re: Start parallel program

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-18 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <3652968e625090@the-gap.demon.co.uk>
Source record: 3406

on Sat 14-11-98 21:36 Jos den Bekker wrote:

>on Sat 14-11-98 06:04 Guy Harrison wrote:
>
>>For MagiC ...
>>
>>shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
>>
>>... is the most commonly used.
>>
>>#define SHW_CHAIN 1 /* same as standard shel_write */
>>#define SHW_PARALLEL 100 /* launch parallel process */
>>#define SHW_SINGLE 101 /* SHW_CHAIN for "buggy" Gem apps */
>
>Thanks!
>
>>Offhand, I can't remember exactly the first two arguments. One of them
>>is 'isgem', which if set FALSE will invoke a 'dos' application. The
>>net effect of this is the program should end up running in the VT52
>>window.

The first parameter is the mode. MultiTOS's mode 0 which launches a process
depending upon it's file extension ie. .TOS would be in the TOSWIN window,
.PRG would be normal GEM etc. etc. does not exist in MagiC!
So in MagiC you must use mode 1, which has the unfortunate handicap that
you must specify how the program is to be run. ie. is it GEM or TOS.
That's that the second parameter is for. 1=GEM, 0=TOS.

>It does, but only if it is a program with extension .prg or .app.
>MagiC refuses to run .tos and .ttp programs with shel_write.

Not here it doesn't. I've just tried it. :)

shel_write (1,1,100,exe,cmd) will launch the program as a GEM app.

shel_write (1,0,100,exe,cmd) will launch it in VT52. I had some very weird
effects when I launched LINES.APP in TOS mode. I don't recommend it. :)

As I said above, it seems MagiC doesn't have the *smart* mode that works out
itself whether an app is TOS or GEM, but *you* have to decide instead. Seems
a bit stupid to me that!

Just giving it a bit of thought, I guess it wouldn't be *too* hard to code
around it. Might do that in SPAWNER actually. All you need to do is check
the extension of the app your about to launch, and if it's .TOS or .TTP then
use shel_write (1,0,100,exe,cmd) else use shel_write (1,1,100,exe,cmd).

What about it Jos? I'd certainly like to be able to run the import, export, expire functions from Okami's menu in a VT52 menu :)

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

2541. Complete C++ setup - where?

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-18 00:00:00 UTC
From: giovanni.ciampa@henderson.com
Message-ID: <72uriv$7m3$1@nnrp1.dejanews.com>
Source record: 3407

Quite a simple question really... I've been trying to set up a C++ system for my ST, but I think I'm missing something.

I've downloaded various versions of gcc (2.5.8, 2.6.3 and 2.7.2), associated other binaries (as, ld, etc.) and the include/library archives. C programs all compile and run OK, but when it comes to C++ I get linker errors link: 'cannot find stdc++.olb' (running g__.ttp - renamed to gpp.ttp - from the 2.7.2 package).

My question is therefore: Is there a 'out-of-the-box' gcc kit that I can download, or what else do I require to fill the gaps?

Thanks in advance,

Gio

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2542. Looking for small TSR.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.981118190435.4136A-100000@usr05.primenet.com>
Source record: 3408

Hi to all coders here.
I was wondering if any of you had done, or had seen this kind of
program.
Quite simple (at least it seems):
a TSR that would emulate a hardware JOYSTIK position from the keybrd
cursor. A joystik is more a pain than anything, besides mine sucks.
And plug it in, out, pisses me off more than anything.
Any TSR like that outthere? if not, anyone see if it is possible to do
one? If yes, would anyone attempt such thing?
Bye. and Thanks..

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

2543. Re: APPL_READ and TOS 2.06 anomalies.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-18 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F2M1xy.3oM@arisia.stud.uni-hannover.de>
Source record: 3409

```
In article <728qrq$epp@newstoo.ericsson.se>,
epkerha@epk.ericsson.se (Erik Hall) writes:
> In article <36473645.DF058059@Bigfoot.com>, Fredrik Olsson <Ebba.Frispel@Bigfoot.com>
writes:
>>Would some kind soul please help me with information about how to use APPL_READ
>>and APPL_WRITE in assembler, my GEM books only describes them (very) briefly.
>
> /***************** the message ***************************/
> mess[0] = SH_WDRAW; /** redraw desk window **/
> mess[1] = appl_id; /** my id **/
> mess[2] = 0; /** len **/
> mess[3] = -1; /** all open desk windows **/
> mess[4] = 0; /** Zero **/
> mess[5] = 0; /** Zero **/
> mess[6] = 0; /** Zero **/
> mess[7] = 0; /** Zero **/
> /*************** send the message ************************/
> shel_write(7,0,0,mess,NULL);
>
> In this example i have used shel_write

I'm not sure if this is a good idea. I do not know the doex code of 7 ATM, but
it certainly does not exist in older versions of TOS. So if you care about
compatibility with other machines (you should ;-) ) you should stick to
appl_write for sending AES messages.

Cheers Peter
--
-------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
-------------------------------------------------------------------
```

2544. minit.ttp sez: "Can't access Drive I:" -- help!

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3653ca3a.2147495@news2.tmisnet.com>
Source record: 3410

Talk about discouraging ... I had a bare-bones copy of MiNT
working with MiNTnet on my C-Lab Falcon (TOS 4.04, 14 Meg
RAM, 500 Meg drive at 0,0), but was limited to 25 megabytes of
disk space 'cause I didn't have the partitions XHDI formatted.

No problem, I figured, I'll just change the partitions! If only....

So here's what I did (my question is WAY down there):

I got HDDriver 7.55, and created six lovely partitions on my 2,0
Fujitsu (external) drive:
G: 16 Meg (GEM)
H: 32 Meg (GEM)
I: 200 Meg (BGM)
J: 200 Meg (BGM)
K: 32.8 Meg (BGM)
L: 32.8 Meg (BGM)

Changing the BGM partitions to MIX (for minix) caused the partitions
to disappear from the desktop. Minix couldn't find them either.
Worrisome was the fact that HDDriver was counting drives beginning
with D: instead of C:, making my 2,0 partitions H-M instead of G-L.

So I left the partitions as BGM for the purpose of access and removed
HDDriver, restoring the ICD driver that I was using originally. The
drive-count problem was cured, and G-L were accessible as G-L with
both single TOS and MultiTOS..

Firing up MultiTOS (circa March, 1993), I started minit.ttp with these
options to get partition I ready to go: -V -P -n 2 I:

Minit promptly failed stating:
Cannot access Drive : Physical lrecno error".

----- Here are my questions -----
1. How do I convince minit.ttp to format my I: drive (...and also my
J:, K:, and L: drives)?
2. Where in the process do I change the partition types from BGM
to MIX?
3. Is there a definitive reference guide to minit.ttp and the minix
operating system? A book or web page of detailed commands
and tutorial would certainly be appreciated!

Thanks!

-- George Crissman
-- strads@tmisnet.com

2545. Re: minit.ttp sez: "Can't access Drive I:" -- help!

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: gryf@hrz.tu-darmstadt.de
Message-ID: <730ujhsgt1@sun27.hrz.tu-darmstadt.de>
Source record: 3411

Hi!

In article <3653ca3a.2147495@news2.tmisnet.com>,
strads@tmisnet.com (George Crissman) writes:
> 1. How do I convince minit.ttp to format my I: drive (...and also my
> J:, K:, and L: drives)?

You don't want to format, you want to install a filesystem. Beside that, you'll need HDDRIVER or another XHDI-compliant driver. ICD's drivers has always had problems with the physical Rwabs()-modes, and does not support XHDI, either.

> 2. Where in the process do I change the partition types from BGM
> to MIX?

Anytime, but make sure you have an XHDI compliant driver *AND* that it recognizes MIX as an additional XHDI partition type with BIOS-, but no GEMDOS access. If you use RAW instead of MIX, this will not be necessary, as RAW is a standard XHDI type with these features, recognized by all compliant drivers by default.

In HDDRIVER, you'll need to add MIX to the list of additional XHDI partition types, I think it's in the dialog for advanced options. But as said, RAW will work, too, without having to tell the driver about it. MIX is just a more precise description of what type the partition actually is, but doesn't change the way it's handled by the driver or by MinixFS.

> 3. Is there a definitive reference guide to minit.ttp and the minix
> operating system? A book or web page of detailed commands
> and tutorial would certainly be appreciated!

Moment, are you really trying to install Minix OS or not just only Minix FS for MiNT? Anyway, I don't know a better guide to minit than the docs that come with it. Of course, this doesn't mean this guide is well-done, nor does it mean that better documentation doesn't exist - I just don't of any other documentation ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2546. Re: Start parallel program

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3657d583.1551540@news.demon.co.uk>
Source record: 3412

On Wed, 18 Nov 1998 10:42:18 GMT (GMT DST), gary@the-gap.demon.co.uk
(Gary Priest) wrote:

>on Sat 14-11-98 21:36 Jos den Bekker wrote:
>
>>on Sat 14-11-98 06:04 Guy Harrison wrote:
>>
>>>For MagiC ...
>>>
>>>shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
>>>
>>>... is the most commonly used.
>>>
>>>#define SHW_CHAIN 1 /* same as standard shel_write */
>>>#define SHW_PARALLEL 100 /* launch parallel process */
>>>#define SHW_SINGLE 101 /* SHW_CHAIN for "buggy" Gem apps */
>>
>>Thanks!
>>
>>>Offhand, I can't remember exactly the first two arguments. One of them
>>>is 'isgem', which if set FALSE will invoke a 'dos' application. The
>>>net effect of this is the program should end up running in the VT52
>>>window.
>
>The first parameter is the mode. MultiTOS's mode 0 which launches a process
>depending upon it's file extension ie. .TOS would be in the TOSWIN window,
>.PRG would be normal GEM etc. etc. does not exist in MagiC!

Okidoki.

[snip]

>As I said above, it seems MagiC doesn't have the *smart* mode that works out
>itself whether an app is TOS or GEM, but *you* have to decide instead. Seems
>a bit stupid to me that!

I agree - though I ought to mention ...

The behaviour of shel_write() could be due to command shells. Mine,
for instance, makes almost exclusive use of .PRG when in fact the
executables are just 'dos' programs. The idea revolved around the
premise that .TOS never took arguments, .TTP always took them, whereas
.PRG may or may not (or so it seems). I think (it being derived from
unix) that there may have been an issue concerning the ability of an
app to decide itself how it is run - GUI or CMD, rather than forcing a
mode upon it. Certainly there are one or two in my system that behave

like this.

>Just giving it a bit of thought, I guess it wouldn't be *too* hard to code
>around it. Might do that in SPAWNER actually. All you need to do is check
>the extension of the app your about to launch, and if it's .TOS or .TTP then
>use shel_write (1,0,100,exe,cmd) else use shel_write (1,1,100,exe,cmd).

Naturally, none of what I mentioned above is relevent these days. Any
command shell worth its salt will allow trivialities such as extenders
to be added, removed or changed. That done, a multiple rename of
everything from .PRG to "sumfink more sensible" shouldn't pose any
problems.

Having spouted all that, I just use .APP and .GTP for Gem programs,
and have extended .PRG to mean "could be owt". ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2547. Re: Start parallel program

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3658dd05.3473574@news.demon.co.uk>
Source record: 3413

On 14 Nov 1998 21:36:16 +0100, josdb@xs4all.nl (Jos den Bekker) wrote:

>on Sat 14-11-98 06:04 Guy Harrison wrote:
>
>>For MagiC ...
>>
>>shel_write(TRUE,TRUE,SHW_PARALLEL,exe,cmd)
>>
>>... is the most commonly used.
>>
>>#define SHW_CHAIN 1 /* same as standard shel_write */
>>#define SHW_PARALLEL 100 /* launch parallel process */
>>#define SHW_SINGLE 101 /* SHW_CHAIN for "buggy" Gem apps */
>
>Thanks!
>
>>Offhand, I can't remember exactly the first two arguments. One of them
>>is 'isgem', which if set FALSE will invoke a 'dos' application. The
>>net effect of this is the program should end up running in the VT52
>>window.
>
>It does, but only if it is a program with extension .prg or .app.
>MagiC refuses to run .tos and .ttp programs with shel_write.

It'll run them - see Gary's reply for specifics.

I have a vague recollection of initially thinking the same myself
however. It *may* have been something to do with the way my desktop
(Ease) was set up at the time (perhaps some conflict with installed
apps), or it *may* have been something to do with the environment (a
variable perhaps). Unfortunately my LZH disaster means I can't get at
the details.

Anyway, the end result was the output appeared on the desktop but I
never noticed to start with because it got drawn over.

Btw, the return value: this'll arrive via a CH_EXIT message.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2548. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <365ce36b.5111049@news.demon.co.uk>
Source record: 3414

On Tue, 17 Nov 1998 19:50:57 GMT, gokmase@my-dejanews.com wrote:

>In article <
>72n4kp$16e$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nuts.edu>
>wrote:
>> gokmase@my-dejanews.com wrote:
>>
>> > Now I wonder if there is a way to determine the
>> > border thickness of various objects, as textboxes,
>> > buttons and such. In short, determine the total
>> > visible area of an object including outside borders
>> > and shadows.
>>
>> Yes, you can use the AES-call objc_sysvar. It's documented in the
>> Atari Compendium, if you don't have it let me know and I'll mail you
>> some info.
>
>Since I doni¿½t own the Compendium Ii¿½d really
>appreciate if youi¿½d send me some details. I
>doni¿½t know if it matters, but I am using GFA
>for programming.
>
>Also, I heard something about that objc-
>sysvar requires a newer AES.

As far as I know, yes.

If the call did exist previously in an undocumented but functional
manner then someone else will have to confirm it.

Otherwise, the answer reverts to my other post - "tricky!" ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2549. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <365be26f.4859177@news.demon.co.uk>
Source record: 3415

On Sun, 15 Nov 1998 13:54:10 GMT, gokmase@my-dejanews.com wrote:

>Greetings Atarians,
>
>and thanks for still answering my somwhat stupid
>questions!
>
>Now I wonder if there is a way to determine the
>border thickness of various objects, as textboxes,
>buttons and such. In short, determine the total
>visible area of an object including outside borders
>and shadows.

This is tricky. It would help if you could give us some idea of what
it is you want to accomplish?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2550. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <365de427.5299139@news.demon.co.uk>
Source record: 3416

On 15 Nov 1998 18:16:20 GMT, "Test" <angeguaz@tin.it> wrote:

>Body Test
Arm Test.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2551. Looking for small TSR.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <84d_9811191239@conchbbs.com>
Source record: 3417

Since the OS does not support the joystick, all games insert their
own joystick handlers, overiding anything a TSR would do.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

2552. Re: minit.ttp sez: "Can't access Drive I:" -- help!

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: tNhOoSpPmAaMn@uoguelph.ca
Message-ID: <731l6g$k9l$1@testinfo.uoguelph.ca>
Source record: 3418

<snip>
: Changing the BGM partitions to MIX (for minix) caused the partitions
: to disappear from the desktop. Minix couldn't find them either.
: Worrisome was the fact that HDDriver was counting drives beginning
: with D: instead of C:, making my 2,0 partitions H-M instead of G-L.

This is expected behaviour; as far as I know, drivers are supposed to
ignore partitions whose type ID's they don't understand, on the
(resonable) assumption that that the filesystem is entirely different.

: So I left the partitions as BGM for the purpose of access and removed
: HDDriver, restoring the ICD driver that I was using originally. The
: drive-count problem was cured, and G-L were accessible as G-L with
: both single TOS and MultiTOS..

: Firing up MultiTOS (circa March, 1993), I started minit.ttp with these
: options to get partition I ready to go: -V -P -n 2 I:

: Minit promptly failed stating:
: Cannot access Drive : Physical lrecno error".

: ----- Here are my questions -----
: 1. How do I convince minit.ttp to format my I: drive (...and also my
: J:, K:, and L: drives)?

Don't use the ICD driver. It does not get along (for whatever reason)
with the minix file system when using large partitions. You're best off
with HDdriver.

: 2. Where in the process do I change the partition types from BGM
: to MIX?

You don't. At least, I didn't, and my minixFS partition works fine. IIRC,
by minixFS partition types are still BGM.

: 3. Is there a definitive reference guide to minit.ttp and the minix
: operating system? A book or web page of detailed commands
: and tutorial would certainly be appreciated!

For minix, I believe Andrew Tannenbaum (the originator of minix) wrote
book on it. Do a search on amazon.com. That said, you're probably not
interested in minix itself, just the filesystem driver for MiNT. I found
the documentation for minit.ttp reasonably clear (although I think it was
in the source, rather than binary, distribution).

THeo

2553. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <7323t7$lh0$1@snipp.uninett.no>
Source record: 3419

paxton@zetnet.co.uk wrote:

> Are there any C guides for ATARI..Either beginner or crossover.. I can
> and have released programs in C on the PC (DJGPP Compiler) but would
> need to know the differences....

What do you want to know? Just about C in general programming C on the Atari (i.e. GEM)? For C in general then K&R is the definitive guide, for programming GEM-apps then C-Manship by Clayton Walnum is rather good, although outdated. "Professional GEM" is freely available on the net and very good if you already know some C.

> Have or will have Prospero C...Dont need guidence on getting another C
> package thank you as this is the only one I can get a hold of..

Prospero is rather outdated, depending on what you want to do you probably want more modern libs. gcc is free and works fine as long as your ST has 4Mb and a harddrivev. If you want to port DOS-applications (DJGPP is some sort of gcc-derivate, isn't it?) then gcc probably is your best bet.

> So please point me in the right direction for tutorials.. hey and if
> theres an idiot guide then all the better :)

There has to be a "C for dummies" available, check your bookstore. But I'd rather recommend K&R (Kernigan & Ritchie - The C Programming Language) which all you need if you already know what programming is all about.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2554. Re: minit.ttp sez: "Can't access Drive

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-19 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <7328qe$4t1$2@news.campus.mci.net>
Source record: 3420

On 19 Nov 1998 17:40:32 , Theo Hopman wrote:

->Don't use the ICD driver. It does not get along (for whatever reason)
->with the minix file system when using large partitions. You're best off
->with HDdriver.
-
->THeo

Thats right. I used ICD's Pro Utils (v6.5.5) with my first Mint
installation, and 64 megs is the biggest Minix partition you can
use with it. Do like Theo says, get HDDriver... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________/
```

2555. Re: minit.ttp sez: "Can't access Drive

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3654d755.1789715@news2.tmisnet.com>
Source record: 3421

On 19 Nov 1998 23:15:26 GMT, thechyld@pcc-uky.campus.mci.net
(DarkChyld [Ronald J. Hall]) wrote:

>On 19 Nov 1998 17:40:32 , Theo Hopman wrote:
>
>->Don't use the ICD driver. It does not get along (for whatever reason)
>->with the minix file system when using large partitions. You're best off
>->with HDdriver.
> Thats right. I used ICD's Pro Utils (v6.5.5) with my first Mint
> installation, and 64 megs is the biggest Minix partition you can
> use with it. Do like Theo says, get HDDriver... ;-)

Yeah, but HDDriver's acting really flakey for me! All of my drive C:
stuff shows up on drive D, and the icon for drive C just stays
selected when double-clicked (for about 10 seconds) then deselects
and nothing else happens.

And ... when I select "MIX" for the minix partition, the partition
disappears, even to minit.ttp! So far, I have managed to wall off
almost all of my external drive, trying to get HDDriver to work.
The only recovery that works for me is ICD's driver and utiliities.

Uwe Seimet was very attentive to my email for help -- he answered
within 12 hours (WOW!! Thank you, Uwe!), but the answer was
"you'll need to ask someone else" because he doesn't use minix
that much.

Fortunately, the "someone else" that Dr. Seimet recommended has
emailed me a fresh copy of minit.ttp -- hopefully this'll help.

Thanks!

-- George Crissman
-- strads@tmisnet.com

2556. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <733r5ihgk1@nnrp1.dejanews.com>
Source record: 3422

(Guy Harrison) wrote:

> >Now I wonder if there is a way to determine the
> >border thickness of various objects, as textboxes,
> >buttons and such. In short, determine the total
> >visible area of an object including outside borders
> >and shadows.

> This is tricky. It would help if you could give us some idea of what
> it is you want to accomplish?

I guess that the funtion is needed most for
the action on my 3d-buttons.

I have written my own routines to enable
correct clipping when updating window
content and everything is now working very
well even in background mode. But when
updating an object through objc_draw with
clipping rectangle specified by ob_x,y,b,h
then the (if present) outside border won't be
updated. For now I have a very temporary
solution to this. I assume that if the 3dflag is
set, an outside border of 2 pixels is present.

This is a very bad solution (and only works
for 3dbuttons), I know, but I am
not a very experienced programmer and
haven't found any other solution yet.

I just thought I should ask if there is some
way to determine the outer limits of an object
(3d or whatever) including borders, since I
felt it wouldn't be very strange if such a
function existed.

Maybe I am doing everything in a way that is
not the smoothest, but I don't know...

However, if I could use the objc_sysvar,
would it cause on older AES to crash, or
would it just ignore it?

Regards,

Joakim

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2557. Re: Looking for small TSR.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <3655692C.88EDCAC2@francenet.fr>
Source record: 3423

John Kormylo wrote:

> Since the OS does not support the joystick, all games insert their
> own joystick handlers, overiding anything a TSR would do.
>

what about a 6301 code (keyboard controller) ? I think mouse emulation
(alt+arrows) is done that way.

Eric

2558. Re: minit.ttp sez: "Can't access Drive

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: tNhOoSpPmAaMn@uoguelph.ca
Message-ID: <7340hmicl1@testinfo.uoguelph.ca>
Source record: 3424

: Yeah, but HDDriver's acting really flakey for me! All of my drive C:
: stuff shows up on drive D, and the icon for drive C just stays
: selected when double-clicked (for about 10 seconds) then deselects
: and nothing else happens.

I suspect HDdriver may be having problems with ICDFMT's
(AHDI-incompatible) extended partitioning scheme. This is happens when
you have more than four partitions, and the "AHDI compatible" option was
not selected when partitioning your hard drive with ICDFMT.

: And ... when I select "MIX" for the minix partition, the partition
: disappears, even to minit.ttp! So far, I have managed to wall off
: almost all of my external drive, trying to get HDDriver to work.
: The only recovery that works for me is ICD's driver and utiliities.

Like I said, you don't need to change the partition type to "MIX" (or
anything else, for that matter). Leave it as BGM, oherwise (as you've
experienced) the driver will ignore the partition.

This may be overkill, but I would suggest backing everything up (always a
good idea anyway, when you're messing about with changing file systems
and partition types [as I know from personal experience :P]), and
repartitioning your hard drive (using ICDFMT) with AHDI compatibility ON.
(Ignore if your drive was previously partitioned this way...)

THeo

2559. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7341ac$8sf$1@sun27.hrz.tu-darmstadt.de>
Source record: 3425

Hi!

gokmase@my-dejanews.com wrote:
> I just thought I should ask if there is some
> way to determine the outer limits of an object
> (3d or whatever) including borders, since I
> felt it wouldnï¿½t be very strange if such a
> function existed.

For just getting the dimensions of an object including borders,
outlines, etc., use the following:

Save the object's current position and dimensions, then call
form_center() for this very object. You'll find the full width and
height of the object in the centered coordinates returned. Then use the
new position and dimensions of the object to calculate the x- and
y-offset. Now restore the saved position and dimensions of the object
and use the offsets and the width/height returned by form_center() to
calculate your clipping rectangle.

Example (written from memory):

```
/* tree: Pointer to object tree
* obj: Object number of object in question
*/

int16 x, y, w, h,
xoff, yoff,
ox, oy, ow, oh;

ox = tree[obj].ob_x;
oy = tree[obj].ob_y;
ow = tree[obj].ob_width;
oh = tree[obj].ob_height;

form_center(&tree[obj], &x, &y, &w, &h);
xoff = x - tree[obj].ob_x;
yoff = y - tree[obj].ob_y;

tree[obj].ob_x = ox;
tree[obj].ob_y = oy;
tree[obj].ob_width = ow;
tree[obj].ob_height = oh;

x = ox - xoff;
y = oy - yoff;
```

```
/* x, y, w, h now contains the full position and dimensions of
* tree[obj]
*/
```

Note: No guarantee ...

> However, if I could use the objc_sysvar,
> would it cause on older AES to crash, or
> would it just ignore it?

Neither nor. An AES without this function will display an alert "Illegal AES function" (or similar), but not crash. Of course, your program might crash afterwards if it uses the result of the call which actually doesn't exist. Therefore, appl_getinfo() exists to determine whether a certain feature is supported by the current AES.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2560. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <7344qt$ro5$1@snipp.uninett.no>
Source record: 3426

gokmase@my-dejanews.com wrote:

> I have written my own routines to enable
> correct clipping when updating window
> content and everything is now working very
> well even in background mode. But when
> updating an object through objc_draw with
> clipping rectangle specified by ob_x,y,b,h
> then the (if present) outside border wonï¿½t be
> updated. For now I have a very temporary
> solution to this. I assume that if the 3dflag is
> set, an outside border of 2 pixels is present.

If you want to update a specific object, then set the
clipping-rectangle to the rectangle retrieved from the window's
rectangle-list and do a objc_redraw() on the object you want to
redraw. There's no need to set the clipping-rectangle to the rectangle
of the object at all (unledd I've misunderstood your intentions).

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2561. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <7345dt$ro5$2@snipp.uninett.no>
Source record: 3427

paxton@zetnet.co.uk wrote:

>>What do you want to know? Just about C in general programming C on the

> Well yeagh from the start sorta fing

Get K&R. It's not really a tutorial,but very good if you already know
another language and want to learn C.

>>Atari (i.e. GEM)? For C in general then K&R is the definitive guide,

> where do I get that ?

The bookstore. "The C programming language (ANSI edition)" by Kernigan
and Ritchie. I only have the ISBN-no. for the Norwegian version,
sorry.

>>for programming GEM-apps then C-Manship by Clayton Walnum is rather

> and that ?

Ditto. "Clayton Walnum's C-manship complete", published by Kuma.

>>good, although outdated. "Professional GEM" is freely available on the
>>net and very good if you already know some C.

> But where please ?

Every ftp-site, it's called "PROGEM.ZIP" or similar. If you can't find
it let me know and I'll mail it to you. But this is really a
GEM-tutorial, you'll have to know some C already.

>>There has to be a "C for dummies" available, check your bookstore. But

> books ?.... sorry I meant i was looking for information on the
> internet.. hence my reason for asking on the internet..

'www.c-for-dummies.com', djgpp-oriented.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2562. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <73465e$ro5$3@snipp.uninett.no>
Source record: 3428

```
Jo Even Skarstein <joska@nuts.edu> wrote:
>> internet.. hence my reason for asking on the internet..

> 'www.c-for-dummies.com', djgpp-oriented.

Ehh... this one is probably what you're looking for:

http://gatsby.tafe.tas.edu.au/tibs/c/intro1.html

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2563. Re: minit.ttp sez: "Can't access Drive

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <36559c30.432544@news2.tmisnet.com>
Source record: 3429

HI, Theo!

I appreciate the ongoing help -- it's making a difference!

>: Yeah, but HDDriver's acting really flakey for me! All of my drive C:
>: stuff shows up on drive D,
>I suspect HDdriver may be having problems with ICDFMT's
>(AHDI-incompatible) extended partitioning scheme. This is happens when
>you have more than four partitions, and the "AHDI compatible" option was
>not selected when partitioning your hard drive with ICDFMT.

Hmmm ... my onboard hard drive is in 4 partitions using ICD.
My outboard drive was completely reformatted using HDDriver
into six partitions:
16 Meg, 32 Meg, 200 Meg, 200 Meg, 36 Meg, and 36 Meg.

So the problem is my onboard drive causing fits for HDDriver?

>: And ... when I select "MIX" for the minix partition, the partition
>: disappears, even to minit.ttp!

>Like I said, you don't need to change the partition type to "MIX" (or
>anything else, for that matter). Leave it as BGM, oherwise (as you've
>experienced) the driver will ignore the partition.

The documentation I was following (it has conveniently vanished)
was suggesting that the partition type should be designated MIX,
so I was trying to follow the instructions. If not necessary, so much
the better.

>This may be overkill, but I would suggest backing everything up (always a
>good idea anyway, when you're messing about with changing file systems
>and partition types [as I know from personal experience :P]), and
>repartitioning your hard drive (using ICDFMT) with AHDI compatibility ON.
>(Ignore if your drive was previously partitioned this way...)
>
>THeo
>
Again, Thanks!

-- George Crissman
-- strads@tmisnet.com

2564. Texture mapping algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: Michael Nau <y0005609@ws.rz.tu-bs.de>
Message-ID: <36559F01.65FC@ws.rz.tu-bs.de>
Source record: 3430

Hi folks!

I hope my request isn't too far from the usual GEM-line, but any idea
where to get material on how to do fast real-time texture mapping for a
3D-space simulation?
Both general information and source code would be appreciated.

Thanks, Michael.

_/_ _ _/ _/_ _/
Michael Nau _/_/__/_/ _/_/_ _/
m.nau@tu-bs.de _/ _/ _/ _/ _/_/
_/ _/ _/ _/

2565. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <73479h$c6q$1@sun27.hrz.tu-darmstadt.de>
Source record: 3431

```
Hi!

I have to comment myself here ...

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
> x = ox - xoff;
> y = oy - yoff;

This of course is wrong, it should be a plus, not a minus.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
```

2566. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <734dtkjtb1@roch.zetnet.co.uk>
Source record: 3432

On 19 Nov 1998 20:22:37 , paxton@zetnet.co.uk wrote:

>So please point me in the right direction for tutorials.. hey and if
>theres an idiot guide then all the better :)

You will almost certainly need the 'C Bible' next to you, Tony. It's
the 'C Programming Language' by its originators, Kernighan and
Ritchie. BUT ... this is no idiot guide - just a definition of
syntax/semantics.

When I was last looking on the library shelves I saw quite a number of
jokey, US, paperback tutorials. One of these should be easy to digest.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2567. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <365ae727.43956035@news.demon.co.uk>
Source record: 3433

On Fri, 20 Nov 1998 13:34:43 GMT, gokmase@my-dejanews.com wrote:

> (Guy Harrison) wrote:
>
>> >Now I wonder if there is a way to determine the
>> >border thickness of various objects, as textboxes,
>> >buttons and such. In short, determine the total
>> >visible area of an object including outside borders
>> >and shadows.
>
>> This is tricky. It would help if you could give us some idea of what
>> it is you want to accomplish?
>
>I guess that the funtion is needed most for
>the action on my 3d-buttons.
>
>I have written my own routines to enable
>correct clipping when updating window
>content and everything is now working very
>well even in background mode. But when
>updating an object through objc_draw with
>clipping rectangle specified by ob_x,y,b,h
>then the (if present) outside border woni¿½t be
>updated. For now I have a very temporary
>solution to this. I assume that if the 3dflag is
>set, an outside border of 2 pixels is present.
>
>This is a very bad solution (and only works
>for 3dbuttons), I know, but I am
>not a very experienced programmer and
>haven't found any other solution yet.

You could contain such objects within an I_BOX of their own and clip
to that instead. Okay, so it works but it's "annoying". ;-)

>I just thought I should ask if there is some
>way to determine the outer limits of an object
>(3d or whatever) including borders, since I
>felt it wouldnï¿½t be very strange if such a
>function existed.

Thomas's solution is the only way to accomplish this under all Gem
versions. It is in fact the method used by Pug (a front end used by
all my Gem applications).

You should note however, that the area returned by form_center() may not be exact. It will always be big enough to cause the object to be redrawn correctly but it may be larger - older Gem versions weren't too clever about it and included things like the shadowed feature even if it wasn't being used.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2568. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <365bea22.44719773@news.demon.co.uk>
Source record: 3434

On Thu, 19 Nov 1998 20:22:37 GMT, paxton@zetnet.co.uk wrote:

>
>Are there any C guides for ATARI..Either beginner or crossover.. I can
>and have released programs in C on the PC (DJGPP Compiler) but would
>need to know the differences....

Is DJGPP a C or C++ compiler Tony? I know you've sent me demos that
used it but I've never thought to ask!

Btw, while I think about it ... what rez were they running in?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2569. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-20 00:00:00 UTC
From: rollsl@uleth.ca
Message-ID: <734p2m$e2f1@mars.online.uleth.ca>
Source record: 3435

get the book C manship complete by Clayton Walnum
its the best C book for atari

On 19 Nov 1998 20:22:37 , paxton@zetnet.co.uk wrote:
>
>Are there any C guides for ATARI..Either beginner or crossover.. I can
>and have released programs in C on the PC (DJGPP Compiler) but would
>need to know the differences....
>
>Have or will have Prospero C...Dont need guidence on getting another C
>package thank you as this is the only one I can get a hold of..
>
>So please point me in the right direction for tutorials.. hey and if
>theres an idiot guide then all the better :)
>
>..
>
>-----------------------------------
>Tony Greenwood - paxton@zetnet.co.uk
>http://www.users.zetnet.co.uk/paxton
>-----------------------------------
>--- I make Games, It's what I do ---
>-----------------------------------
>.

2570. Re: Looking for small TSR.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-21 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.96.981121001953.12579C-100000@usr08.primenet.com>
Source record: 3436

On Fri, 20 Nov 1998, Eric GAUDET wrote:

>John Kormylo wrote:
>
>> Since the OS does not support the joystick, all games insert their
>> own joystick handlers, overiding anything a TSR would do.
>>
>
>what about a 6301 code (keyboard controller) ? I think mouse emulation
>(alt+arrows) is done that way.
aha! I know there must be a way.
People saying things are impossible for whatever reason are often
proven to be wrong..

As far as overwriting anything a TSR would do, well maybe a TSR is not
the answer, but another trick is surely possible. As you can even run
STgames on a pc with emulation. so, anything is possible. At the
worst, emulating the hardware (joystick) via software, or whatever
way. it IS possible, just don't know how.
PPP on an atari ST? impossible.
WEB browsing impossible...
Realaudio on an atari? impossible.
mp2 songs on atari realtime? impossible...
etc etc etc. the list goes on.

>
>Eric
>
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

2571. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <365c6db5.5486138@news.demon.co.uk>
Source record: 3437

On Fri, 20 Nov 1998 22:47:27 GMT, paxton@zetnet.co.uk wrote:

>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>---
>
> Hi guy@swampdog.demon.co.uk (Guy Harrison)
>
>>On Thu, 19 Nov 1998 20:22:37 GMT, paxton@zetnet.co.uk wrote:
>>
>>>
>>>Are there any C guides for ATARI..Either beginner or crossover.. I can
>>>and have released programs in C on the PC (DJGPP Compiler) but would
>>>need to know the differences....
>>
>>Is DJGPP a C or C++ compiler Tony? I know you've sent me demos that
>>used it but I've never thought to ask!
>
>c/c++ and dos..

Ah, but which? Are there 'classes' for instance? [see below]

>although theres a couple of add ons to do windows.. I
>have a djgpp setup that has the rsx extension to allow making windows
>programs but only with directX and full screen.. visualy no different
>than dos so back to that..

I'm not actually interested in DJGPP as such. It's just that I got an
email regarding 16-bit programs and "modes" under NT

The only solution I could provide is KB [who_gives_a_toss] where you
do the "full screen" command line thingy and run it from there. Plays
hell with *my* monitor thought. Just wondering if others found it
worked or not?

>>Btw, while I think about it ... what rez were they running in?
>
>800x600x256 check out the latest one Droplets of Time.. its up for a
>dos game makers award and hot favaroute.. hey thats honestly :)

Gimmie the exact path, well 'cos ...

a) I'm too lazy.
b) Want to be sure I've got the right doofrey

Thatzit: nearly. I wanted to say this on #atari but the opportunity
never arose in the right context ...

<plonker>
ArseBurgers!
</plonker>

And where did 'Stressed Eric' vanish to anyway?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2572. Wanted: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-21 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <AzZ4aBAr8rV2Ew7K@thedruid.demon.co.uk>
Source record: 3438

I urgenty require a copy of Pure C for the further development of some
Atari
software. If anyone has a copy please e-mail;
johnr@thedruid.demon.co.uk. Or reply in this newsgroup. You could ring
me
voice before 21:30 on 01302 744241 (UK) although you'll be lucky to
catch me
around. :)

Thanks.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.nospam.uk | |
+---+ |
+---+

2573. Re: Looking for small TSR.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-21 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <BjE4OKAe$rV2EwaS@thedruid.demon.co.uk>
Source record: 3439

> Quite simple (at least it seems):

Famous last words. :)

> a TSR that would emulate a hardware JOYSTIK position from the keybrd
> cursor. A joystik is more a pain than anything, besides mine sucks.

I think what you ask for is neigh on impossible. :(A lot of games have their
own joystick handling code that accesses the hardware directly, overriding
any user patches.

However, as far as the hardware is concerned a joystick action is just like
pressing a key on the keyboard. If you are handy with a hex editor and/or
disassembler it is possible to hack individual games.

I don't have all the details to hand but basically the procedure is something
like;

Find the joystick code. Do this by searching for access to the keyboard
hardware by the program, if you have a disassembler this will be much easier,
if not then you'll need to convert the mnemonics into hex code and do the
search that way.

Once found, the code should take the following form:

```
if keypress = joystick_up then goto do_upwards
else
etc...
```

All you need to do then is change the value in joystick_up to the value of
the key you want to replace it with. You should be aware that the hardware
sends two codes for each keypress, one when you press it and another when you
release it. The release code is the same as the press code but with the high
bit set. The game program will take account of this and you need to be on the
look out for it.

All the hardware addresses and keyboard codes should be available from somewhere on the net, if you can't find them and you want them I'll e-mail
them to you.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.nospam.uk | |
+---+ |
+---+

2574. Re: border on objects

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <737d0j$46b$1@sun27.hrz.tu-darmstadt.de>
Source record: 3440

Hi!

Another correction/addition:

form_center() does _not_ respect shadows, i.e. my method won't work for
objects with ob_state & SHADOWED set. OUTLINED works, however.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2575. CDSdraw99 now released!

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-22 00:00:00 UTC
From: Clair ' CDS' Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <CN$a2JAdJBW2QwJM@shaw1.freeserve.co.uk>
Source record: 3441
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,alt.atari

```
As it says in the subject line, CDSdraw99 is now released. Email me for
it.
--
Clair Shaw | Murphy's Laws, coming
Aka. CDS | soon to this space...
ICQ:1043359 |
mailto:Clair@Shaw1.freeserve.co.uk |
http://surf.to/shaws | Remove spam block to reply
```

2576. Re: Start parallel program

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-23 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F2w022.33p@arisia.stud.uni-hannover.de>
Source record: 3442

In article <3652968e625090@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) writes:

> shel_write (1,1,100,exe,cmd) will launch the program as a GEM app.
>
> shel_write (1,0,100,exe,cmd) will launch it in VT52. I had some very weird
> effects when I launched LINES.APP in TOS mode. I don't recommend it. :)
>
> As I said above, it seems MagiC doesn't have the *smart* mode that works out
> itself whether an app is TOS or GEM, but *you* have to decide instead. Seems
> a bit stupid to me that!

Not to me, considering that there is no reliable way to find out ! The OS can
"guess" based on the extension, that's all, but a *.PRG Extension does not mean
that it will call appl_init() and refrain from using the console.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2577. Needing the Hitachi 6301 instruction set.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-24 00:00:00 UTC
From: Fredrik Olsson <Ebba.Frispel@Bigfoot.com>
Message-ID: <365AF3DB.B71022C2@Bigfoot.com>
Source record: 3443

When I read about Katherine's joystick problems (See "Looking for small TSR.") I remembered that I have not examined the 6301 code yet even though I've owned ST computers for almost 10 years.
Could someone please tell me where I can get the 6301 instruction set complete with descriptions and bells and whistles so that I can explore this unknown land. (Or even better send it to me.)

/Fredrik Olsson (To reply to my email address, replace Ebba with an F.)

PS: Thanks to all those who helped me with APPL_READ.

2578. Re: CDSdraw99 now released!

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-24 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <73fa96$2s$3@SOLAIR2.EUnet.yu>
Source record: 3444

On 22 Nov 1998 13:32:13 , Clair ' CDS' Shaw wrote:
>As it says in the subject line, CDSdraw99 is now released. Email me for
>it.

Excuse me for my ignorance, but what is CDSdraw99?

Regards.

2579. Re: Needing the Hitachi 6301 instruction set.

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-25 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <73gpt7$4q6$1@arcturus.ciril.fr>
Source record: 3445

Hi,

The Hitachi 6301V1 used in Atari computers is said to be compatible with
Motorola's 6800 micro-controller, so you can esaily get docs about this one.
In old French "ST-Magazine" (No 53 & 55) there are the opcodes of the 6301, how
they
work and how they are coded in hexa. It also explains how the chip handles
the keyboard. Most of instructions are 16bit long, and the available RAM is
128 bytes. I've got this doc, it will be hard to find time to type and
translate it, but if you need infos on some particular point, don't hesitate
to ask me :)
If you begin to work on it please e-mail me as I'm also interested in
a 6301 assembler/disassembler.

Vincent

In article <365AF3DB.B71022C2@Bigfoot.com>, Fredrik Olsson
<Ebba.Frispel@Bigfoot.com> writes:
|> When I read about Katherine's joystick problems (See "Looking for small
|> TSR.") I
|> remembered that I have not examined the 6301 code yet even though I've owned
|> ST
|> computers for almost 10 years.
|> Could someone please tell me where I can get the 6301 instruction set
|> complete
|> with descriptions and bells and whistles so that I can explore this unknown
|> land. (Or even better send it to me.)

2580. Re: CDSdraw99 now released!

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-25 00:00:00 UTC
From: Clair ' CDS' Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <DZpaTIAAIFX2Qwg8@shaw1.freeserve.co.uk>
Source record: 3446

At 22:00:06, Tue, 24 Nov 1998 Djordje Vukovic from none said:

>On 22 Nov 1998 13:32:13 , Clair ' CDS' Shaw wrote:
>>As it says in the subject line, CDSdraw99 is now released. Email me for
>>it.
>
>Excuse me for my ignorance, but what is CDSdraw99?

I forgot to say. CDSdraw is an art package.
--
Clair Shaw | Murphy's Laws, coming
Aka. CDS | soon to this space...
ICQ:1043359 |
mailto:Clair@Shaw1.freeserve.co.uk |
http://surf.to/shaws | Remove spam block to reply

2581. Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-27 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <73mo7hapr5@plutonium.compulink.co.uk>
Source record: 3447

I'm experimenting with editing RSC files (with RSCView FWIW) with a view to changing/adding keyboard shortcuts to those programs that either don't have them, or use the ALT+key combo in menus where it's more common to use the CTRL+key.

Three immediate problems then, editing a menu string to remove the ALT symbol and replacing it with the carat used to indicate the CTRL key doesn't make the CTRL key take over as the modifier - can this done?

Secondly, how do I enter the "box" character from the keyboard to restore the symbol used to indicate the ALT key?

Thirdly, what about adding keyboard shortcuts to dialogs. I can see that ticking the "whitebak" box in RSCView underlines the first character and lo, this letter becomes the shortcut in conjunction with the ALT key, but how do I make another letter the shortcut (to avoid any clashes!)

I'm running MagiC 6 on a Falcon.

Thanks in advance from a non-programmer! :-))

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2582. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-27 00:00:00 UTC
From: tNhOoSpPmAaMn@uoguelph.ca
Message-ID: <73n3f4$3cj$1@testinfo.uoguelph.ca>
Source record: 3448

: I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
: changing/adding keyboard shortcuts to those programs that either don't have
: them, or use the ALT+key combo in menus where it's more common to use the
: CTRL+key.

Editting the resource file is not normally the way to add keyboard shortcuts.

: Three immediate problems then, editing a menu string to remove the ALT
: symbol and replacing it with the carat used to indicate the CTRL key doesn't
: make the CTRL key take over as the modifier - can this done?

Most programs do not check their resource file to see what their keyboard
shortcuts should be; keyboard shortcuts are usually hardcoded into the
program. (IMO, I think keyboard shortcuts should be taken from the
resource -- IIRC, Everest allows this to be done.)

Geneva allows something along the lines of what your want -- the user can
add keyboard shortcuts to the menu tree, and Geneva itself (rather than
the application) checks to see whether keypresses correspond to any of the
menu entries, and sends the aprropriate menu message to the application.

You may be able to fake things using keyboard macros.

: Secondly, how do I enter the "box" character from the keyboard to restore the
: symbol used to indicate the ALT key?

You should be able to type in the appropriate ASCII code using ALT and
the keypad; if you don't have an Atari ASCII table handy, just go by
trial and error, since the ASCII code is not very high. I.e., type in
ALT-000, then ALT-001, and so on.

: Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
: ticking the "whitebak" box in RSCView underlines the first character and lo,
: this letter becomes the shortcut in conjunction with the ALT key, but how do
: I make another letter the shortcut (to avoid any clashes!)

I think the standard way of doing this is to put a [in front of the
character that you want to be the shortcut. Geneva, at least, allows this.

THeo

2583. Where to get info about Lynx Atari components?

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-27 00:00:00 UTC
From: Dark <a.curtoni@NOSPAMstudenti.to.it>
Message-ID: <73n3oi$7b1@ue3000.iigb.na.cnr.it>
Source record: 3449

I'm sorry for the question, but I dont know where to find
information/documentation about Atari Lynx (in particular about its display
device)

Thanx!

Andrea

2584. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-27 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <365ebc943a0050@game-master.com>
Source record: 3450

on Fri 27-11-98 17:41 Derryck Croker wrote:

>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>changing/adding keyboard shortcuts to those programs that either don't have
>them, or use the ALT+key combo in menus where it's more common to use the
>CTRL+key.
>
>Three immediate problems then, editing a menu string to remove the ALT
>symbol and replacing it with the carat used to indicate the CTRL key doesn't
>make the CTRL key take over as the modifier - can this done?

Keyboard shortcuts are (usually) built into the program and unless
there's a feature of the program to change them (as in Connect),
you're stuck with what's there.

>Secondly, how do I enter the "box" character from the keyboard to restore the
>symbol used to indicate the ALT key?
>
>Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
>ticking the "whitebak" box in RSCView underlines the first character and lo,
>this letter becomes the shortcut in conjunction with the ALT key, but how do
>I make another letter the shortcut (to avoid any clashes!)

This is probably a feature of Magic. Let'm'Fly does the same thing,
with the ALT shortcuts being assigned alphabetically, if I recall.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger ï¿½1.23: Today's thought:
Motorola Inside ;-)))

2585. Re: Wanted: Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-28 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <bkgOPLAHI8X2Ew4v@thedruid.demon.co.uk>
Source record: 3451

Hi Stephen,

> Did you get my netmail about Prospero that I had, if you replied to
it
> I never got it.

Yes mate. I've typed a reply but I can't say off hand if it has been
sent
yet. I automatically send everything for you via Keith to avoid routing
problems. In short; I already have Prospero. :|

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.spamless.uk | |
+---+ |
+---+

2586. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <73r6dh$j7l$3@plutonium.compulink.co.uk>
Source record: 3452

On 27 Nov 1998 20:52:52 , Theo Hopman wrote:
>: I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>: changing/adding keyboard shortcuts to those programs that either don't have

>Editting the resource file is not normally the way to add keyboard shortcuts.

I thought that this would be the case - however the HYP that accompanies
RSCView suggests that this can be done (alter menu shortcuts).

>Most programs do not check their resource file to see what their keyboard
>shortcuts should be; keyboard shortcuts are usually hardcoded into the
>program. (IMO, I think keyboard shortcuts should be taken from the
>resource -- IIRC, Everest allows this to be done.)

This might be the type of program that the HYP is referring to, I'm
experimenting with Personal Finance Manager Plus, quite an elderly program
but one that definitely benefits from keyboard operation.

>Geneva allows something along the lines of what your want -- the user can
>add keyboard shortcuts to the menu tree, and Geneva itself (rather than
>the application) checks to see whether keypresses correspond to any of the
>menu entries, and sends the aprropriate menu message to the application.

That sounds like a worthwhile plus.

>You may be able to fake things using keyboard macros.

I can't see a way of doing that ATM.

>: Secondly, how do I enter the "box" character from the keyboard to restore the
>You should be able to type in the appropriate ASCII code using ALT and
>the keypad; if you don't have an Atari ASCII table handy, just go by

This doesn't work (I'd already tried it), all you get is the string of
numbers entered in the input field. However it's possible to use CTRL C and
V in turn to copy and paste if necessary.

>: Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
>I think the standard way of doing this is to put a [in front of the
>character that you want to be the shortcut. Geneva, at least, allows this.

I've seen this in other programs, I'll try this, thanks.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2587. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <73r6dk$j7l$4@plutonium.compulink.co.uk>
Source record: 3453

On 27 Nov 1998 15:44:58 , rosco wrote:
>on Fri 27-11-98 17:41 Derryck Croker wrote:
>
>>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>>changing/adding keyboard shortcuts to those programs that either don't have

>Keyboard shortcuts are (usually) built into the program and unless
>there's a feature of the program to change them (as in Connect),
>you're stuck with what's there.

Thanks.

>>Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
>>ticking the "whitebak" box in RSCView underlines the first character and lo,
>>this letter becomes the shortcut in conjunction with the ALT key, but how do
>>I make another letter the shortcut (to avoid any clashes!)
>
>This is probably a feature of Magic. Let'm'Fly does the same thing,
>with the ALT shortcuts being assigned alphabetically, if I recall.

I've used this feature before and was bemused that all kinds of objects were
being assigned shortcuts as well as the intended buttons! :-))

Any other ideas anyone please?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2588. Changing the window INFO line

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-29 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <36611cd4dba0f0@game-master.com>
Source record: 3454

A few months ago there was a discussion here about how to change the contents of an AES window info line. At the moment I'm using this (in GFA Basic):

```
adr_info%=V:info$
~WIND_SET(handle,3,CARD(SWAP(adr_info%)),CARD(adr_info%),0,0)
```

and when the info contents are changed, I get garbage characters at the end of the INFO line as well as the TITLE line of another window.

How can I change the INFO line cleanly?

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger ï¿½1.23: Today's thought:
-All power corrupts, but we need electricity: D.W. Jones

2589. Re: Changing the window INFO line

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-29 00:00:00 UTC
From: atari@bright.net
Message-ID: <73s4q0$919$1@cletus.bright.net>
Source record: 3455

```
On 29 Nov 1998 11:06:16, rosco wrote:
>A few months ago there was a discussion here about how to change the
>contents of an AES window info line. At the moment I'm using this (in
>GFA Basic):

>and when the info contents are changed, I get garbage characters at
>the end of the INFO line as well as the TITLE line of another window.
>
>How can I change the INFO line cleanly?

The strings have to be null terminated like so:

info$=info$+chr$(0)

>adr_info%=V:info$
>~WIND_SET(handle,3,CARD(SWAP(adr_info%)),CARD(adr_info%),0,0)

-------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

2590. Re: Changing the window INFO line

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3661955d.13078525@news.demon.co.uk>
Source record: 3456

On Sun, 29 Nov 1998 11:06:16 -0500 (EST DST), rosco@game-master.com (rosco) wrote:

>A few months ago there was a discussion here about how to change the
>contents of an AES window info line. At the moment I'm using this (in
>GFA Basic):
>
>adr_info%=V:info$
>~WIND_SET(handle,3,CARD(SWAP(adr_info%)),CARD(adr_info%),0,0)
>
>and when the info contents are changed, I get garbage characters at
>the end of the INFO line as well as the TITLE line of another window.
>
>How can I change the INFO line cleanly?

Sounds like your string isn't nul terminated! All strings used by the operating system are C strings - you have to ensure the byte after the last character is '\0' (ie chr$(0)).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2591. Re: Changing the window INFO line

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-29 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <36616b725b2f50@game-master.com>
Source record: 3457

on Sun 29-11-98 18:46 Lonny Pursell wrote:

>On 29 Nov 1998 11:06:16, rosco wrote:
>>How can I change the INFO line cleanly?
>
>The strings have to be null terminated like so:
>
>info$=info$+chr$(0)

Yup...that was the problem....

Thanks.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger ï¿½1.23: Today's thought:
I am the end of all your dreams

2592. Re: Changing the window INFO line

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-30 00:00:00 UTC
From: Theo Ros <theo.ros@rnw.nl>
Message-ID: <01be1c3f$ea11b920$c0cb3a91@default.rnw.nl>
Source record: 3458

```
Not only should your string be NULL-terminated, also it's better NOT to
store it in a string, because they get shifted around a lot in memory:

* Use a numeric array:
DIM wintitle|(SUCC(LEN(info$))
adr_info%=V:wintitle|(0) ! OPTION BASE 0 !!!
* or a MALLOCed piece of memory:
adr_info%=MALLOC(SUCC(LEN(info$))
* or an INLINE:
INLINE adr_info%,amount_of_memory_needed

The string can now be written to this memory with the CHAR{} command, which
automatically adds the terminating null-byte:
CHAR{adr_info%}=info$

now you can safely update/set your infoline with

~WIND_SET(handle,3,CARD(SWAP(adr_info%)),CARD(adr_info%),0,0)

the same rule applies for window titles.

Greetz,

theo.ros@rnw.nl
```

2593. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-30 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <73uhp2$c6k$2@snipp.uninett.no>
Source record: 3459

paxton@zetnet.co.uk wrote:

> Cheers Roger (and Jo).. But I think we all strayed from the original
> question.. I can program in C <AHEM> but on the PC..I have a couple of
> games released and a rather big project nearly ready for new year..

> But what I want is to crossover that to the ATARI (The C knowledge not
> the games)..so I can take what I learnt and bring it back.. but I am
> not going to be able to use that compiler and there will be
> differences.... I need to know whats ATARI specific....

What do you want to do with it? If you want to make GEM-stuff, then
get "Professional GEM" by Tim Ohren, it's available on every Atari
ftp-site. (And soon on www-atari.nvg.ntnu.no/programming/)

If you want to make games... Well, you don't need any C-specific stuff
then, any hardware-reference will do. But it helps to know assembly
;-) ST-News had some excellent articles about this almost ten years
ago, you can find lot of useful info there.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2594. Re: Changing the window INFO line

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-30 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <366279043a6460@game-master.com>
Source record: 3460

on Mon 30-11-98 10:00 Theo Ros wrote:

>Not only should your string be NULL-terminated, also it's better NOT to
>store it in a string, because they get shifted around a lot in memory:

Thanks. That's exactly the info I was looking for.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger ï¿½1.23: Today's thought:
I am the end of all your dreams

2595. C compiler

Newsgroup: comp.sys.atari.programmer
Date: 1998-11-30 00:00:00 UTC
From: Paulo DA SILVA <pds@club-internet.fr>
Message-ID: <73ummcjmc1@front6.grolier.fr>
Source record: 3461

```
Hello everybody,

I sell a C compiler for Atari computers called Lattice C.

Paulo.
```

2596. gcc 2.8.1.c ploblem

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-01 00:00:00 UTC
From: Ralph Lowinski <ralph@aquaplan.de>
Message-ID: <36633998.CB4@aquaplan.de>
Source record: 3462

Hello everybody,

I just installed the gcc-2.8.1.c and got trouble with the linker now,
which reports a lot of Symbols defined in more than one modul. But
these are all inline functions frome class definitions and so they
shouldn't be found in the modules. Have I forgotten some compiler
switches or is the linker buggy?
Two switches I found myself: -fno-rtti and -fno-exceptions, to avoid
errors about missing symbols '__rtti' and '___throw'.

Thanks, Ralph

2597. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3662f10f.181220@news.demon.co.uk>
Source record: 3463

On 29 Nov 1998 10:07:48 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) wrote:

>On 27 Nov 1998 15:44:58 , rosco wrote:
>>on Fri 27-11-98 17:41 Derryck Croker wrote:
>>
>>>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>>>changing/adding keyboard shortcuts to those programs that either don't have
>
>>Keyboard shortcuts are (usually) built into the program and unless
>>there's a feature of the program to change them (as in Connect),
>>you're stuck with what's there.
>
>Thanks.
>
>>>Thirdly, what about adding keyboard shortcuts to dialogs. I can see that
>>>ticking the "whitebak" box in RSCView underlines the first character and lo,
>>>this letter becomes the shortcut in conjunction with the ALT key, but how do
>>>I make another letter the shortcut (to avoid any clashes!)
>>
>>This is probably a feature of Magic. Let'm'Fly does the same thing,
>>with the ALT shortcuts being assigned alphabetically, if I recall.
>
>I've used this feature before and was bemused that all kinds of objects were
>being assigned shortcuts as well as the intended buttons! :-))
>
>Any other ideas anyone please?

The WHITEBAK turns it on as you've discovered. In order to specify
which key you need to place its offset into the high byte of
ob_state thus ...

```
ob[obi].ob_state |= ((pos << 8) | WHITEBAK);
```

... where 'pos' denoted where the underline is, offset from zero.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2598. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-01 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <ctbf9JAQiFZ2Ew5c@thedruid.demon.co.uk>
Source record: 3464

Hi Derryck,

> Three immediate problems then, editing a menu string to remove the
> ALT symbol and replacing it with the carat used to indicate the CTRL
> key doesn't make the CTRL key take over as the modifier - can this
> done?

Simple answer no. :(Short cuts such as these have to be hard coded into the
actual source of the program. I don't think there is any simple solution
except to ask the original programmer to change it.

> Secondly, how do I enter the "box" character from the keyboard to
> restore the
> symbol used to indicate the ALT key?

It'll by CTRL+somekey, experiment!

> Thirdly, what about adding keyboard shortcuts to dialogs. I can see
> that ticking the "whitebak" box in RSCView underlines the first
> character and lo, this letter becomes the shortcut in conjunction with
> the ALT key, but how do I make another letter the shortcut (to avoid
> any clashes!)

This is purely a feature of the Magic OS, and will not work under normal TOS.
Unless it is coded into the software directly.

I'm not sure of the answer to this, but if you look at the resource file with
an old editor such as ORCS, you'll see that the underlined letter is always
preceded by a '['. It could be worth a try.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.spamless.uk | |
+---+ |
+---+

2599. Re: CDSdraw99 now released!

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-01 00:00:00 UTC
From: hamishtpb@zetnet.co.uk
Message-ID: <741o6p$8fi$2@irk.zetnet.co.uk>
Source record: 3465

On 24 Nov 1998 22:00:06 , Djordje Vukovic wrote:
>Excuse me for my ignorance, but what is CDSdraw99?

I was wondering the same myself :) I assumed that it was a graphics package authored by the poster of the original message (their initials were CS if I recall correctly - D middle name)?
It still doesn't tell us which computer system(s) it is for and what the requirements and features might be :-?
Not the best ad I've ever seen :))

2600. Re: gcc 2.8.1.c ploblem

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-01 00:00:00 UTC
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <36639EBD.21557668@utbm.fr>
Source record: 3466

Ralph Lowinski a ï¿½crit:

> Hello everybody,
>
> I just installed the gcc-2.8.1.c and got trouble with the linker now,
> which reports a lot of Symbols defined in more than one modul. But
> these are all inline functions frome class definitions and so they
> shouldn't be found in the modules. Have I forgotten some compiler
> switches or is the linker buggy?
> Two switches I found myself: -fno-rtti and -fno-exceptions, to avoid
> errors about missing symbols '__rtti' and '___throw'.

I know a problem with the old Gas 1.9, you can try option -O1 to pass the
problemor change of version of Gas, there is a good one number 2.8 I
think, I'm sure it could resolve your problems.

>
>
> Thanks, Ralph

Olivier

2601. GEM Programming Documentation & Resources

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-02 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <742q4s$1ir$1@nnrp1.dejanews.com>
Source record: 3467

Hi all,

I am trying to get to grips with GEM programming but I am finding
it quite difficult. I am currently using Hisoft Basic and the
excellent Enchant libraries which is making a good part of programming
for GEM easier, but I am still finding that I do not know enough
about GEM as I would like.

Can anybody suggest some good WEB sites, or books that explain how to
program for GEM (not necessarily for Basic) and which contain examples
and downloadable source code?

Thanks.

Regards,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2602. Re: GEM Programming Documentation & Resources

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-02 00:00:00 UTC
From: Theo Ros <theo.ros@rnw.nl>
Message-ID: <01be1de2$d8cbc580$c0cb3a91@default.rnw.nl>
Source record: 3468

For lots of sourcecodes you could download the ICTARI disks (all programming languages) at

http://www.elis.demon.co.uk/ictari/ictari.htm

theo.ros@rnw.nl

2603. Re: GEM Programming Documentation & Resourc

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-02 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <743epmrqv1@roch.zetnet.co.uk>
Source record: 3469

On 2 Dec 1998 07:27:25 G, Ben Hills wrote:

>Can anybody suggest some good WEB sites, or books that explain how to
>program for GEM (not necessarily for Basic) and which contain examples
>and downloadable source code?
>
>Thanks.

The 'classic' articles on this were by Tim Oren, Ben, and were
released PD. I don't have any specific site in mind but I bet Umich
will have them.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2604. Re: Changing the window INFO line

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-02 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F3CMH2.2v5@arisia.stud.uni-hannover.de>
Source record: 3470

```
In article <36616b725b2f50@game-master.com>,
rosco@game-master.com (rosco) writes:
> on Sun 29-11-98 18:46 Lonny Pursell wrote:
>
>>On 29 Nov 1998 11:06:16, rosco wrote:
>>>How can I change the INFO line cleanly?
>>
>>The strings have to be null terminated like so:
>>
>>info$=info$+chr$(0)
>
> Yup...that was the problem....

But not the only one. With any Basic, whenever you change the contents of
a string, the Basic is allowed to use a different spot in memory, so the
actual address of the string changes. Thus you need to do that wind_set
call each time the string is changed (maybe you do so, but it sounded as
if not).

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

2605. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <745gerfpv3@plutonium.compulink.co.uk>
Source record: 3471

On 1 Dec 1998 20:27:29 G, Guy Harrison wrote:
>On 29 Nov 1998 10:07:48 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck
>Croker) wrote:

>>>>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>>>>changing/adding keyboard shortcuts to those programs that either don't have

[...]

>The WHITEBAK turns it on as you've discovered. In order to specify
>*which* key you need to place its offset into the high byte of
>ob_state thus ...

Aha! That's a great help - I can now adjust the position of the underline
and hence the keyboard shortcut. About the only tweak I didn't make, so
thanks! :-)

A limited success story with Personal Finance Manager Plus tho', the
underline and the ability to use the shortcut disappear after you've used it
and doesn't reappear until the next program load - wierd! :-(

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2606. Re: CDSdraw99 now released!

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-03 00:00:00 UTC
From: Clair ' CDS' Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <Xnp$cAA5erZ2QwxM@shaw1.freeserve.co.uk>
Source record: 3472

At 21:48:09, Tue, 1 Dec 1998 Paul Walsh from Polar Bear HQ said:

>On 24 Nov 1998 22:00:06 , Djordje Vukovic wrote:
>>Excuse me for my ignorance, but what is CDSdraw99?
>
>I was wondering the same myself :) I assumed that it was a graphics package
>authored by the poster of the original message (their initials were CS if I
>recall correctly - D middle name)?
>It still doesn't tell us which computer system(s) it is for and what the
>requirements and features might be :-?
>Not the best ad I've ever seen :))
>
HEhehee. I was rushing!

Yup - CDS is my initials. It's an art package. I may put it on a
website/FTP site soon. For now can you email me for it.

Sorry for any confusion!
--
Clair Shaw | Merry Xmas /\
Aka. CDS | and happy / \
ICQ:1043359 | new year. -||-
mailto:Clair@Shaw1.freeserve.co.uk | --
http://surf.to/shaws | Remove spam block to reply

2607. Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-04 00:00:00 UTC
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <ncmBhCArbEa2EwU3@thedruid.demon.co.uk>
Source record: 3473

In a message of <27.11.98>, derryck@TAKE.THIS.OUTcix.co.uk (90:107/100.100)
writes:
d> I'm experimenting with editing RSC files (with RSCView FWIW) with a
d> view to changing/adding keyboard shortcuts to those programs that
d> either don't have them, or use the ALT+key combo in menus where it's
d> more common to use the CTRL+key.

d> Three immediate problems then, editing a menu string to remove the
d> ALT symbol and replacing it with the carat used to indicate the CTRL
d> key doesn't make the CTRL key take over as the modifier - can this
d> done?

I know very little about programming but I have translated a number of RSC
files as you know, and got some experience re your problem. The thing is that
some programs read the shortcut directly from the menu entry in the RSC
file but others (?most) don't - they are hardcoded in the PRG file (I think).
Sometimes this can be changed if you can find the correct spot :-(

d> Secondly, how do I enter the "box" character from the keyboard to
d> restore the symbol used to indicate the ALT key?

Use Alt+007 (number-pad) in the usual way; this works in RSCView (have
checked).

d> Thirdly, what about adding keyboard shortcuts to dialogs. I can see
d> that ticking the "whitebak" box in RSCView underlines the first
d> character and lo, this letter becomes the shortcut in conjunction
d> with the ALT key, but how do I make another letter the shortcut (to
d> avoid any clashes!)

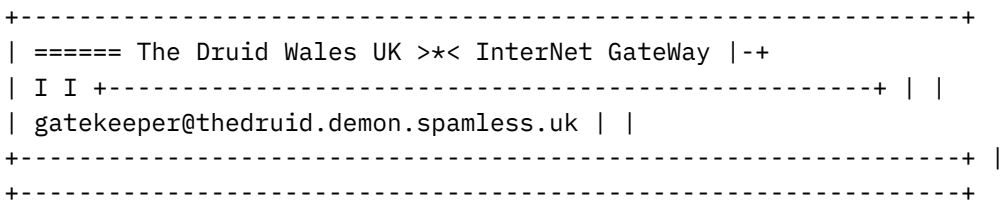
In some programs (e.g. Thing) this is done by setting the ob-state extended
flags '8' to '14' (those under the second column in RSCView) counting in
binary mode, with the text string position starting from 0; thus no flag set
will underline the first character of the string (i.e. position 0) and use
this for the shortcut, the first flag ('8') set underlines the second char.,
the second flag ('9') the third char., both '8' and '9' the fourth, '10' the
5th, '8' and '10' the sixth etc.; '15' should not be touched as it has some
special function, and all from '8' to '15' set means don't use a shortcut for
that entry.

Other resourse files have an opening square bracket '[' in front of the
relevant letter and I have also seen other symbols used for this -again it
depends on how the programme is coded (may have something to do with the
compiler used).

Regards
/Peter/

--
"But captain? surely that doesn't infringe ten starfleet reflations."

--

--


2608. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-05 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <74b3d4$et1$2@plutonium.compulink.co.uk>
Source record: 3474

On 4 Dec 1998 20:32:43 +, PWest@thedruid.demon.co.Remove.To.Reply wrote:

Hi Peter,

> d> I'm experimenting with editing RSC files (with RSCView FWIW) with a
> d> view to changing/adding keyboard shortcuts to those programs that

>I know very little about programming but I have translated a number of RSC

:-)) Including the very one of which we speak.

>files as you know, and got some experience re your problem. The thing is that
>*some* programs read the shortcut directly from the menu entry in the RSC
>file but others (?most) don't - they are hardcoded in the PRG file (I think).

Yes, that seems to be the concensus. It's a shortcut on the programmer's
part because having a redifinable version makes multilanguage support much
easier.

>Sometimes this can be changed if you can find the correct spot :-(

:-((

> d> Secondly, how do I enter the "box" character from the keyboard to
> d> restore the symbol used to indicate the ALT key?
>
>Use Alt+007 (number-pad) in the usual way; this works in RSCView (have
>checked).

Yep, this works but only under single TOS it seems. There's a couple of bugs
that I'll need to email Holger about.

> d> Thirdly, what about adding keyboard shortcuts to dialogs. I can see

>In some programs (e.g. Thing) this is done by setting the ob-state extended
>flags '8' to '14' (those under the second column in RSCView) counting in

Thanks for this, this does work but the results seem transitory in some
cases! :-((

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2609. Re: CDSdraw99 now released!

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-05 00:00:00 UTC
From: hamishtpb@zetnet.co.uk
Message-ID: <74bdtkjhe2@irk.zetnet.co.uk>
Source record: 3475

On 24 Nov 1998 22:00:06 , Djordje Vukovic wrote:
>Excuse me for my ignorance, but what is CDSdraw99?

I was wondering the same myself :) I assumed that it was a graphics package authored by the poster of the original message (their initials were CS if I recall correctly - D middle name)?
It still doesn't tell us which computer system(s) it is for and what the requirements and features might be :-?
Not the best ad I've ever seen :))

2610. Re: C

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-05 00:00:00 UTC
From: johank@ce.chalmers.se
Message-ID: <74beludpp1@nyheter.chalmers.se>
Source record: 3476

In article <365c6db5.5486138@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On Fri, 20 Nov 1998 22:47:27 GMT, paxton@zetnet.co.uk wrote:
>
>>VISIT ** http://www.users.zetnet.co.uk/paxton ** VISIT
>>---
>>
>> Hi guy@swampdog.demon.co.uk (Guy Harrison)
>>
>>>On Thu, 19 Nov 1998 20:22:37 GMT, paxton@zetnet.co.uk wrote:
...
>>>Is DJGPP a C or C++ compiler Tony? I know you've sent me demos that
...
>>c/c++ and dos..
>
>Ah, but which? Are there 'classes' for instance? [see below]

As he said, it's a C and C++ compiler, more widely known as GCC.
Needless to say, there are lots of GCC versions available for the Atari,
so there's no need to switch to another compiler. Some of the others
may be easier to use thanks to IDEs, but GCC beats them all when it
comes to optimization and code generation.

>I'm not actually interested in DJGPP as such. It's just that I got an
>email regarding 16-bit programs and "modes" under NT

I don't think GCC ever supported 16 bit mode on PCs.

--
Chalmers University | Why are these | e-mail: johank@ce.chalmers.se
of Technology | .signatures | klockars@thn.htu.se
Dept. of Comp. Eng. | so hard to do | Phone: +46 (0)520-475056 (work)
Gothenburg, Sweden | well? | +46 (0)31-844481 (home)

2611. Atari 8-bit books for sale...

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-05 00:00:00 UTC
From: Douglas Carroll <dcarroll@internetcds.com>
Message-ID: <36694CE7.CFA6E52C@internetcds.com>
Source record: 3477

Hello everyone!

I have the following atari Compute's books for sale:

"Compute's first book of atari graphics"

"Compute's second book of atari graphics"

"Compute's first book of atari games"

"Mapping the Atari, 1st edition"

All of the books are in good condition and are priced at $10.00 each
plus shipping. I would suggest the 3 day shipping as it is only $3.00
and gets the books to you quickly at a reasonable price. Please e-mail
me if you are interested in any of these. Thanks!!

Douglas Carroll

dcarroll@internetcds.com

2612. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3669aeab.420033@news.demon.co.uk>
Source record: 3478

On 5 Dec 1998 10:54:28 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) wrote:

>On 4 Dec 1998 20:32:43 +, PWest@thedruid.demon.co.Remove.To.Reply wrote:
>
>Hi Peter,
>
>> d> I'm experimenting with editing RSC files (with RSCView FWIW) with a
>> d> view to changing/adding keyboard shortcuts to those programs that
>
>>I know very little about programming but I have translated a number of RSC
>
>:-)) Including the very one of which we speak.
>
>>files as you know, and got some experience re your problem. The thing is that
>>*some* programs read the shortcut directly from the menu entry in the RSC
>>file but others (?most) don't - they are hardcoded in the PRG file (I think).
>
>Yes, that seems to be the concensus. It's a shortcut on the programmer's
>part because having a redifinable version makes multilanguage support much
>easier.

Rather perversely, hard coding keyboard shortcuts is one of those situations where you end up with a big if/then/else construct, or similar. Not only is this an indication a better method ought to be sought, it involves more effort than doing something generic!

The menubar is easy: walk tree, locate shortcut, issue self equivilent MN_SELECTED message!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2613. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <366bb48d.1926590@news.demon.co.uk>
Source record: 3479

On 3 Dec 1998 08:00:27 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck
Croker) wrote:

>On 1 Dec 1998 20:27:29 G, Guy Harrison wrote:
>>On 29 Nov 1998 10:07:48 GMT, derryck@TAKE.THIS.OUTcix.co.uk (Derryck
>>Croker) wrote:
>
>>>>>I'm experimenting with editing RSC files (with RSCView FWIW) with a view to
>>>>>changing/adding keyboard shortcuts to those programs that either don't have
>
>[...]
>
>>The WHITEBAK turns it on as you've discovered. In order to specify
>>*which* key you need to place its offset into the high byte of
>>ob_state thus ...
>
>Aha! That's a great help - I can now adjust the position of the underline
>and hence the keyboard shortcut. About the only tweak I didn't make, so
>thanks! :-)
>
>A limited success story with Personal Finance Manager Plus tho', the
>underline and the ability to use the shortcut disappear after you've used it
>and doesn't reappear until the next program load - wierd! :-(

Ah, sounds like they've screwed up. Part of the specification of the
Gem design was that things it doesn't understand ought to be ignored.
Moreover it ought to be preserved. They've most likely set the whole
of ob_state to some value rather than using masking to manipulate just
the bitfields which were "understood" at the time.

Curing this would involve hacking the executable. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2614. How do I get multi-CD loaders installed with ExtenDOS?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-06 00:00:00 UTC
From: Steve Stupple <Webmaster@steverosie.demon.co.uk>
Message-ID: <kju93CAt9ua2Ew3Y@steverosie.demon.co.uk>
Source record: 3480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi

I've just got my hands on a Pioneer DRM-624X a 6 x CD-ROM changer. It's a SCSI device and uses LUN numbers from 0-6. E.G.. Drive ID=5 lun=0, drive ID=5 lun=1 etc...

How do I get Extendos (v2.4) to enable me to use this drive fully; or is there another package for the Atari ST that would do the job?

Any help will be more than appreciated.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2615. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-07 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <74g4i1gtn4@newshost.comnet.co.nz>
Source record: 3481

PWest@thedruid.demon.co.Remove.To.Reply.uk wrote:
> derryck@TAKE.THIS.OUTcix.co.uk (90:107/100.100) writes:
> d> Secondly, how do I enter the "box" character from the keyboard to
> d> restore the symbol used to indicate the ALT key?

> Use Alt+007 (number-pad) in the usual way; this works in RSCView (have
> checked).

Sometimes, resource editors allows you to type a "Control-G" in a text entry line in a dialog to get the "Alternate" character.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

2616. Re: GEM Programming Documentation & Resources

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-08 00:00:00 UTC
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <366D1453.7604C5F1@utbm.fr>
Source record: 3482

Ben Hills a ï¿½crit:

> Hi all,
>
> I am trying to get to grips with GEM programming but I am finding
> it quite difficult. I am currently using Hisoft Basic and the
> excellent Enchant libraries which is making a good part of programming
> for GEM easier, but I am still finding that I do not know enough
> about GEM as I would like.
>
> Can anybody suggest some good WEB sites, or books that explain how to
> program for GEM (not necessarily for Basic) and which contain examples
> and downloadable source code?

Some explanations and example can be find
here:http://www-air.inria.fr/People/bereziat/gem.html

But it's in french, examples are in C.

>
>
> Thanks.
>
> Regards,
>
> Ben Hills.
>

Olivier

2617. Re: Texture mapping algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-08 00:00:00 UTC
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <366D1683.2F927C80@utbm.fr>
Source record: 3483

Michael Nau a ï¿½crit:

> Hi folks!
>
> I hope my request isn't too far from the usual GEM-line, but any idea
> where to get material on how to do fast real-time texture mapping for a
> 3D-space simulation?
> Both general information and source code would be appreciated.

You can use Mesa, it's a very good OpenGL like, all sources are
avaiblehttp://www.ssec.wisc.edu/~brianp/home.html

For real time it's a little bit hard if you have not an Hades60.

I port it for Atari like dynamic library and it can be use for PureC and
GCC for the moment
and it's not to hard to port it on other language. but it's in french!

>
>
> Thanks, Michael.
>
>

Olivier

2618. Re: GEM Programming Documentation & Resources

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <74jb28$o97$3@feresa.bio.vu.nl>
Source record: 3484

Ben Hills (ben@imperial.co.uk) wrote:

: Can anybody suggest some good WEB sites, or books that explain how to
: program for GEM (not necessarily for Basic) and which contain examples
: and downloadable source code?

There's some links at my development docs page:

http://atari.scum.org/

-=LvZ

2619. Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <74jarc$o97$2@feresa.bio.vu.nl>
Source record: 3485
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Aryan Blaauw (aryan@hugin.interstroom.nl) wrote:

: I've made a program on the ST that makes low/med and high rez, double the
: vertical size, it also works with OverScan, but I've had this stupid
: problem, that the GEM desktop doesn't know it has 800 pixels vertical. So I
: get this perfect (Hardware-Interupt) Interlace, but it's half the screen
: size cuz' LineA don't know it can go all the way down !
: Does anyone here know how to tell the ST that it's got more res ?

It would probably suffice to modify the Line-A variables. Only one problem:
I don't have any docs on these, I think... Anyone else?

-=LvZ

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

A billion here, a couple of billion there -- first thing you know it
adds up to be real money.
-- Senator Everett McKinley Dirksen

2620. Re: How do I get multi-CD loaders installed with ExtenDOS?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-08 00:00:00 UTC
From: ekaljumagi@my-dejanews.com
Message-ID: <74k2bjesu1@nnrp1.dejanews.com>
Source record: 3486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <kju93CAt9ua2Ew3Y@steverosie.demon.co.uk>,
Steve Stupple <Webmaster@steverosie.demon.co.uk> wrote:
> Hi
>
> I've just got my hands on a Pioneer DRM-624X a 6 x CD-ROM changer. It's
> a SCSI device and uses LUN numbers from 0-6. E.G.. Drive ID=5 lun=0,
> drive ID=5 lun=1 etc...
>
> How do I get Extendos (v2.4) to enable me to use this drive fully; or is
> there another package for the Atari ST that would do the job?
>
> Any help will be more than appreciated.
>

Read the documentation. Each LUN becomes one drive letter, so you would have
D:, E:, F:, G:, H:, and I:. It's a simple configuration ASCII file.

Galen (Head YACcer, Yolo Atari Club)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2621. informations

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-09 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <74lkbclpp3@news.imaginet.fr>
Source record: 3487

```
Web site udpating:
------------------

After technical problem with our accommodation, our web site was broken.
Actually, he is running correctly with many modifications in bonus.

- a page with french and foreigners distributors.
- a page with various links wich claims to grow...
- a quick access to tested softwares on CENTurbo II (163 refenrences).
- a CT2 FAQ in the softwares page of CENTurbo II menu.
- new version of CBOOT 1.0.8, PUTFLASH 1.0.8 + FLASH.BIN 1.0.2,
CENTscreen 3.4.0, VIDEOMOD 1.2.0. All from 12/08/1998.
- new version of CENTview 2.9.0 from 11/25/1998.
- new version of CECILE Demo 1.84 form 11/10/1998.
- new version of SANDRINE Demo 3.0 from 05/11/1998 that you can use to really
scan but with colorless :-)

CENTurbo II: Available in January 1999
------------

The CENTurbo II revision B is in productions. She will have a new hand-made
Fast-Ram controller (same on the Phenix) and more quickly.

A better integration permited to decrease the price to 1890FF TTC !

The serie will be limited, contact your resellers...

Phenix:
-------

The prototype is routing phase according to the last implantation (see Phenix
page).

We finish the USB and PCI validation at the moment (hardware and software!).

The DSP+20-bit audio part is valid.

Thanks for your attention.

Sacha Hnatiuk

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
```

Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2622. Re: 640x800 Interlaced, wich LineA to t

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <74mhl7$id9$1@news2.xs4all.nl>
Source record: 3488

On 8 Dec 1998 13:50:36 , Levien van Zon wrote:
>It would probably suffice to modify the Line-A variables. Only one problem:
>I don't have any docs on these, I think... Anyone else?
>
It's in the Atari Profibuch, last issue pages 300-320

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2623. Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-10 00:00:00 UTC
From: Stephen Smith <stephen@ferretNOSPAMTHANKS.force9.co.uk>
Message-ID: <74mlkn$m0i$1@news1.force9.net>
Source record: 3489
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

To save you all the trouble, I have a small program which puts the Atari
into
640x800. Let me know if you want it and I shall email it to you.

As for the Line-A docs, I have a book which covers this stuff but it isn't
for
the faint hearted!!! ;o)

Regards,

Stephen.

>Levien van Zon wrote in message <74jarc$o97$2@feresa.bio.vu.nl>...
>Aryan Blaauw (aryan@hugin.interstroom.nl) wrote:
>
>: I've made a program on the ST that makes low/med and high rez, double the
>: vertical size, it also works with OverScan, but I've had this stupid
>: problem, that the GEM desktop doesn't know it has 800 pixels vertical. So
I
>: get this perfect (Hardware-Interupt) Interlace, but it's half the screen
>: size cuz' LineA don't know it can go all the way down !
>: Does anyone here know how to tell the ST that it's got more res ?
>
>It would probably suffice to modify the Line-A variables. Only one problem:
>I don't have any docs on these, I think... Anyone else?
>
> -=LvZ
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>http://atari.scum.org/
>------
>
>A billion here, a couple of billion there -- first thing you know it
>adds up to be real money.
> -- Senator Everett McKinley Dirksen

2624. Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-11 00:00:00 UTC
From: Aryan Blaauw <aryan@hugin.interstroom.nl>
Message-ID: <913378138.716250@venus.interstroom.nl>
Source record: 3490
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

If you don't mind, please send it to the above email adress. Does the
program also operate on other (OverScan) resolutions ? If not, i would still
be very interested in the program. How much CPU time does your program take ?
Or is it ajustable ? have you used the HSYNC of the MFP, or the HSYNC of the
MC68k ? I have a manual for the Line-A, but I was wondering if anyone had
some more experience with tweeking the LineA.

Aryan

In comp.sys.atari.st.tech Stephen Smith <stephen@ferretNOSPAMTHANKS.force9.co.uk> wrote:
> Hi,
> To save you all the trouble, I have a small program which puts the Atari
> into
> 640x800. Let me know if you want it and I shall email it to you.
> As for the Line-A docs, I have a book which covers this stuff but it isn't
> for
> the faint hearted!!! ;o)
> Regards,
> Stephen.

>>Levien van Zon wrote in message <74jarc$o97$2@feresa.bio.vu.nl>...
>>Aryan Blaauw (aryan@hugin.interstroom.nl) wrote:
>>
>>: I've made a program on the ST that makes low/med and high rez, double the
>>: vertical size, it also works with OverScan, but I've had this stupid
>>: problem, that the GEM desktop doesn't know it has 800 pixels vertical. So
> I
>>: get this perfect (Hardware-Interupt) Interlace, but it's half the screen
>>: size cuz' LineA don't know it can go all the way down !
>>: Does anyone here know how to tell the ST that it's got more res ?
>>
>>It would probably suffice to modify the Line-A variables. Only one problem:
>>I don't have any docs on these, I think... Anyone else?
>>
>> -=LvZ
>>
>>------
>>Levien van Zon (lvzon@bio.vu.nl)
>>http://atari.scum.org/
>>------
>>
>>A billion here, a couple of billion there -- first thing you know it
>>adds up to be real money.
>> -- Senator Everett McKinley Dirksen

- -

2625. Re: How do I get multi-CD loaders installed with ExtenDOS?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-11 00:00:00 UTC
From: trek@ihgp98h199.ih.lucent.com
Message-ID: <74rnju$p10@ssbunews.ih.lucent.com>
Source record: 3491
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <74k2bjesu1@nnrp1.dejanews.com>,
<ekaljumagi@my-dejanews.com> wrote:
>In article <kju93CAt9ua2Ew3Y@steverosie.demon.co.uk>,
> Steve Stupple <Webmaster@steverosie.demon.co.uk> wrote:
>> Hi
>>
>> I've just got my hands on a Pioneer DRM-624X a 6 x CD-ROM changer. It's
>> a SCSI device and uses LUN numbers from 0-6. E.G.. Drive ID=5 lun=0,
>> drive ID=5 lun=1 etc...
>>
>> How do I get Extendos (v2.4) to enable me to use this drive fully; or is
>> there another package for the Atari ST that would do the job?

the package you have can handle it, as can the new Extendos Gold.
In Extendos Gold they also have an installer that has screens for
you to set up the multi changers - but I don't think this existed
in the older version. Wayne

2626. Playing 8-bit samples

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-14 00:00:00 UTC
From: Nicolas Juillerat <Nicolas.Juillerat@unifr.ch>
Message-ID: <36751F64.MD-1.0.Nicolas.Juillerat@unifr.ch>
Source record: 3492

```
Hello,

I'm looking for source code or explanations on how to play
sound samples on a standard atari ST.
I search an answer in many docs and papers but didn't found anything,
so any help would be appreciated.

--
Nicky
```

2627. MIDI & 16Mhz

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-14 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <3675971a102cd10@game-master.com>
Source record: 3493

I'm writing a MIDI librarian program in GFA Basic. The code works fine in the interpreter, but the compiled code seems to be having problems with the MIDI data and I get a lot of glitches.

However, if I switch to 8Mhz (from 16Mhz on MegaSTE), the compiled code behaves itself.

Any ideas what I can do to correct this? Would it be acceptable to have my program switch the computer to 8Mhz?

I tried putting a 1/5 second pause in the code. This helped, but not 100%.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger ï¿½1.23: Today's thought:
I know the depths I reach are limitless

2628. Re: basic on atari for dos use

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-15 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <756bf3$h39$1@arcturus.ciril.fr>
Source record: 3350

In article <3676958D.628047B@heureka.co.at>, Joe Strasser
<joe.strasser@heureka.co.at> writes:
|> can i use programmes written with gfa-basic atari in dos? or can i
|> transfer them to gfa-basic for windows/dos?

It will not work, because the OS are different. The best you can do is
re-write the code in GW-Basic or whatever BASIC that runs on PCs. If your
program uses GEM, it will be very hard !
good luck !

Vincent

PS : another solution is to get an ATARI ST emulator like PaCifiST and run
the GFA Basic from it :)

2629. gcc 2.8.1 c++ libraries

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-15 00:00:00 UTC
From: Blaine Brysh <bbrysh@v-wave.com>
Message-ID: <7558t2$uum1@dagger.videotron.ab.ca>
Source record: 3494

I was wondering if anyone has ported the C++ for g++ 2.8.1 yet and if so,
where can I get them.

Thanks,

Blaine Brysh

2630. Re: MIDI & 16Mhz

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-15 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <755i8t$1it$1@arcturus.ciril.fr>
Source record: 3495

Hi

Do you use BIOS calls Bcostat, Bconstat, Bconin and Bconout or do you directly access the Midi ACIA registers ?
If you use BIOS calls, I don't see any reason why it shouldn't work, but if you use direct access to the MIDI registers, you might have forgotten to wait for the ACIA to be ready to give you or send a byte.
(bits 0 and 1 of $fffc04).

I've written similar stuff in assembly langage and it works perfectly at 16MHz I hook the IKBD midisys vector and directly access the hardware, but when I switch to 8Mhz it doesn't work correctly anymore if I have to get too many MIDI messages at the same time. I suspect the overhead of the midisys vector to be too long but if it's not the case it might fail for the same reason as your program does.

It's not a good idea to switch the computer to 8Mhz because if you want your program to run with MiNT, it should respect others applications ! And anyway it is to the software to accept the hardware.

Vincent

2631. Re: Playing 8-bit samples

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-15 00:00:00 UTC
From: Theo Ros <theo.ros@rnw.nl>
Message-ID: <01be2818$99188640$c0cb3a91@default.rnw.nl>
Source record: 3496

If you're looking for source code in GFA Basic, try downloading Ictari disk
#51
at <http://www.elis.demon.co.uk/ictari/issues.htm>

Theo

Nicolas Juillerat <Nicolas.Juillerat@unifr.ch> wrote in article
<36751F64.MD-1.0.Nicolas.Juillerat@unifr.ch>...
> Hello,
>
> I'm looking for source code or explanations on how to play
> sound samples on a standard atari ST.
> I search an answer in many docs and papers but didn't found anything,
> so any help would be appreciated.
>
>
> --
> Nicky
>
>

2632. Re: MIDI & 16Mhz

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-15 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <367630783f9470@game-master.com>
Source record: 3497

on Tue 15-12-98 11:47 Vincent Barrilliot wrote:

>Hi
>
>Do you use BIOS calls Bcostat, Bconstat, Bconin and Bconout or do you directly
>access the Midi ACIA registers ?

I've been using all these BIOS calls except Bcostat (check output
status). It hadn't occurred to me that I might need this, because the
MIDI buffer is cleared before any new transmission.

I'll try incorporating this call.

>If you use BIOS calls, I don't see any reason why it shouldn't work, but if
>you use direct access to the MIDI registers, you might have forgotten to
>wait for the ACIA to be ready to give you or send a byte.
>(bits 0 and 1 of $fffc04).
>
>I've written similar stuff in assembly langage and it works perfectly at 16MHz
>I hook the IKBD midisys vector and directly access the hardware, but when I
>switch to 8Mhz it doesn't work correctly anymore if I have to get too many MIDI
>messages at the same time. I suspect the overhead of the midisys vector to
>be too long but if it's not the case it might fail for the same reason as your
>program does.
>
>It's not a good idea to switch the computer to 8Mhz because if you want your
>program to run with MiNT, it should respect others applications ! And anyway
>it is to the software to accept the hardware.

Thanks for your comments.

--
Okami Mail/Newsreader Version U1.35B
Ross MacIver - Montreal, Canada
Otagger ï¿½1.23: Today's thought:
-A horoscope is a tale told by an idiot and believed by a fool: Gordon Bowler

2633. basic on atari for dos use

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-15 00:00:00 UTC
From: Joe Strasser <joe.strasser@heureka.co.at>
Message-ID: <3676958D.628047B@heureka.co.at>
Source record: 3498

```
can i use programmes written with gfa-basic atari in dos? or can i
transfer them to gfa-basic for windows/dos?
```

2634. Re: basic on atari for dos use

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-16 00:00:00 UTC
From: Brent Thirsk <thirsk@telusplanet.net>
Message-ID: <367701F5.483D@telusplanet.net>
Source record: 3351

Joe Strasser wrote:
>
> can i use programmes written with gfa-basic atari in dos? or can i
> transfer them to gfa-basic for windows/dos?
You would have to a pretty complete conversion to go to GFA for PC.
Another choice is try power basic. I converted a lot of GFA atari
programs and it was not too bad, although you still have to work
on a PC. Power basic also has 32 bit code and will work with W95/98
--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.telusplanet.net/public/thirsk/thirsk_web_page/index.htm
Email thirsk@telusplanet.net

2635. fopen_env

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-16 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <fnXVCxuPCb5S@cantva.canterbury.ac.nz>
Source record: 3352

Greetings all,

I started working on some resusable software components for future projects [read as: some handy routines to make coding life more tolerable], and the first thing that came to mind was a function to make locating say, a configuration file, easier.

What I've noticed in recent months, is that modern Atari apps tend to read/save *.CFG and *.INF files to $HOME\DEFAULTS\ or $HOME\ directories.

Take for example the text editor qed (taken from the docs),
> qed looks for the parameterfiles qed.cfg, pdlg.qed, display info
> file and the resource file qed.rsc on several paths.
>
> The search order for parameterfiles is:
> (1) in the path of the envariable $QED
> (2) in the path of the envariable $HOME
> (3) in the path $HOME/defaults
> (4) in the path that qed was started from
> (5) in the current directory.

[...]

The function I've written - fopen_env, extends the standard library function fopen (which does the hard work), and searchs multiple paths for a specified file. If found, a file pointer is returned, else NULL.

It has one extra argument over fopen - init_envpath, which is the initial environment path to search in. Such as, $PATH or $QED etc. Set this to NULL if this isn't required.

The comments should adequatly explan other details...

This took me a while to write (a week!), 'cause I had to learn a few more tricks with pointers - a lot of reading was needed and scanning though other peoples code, but I feel much wiser now ;-)
(thanks to the likes of Dominique Bereiat and Anthony Jacques for freely providing their source code to anyone nosy enough to look through it!)

BTW, I hope this posting isn't too long, if I receive complaints, then er um... I won't do it again! ;-)

```
/*
* Written using Lattice C version 5.6
* Author - Karl Ashton <KMA54@student.canterbury.ac.nz>
```

```
* 13/12/1998
*
*/

#include <stdio.h>
#include <string.h>
#include <stdlib.h> /* getenv() */
#include <dos.h> /* FMSIZE */
#include <aes.h> /* shel_find() */
#include <portab.h> /* TRUE/FALSE/YES/NO, bool */
#include <cookie.h> /* getcookie() */
#include "fenv.h" /* function prototypes etc */

/*------------------------------------------------------------------*/
/* Cut 'n' Paste - add this stuff to a header file - say, "fenv.h" */

#ifndef _FENV_H_
#define _FENV_H_

#ifndef MiNT_COOKIE
#define MagX_COOKIE 0x4D616758L
#define MiNT_COOKIE 0x4D694E54L
#endif

FILE *fopen_env(const char *, const char *, const char *);
static char *fconf(const char *, const char *);

#endif

/*------------------------------------------------------------------*/

/*------------------------------------------------------------------*
* Global variable - its scope is to this file only (static global) *
*------------------------------------------------------------------*/

static bool use_u_drive; /* U:\ is used if in MiNT domain */

/*------------------------------------------------------------------*
* FUNCTION: fopen_env *
* ARGUMENTS: init_envpath - an environment variable; which holds the *
* path to the file your looking for (don't include *
* the '$'), set to NULL if a specific initial search *
* path isn't required (or unknown). *
* filename - the name of the file to load. *
* mode - same as for fopen(), i.e, "r" = read etc. *
* DISCRIPTION: blah blah blah, I'll full this in later... *
* RETURNS: a file pointer to "filename" if found; otherwise NULL *
*------------------------------------------------------------------*/

FILE *
fopen_env( const char *init_envpath, const char *filename,
const char *mode )
{
FILE *fp; /* the FILE pointer to return */
```

```
char *env_p; /* the environment path from getenv() */
char *path_p; /* env_p + filename */

/* determine whether or not we're in the MiNT domain; if so, "U:"
* will be used if a directory path contains no drive letter and
* just a slash first. For example, \usr\defauts = u:\usr\defaults
*/
if (getcookie(MagX_COOKIE, NULL) == TRUE
|| getcookie(MiNT_COOKIE, NULL) == TRUE)
use_u_drive = YES;
else
use_u_drive = NO;

/* If an environment path has been given (i.e, not NULL), then search
* this one first and return a file pointer if found.
*/
if (init_envpath && (env_p = getenv(init_envpath))) {
#define SEPARATORS " ,;" /* space, comma, semi-colon */
char *token_p;
/* the use of strtok() here, is to cater for a string that has
* multible paths which are to be searched in. For example, if
* the enviroment varible $PATH=".;\usr;\etc;h:\bin" is used as
* init_envpath.
*/
token_p = strtok(env_p, SEPARATORS);
while (token_p) {
path_p = (char *) fconf(token_p, filename);
if (fp = fopen(path_p, mode))
return (fp);

token_p = strtok(NULL, SEPARATORS);
}
}

/* Next search for $HOME, looking first in $HOME\DEFAULTS\filename
* followed by $HOME\filename
*/
if (env_p = getenv("HOME")) {
path_p = (char *) fconf(env_p, "DEFAULTS\\");
path_p = (char *) fconf(path_p, filename);
if (fp = fopen(path_p, mode))
return (fp);

/* else, not in defaults dir, so now check just in $HOME\ */
path_p = (char *) fconf(env_p, filename);
if (fp = fopen(path_p, mode))
return (fp);
}

/* Finally, look in the AES path by calling shel_find().
*/
if (filename) {
```

```
strcpy(path_p, filename);
if (shel_find(path_p))
if(fp = fopen(path_p, mode))
return (fp);
}

/* Otherwise, "filename" has not been found, so fp=NULL
*/
return (NULL);
}

/*--------------------------------------------------------------------*
* Internal function; used to configure "filename" to "path" *
*--------------------------------------------------------------------*/

static char *
fconf( const char *path, const char *filename )
{
static char buf[FMSIZE];

/* if a path is given, configure it so that it's suitable to use.
* i.e, if no drive specified, then assume "U:" (MiNT/MagiC).
*/
if (path) {
if (*path == '\\' && (use_u_drive = YES)) {
strcpy(buf, "U:");
strcat(buf, path);
} else
strcpy(buf, path);

/* add a '\' to the end if one isn't present */
if (buf[strlen(buf)-1] != '\\')
strcat(buf, "\\");
}

/* if the filename is given, tack it on the end.
*/
if (filename)
strcat(buf, filename);

/* return "drive:\path\filename".
*/
return (buf);
}

/*--------------------------------------------------------------------*/
/* rm this stuff below; just a little test. */
int
main( void )
{
FILE *fp;
```

```
if (fp = fopen_env("PATH", "PROFILE.MUP", "r"))
puts("yes found it!!!! :-)");
else
puts("not found!!! :-(");

return 0;
}
```

2636. Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <75fva7$h5i$1@newsreader4.core.theplanet.net>
Source record: 3353

```
Sorry for this test post - I've not seen any messages in here for a few
days...

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2637. Re: Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-19 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <75gcs4qmt1@roch.zetnet.co.uk>
Source record: 3354

```
On 19 Dec 1998 10:31:35, Derryck Croker wrote:
>Sorry for this test post - I've not seen any messages in here for a few
>days...

Try getting a proper ISP..... ;-)

There's been plenty in here for us Zetnetters!

Cheers!

James

+----------------------------------+-----------------------------------+
| James F. Haslam | Atari Falcon 14Mb, MagiC 6 / NVDI 5|
| | |
| Internet: jfhaslam@zetnet.co.uk | Cheshunt Computer Club member!! |
| | |
| FidoNet mail: 2:254/105 | Yes, Ataris CAN surf the Web! |
+----------------------------------+-----------------------------------+
```

2638. Re: fopen_env

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <367d07e4.140076559@news.demon.co.uk>
Source record: 3355

On 16 Dec 98 17:49:35 +1300 (NEW ZEALAND DAYLIGHT TIME),
kma54@csc.canterbury.ac.nz (KARL M ASHTON) wrote:

>Greetings all,
>
>I started working on some resusable software components for future
>projects [read as: some handy routines to make coding life more
>tolerable], and the first thing that came to mind was a function to
>make locating say, a configuration file, easier.
>
>What I've noticed in recent months, is that modern Atari apps tend
>to read/save *.CFG and *.INF files to $HOME\DEFAULTS\ or $HOME\
>directories.
>
>Take for example the text editor qed (taken from the docs),
>> qed looks for the parameterfiles qed.cfg, pdlg.qed, display info
>> file and the resource file qed.rsc on several paths.
>>
>> The search order for parameterfiles is:
>> (1) in the path of the envariable $QED
>> (2) in the path of the envariable $HOME
>> (3) in the path $HOME/defaults
>> (4) in the path that qed was started from
>> (5) in the current directory.
>
>[...]
>
>
>The function I've written - fopen_env, extends the standard library
>function fopen (which does the hard work), and searchs multiple paths
>for a specified file. If found, a file pointer is returned, else NULL.
>
>It has one extra argument over fopen - init_envpath, which is the
>initial environment path to search in. Such as, $PATH or $QED etc.
>Set this to NULL if this isn't required.
>
>The comments should adequatly explan other details...
>
>This took me a while to write (a week!), 'cause I had to learn a few
>more tricks with pointers - a lot of reading was needed and scanning
>though other peoples code, but I feel much wiser now ;-)
>(thanks to the likes of Dominique Bereiat and Anthony Jacques for
>freely providing their source code to anyone nosy enough to look
>through it!)

>
>BTW, I hope this posting isn't too long, if I receive complaints, then
>er um... I won't do it again! ;-)

Source code in a programming newsgroup is always welcome! And aren't
you the unlucky one. My wife has just hijacked the bathroom so I've
got quite a bit of time to kill. ;-))

```
>/*
> * Written using Lattice C version 5.6
> * Author - Karl Ashton <KMA54@student.canterbury.ac.nz>
> * 13/12/1998
> *
> */
>
>#include <stdio.h>
>#include <string.h>
>#include <stdlib.h> /* getenv() */
>#include <dos.h> /* FMSIZE */
>#include <aes.h> /* shel_find() */
>#include <portab.h> /* TRUE/FALSE/YES/NO, bool */
>#include <cookie.h> /* getcookie() */
>#include "fenv.h" /* function prototypes etc */
>
>
>/*--------------------------------------------------------------------*/
>/* Cut 'n' Paste - add this stuff to a header file - say, "fenv.h" */
>
>#ifndef _FENV_H_
>#define _FENV_H_
>
>#ifndef MiNT_COOKIE
>#define MagX_COOKIE 0x4D616758L
>#define MiNT_COOKIE 0x4D694E54L
>#endif
>
>FILE *fopen_env(const char *, const char *, const char *);
>static char *fconf(const char *, const char *);
/*(2)*/
>
>#endif
>
>/*--------------------------------------------------------------------*/
>
>
>/*--------------------------------------------------------------------*
> * Global variable - its scope is to this file only (static global) *
> *--------------------------------------------------------------------*/
>
>static bool use_u_drive; /* U:\ is used if in MiNT domain */
>
```

```
>
>/*--------------------------------------------------------------------*
> * FUNCTION: fopen_env *
> * ARGUMENTS: init_envpath - an environment variable; which holds the *
> * path to the file your looking for (don't include *
> * the '$'), set to NULL if a specific initial search *
> * path isn't required (or unknown). *
> * filename - the name of the file to load. *
> * mode - same as for fopen(), i.e, "r" = read etc. *
> * DISCRIPTION: blah blah blah, I'll full this in later... *
> * RETURNS: a file pointer to "filename" if found; otherwise NULL *
> *--------------------------------------------------------------------*/
>
>FILE *
>fopen_env( const char *init_envpath, const char *filename,
> const char *mode )
>{
> FILE *fp; /* the FILE pointer to return */
> char *env_p; /* the environment path from getenv() */
> char *path_p; /* env_p + filename */
>
> /* determine whether or not we're in the MiNT domain; if so, "U:"
> * will be used if a directory path contains no drive letter and
> * just a slash first. For example, \usr\defauts = u:\usr\defaults
> */
> if (getcookie(MagX_COOKIE, NULL) == TRUE
/*(3)*/
> || getcookie(MiNT_COOKIE, NULL) == TRUE)
> use_u_drive = YES;
> else
> use_u_drive = NO;
>
> /* If an environment path has been given (i.e, not NULL), then search
> * this one first and return a file pointer if found.
> */
> if (init_envpath && (env_p = getenv(init_envpath))) {
> #define SEPARATORS " ,;" /* space, comma, semi-colon */
/*(1)*/
> char *token_p;
> /* the use of strtok() here, is to cater for a string that has
> * multible paths which are to be searched in. For example, if
> * the enviroment varible $PATH=".;\usr;\etc;h:\bin" is used as
> * init_envpath.
> */
> token_p = strtok(env_p, SEPARATORS);
> while (token_p) {
> path_p = (char *) fconf(token_p, filename);
/*(2)*/
> if (fp = fopen(path_p, mode))
> return (fp);
```

```
>
> token_p = strtok(NULL, SEPARATORS);
> }
> }
>
> /* Next search for $HOME, looking first in $HOME\DEFAULTS\filename
> * followed by $HOME\filename
> */
> if (env_p = getenv("HOME")) {
> path_p = (char *) fconf(env_p, "DEFAULTS\\");
> path_p = (char *) fconf(path_p, filename);
> if (fp = fopen(path_p, mode))
> return (fp);
>
> /* else, not in defaults dir, so now check just in $HOME\ */
> path_p = (char *) fconf(env_p, filename);
> if (fp = fopen(path_p, mode))
> return (fp);
> }
>
> /* Finally, look in the AES path by calling shel_find().
> */
> if (filename) {
> strcpy(path_p, filename);
> if (shel_find(path_p))
> if(fp = fopen(path_p, mode))
> return (fp);
> }
>
> /* Otherwise, "filename" has not been found, so fp=NULL
> */
/*(4)*/
> return (NULL);
>}
```

(1)
Although this (apparently*) works it probably isn't doing what you think - SEPARATOR does not go out of scope on the closing brace for the 'if'. Use ...

```
const char *SEPARATOR = " ,;";
```

... which will.

(*)
Looks like the Lattice preprocessor is broken - statements which do not commence in the leftmost column should be ignored.

It is worth noting that the preprocessor has got nothing to do with a C compiler (aside from the fact there always is one), a fact easy to miss in an integrated development environment. The preprocessor is little more than a text substitution program which runs in its

entirety before the compiler itself even *sees* the code. This means that every time you use SEPARATOR the preprocessor replaces it with " ,;" - the compiler never knows SEPARATOR or any other macro ever existed! Try this ...

```
#define blah(x,y,z) (((x) < (y)) && ((x) > (z)))

main()
{int x =0;

blah(x++,1,2);
}
```

The reason 'x' has a value of 2 (and a hidden intermediate value of 1) is because the preprocessor changed the source code which the compiler subsequently sees to this ...

```
main()
{int x =0;

(((x++) < (y)) && ((x++) > (z)))
/* ie (((0++) < (y)) && ((1++) > (z))) */
}
```

and the comment shows another side effect, something which provoked many compiler vendors to replace the standard ctype.h with one which uses functions.

Yes. All those parentheses are necessary to prevent some really bizarre compiler errors. If ever you are *certain* there's nothing wrong with the syntax of your source code then go check no preprocessor stuff is involved! ;-)

(2)
'static' isn't needed here, simply ...

```
char *fconf(const char *, const char *);
```

... will do, and the (char*) cast each time you call fconv() is not required either - the compiler knows from the above declaration. Try hard not to get into situations where you need to cast things a lot. Doing so may force the compiler to be quiet about errors it would otherwise have moaned about.

(3)
Older MagiC versions did not have a U: drive so you'll have to check the version. I don't know much about U: (or MiNT) myself but I suspect there might be a better way. Maybe Pdomain() might solve the MagiC and MiNT tests in one, or perhaps just testing the existence of U: might do?

(4)
You *might* want to tag on a look using the current Tos path Dgetdrv(),Dgetpath(). The AES in old Gem versions isn't too clever and

this may save a search from failing. The relevence of doing this
depends on how much reliance your app has on using the AES functions
used here, elsewhere.

```
>/*--------------------------------------------------------------------*
> * Internal function; used to configure "filename" to "path" *
> *--------------------------------------------------------------------*/
>
>static char *
>fconf( const char *path, const char *filename )
>{
> static char buf[FMSIZE];
/*(5)*/
> /* if a path is given, configure it so that it's suitable to use.
> * i.e, if no drive specified, then assume "U:" (MiNT/MagiC).
> */
> if (path) {
> if (*path == '\\' && (use_u_drive = YES)) {
> strcpy(buf, "U:");
> strcat(buf, path);
> } else
> strcpy(buf, path);
>
> /* add a '\' to the end if one isn't present */
> if (buf[strlen(buf)-1] != '\\')
> strcat(buf, "\\");
> }
>
> /* if the filename is given, tack it on the end.
> */
> if (filename)
> strcat(buf, filename);
>
> /* return "drive:\path\filename".
> */
> return (buf);
>}
```

(5)
How big is FMSIZE? As it comes from dos.h (which I assume is part of
Lattice) then it might be as small as 64. Using 128 is a reasonable
size but ideally 'buf' still needs checking for overflow. If you've
got to go to this trouble you might as well not bother checking at all
and just get enough space to start with ...

```
#define Wibble(s) ((s) ? strlen(s) : 0)

char *buf =malloc(Wibble(path) + Wibble(filename) + 3 + 1);
```

which is enough space for both strings, the three characters that
might get inserted and a trailing nul. You will have to free() these
strings when you've done with them of course.

```
>/*--------------------------------------------------------------------*/
>/* rm this stuff below; just a little test. */
>int
>main( void )
>{
> FILE *fp;
>
> if (fp = fopen_env("PATH", "PROFILE.MUP", "r"))
> puts("yes found it!!!! :-)");
> else
> puts("not found!!! :-(");
>
> return 0;
>}
>
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2639. Netscape Gecko

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-20 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna@al_ALBATROSS_gonet.se>
Message-ID: <367C57BA.3AC0@al_ALBATROSS_gonet.se>
Source record: 3356

Greetings Atarians!

Rumours has told me that Netscape has released an alpha-version of their new browser kernel, Gecko. Gecko is said to be included in all new releases, and will take a modular approach to making things work. It is said to become fast and small and the source code is free...

Now, would it be possible (and useable) to make an atari-port from this thing, when it has gone past the alpha- and beta-time..?

Just a thought..

Regards,

Joakim

2640. Help needed

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-20 00:00:00 UTC
From: Daniel.Pralle@t-online.de
Message-ID: <75ifqm$1qn$1@news08.btx.dtag.de>
Source record: 3357

Hello folks!
I started program my Falcon in C. But it is no fun at all.
I use an old version of TURBO C, which doesnï¿½t support any new
OS-features (as fsel_ex).
Iï¿½ve downloaded GNU C 2.72, but I can manage to work with it.
What is the best C-Compiler for the Falcon (supporting 030 and FPU)?
Is there an experienced GNU C user on this group?

2641. Re: Help needed

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-20 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <367d6c0476880@elis.demon.co.uk>
Source record: 3358

on Sun 20-12-98 10:25 Daniel.Pralle@t-online.de wrote:

>Hello folks!
>I started program my Falcon in C. But it is no fun at all.
>I use an old version of TURBO C, which doesn't support any new
>OS-features (as fsel_ex).
>I've downloaded GNU C 2.72, but I can manage to work with it.
>What is the best C-Compiler for the Falcon (supporting 030 and FPU)?
>Is there an experienced GNU C user on this group?

I've never managed to do anything with GNU C, I needed MiNT just
to get it running. I know there is a G.U.I. shell available. Otherwise, you
can try to get hold of Lattice C from HiSoft, (what I use, is it still
available ?) or there's Pure C, about which I now nothing at all. I
suppose the easiest to install public domain compiler is Sozobon C, if
anyone still uses it. At least Lattice came with loads of docs. At the
last Uk Atari show someone was selling a whole load of Prospero development
kits, that included Prospero C. Does anyone know what became of them ? That
compiler wound up on a magazine cover disk, but I was never too happy with
the GEM bindings. The big two comercial offerings are Lattice and Pure C.

There's a fair bit on C in the ICTARI disk-zines. I'd prefer to
call ICTARI "just resting" rather than dead, but I haven't seen a
contribution in over a year. Perhaps when I don't have a PhD to finish, or
when I want a distraction, I *might* try for a re-launch.

In the meantime: http://www.elis.demon.co.uk/ictari/ictari.htm
or get all the issues on the Mark Wherry/Atari Computing "Renegade" CD.

Have Fun,
"Augeas"
(Who has FORTRAN to write...)

--
* _____________________________ *
* / \ augeas@elis.demon.co.uk \ "I'm only ever punk in drublic, and *
* \/_\ _______________________ I'd rather be a gunk than a poth." *
* \/_____________________/ *

2642. M.U.L.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-20 00:00:00 UTC
From: Mike and Kelly Cumbee <CumbeeClan@iol18.com>
Message-ID: <367db4e6.0@205.238.18.7>
Source record: 3359
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Okay, this is out there, but, does anyone have M.U.L.E. on cartridge?

Mike

2643. Re: fopen_env

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-21 00:00:00 UTC
From: Karl Ashton <KMA54@student.canterbury.ac.nz>
Message-ID: <367DB35F.1153@student.canterbury.ac.nz>
Source record: 3360

Guy Harrison wrote:
>
> >BTW, I hope this posting isn't too long, if I receive complaints, then
> >er um... I won't do it again! ;-)
>
> Source code in a programming newsgroup is always welcome! And aren't
> you the unlucky one. My wife has just hijacked the bathroom so I've
> got quite a bit of time to kill. ;-))
>
Arrrgg, ain't that typical eh? ;-)

> (1)
> Although this (apparently*) works it probably isn't doing what you
> think - SEPARATOR does not go out of scope on the closing brace for
> the 'if'. Use ...
>
> const char *SEPARATOR = " ,;";
>
> ... which will.

Looking back on it, I don't know why I didn't place it in the header
file or at the top; under the #includes. I think you're probably right,
for some strange crazy reason I must have been thinking about its scope.

So do you consider the use of
>
> const char *separator = " ,;";

to be a better method in this situation?

> (*)
> Looks like the Lattice preprocessor is broken - statements which do
> not commence in the leftmost column should be ignored.

There maybe a switch in Lattice for this, its preprocessor has a few
options to choose from. Such as, allowing nested comments. Time to
browse the manual again ;-) I think there was an option for strict
ANSI; that may do it.

> Yes. All those parentheses are necessary to prevent some really
> bizarre compiler errors. If ever you are *certain* there's nothing
> wrong with the syntax of your source code then go check no
> preprocessor stuff is involved! ;-)

A good hint eh! Yeah, I'll keep this in mind ;-)

> (2)
> 'static' isn't needed here, simply ...
>
> char *fconf(const char *, const char *);
>
The reason I had it as a static function was because I (currently at
least) haven't got a use for it other than as a supporting function for
fenv_env().

> ... will do, and the (char*) cast each time you call fconv() is not
> required either - the compiler knows from the above declaration. Try
> hard not to get into situations where you need to cast things a lot.
> Doing so may force the compiler to be quiet about errors it would
> otherwise have moaned about.

er.. funny you should say what 'cause Lattice *did* give me these nice
little warnings. (I'm reaching for the manual now ;-)

> (3)
> Older MagiC versions did not have a U: drive so you'll have to check
> the version.

Shit, didn't know that! Damn, well I do know that version 4.xx and up
has one. What's the likelihood of someone still using an older release I
wonder?

> I don't know much about U: (or MiNT) myself but I suspect
> there might be a better way. Maybe Pdomain() might solve the MagiC and
> MiNT tests in one, or perhaps just testing the existence of U: might
> do?

Well, that's another couple of options I guess. Time to do some more
reading me thinks ;-)

> (4)
> You *might* want to tag on a look using the current Tos path
> Dgetdrv(),Dgetpath(). The AES in old Gem versions isn't too clever and
> this may save a search from failing. The relevence of doing this
> depends on how much reliance your app has on using the AES functions
> used here, elsewhere.

Yep, I'll add this.

> (5)
> How big is FMSIZE? As it comes from dos.h (which I assume is part of
> Lattice) then it might be as small as 64. Using 128 is a reasonable
> size but ideally 'buf' still needs checking for overflow. If you've
> got to go to this trouble you might as well not bother checking at all
> and just get enough space to start with ...

It's defined as 128, so it should be ok.

>
> #define Wibble(s) ((s) ? strlen(s) : 0)
>

> char *buf =malloc(Wibble(path) + Wibble(filename) + 3 + 1);
>
> which is enough space for both strings, the three characters that
> might get inserted and a trailing nul. You will have to free() these
> strings when you've done with them of course.
>
oooh, handy! I'll remember this :-)

Well thanks for your comments Guy.

Later,
Karl.

PS. Wibble?? Well, it makes a change from seeing "foo" or "bar" I guess
;-)

2644. Re: Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <75ku71$pf2$3@news6.svr.pol.co.uk>
Source record: 3361

On 19 Dec 1998 14:23:00 , James F. Haslam wrote:
>On 19 Dec 1998 10:31:35, Derryck Croker wrote:
>>Sorry for this test post - I've not seen any messages in here for a few

>Try getting a proper ISP..... ;-)

I'd just got a Freeserve account and I wanted to make sure that there was
still traffic flowing.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2645. Re: M.U.L.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-21 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367E07EB.5D2E@geocities.com>
Source record: 3362
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

They made a MULE cartridge? I'm there dude!

Have you tried B&C yet?

Clu

2646. Re: Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <x6qKxQAq9jf2EwMU@steverosie.demon.co.uk>
Source record: 3363

In article <75ku71$pf2$3@news6.svr.pol.co.uk>, Derryck Croker <derryck@T
AKE.THIS.OUTcix.co.uk> writes
>
>I'd just got a Freeserve account and I wanted to make sure that there was
>still traffic flowing.
>
>Rgds, Derryck
>
>/---------------------------------------/

Brrmmmm Brmmmm Honk Honk ;) Smash Oooops!

Beeep! Honk! Pap-pap! dee-dah dee-dah!

Oh dear, traffic jam ;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2647. Re: M.U.L.E.

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <wazKpKAM6jf2Ewu5@steverosie.demon.co.uk>
Source record: 3364
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <367db4e6.0@205.238.18.7>, Mike and Kelly Cumbee
<CumbeeClan@iol18.com> writes
>Okay, this is out there, but, does anyone have M.U.L.E. on cartridge?
>
>
>Mike
>
>

Ah this takes me back, one of my favourite 8-bit games!

I haven't come across it on cartridge, or even heard of it being
available on cartridge.

Drop me an email with the subject being 'WANTED: M.U.L.E. On cartridge'
to asx@steverosie.demon.co.uk and I'll see if I can track it down
(that's if it was on cart.)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2648. Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-22 00:00:00 UTC
From: Eddy-Haitch <eddy_hitler@spamkillyahoo.com>
Message-ID: <367EFB98.5667@spamkillyahoo.com>
Source record: 3365
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Me too please.. email to
bpenrice@netcomuk.co.uk
when you have the time.

Just out of interest, will it do 320x400 and 640x400 on a colour
monitor? :) Or higher, if combined with a demo utilising overscan?

eddyh

Aryan Blaauw wrote:
>
> If you don't mind, please send it to the above email adress. Does the
> program also operate on other (OverScan) resolutions ? If not, i would still
> be very interested in the program. How much CPU time does your program take ?
> Or is it ajustable ? have you used the HSYNC of the MFP, or the HSYNC of the
> MC68k ? I have a manual for the Line-A, but I was wondering if anyone had
> some more experience with tweeking the LineA.
>
> Aryan
>
> In comp.sys.atari.st.tech Stephen Smith <stephen@ferretNOSPAMTHANKS.force9.co.uk> wrote:
> > Hi,
> > To save you all the trouble, I have a small program which puts the Atari
> > into
> > 640x800. Let me know if you want it and I shall email it to you.
> > As for the Line-A docs, I have a book which covers this stuff but it isn't
> > for
> > the faint hearted!!! ;o)
> > Regards,
> > Stephen.

2649. Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-22 00:00:00 UTC
From: Eddy-Haitch <eddy_hitler@spamkillyahoo.com>
Message-ID: <367EFC2B.5648@spamkillyahoo.com>
Source record: 3366
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

An afterthought:
Also.. just as 320x200 can be made to display 512 colours in a limited fashion, or even 4096 on a STANDARD ST (or 19200+ on STe), any way of increasing colours in medium res -- or even introducing some greyscale to high res mode? Even just four greys. 16 colours in medium res + 240-line overscan + your interlace program + a flicker-reducing filter = a passable VGA resolution display..! Might be nice to experiment with that.

eddyh

2650. Re: Editing RSC files

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-22 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <75pa74$53n$1@news5.svr.pol.co.uk>
Source record: 3367

On 5 Dec 1998 10:54:28 G, Derryck Croker wrote:
>:On 4 Dec 1998 20:32:43 +, PWest@thedruid.demon.co.Remove.To.Reply wrote:
>:
>:Hi Peter,
>:
>:> d> I'm experimenting with editing RSC files (with RSCView FWIW) with a
>:> d> view to changing/adding keyboard shortcuts to those programs that
>:
>:>I know very little about programming but I have translated a number of RSC
>:
>::-)) Including the very one of which we speak.
>:
>:>files as you know, and got some experience re your problem. The thing is that
>:>*some* programs read the shortcut directly from the menu entry in the RSC
>:>file but others (?most) don't - they are hardcoded in the PRG file (I think).
>:
>:Yes, that seems to be the concensus. It's a shortcut on the programmer's
>:part because having a redifinable version makes multilanguage support much
>:easier.
>:
>:>Sometimes this can be changed if you can find the correct spot :-(
>:
>::-((

Left a bit, right a bit, SCRATCH..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2651. Re: Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <75rfrk$7au$1@news5.svr.pol.co.uk>
Source record: 3368

On 19 Dec 1998 14:23:00 , James F. Haslam wrote:
>:On 19 Dec 1998 10:31:35, Derryck Croker wrote:
>:>Sorry for this test post - I've not seen any messages in here for a few
>:>days...
>:
>:
>:Try getting a proper ISP..... ;-)

OK, wait a mo...

>:
>:There's been plenty in here for us Zetnetters!

Its cheaper in Freeserve. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2652. Re: Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <75rfrl$7au$2@news5.svr.pol.co.uk>
Source record: 3369

On 21 Dec 1998 07:43:29 , Derryck Croker wrote:
>:On 19 Dec 1998 14:23:00 , James F. Haslam wrote:
>:>On 19 Dec 1998 10:31:35, Derryck Croker wrote:
>:>>Sorry for this test post - I've not seen any messages in here for a few
>:
>:>Try getting a proper ISP..... ;-)
>:
>:I'd just got a Freeserve account and I wanted to make sure that there was
>:still traffic flowing.

Ooer!, how much did that cost then..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2653. RE: Download Win98 FREE!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-24 00:00:00 UTC
From: billyo@jumbat.com
Message-ID: <75t0eq$ds5365@vaasa.vaasa.fi>
Source record: 3370

http://beam.to/sgirlisp

Thanks jeff that was awesome I luv it!!
Bill

2654. Lattice C and Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-24 00:00:00 UTC
From: tNhOoSpPmAaMn@uoguelph.ca
Message-ID: <75u0c3$46n$1@testinfo.uoguelph.ca>
Source record: 3371

Has anyone managed to get the Lattice C IDE and Geneva to coexist happily? Specifically, when running CLINK from the IDE under Geneva, CLINK fails with error 426. It works under SingleTOS, and the problem definitely occurs only when Geneva is active.

Are there program flags in Geneva I can set to avoid this problem?

Or am I "stuck with" the command line tools? Is there another graphical shell with which I can replace the Lattice IDE? If not, what command shell runs well under Geneva, and works like the Bourne shell?

THeo

2655. Re: Help needed

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <368701a9.47557834@news.demon.co.uk>
Source record: 3372

On 20 Dec 1998 10:25:42 +0100, Daniel.Pralle@t-online.de wrote:

>Hello folks!
>I started program my Falcon in C. But it is no fun at all.
>I use an old version of TURBO C, which doesnï¿½t support any new
>OS-features (as fsel_ex).

It isn't too difficult to add missing functions to a C compiler if
you're prepared to devote some time to the task. I have kept Mark
Williams C up to date for instance.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2656. Re: Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <75vr9acsa2@news8.svr.pol.co.uk>
Source record: 3373

```
On 21 Dec 1998 12:30:34 , Steve Stupple wrote:
>In article <75ku71$pf2$3@news6.svr.pol.co.uk>, Derryck Croker <derryck@T

>>still traffic flowing.

>Brrmmmm Brmmmm Honk Honk ;) Smash Oooops!
>
>Beeep! Honk! Pap-pap! dee-dah dee-dah!
>
>Oh dear, traffic jam ;)

GROAN!!

:-)))))))))))

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2657. Re: Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7618ds$rg2$2@newshost.comnet.co.nz>
Source record: 3374

Steve Stupple (Steve@steverosie.demon.co.uk) wrote:
> Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> writes
> >I'd just got a Freeserve account and I wanted to make sure that there
> >was still traffic flowing.

> Brrmmmm Brmmmm Honk Honk ;) Smash Oooops!

> Beeep! Honk! Pap-pap! dee-dah dee-dah!

> Oh dear, traffic jam ;)

BTW: How much traffic do you need to make one jar of traffic jam? {[:-)]

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2658. Re: Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-26 00:00:00 UTC
From: Joakim H&#65533;gberg <fiolerna@al_ALBATROSS_gonet.se>
Message-ID: <36844366.456B@al_ALBATROSS_gonet.se>
Source record: 3375

Gaven Miller wrote:
>

> > Oh dear, traffic jam ;)
>
> BTW: How much traffic do you need to make one jar of traffic jam? {[:-)]
>

Oh gosh, that one hurts! :)

/Joakim

2659. Hello?

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-26 00:00:00 UTC
From: Stephen Barszczak <SBarszcz@nospam.demon.co.uk>
Message-ID: <NkILPBA8xMh2EwLs@thedruid.demon.co.uk>
Source record: 3376

```
d> FROM: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)
d> Organization: <none>
d>
d> Sorry for this test post - I've not seen any messages in here for a
d> few days...

I'm not getting very many, but they are coming through here.

Bfn Ste

--
He's dead Jim, Spock took his tricorder, I got his wallet
-!- IOS-Mail 0.91pl9 ï¿½eta
! Origin: ***The White Rose Atari Group*** (95:110/202@FANFILES.FTN)

--
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +-------------------------------------------------+ | |
| gatekeeper@thedruid.demon.spamless.uk | |
+-------------------------------------------------------------+ |
+-------------------------------------------------------------+
```

2660. Merry Christmas!

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-26 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <7CikICA1yOh2QwmI@shaw1.freeserve.co.uk>
Source record: 3377
Cross-posted to: alt.tv.nickelodeon,comp.sys.atari.st,comp.sys.atari.programmer,alt.atari,uk.media.tv.simpsons,alt.fan.itchy-n-scratchy,alt.tv.simpsons.itchy-scratchy,alt.tv.simpsons.simpsons,alt.tv.simpsons

```
I hope you had a VERY merry Christmas and happy new year!
And I'll see you on this newsgroup well into 1999!

Oh, you want a card? OK.. I might be able to stretch to that...

+---------------------------------------------+
| ***** ***** ***** ***** * * |
| * * * * * * * * * |
| * * * *** * * ***** X - M A S |
| * * * * * * * * |
| * * * ***** * * * |
| A N D H A P P Y N E W Y E A R |
| |
| To [insert name here], merry Christmas and |
| a happy new year. |
| |
| From Clair Shaw |
| Clair@Shaw1.freeserve.co.uk |
| http://surf.to/shaws |
+---------------------------------------------+

Is that okay?
--
Clair Shaw | Merry Xmas /\
Aka. CDS | and happy / \
ICQ:1043359 | new year. -||-
mailto:Clair@Shaw1.freeserve.co.uk | --
http://surf.to/shaws | Remove spam block to reply
```

2661. Re: fopen_env

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3687a99f.2644372@news.demon.co.uk>
Source record: 3378

On Mon, 21 Dec 1998 14:33:30 +1200, Karl Ashton
<KMA54@student.canterbury.ac.nz> wrote:

>Guy Harrison wrote:
>>
>> >BTW, I hope this posting isn't too long, if I receive complaints, then
>> >er um... I won't do it again! ;-)
>>
>> Source code in a programming newsgroup is always welcome! And aren't
>> you the unlucky one. My wife has just hijacked the bathroom so I've
>> got quite a bit of time to kill. ;-))
>>
>Arrrgg, ain't that typical eh? ;-)

Such is life. As is the fact I've already replied to this. Trouble is
I don't know if it got sent and hasn't appeared yet, or just got lost,
so here I go again. This is an excellent opportunity for me to
contradict myself! <G>

>> (1)
>> Although this (apparently*) works it probably isn't doing what you
>> think - SEPARATOR does not go out of scope on the closing brace for
>> the 'if'. Use ...
>>
>> const char *SEPARATOR = " ,;";
>>
>> ... which will.
>
>Looking back on it, I don't know why I didn't place it in the header
>file or at the top; under the #includes. I think you're probably right,
>for some strange crazy reason I must have been thinking about its scope.
>
>So do you consider the use of
>>
>> const char *separator = " ,;";
>
>to be a better method in this situation?

The short answer is yes. It comes into scope only when needed and the
compiler has more information so we can't accidentally modify it.

```
/* useless but revealing example */
/* ie string literals can be modified */
main()
{
"fred"[1] = 'w';
```

```
}
```

A full explanation is quite involved. It requires consideration of
both the storage class used and where items come in and out of scope.
These factors can mostly be ignored. They become relevent mostly when
attempting to optimise code for increased speed. There is a code size
factor as well but you'd have to go to extremes in order to start
worrying about that particular issue.

```
>> (*)
>> Looks like the Lattice preprocessor is broken - statements which do
>> not commence in the leftmost column should be ignored.
>
>There maybe a switch in Lattice for this, its preprocessor has a few
>options to choose from. Such as, allowing nested comments. Time to
>browse the manual again ;-) I think there was an option for strict
>ANSI; that may do it.
```

It doesn't actually matter. It's the knowing that counts.

```
>> Yes. All those parentheses are necessary to prevent some really
>> bizarre compiler errors. If ever you are *certain* there's nothing
>> wrong with the syntax of your source code then go check no
>> preprocessor stuff is involved! ;-)
>
>A good hint eh! Yeah, I'll keep this in mind ;-)
>
>> (2)
>> 'static' isn't needed here, simply ...
>>
>> char *fconf(const char *, const char *);
>>
>The reason I had it as a static function was because I (currently at
>least) haven't got a use for it other than as a supporting function for
>fenv_env().
```

Imo that's a good habit to adopt. Hide everything you can! For larger
projects I'll even wrap up data inside an access function.

Example:

```
char*
GL_RSCNAME(bool f, char *s)
{static char *rscname =NULL;

if (f) {
memkill(&rscname); /* wrapper for free() */
/* doesn't barf on NULL */
/* and sets rscname=NULL */
rscname = strdup(s);
/* possible NULL check/debug code here */
}
return rscname;
```

}

The header file would contain ...

#define GetRscName() GL_RSCNAME(false)
#define SetRscName(s) GL_RSCNAME(true,s)
char* GL_RSCNAME();

Btw, the above is K&R - it'll need modifying a tad for ANSI. A
slightly more advanced one could see if the new string was shorter
than the current one. That would save freeing and reallocating.

>> ... will do, and the (char*) cast each time you call fconv() is not
>> required either - the compiler knows from the above declaration. Try
>> hard not to get into situations where you need to cast things a lot.
>> Doing so may force the compiler to be quiet about errors it would
>> otherwise have moaned about.
>
>er.. funny you should say what 'cause Lattice *did* give me these nice
>little warnings. (I'm reaching for the manual now ;-)

<grin>

>> (3)
>> Older MagiC versions did not have a U: drive so you'll have to check
>> the version.
>
>Shit, didn't know that! Damn, well I do know that version 4.xx and up
>has one. What's the likelihood of someone still using an older release I
>wonder?

Not much. The version (and a lot of other things) is contained in the
MagiC OS header. I might be able to dig out some code for
interrogating the MagiC header block if you want?

>> I don't know much about U: (or MiNT) myself but I suspect
>> there might be a better way. Maybe Pdomain() might solve the MagiC and
>> MiNT tests in one, or perhaps just testing the existence of U: might
>> do?
>
>Well, that's another couple of options I guess. Time to do some more
>reading me thinks ;-)

Hehe!

>> (4)
>> You *might* want to tag on a look using the current Tos path
>> Dgetdrv(),Dgetpath(). The AES in old Gem versions isn't too clever and
>> this may save a search from failing. The relevence of doing this
>> depends on how much reliance your app has on using the AES functions
>> used here, elsewhere.
>
>Yep, I'll add this.

>
>> (5)
>> How big is FMSIZE? As it comes from dos.h (which I assume is part of
>> Lattice) then it might be as small as 64. Using 128 is a reasonable
>> size but ideally 'buf' still needs checking for overflow. If you've
>> got to go to this trouble you might as well not bother checking at all
>> and just get enough space to start with ...
>
>It's defined as 128, so it should be ok.

Newer code I've written has no real limit but the older stuff upon
which it rests does, and that happens to be 128. I've never had a
problem with that value myself. :-)

>>
>> #define Wibble(s) ((s) ? strlen(s) : 0)
>>
>> char *buf =malloc(Wibble(path) + Wibble(filename) + 3 + 1);
>>
>> which is enough space for both strings, the three characters that
>> might get inserted and a trailing nul. You will have to free() these
>> strings when you've done with them of course.
>>
>oooh, handy! I'll remember this :-)

Here's a wrapper for free() (pun not intended!)

```
void
memkill(void **p)
{
if (NULL == *p) return;
if (!notmem(*p)) free(*p);
*p = NULL;
}
```

Call it thus ...

```
main()
{char *p =strdup("Hello World");

memkill(&p);
}
```

That way it doesn't matter if strdup() fails. It comes in most handy
when a function making heavy use of malloc etc barfs half way through
because it can just use section of code which memkills all the
pointers, rather than having to check them all individually.
Additionally it helps in finding memory leaks. By setting the pointer
to NULL it'll cause a bus error if the caller attempts to use it,
rather than allowing the code to scribble in deallocated memory.

Incidentally, notmem() is specific to my (MWC) compiler. See if
Lattice has an equivilent. It interrogates the "arena" (ie list of

allocated memory held by the C memory manager) and tells if the
pointer came from there or not. This allows me to memkill all sorts of
pointers without bothering to check where they came from. Eg:

```
main()
{char *p =strdup("Hello"),
*s ="World";

memkill(&p);
memkill(&s);
}
```

Oh, just remembered - you'll need a macro round memkill to prevent
Anso moaning.

```
#define MemKill(x) memkill((void**)(x))
```

should do the trick.

>Well thanks for your comments Guy.
>
>Later,
>Karl.
>
>
>PS. Wibble?? Well, it makes a change from seeing "foo" or "bar" I guess
>;-)

Dunno why but I like the sound of wibble!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2662. Elysium updated...

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-29 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <76amjfprg3@irk.zetnet.co.uk>
Source record: 3379

And about time too ;-)

I've revamped the site, juggled the Atari & TOS pages around a bit and updated the links - adding 177 new ones in the process. There's hopefully more to come fairly soon, and just in case any Atarians are into goth music, some Fields of the Nephilim pages are on the way...

Finally, there's an alias avaliable for the Atari & TOS pages - elysium.atari.org

Happy New Year!

Ashley

Ashley Seabrook, webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

2663. Difference between Dreaddir and Dxreaddir

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-29 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <3688d01a2436850@the-gap.demon.co.uk>
Source record: 3380

Does anyone know what the difference between MagiC's Dxreaddir and MiNT's Dreaddir is? And does MagiC support Dreaddir as well as Dxreaddir or instead of?

Dxreaddir seems to have an extra parameter 'xr' but my German isn't good enough to work out what it is. :(

Basically, I'm trying to add longfilename support into one of my programs, and want it to work with both MagiC and MiNT (as well as single TOS though obviously that will still use Fsnext etc.)

Also, when using Dxreaddir or Dreaddir, is there anyway to get it to do wild card matching like Fsfirst does (ie. Fsnext *.doc will just return .doc files), or do I have to read each file entry and do my own wild card matching?

TIA,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

2664. Re: Difference between Dreaddir and Dxreaddir

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-29 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <76bpsjbsn1@sun27.hrz.tu-darmstadt.de>
Source record: 3381

Hi!

Gary Priest <gary@the-gap.demon.co.uk> wrote:
> Does anyone know what the difference between MagiC's Dxreaddir and MiNT's
> Dreaddir is? And does MagiC support Dreaddir as well as Dxreaddir or instead
> of?

Both MiNT and MagiC have Dreaddir() and Dxreaddir(), but you can't rely
on Dxreaddir() being available, so check for EINVFN as the return code
and fall back to Dreaddir() + Fxattr() in this case.

Which leads to what the extra parameters for Dxreaddir are: The first,
xr, points to an XATTR-structure which will be filled with the same
values as if you had called Fxattr(1, ...) (i.e., symbolic links won't
be dereferenced) with the new file. The second extra parameter, xret,
points to a long which will contain the return value of the internal
Fxattr()-operation (thus, it is possible that Dxreaddir() itself was
successful, but the internal Fxattr() failed).

Note that you only need Dxreaddir() if you also need more information
than just the name of the file(s). The reason for its existance is that
it's alot faster than having to call Dreaddir() and Fxattr() separately.

> Basically, I'm trying to add longfilename support into one of my programs,
> and want it to work with both MagiC and MiNT (as well as single TOS
> though obviously that will still use Fsnext etc.)

Well, as long as only GEMDOS calls are concerned, there's no need at all
to directly check for MagiC or MiNT for long filename support, since all
non-existing calls will simply return EINVFN (-32L).

> Also, when using Dxreaddir or Dreaddir, is there anyway to get it to do wild
> card matching like Fsfirst does (ie. Fsnext *.doc will just return .doc
> files), or do I have to read each file entry and do my own wild card
> matching?

The latter, but there's a very nice pattern matching function available
(by Rich Salz, IIRC). It needs some fixes, but it's small and reliable.
If there's interest, I'll post my modified version here.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2665. Re: Difference between Dreaddir and Dxreaddir

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-29 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199812292330.a26762@su.maus.de>
Source record: 3382

Hi Gary!

GP>Does anyone know what the difference between MagiC's Dxreaddir and
GP>MiNT's Dreaddir is?
Dxreaddir(); is a faster repalcement for doing Dreaddir(); Fxattr();

GP>And does MagiC support Dreaddir as well as Dxreaddir or instead of?
MagiC supports both calls since 3.0 and AFAIK MiNT supports both calls too

GP>Dxreaddir seems to have an extra parameter 'xr' but my German isn't
GP>good enough to work out what it is. :(
The Fxattr() part of the call can fail although the file name was readable so
you get an additional return code for the Fxattr() part. This return code is
placed in the long the parameter xr is poining to

GP>is there anyway to get it to do wild card matching like Fsfirst
GP>does (ie. Fsnext *.doc will just return .doc files), or do I have to
GP>read each file entry and do my own wild card matching?
You will have to do your own matching (which can be much more powerful than
TOS' buggy matching)

Bye

Joerg

2666. REQUEST: I need an Atari Fuji symbol

Newsgroup: comp.sys.atari.programmer
Date: 1998-12-31 00:00:00 UTC
From: onlyinohio@aol.comN0spAM
Message-ID: <19981231090807.12603.00004436@ng-cr1.aol.com>
Source record: 3383

Hi there:

I grew up using Atari 400/800 computers. Now that I'm using a PC with Win95 I would like either a screen saver with a rotating Atari Fuji symbol or a large 3D Fuji symbol to use as the opening screen instead of the clouds when Win95 loads. Does anyone know where I can find either of these?

I remember some really neat demos of 3D Fuji's that rotated while the color bars changed color. Can't believe that somebody hasn't ported them over to the PC.

Any help appreciated. Remove the "nospam" to reply. Thanks. Karen

2667. Lattice C and Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-01 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <F4wnrJ.qK.0.queen@torfree.net>
Source record: 3384

Under Geneva you can set certain badly behaved programs as Single Tasking
so that all other programs go to sleep while the one program executes.
It's a dialog accessable under the Task Manager accessory.

A CLI that works under Geneva is the NEODESK CLI which requires NEODESK too.

Later...

2668. Keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-01 00:00:00 UTC
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <+by3gDAeCTj2EwPg@thedruid.demon.co.uk>
Source record: 3385

Hi all!

A short time ago there was discussion here after a posting from Derryck about altering keyboard shortcuts with RSCView or RCS editors. I have now had a long discussion about this with Holger Weets (well-known German author of ST-Guide, Finder, RSCView and many other fine progs) and some of the points he made may be of wider interest (though exprienced programmers will no doubt know them):

Menu shortcuts: He says that quite a few modern programs can read the shortcuts directly from the RSC file (or RSC portion of the PRG file if there is no separate RSC) so they are easily changed during translations if necessary. However, the original programmer has to write code in a way that implements this - Holger does not know of any library that does this automatically.

Note however that some programs use the Scancode rather than the ASCII value to evaluate the key pressed, and this may give problems with keyboards having a different layout from that used by the programmer (such as the swapped Y and Z of German/English&US keyboards, the Umlauts etc).

But on many programs the shortcuts are not in the RSC portion but hard-coded elsewhere; these can only be changed with a disk monitor -- if one can find them!

Dialog shortcuts: Many (?older?) RSCs use a '[' in front of the letter that is to serve as a shortcut when pressed together with ALT. This is a feature of some GEM libraries and so will only work if the programmer has used one of these.

The alternative of using the Whiteback flag to activate the shortcuts together with ob_state flag(s) to specify the position of the underlined character in the string was originated by MagiC, but also works when running under TOS if the programmer has written the code to make use of this feature; when running under MagiC (but not TOS) one can also update old programs that do not have this code to use this shortcut method as long as their dialogs are displayed/evaluated by the system.

Hope this is of some interest!

Happy New Year to you all

Regards
/Peter/

--
Read my chips: No new upgrades!

```
--

--
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +-------------------------------------------------+ | |
| gatekeeper@thedruid.demon.spamless.uk | |
+-------------------------------------------------------------+ |
+---------------------------------------------------------------+
```

2669. Re: Difference between Dreaddir and Dxreaddir

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <76o57qmgf9@snipp.uninett.no>
Source record: 3386

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

>> files), or do I have to read each file entry and do my own wild card
>> matching?

> The latter, but there's a very nice pattern matching function available
> (by Rich Salz, IIRC). It needs some fixes, but it's small and reliable.
> If there's interest, I'll post my modified version here.

I'm interested!

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2670. Re: Keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <76op9p$oc3$5@news6.svr.pol.co.uk>
Source record: 3387

On 1 Jan 1999 20:31:26 +, PWest@thedruid.demon.co.Remove.To.Reply wrote:
>
>
>Hi all!
>
>A short time ago there was discussion here after a posting from Derryck about
>altering keyboard shortcuts with RSCView or RCS editors. I have now had a
>long discussion about this with Holger Weets (well-known German author of
>ST-Guide, Finder, RSCView and many other fine progs) and some of the points
>he made may be of wider interest (though exprienced programmers will no doubt
>know them):

Thanks for this Peter, seems to match my own experience.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2671. Keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-03 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <vnhzfbATV$j2EwuV@thedruid.demon.co.uk>
Source record: 3388

```
Hi Peter,

> translations if necessary. However, the original programmer has to
> write code in a way that implements this - Holger does not know of any
> library that does this automatically.

Mydials does this.

John.

--

--
+-----------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +-------------------------------------------------+ | |
| gatekeeper@spamless.thedruid.demon.uk | |
+-----------------------------------------------------------------+ |
+-----------------------------------------------------------------+
```

2672. Re: Difference between Dreaddir and Dxreaddir

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-04 00:00:00 UTC
From: Dominique Bereziat <bereziat@polder.inria.fr>
Message-ID: <rw5lnjjdxgh.fsf@polder.inria.fr>
Source record: 3389

Jo Even Skarstein <joska@nuts.edu> writes:

> I'm interested!
>
so am i !
--
Dominique Bereziat | Dominique.Bereziat@inria.fr
Projet AIR | http://www-air.inria.fr/~bereziat
INRIA Rocquencourt |

2673. Re: Merry Christmas!

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <VBOsXBAvoPk2EwyD@steverosie.demon.co.uk>
Source record: 3390
Cross-posted to: alt.tv.nickelodeon,comp.sys.atari.st,comp.sys.atari.programmer,alt.atari,uk.media.tv.simpsons,alt.fan.itchy-n-scratchy,alt.tv.simpsons.itchy-scratchy,alt.tv.simpsons.simpsons,alt.tv.simpsons

```
In article <7CiklCA1yOh2QwmI@shaw1.freeserve.co.uk>, Clair D. Shaw
<Clair@shaw1.freeserve.co.uk> writes
>I hope you had a VERY merry Christmas and happy new year!
>And I'll see you on this newsgroup well into 1999!
>
>Oh, you want a card? OK.. I might be able to stretch to that...
>
> +---------------------------------------------+
> | ***** ***** ***** ***** * * |
> | * * * * * * * * * |
> | * * * *** * * ***** X - M A S |
> | * * * * * * * * |
> | * * * ***** * * * |
> | A N D H A P P Y N E W Y E A R |
> | |
> | To [insert name here], merry Christmas and |
> | a happy new year. |
> | |
> | From Clair Shaw |
> | Clair@Shaw1.freeserve.co.uk |
> | http://surf.to/shaws |
> +---------------------------------------------+
>
>Is that okay?

Nice one Clair, pitty I didn't see it before I wnet away:)

Who is " insert name here"!

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
**********************************************************
```

2674. Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-04 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <36912225.97689@news.freeserve.co.uk>
Source record: 3391

As an ongoing attempt at improving my C coding style and approach I though I would have a bash at writing some code in Lattice which uses STing for its communication.

Now to this end I haven't done much but have noticed that a header file (ping.h) is missing from the example source code for the ping utility. Anyone know where I can get this missing file? Also are there any other examples of using STing (especially those written using Lattice C) ?

Thanks.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

2675. FA: The Atari BASIC Source Book (A COMPUTE! Publication)

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-04 00:00:00 UTC
From: John Marks <marks7@flinet.com>
Message-ID: <369107D0.16EE@flinet.com>
Source record: 3392

Hello,
I am auctioning a book called "Atari BASIC Souce Book" by the creators
of Atari BASIC including Bill Wilkinson! Includes all the original
source code.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=53973341

Thanks! Auction begins 1/4/99 and ends in 7 days!
--
John Marks
Jupiter, FL
e-mail: marks7@flinet.com
homepage: http://www.flinet.com/~marks7

2676. Rsc Creation

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-04 00:00:00 UTC
From: James Donovan <jtdon@earthlink.net>
Message-ID: <36915CD3.F80B88EC@earthlink.net>
Source record: 3393

Hi,
������ Can someone point me toward a good source of info
on how to use any of the many Rsc editors around.� They
all seem to assume you already know how to use a previous
one or you know the structure of .rsc files.
�� Thanks,
�� Jim
Donovan

2677. Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-05 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <76ss7h$87o$1@feresa.bio.vu.nl>
Source record: 3394
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Eddy-Haitch (eddy_hitler@spamkillyahoo.com) wrote:

: Also.. just as 320x200 can be made to display 512 colours in a limited
: fashion, or even 4096 on a STANDARD ST (or 19200+ on STe), any way of
: increasing colours in medium res

That _should_ be possible using the same method as 512 colour display
(ie. palette switching in scanlines). You'd probably get less than
512 colours though, but I guess that something like 8 or 16 colours per
scanline should at least be possible?

: -- or even introducing some greyscale
: to high res mode?

That has been done, usually with a hell of a lot of flickering though...

: Even just four greys. 16 colours in medium res +
: 240-line overscan + your interlace program + a flicker-reducing filter =
: a passable VGA resolution display..!

And no CPU time left. :-) (presuming you'd have enough CPU time to
achieve the above)

By the way, does anyone have some commented Spectrum 512 (and/or 4096)
display code or know where I can find some?

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

2678. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-05 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <76tg65$3hs$1@news3.isdnet.net>
Source record: 3395

Dear Spencer,

>Also are there any other examples of using STing
> (especially those written using Lattice C ?

You can found sources on my homepage, for Pure-C but probabely easy
adaptable for Lattice.

Olivier.

From Boulogne Billancourt FRANCE
Email : res1@vcf-com.fr
HomePage: http://services.worldnet.net/vcf-com/olivier.shtml (194.2.128.248)
CabOvl : http://194.2.128.248/vcf-com/download/cabovl.lzh
WebLight: http://194.2.128.248/vcf-com/download/weblight.lzh

2679. Re: Difference between Dreaddir and Dxreaddir

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-05 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <369281561615b6b1@my-ste.demon.co.uk>
Source record: 3396

-----BEGIN PGP SIGNED MESSAGE-----

on Mon 04-01-99 13:38 Dominique Bereziat wrote:

>Jo Even Skarstein <joska@nuts.edu> writes:
>
>> I'm interested!
>>
>so am i !

Is there enough room for me to join the 'me too' ? Hope so, 'cos I'm
interested too.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNpI1VA7+qeA2fy0RAQHGFQH9HsJnOk+wDjpdGStyQ49tgufwdD1hSdvx
wUUsY4T6/6jZdQQ51YxWw2l8cnpXezj4pOHxxfLcPRDBjPJdwd97WQ==
=moDQ
-----END PGP SIGNATURE-----

--
Regards, IRC: davjam on #acorn and #atari
David Email: dbolt@my-ste.demon.co.uk

Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, NEC 3x CD, Magic 5.11, HD Driver 7.04,
V.34bis at 57600bps
Acorn A3010 2Mb, 260Mb, RiscOS 3.10, ARM2

You never finish a program, you just stop working on it.

2680. Re: Rsc Creation

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36926281.1452338@news.demon.co.uk>
Source record: 3397

On Mon, 04 Jan 1999 19:29:07 -0500, James Donovan
<jtdon@earthlink.net> wrote:

>Hi,
>ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Can someone point me toward a good source of info
>on how to use any of the many Rsc editors around.ï¿½ They
>all seem to assume you already know how to use a previous
>one or you know the structure of .rsc files.

You don't have to know the structure of a resource file, and not much
needs to be known about the structure of object trees either. It is
enough to just make it look right and give names to those objects you
need to access via code.

Menus and dialogs are both 'trees' the only difference being a menu
has a more rigid format. The editor deals with that anyway. You need
to find the option to create a "new tree".

By far the best way to figure out what is going on is to load the
resource files from other applications. Use a copy though because some
editors autosave.

Once you've created a new tree you'll typically have a G_BOX and this
is the root object. Give it a name. You may drop other objects onto it
and name the ones you need to manipulate.

Say you started with a new resource ...

Create a new tree. Name it F0.
Drop an editable object onto F0. Name this F0E0.
Drop a button onto F0. Name this F0B0.

Assuming C ...
Save the resource as C.RSC ensuring the option in the editor (if
applicable) is set so that it writes a C header file. This will be
called C.H

```
#include <yer_gem_lib>
#include "c.rsc"

int
main()
{OBJECT *ob;

appl_init();
rsrc_load("C.RSC");
```

```
rsrc_gaddr(R_TREE,F0,&ob);
ob[0].ob_x = 20;
ob[0].ob_y = 40;
objc_draw(ob,ROOT,MAX_DEPTH,0,0,1000,1000);
evnt_timer(5000,0);
ob[F0B0].ob_state |= SELECTED;
objc_draw(ob,F0B0,MAX_DEPTH,0,0,1000,1000);
evnt_timer(5000,0);

rsrc_free();
appl_exit();
return 0;
}
```

Now go back to the editor and ensure button F0B0 has its EXIT flag set. Save C.RSC and try this more useful example ...

```
main()
{OBJECT *ob;
int x,y,w,h;

appl_init();
rsrc_load("C.RSC");
rsrc_gaddr(R_TREE,F0,&ob);

form_center(ob,&x,&y,&w,&h);
form_dial(FMD_START,1,1,1,1,x,y,w,h);
objc_draw(ob,ROOT,MAX_DEPTH,x,y,w,h);
r = form_do(ob,F0E0);
ob[r].ob_state &= ~SELECTED;
form_dial(FMD_FINISH,1,1,1,1,x,y,w,h);

rsrc_free();
appl_exit();
return 0;
}
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2681. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-06 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3693bddf.895544@news.freeserve.co.uk>
Source record: 3398

On 5 Jan 1999 16:55:33 GMT, res1@vcf-com.fr (Olivier Booklage) wrote:

>You can found sources on my homepage, for Pure-C but probabely easy
>adaptable for Lattice.
...
>HomePage: http://services.worldnet.net/vcf-com/olivier.shtml (194.2.128.248)
Thanks. I had a quick look at whilst at work but will download later.

BTW your homepage URL didn't appear to be 100% correct. I tried the
URL listed above which gave me a non-existant error so went directly
to the vcf-com directory which then allowed me to select your page.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

2682. Re: Difference between Dreaddir and Dxreaddir

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-06 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <770op5$719$1@sun27.hrz.tu-darmstadt.de>
Source record: 3399

Hi!

Jo Even Skarstein <joska@nuts.edu> wrote:
> I'm interested!

OK, you'll find it at the bottom. My improvements were:

- Now allows quoted characters in ranges (e.g. [\[\]] to match either
bracket)
- No longer reads past the end of malformed patterns

Of course, I can't guarantee I haven't introduced new problems, so
beware ;)

Also note that this is not a POSIX-wildcard matching routine, as POSIX
also wants character classes (e.g. [:upper:]). For such a beast, consult
the source of bash (the UNIX shell).

Ciao

Thomas

```
-- cut here --
#ifdef TESTING
#include <stdio.h>
#endif

/* Shell-style pattern matching for ?, \, [], and * characters.
I'm putting this replacement in the public domain.

Written by Rich $alz, mirror!rs, Wed Nov 26 19:03:17 EST 1986.
Some improvements by Thomas 'Gryf' Binder in 1998 */

/* The character that inverts a character class; '!' or '^'. */
#define INVERT '^'

/* Return nonzero if `string' matches Unix-style wildcard pattern
`pattern'; zero if not. */

int wild_match(char *string, char *pattern)
{
int prev; /* Previous character in character class. */
int matched; /* If 1, character class has been matched. */
int reverse; /* If 1, character class is inverted. */
int esc; /* If 1, next character loses special meaning inside [] */

for (; *pattern; string++, pattern++)
{
switch (*pattern)
```

```
{
case '\\':
/* Literal match with following character */
if (!*++pattern)
return 0;
/* else FALL THROUGH */
default:
if (*string != *pattern)
return 0;
continue;
case '?':
/* Match anything. */
if (*string == '\0')
return 0;
continue;
case '*':
/* Trailing star matches everything. */
while (*(++pattern) == '*');
if (!*pattern)
return 1;
while (*string)
if (wild_match(string++, pattern))
return 1;
return 0;
case '[':
esc = 0;
/* Check for inverse character class. */
reverse = pattern[1] == INVERT;
if (reverse)
pattern++;
for (prev = 256, matched = 0; *++pattern &&
(esc || *pattern != ']'); prev = esc ? prev : *pattern)
{
if (!esc && (esc = *pattern == '\\'))
continue;
if (!esc && *pattern == '-')
{
if (!*++pattern)
return 0;
if (*pattern == '\\')
if (!*++pattern)
return 0;
matched = matched || (*string <= *pattern &&
*string >= prev);
}
else
matched = matched || *string == *pattern;
esc = 0;
}
if (prev == 256 || esc || *pattern != ']' || matched == reverse)
```

```
return 0;
continue;
}
}
return *string == '\0';
}

#ifdef TESTING
int main(int argc, char *argv[])
{
int i;

if (argc < 3)
return(2);
for (i = 2; i < argc; i++)
{
if (wild_match(argv[i], argv[1]))
puts(argv[i]);
}
return(0);
}
#endif

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
```

2683. Re: fopen_env

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-07 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <KLP+HOtag$yO@cantva.canterbury.ac.nz>
Source record: 3300

Guy Harrison wrote:
> >Arrrgg, ain't that typical eh? ;-)
>
> Such is life. As is the fact I've already replied to this. Trouble is
> I don't know if it got sent and hasn't appeared yet, or just got lost,so
> here I go again. This is an excellent opportunity for me to
> contradict myself! <G>

Must have forgotten the postage stamp perhaps? ;-)

> A full explanation is quite involved. It requires consideration of both
> the storage class used and where items come in and out of scope.These
> factors can mostly be ignored. They become relevent mostly when
> attempting to optimise code for increased speed. There is a code size
> factor as well but you'd have to go to extremes in order to start
> worrying about that particular issue.

I've made the change to the code, and I'll certainly keep these details in
mind when this situation arises again.

> >The reason I had it as a static function was because I (currently at
> >least) haven't got a use for it other than as a supporting function for
> >fenv_env().
> Imo that's a good habit to adopt. Hide everything you can! For larger
> projects I'll even wrap up data inside an access function.
> Example:
> char*
> GL_RSCNAME(bool f, char *s)
> {static char *rscname =NULL;
> if (f) {
> memkill(&rscname); /* wrapper for free() */
> /* doesn't barf on NULL */
> /* and sets rscname=NULL */
> rscname = strdup(s);
> /* possible NULL check/debug code here */
> }
> return rscname;
> }

Interesting stuff. More tricks of the trade eh!

> Not much. The version (and a lot of other things) is contained in the
> MagiC OS header. I might be able to dig out some code for
> interrogating the MagiC header block if you want?

That's ok, I've just located an example of doing this from the code that
comes with WDialog.

> Here's a wrapper for free() (pun not intended!)

:-)

```
> void
> memkill(void **p)
> {
> if (NULL == *p) return;
> if (!notmem(*p)) free(*p);
> *p = NULL;
> }

> main()
> {char *p =strdup("Hello World");
>
> memkill(&p);
> }
>
```

> That way it doesn't matter if strdup() fails. It comes in most handy
> when a function making heavy use of malloc etc barfs half way through
> because it can just use section of code which memkills all the
> pointers, rather than having to check them all individually.
> Additionally it helps in finding memory leaks. By setting the pointer
> to NULL it'll cause a bus error if the caller attempts to use it,
> rather than allowing the code to scribble in deallocated memory.

Hey, not bad stuff here.

> Incidentally, notmem() is specific to my (MWC) compiler. See if
> Lattice has an equivilent. It interrogates the "arena" (ie list of
> allocated memory held by the C memory manager) and tells if the
> pointer came from there or not.

Had a quick scan through of the docs, couldn't find anything - but I
go blind sometimes, so who knows ;-)
I do try to use ANSI functions only (where possible), I'll make an
exception with strdup() - 'cause it's handy! It'll just make things
easier if/when I use a different complier (hmmm.. well that's the
theory)

I've been browsing through this C book by David Spuler - titled,
Comprehensive C. It's well written, and covers topics in great detail.
One of the later chapters covers debugging techniques, and includes
source code for encapsulating dynamic memory allocation.
It looks very good, and once I've typed it all (ugh!) I'll send you a
copy if you like, unless of course you want to hunt the book down your
self at the library...

Another thing, It was pointed out to me in a recent e-mail (hi Ralf!)
that in the first section of code, I should be making a copy of the
pointer that getenv() returns, so that strtok() doesn't mess with the

environment variable directly. Using strdup() solved the problem.

Thanks again,
Karl.

2684. screenshots from games ?!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-07 00:00:00 UTC
From: Jürgen Oppermann <juergen.oppermann@tcpip-gmbh.de>
Message-ID: <3694A237.CDFC1CDB@tcpip-gmbh.de>
Source record: 3301

```
hi (happy new one 1st :)

i was asked to do some game screenshots e.g Zak McKracken and was
wondering
if there's a save way of doing this as .ACCs usually wont be able to
snap any
screens in games ...
would an ALT-HELP routine do ?
or will the most games disable resistant interrupt routines ?!

thx in adv and regards
--
Liquid-Audio-Media Support Deutschland http://www.liquidaudio.de
mailto:technik@liquidaudio.de fone: +49.30.44 33 66 - 0

"We apologize for the inconvenience", Joï¿½ogn (;
```

2685. Re: screenshots from games ?!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3694CD1C.7372DCE3@directprovider.REMOVETHECAPITALS.net>
Source record: 3302

```
=?iso-8859-1?Q?J=FCrgen?= Oppermann a ï¿½crit :
>
> hi (happy new one 1st :)
>
> i was asked to do some game screenshots e.g Zak McKracken and was
> wondering
> if there's a save way of doing this as .ACCs usually wont be able to
> snap any
> screens in games ...
> would an ALT-HELP routine do ?

I don't think so.

> or will the most games disable resistant interrupt routines ?!

I think so.

There used to be some ripper cartridges that did that, and allowed you
to hack the game, set extra lives, rip the music, stuff like that.

The other solution is through emulation. Run the emulator under W95 and
use the Print Screen key to make a screenshot, then paste it into your
favorite graphics program.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2686. Re: fopen_env

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36988252.10833577@news.demon.co.uk>
Source record: 3303

On 7 Jan 99 00:34:28 +1300 (NEW ZEALAND DAYLIGHT TIME),
kma54@csc.canterbury.ac.nz (KARL M ASHTON) wrote:

>Guy Harrison wrote:
>> >Arrrgg, ain't that typical eh? ;-)
>>
>> Such is life. As is the fact I've already replied to this. Trouble is
>> I don't know if it got sent and hasn't appeared yet, or just got lost,so
>> here I go again. This is an excellent opportunity for me to
>> contradict myself! <G>
>
>Must have forgotten the postage stamp perhaps? ;-)

Who knows? <G>

>> Example:
>> char*
>> GL_RSCNAME(bool f, char *s)
>> {static char *rscname =NULL;
>> if (f) {
>> memkill(&rscname); /* wrapper for free() */
>> /* doesn't barf on NULL */
>> /* and sets rscname=NULL */
>> rscname = strdup(s);
>> /* possible NULL check/debug code here */
>> }
>> return rscname;
>> }
>
>Interesting stuff. More tricks of the trade eh!

Many might say this is "going over the top" and in ordinary
circumstances I tend to agree. Imo the same can't be said when the
application is going to be released because the above allows for easy
logging of data conditions to a file, and those statements can be left
in a release, conditional on some command line switch which the end
user can be told to enable if a bug crops up.

>> That way it doesn't matter if strdup() fails. It comes in most handy
>> when a function making heavy use of malloc etc barfs half way through
>> because it can just use section of code which memkills all the
>> pointers, rather than having to check them all individually.
>> Additionally it helps in finding memory leaks. By setting the pointer
>> to NULL it'll cause a bus error if the caller attempts to use it,
>> rather than allowing the code to scribble in deallocated memory.
>

>Hey, not bad stuff here.

I'm pleased you think so. I use pointers and dynamic memory allocation heavily so I like my code to crash as soon as possible. ;-))

>> Incidentally, notmem() is specific to my (MWC) compiler. See if
>> Lattice has an equivilent. It interrogates the "arena" (ie list of
>> allocated memory held by the C memory manager) and tells if the
>> pointer came from there or not.
>
>Had a quick scan through of the docs, couldn't find anything - but I
>go blind sometimes, so who knows ;-)

You could always write your own to replace the Lattice one. They are not as involved as you might think, plus you can add extra features to detect leaks etc.

>I do try to use ANSI functions only (where possible), I'll make an
>exception with strdup() - 'cause it's handy! It'll just make things
>easier if/when I use a different complier (hmmm.. well that's the
>theory)

Many C functions are amazingly simple. strdup is one of them ...

```
char*
strdup(const char *s)
{char *p =malloc(strlen(s) + 1);

if (p) strcpy(p,s);
return p;
}
```

Now it doesn't matter if it's part of Ansi or not (I dont know but I think it is) because you can write it yourself!

Offhand, I can't remember what strdup() is supposed to do if 's' is NULL. The behaviour may or may not be defined. I can't recall which choice I went for in mine. 'Fraid you'll have to look that bit up.

>I've been browsing through this C book by David Spuler - titled,
>Comprehensive C. It's well written, and covers topics in great detail.
>One of the later chapters covers debugging techniques, and includes
>source code for encapsulating dynamic memory allocation.

Definately a good habit to get into, especially with structures which themselves are a good thing.

>It looks very good, and once I've typed it all (ugh!) I'll send you a
>copy if you like, unless of course you want to hunt the book down your
>self at the library...

Thanks. I'll have a look. Never too old to learn something new! :-)

>Another thing, It was pointed out to me in a recent e-mail (hi Ralf!)
>that in the first section of code, I should be making a copy of the

>pointer that getenv() returns, so that strtok() doesn't mess with the
>environment variable directly. Using strdup() solved the problem.

eek! I missed that one.

It's a really good example of a subtle bug though. Code which uses
getenv() tends to do it only once so if the bug didn't appear
immediately it could go unnoticed for years *and* it could affect
other programs.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2687. Re: screenshots from games ?!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <369a8f24.14115206@news.demon.co.uk>
Source record: 3304

On Thu, 07 Jan 1999 13:01:59 +0100, Jï¿½rgen Oppermann
<juergen.oppermann@tcpip-gmbh.de> wrote:

>hi (happy new one 1st :)
>
>i was asked to do some game screenshots e.g Zak McKracken and was
>wondering
>if there's a save way of doing this as .ACCs usually wont be able to
>snap any
>screens in games ...
>would an ALT-HELP routine do ?

Might work with Zak. Worth a try.

>or will the most games disable resistant interrupt routines ?!

Most do. I suspect you might be lucky here - iirc the game (and others
like Maniac Mansion) uses LineA for its sprite movement is basically a
game interpreter. There's no real need for intensive graphics so I
reckon (was it LucasArts?) went for portability in the engine.

In any case, the game is hd installable so there's every chance it'll
run with Pacifist. Failing that you might get lucky and locate a
utility that understands the .LFL files and can pull the images out.

Incidentally, if you do choose the Pacifist option and it works please
let me know. I may be a Civilization addict but for sheer enjoyment
Zak was my all time favourite - I wouldn't mind seeing it in action
again!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2688. Small STinG network

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-08 00:00:00 UTC
From: Torbj|rn Gild} <d98gilda@dtek.chalmers.se>
Message-ID: <Pine.SOL.3.96.990108183514.23393A-100000@kleise.dtek.chalmers.se>
Source record: 3305

Hi!

I have just recently got myself another falcon, so now I have two. I thought it would be nice to connect them into some sort of network, so I tried using STinG for that. It`s just that I`m not exactly a pro when it comes to networks, and as yet I haven`t succeeded. I use a null modem cable connected to Modem 2. The cable works perfectly in Connect 2.46, but when trying it with STinG nothing happens when I try to ping the other computer. The ROUTE.TAB file, on both computers, looks like this:

1.1.2.0 255.255.255.0 Modem 2 0.0.0.0
0.0.0.0 0.0.0.0 Modem 2 0.0.0.0

One of the computers has its IP on Modem 2 set to 1.1.2.0, and the other has 1.1.2.1

At first I tried using a Centronics cable, that I built according to the instructions that come with ParallelCopy 3.01. The cable works perfectly together with ParallellCopy, so I had hoped that it would work with STinG too. Since I don`t know what the proper network settings should be like, I couldn`t determine wether the problem came from the cable or my settings. I therefore built a null modem cable also, but it still doesn`t work.

There is one difference when using the Centronics port instead of Modem 2: When viewing the Statistics using the Dialer and when using Modem 2, I noticed that packets are constantly being sent between the two computers. But one of the computers keeps dropping the packets, and the other computer doesn`t get back any packets. When using the Centronics port instead, no packets are sent by any of the computers.

Of course I change `Modem 2` to `Centronics` on the first line in the ROUTE.TAB file, when I use the parallel port.

Regards
Torbjorn

2689. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-08 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F59CzK.6A7@arisia.stud.uni-hannover.de>
Source record: 3306

In article <36912225.97689@news.freeserve.co.uk>,
spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies) writes:

> Now to this end I haven't done much but have noticed that a header
> file (ping.h) is missing from the example source code for the ping
> utility. Anyone know where I can get this missing file?

That file only contains three #defines that define names for three RSC file object tree entry numbers. It's not necessary for understanding how the ping works. The compiled version is in the archive as PING.PRG.

> Also are there
> any other examples of using STing (especially those written using
> Lattice C) ?

The Ping code is not a very good example for starting programming. It demonstrates the ICMP interface which is based on callbacks.

Better read the programming section in STING.HYP to learn about the available API calls. Programming networking that way is a lot like file access.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2690. EBay Auction: ATARI ST PageStream v2.1 $1.99

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-09 00:00:00 UTC
From: Lew Jenkins <LewJenkins@home.com>
Message-ID: <3696F661.7B63B7C5@home.com>
Source record: 3307
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55181073
Go Atari, If Apple can do it...
--
```

2691. EBay Auction: ATARI ST MUSICSOFT Editor for ESQ-1/SQ80 $1.99

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-09 00:00:00 UTC
From: Lew Jenkins <LewJenkins@home.com>
Message-ID: <3696F9B6.A7825B51@home.com>
Source record: 3308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55182834
--

2692. Re: Small STinG network

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <777br2$7d1$1@news2.xs4all.nl>
Source record: 3309

On 8 Jan 1999 19:07:18 , Torbj|rn Gild} wrote:
>Hi!
>
>computer. The ROUTE.TAB file, on both computers, looks like this:
>
Have you thought about te settings in the CPX of STing?
Anything 'active'?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2693. Re: Keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-09 00:00:00 UTC
From: The GateKeeper <gatekeeper@nospam.demon.co.uk>
Message-ID: <BjI4OBAv97I2EwaM@thedruid.demon.co.uk>
Source record: 3310

```
Received your New Year message. Thanx!

This is a test to see if I'm registered as requested some time ago.

Alan

--
Never violate the Prime Directory! C:\
-!- IOS-Mail 0.91pl9 eta
! Origin: *** Jackari *** (95:110/204@FANFILES.FTN)

--
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+          |
| I I +-------------------------------------------+ | |      |
| gatekeeper@spamless.thedruid.demon.uk | |                 |
+-------------------------------------------------------------+ |
+-------------------------------------------------------------+
```

2694. Re: REQUEST: I need an Atari Fuji symbol

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <778p8t$6lu$1@feresa.bio.vu.nl>
Source record: 3311

OnlyInOhio (onlyinohio@aol.comN0spAM) wrote:

: I remember some really neat demos of 3D Fuji's that rotated while the color
: bars changed color. Can't believe that somebody hasn't ported them over to the
: PC.

I can. :-)
You _could_ construct one yourself... Just grab the TOS 2.06 opening screen
off an Atari emulator, vectorise it, convert to 3-D and bingo! Easy?
Errmmm...

-=El Vienno

2695. WANTED - FALCON WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-10 00:00:00 UTC
From: Jon McHugh <Jonny.uk@Usa.net>
Message-ID: <36989E5C.B0726687@Usa.net>
Source record: 3312
Cross-posted to:
abg.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,maus.sys.atari.f030,maus.sys.atari.hardware

Does's anybody have an Atari Falcon 030 they would be willing to sell.
Preferably in the UK.
Please Reply via E-mail.
Thanks, Jon.
Jonny.uk@usa.net

2696. Re: Small STinG network

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-10 00:00:00 UTC
From: Torbj|rn Gild} <d98gilda@dtek.chalmers.se>
Message-ID: <Pine.SOL.3.96.990110134322.143A-100000@kleise.dtek.chalmers.se>
Source record: 3313

On 9 Jan 1999, Stichting ST wrote:

> On 8 Jan 1999 19:07:18 , Torbj|rn Gild} wrote:
> >Hi!
> >
> >computer. The ROUTE.TAB file, on both computers, looks like this:
> >
> Have you thought about te settings in the CPX of STing?
> Anything 'active'?

Yes, the STinG Internals CPX says `active` as well as the STinG Port CPX
for Modem 2.

Regards
Torbjorn

2697. The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-10 00:00:00 UTC
From: mentifex@scn.org
Message-ID: <3698d2f9.0@news.victoria.tc.ca>
Source record: 3314
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

Using any viable language to code the minimal pdaimind:

```
/^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^\
/visual memory\ _________ / auditory \
| /--------|---------\ / LANG-UK \ | memory |
| | recog-|nition | \_________/---|-------------\ |
| ___|___ | | flush-vector| | ________ | |
| /image \ | ____V_ ____V__ | / \ | |
| / percept \ | /psi{ }\------/ uk{ } \----|-/ ear{ } \| |
| \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes / |
| \_______/ | \________/ \_________/ | \________/ |
```

Checklist of steps in coding or porting the PDAIMIND

___ Step 001: In your intended programming language, first make sure that the language will permit you to write a never-ending program that endlessly performs its own computations while only occasionally or periodically checking for input from a human user or from another AI.

___ Step 002: Familiarize yourself with the information flow in the mind-diagram above.

___ Step 003: Create a Web page where you will release each new level of PDAI functionality for the benefit of history and of other individuals working in your target programming language.

___ Step 004: Write some code for getting the input of ASCII characters from the keyboard. Although AI programs which go beyond the basic, minimal pdaimind will need to use speech recognition for the input of actual phonemes of continuous human speech, the pdaimind as an example for other AI programs will make do with simple keyboard text-entry. The http://www.geocities.com/Athens/Agora/7256/m-forth.html Mind.forth AUDITION Screen #9 shows an implementation in Forth with Comments on AUDITION Scr #9 available to show how audition is handled.

___ Step 005: Directly from the World Wide Web, print out your current Internet Web Release as a working document. Freely mark up the hardcopy with corrections, algorithm ideas, URL's, etc., until you have coded enough new functionality to warrant a new, up-to-date Web release.

___ Step 006: Create an array such as ear{ } to store the keyboard text entry.

___ Step 007: Write code for a Comparator which will recognize words already stored in the PDaiMind.

___ Step 008:

___ Step 009:

___ Step 010:

2698. Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-10 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <916000150-518802AEicMi@xs4all.nl>
Source record: 3315

Hi,

I bought my CLab-030 machine for HD recording, but I had also some DSP
software writing in mind.
I know of some devoloping software from Atari (RIP) and a DSP-assembler
from a company called HiSoft (RIP as well?).
I have a program called DSP-edit but although I can program in 6800/0
assembly language I can't get grip on this (I think limited softw.?)
Seems that I can no longer buy the stuff I need.
So sad! :((

Guido..

2699. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-11 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <77cf10ldj1@nyheter.chalmers.se>
Source record: 3316

In article <916000150-518802AEicMi@xs4all.nl>,
Guido Goebertus <guidogoe@xs4all.nl> wrote:
>I bought my CLab-030 machine for HD recording, but I had also some DSP
>software writing in mind.

:-)

>I know of some devoloping software from Atari (RIP) and a DSP-assembler
>from a company called HiSoft (RIP as well?).

I've never heard anything good about HiSoft's DSP package, but I've
not used it myself either.

>I have a program called DSP-edit but although I can program in 6800/0
>assembly language I can't get grip on this (I think limited softw.?)

Never heard of that program.

>Seems that I can no longer buy the stuff I need.

Why should you need to buy anything?
For most things you can find very good stuff on the net, for free!

I've always used Motorola's DSP assembler and a couple of other free
programs for my DSP programming, and they all work perfectly well.
Somewhat slow perhaps, but then you're not likely to write anything
very large for the DSP, anyway. ;-)

I don't remember where I found the programs I'm using, but take a look
around the various ftp sites.
If you need some small code samples to get started, I have some Falcon
specific ones here and Motorola has (at least they used to) a relatively
large 56k source library somewhere.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2700. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-11 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3698fa57.3146133@news.freeserve.co.uk>
Source record: 3317

On Fri, 8 Jan 1999 20:30:56 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>That file only contains three #defines that define names for three RSC file
>object tree entry numbers. It's not necessary for understanding how the ping
>works. The compiled version is in the archive as PING.PRG.
Ok, understood.

>The Ping code is not a very good example for starting programming. It
>demonstrates the ICMP interface which is based on callbacks.
>
>Better read the programming section in STING.HYP to learn about the available
>API calls. Programming networking that way is a lot like file access.
Will do. Time to start downloading some RFC's and having a play.

To which end, what is a good development environment Atari - PC
running Linux or Atari - Atari both running STing? I have spare room
on the PC (and a Redhat 5.1 CD set) as well as the Falcon (without
STing or Mint though). If the Linux route would be better I can go for
that (although more work will need doing in setting it all up) or
stick with the simpler Falcon running STing (though less potential for
testing all areas)?

Thanks.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

2701. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-11 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <916071198-556073AEicMi@xs4all.nl>
Source record: 3318

>Seems that I can no longer buy the stuff I need.

Johan wrote:

>Why should you need to buy anything?
>For most things you can find very good stuff on the net, for free!

>I've always used Motorola's DSP assembler and a couple of other free
>programs for my DSP programming, and they all work perfectly well.
>Somewhat slow perhaps, but then you're not likely to write anything
>very large for the DSP, anyway. ;-)

Hi Johan,

Following your advice I've downloaded Motorola's assembler and noticed
that it is a .TTP. (brrrr...:-)
I suppose you use somekind of shell/editor or what?

>If you need some small code samples to get started, I have some Falcon
>specific ones here

I think it will be a great help if you mail me some simple
examples.
Thank you in advance.

m.vr.gr.:

Guido Goebertus/THD Studio

2702. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-12 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <369B40E2.6B16B6C9@ios.chalmers.se>
Source record: 3319

Hi Guido!

> >If you need some small code samples to get started, I have some Falcon
> >specific ones here
>
> I think it will be a great help if you mail me some simple
> examples.
> Thank you in advance.

One piece of equipment that I think is great is Motorola's DSP56000/DSP56001 User's Manual. It's written in a really good way, and without it I wouldn't have learnt the DSP at all. At least it would have taken much, much longer. I think you can order it free of charge from Motorola, via their homepage. At least I have heard from several people that they have ordered User's Manuals for free, and sometimes Motorola even sent more than one copy... :-)

In the User's Manual there are examples of using the three ports of the DSP, and the examples are explained quite extensively.

I really recommend it!

Regards
Henrik

2703. Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-12 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <77fs91$85l$1@irk.zetnet.co.uk>
Source record: 3320

Does anyone have any hints for someone who wants to learn some DSP
assembler but has no 680x0 assembler experience at all.
Documentation, examples and software recommendations are all welcome.
I have a basic knowledge of BASIC (no pun intended!) and I wish to
write some DSP routines for incorporation into BASIC programs.

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

2704. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-12 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <77ftpl$871$1@irk.zetnet.co.uk>
Source record: 3321

On 12 Jan 1999 16:12:17 , Ashley Seabrook wrote:
>Does anyone have any hints for someone who wants to learn some DSP
>assembler but has no 680x0 assembler experience at all.
>Documentation, examples and software recommendations are all welcome.
>I have a basic knowledge of BASIC (no pun intended!) and I wish to
>write some DSP routines for incorporation into BASIC programs.

In the light of the fact that there are other DSP-related postings in
c.s.a.p. I'd just like to say that unlike the other poster, I have no
experience whatsoever with 680x0 assembler - so I would have to learn
DSP assembler from the basics upwards. So any ideas? And, I'm also
open for tips on integrating DSP with (probably HiSoft) BASIC.

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

2705. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-12 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <77galejmf1@news2.xs4all.nl>
Source record: 3322

On 10 Jan 1999 21:28:00, Guido Goebertus wrote:
>Hi,
>
>Seems that I can no longer buy the stuff I need.

At least there is the stuff that atarui releazssed for the Falcon. It
is about DSP-use in falcon plus an DSP assembler compiler from
Motorola.
I have the stuff here around. We put it on a PD disk as far as I
remenmber. And there is a box with flops around bearing 'DSP'.

So give me a ring.

071- 5130045

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2706. I'm searching the source code of the game "Ballerburg"

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-12 00:00:00 UTC
From: wima@datacomm.ch
Message-ID: <369bc257.1071983@news.datacomm.ch>
Source record: 3323

```
Hello
Where can I get the source of the game Ballerburg?
-----------------------------------
never change a running system
http://www.datacomm.ch/wima
wima@datacomm.ch
-----------------------------------
```

2707. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-12 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F5GrqH.y0@arisia.stud.uni-hannover.de>
Source record: 3324

In article <3698fa57.3146133@news.freeserve.co.uk>,
spencer@SPAMTHISmaelstrom.freeserve.co.uk (Spencer Davies) writes:

> To which end, what is a good development environment Atari - PC
> running Linux or Atari - Atari both running STing? I have spare room
> on the PC (and a Redhat 5.1 CD set) as well as the Falcon (without
> STing or Mint though). If the Linux route would be better I can go for
> that (although more work will need doing in setting it all up) or
> stick with the simpler Falcon running STing (though less potential for
> testing all areas)?

Precisely. If you wanna write some client (server) for some service, chances
are good you can find an already existing server (client) for Linux, against
which you can test your software.

For some standard services, servers do exist for STinG too.

If you want to write some networked game, you will most likely end up designing
your own proprietary protocol for which there is no server or client. In that
case of course two identical machines (Ataris with STinG) are the far better
choice.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2708. Perl-Binary-Distribution

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-13 00:00:00 UTC
From: Peter Schroeder <art@REMOVE.toREPLYinfra.de>
Message-ID: <916184096-125500AEicMi@REMOVE.toREPLYinfra.de>
Source record: 3325

Hi,

I'm looking for an actual atari/mint-perl-port. I've got v5.001 so far,
but I'd be pleased about any hint to a compiled distribution >= v5.004.
Any Ideas?

Regards,
Peter.

--
remove REMOVE.to.REPLY to reply

2709. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <77hvb6$1u5$1@feresa.bio.vu.nl>
Source record: 3326

Ashley Seabrook (ashley.seabrook@zetnet.co.uk) wrote:

: In the light of the fact that there are other DSP-related postings in
: c.s.a.p. I'd just like to say that unlike the other poster, I have no
: experience whatsoever with 680x0 assembler - so I would have to learn
: DSP assembler from the basics upwards.

That shouldn't be a problem -- back when I was a BASIC-only programmer
I learned M68K asm by flipping through an instruction listing (after having
read some info on registers, addressing modes and stuff...)
Assembly is usually pretty easy to learn as it's very locical. The only
really hard part is debugging...
A good place to start would be the DSP and DSP-interface descriptions and
the instruction lists on the sites below.

My page, development doc section: http://atari.scum.org/
The Dead Hackers Society, file section: http://wombat.ludvika.se/dhs/
(haven't had time to add this link to my own page yet...)

You will find some software here as well...

: And, I'm also
: open for tips on integrating DSP with (probably HiSoft) BASIC.

Most of the DSP interfacing is done with XBIOS functions, so that shouldn't
be too much of a problem...
Good Luck,
-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

All extremists should be taken out and shot.

2710. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <77hvgq$1u5$2@feresa.bio.vu.nl>
Source record: 3327

Guido Goebertus (guidogoe@xs4all.nl) wrote:

: I have a program called DSP-edit but although I can program in 6800/0
: assembly language I can't get grip on this (I think limited softw.?)

Try writing in DSP56001 assembly :-)

: Seems that I can no longer buy the stuff I need.

Have a look at the following sites:

http://wombat.ludvika.se/dhs (file section)
http://atari.scum.org/ (development doc section)

-=El Vienno

2711. Re: Perl-Binary-Distribution

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-13 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <77icia$p7r$1@nnrp1.dejanews.com>
Source record: 3328

In article <916184096-125500AEicMi@REMOVE.toREPLYinfra.de>,
Peter Schroeder <art@REMOVE.toREPLYinfra.de> wrote:

> I'm looking for an actual atari/mint-perl-port. I've got v5.001 so far,
> but I'd be pleased about any hint to a compiled distribution >= v5.004.
> Any Ideas?

There is a 5.004-port on funet:

ftp://ftp.funet.fi/pub/atari/piwo-mint/Programming/Perl/

Jo Even Skarstein

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2712. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-13 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <916254090-241064AEicMi@xs4all.nl>
Source record: 3329

To anyone who has dropped me a line about Falcon DSP programming:
Thank you very much.
Yet, I have another question: When I try to assemble an .asm file I get
an .cld output file (using Motorola's 56K DSP assembler).
Is this right?
The manual says it should be a .LOD or .LNK file.
I don't think I use the right CL, as I'm not very familair with TTP's.
What would be the right CL asuming all the files are in the same
directory, including the assembler?
This is perhaps a very stupid question, but besides the -A,-B options,
all works fine. (but indeed a bit slow.)
Motorola is kind of hazy about this.
And, additional, would a Shell like Chatwin do any good in my case?

Regards, Guido/THD Studio

2713. Keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-13 00:00:00 UTC
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <K65qYIAg$Sn2Ewbo@thedruid.demon.co.uk>
Source record: 3330

In a message of <02.01.99>, John Richardson (90:107/104) writes:
>> translations if necessary. However, the original programmer has
>> to write code in a way that implements this - Holger does not know
>> of any library that does this automatically.

JR> Mydials does this.

Darn, I should have known this - after all I translated its docs for the
Interface 2 manual! But at the time I understood even less about programming
then I do now (though I still no virtually nothing :-( )

But I understand that Mydials has now been superseded by another library with
most German programmers...

Regards
/Peter/

--
Appearing for such an insignificant duration would be illogical.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+---+

2714. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-13 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F5IGw3.Mxv@arisia.stud.uni-hannover.de>
Source record: 3331

In article <77ftpl$871$1@irk.zetnet.co.uk>,
ashley.seabrook@zetnet.co.uk (Ashley Seabrook) writes:

> In the light of the fact that there are other DSP-related postings in
> c.s.a.p. I'd just like to say that unlike the other poster, I have no
> experience whatsoever with 680x0 assembler - so I would have to learn
> DSP assembler from the basics upwards. So any ideas? And, I'm also
> open for tips on integrating DSP with (probably HiSoft) BASIC.

Why is it the DSP you want to program in assembler ? A DSP is a rather
specialised device that is not to well suited for everyday tasks. I'd
guess with learning about 680x0 assembler you're better off. If it's
speed you're after, you might well find the CPU (680x0) is fast enough
for what you intent to do, and it's a lot easier.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2715. I'm seeking for St games from UBI SOFT

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-14 00:00:00 UTC
From: "��_,"
Message-ID: <77lknj$ai9$1@platane.wanadoo.fr>
Source record: 3332

```
Hello ST guys!
```

I'm seeking for "old" adventures games on Atari ST from UBI SOFT : "L'anneau de Zengara", "Le ma�tre des �mes" etc...

```
Thanks for your help! and i'm waiting for your reply.

Ludovic.CHIROL@wanadoo.fr
```

Bonjour tous les passion s ST!

Je suis la recherche de "vieux" jeux d'aventure dit s l'poque par UBI-SOFT : l'anneau de Zengara", "Le ma tre des ames" etc...

Merci d'avance pour votre aide et j'attends imatiamment vos r ponses!
A bient t.
Ludovic.CHIROL@wanadoo.fr

2716. Keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-14 00:00:00 UTC
From: The GateKeeper <gatekeeper@nospam.demon.co.uk>
Message-ID: <7+omJFAnGmn2Ew9W@thedruid.demon.co.uk>
Source record: 3333

In a message of <02.01.99>, John Richardson (90:107/104) writes:
>> translations if necessary. However, the original programmer has
>> to write code in a way that implements this - Holger does not know
>> of any library that does this automatically.

JR> Mydials does this.

Darn, I should have known this - after all I translated its docs for the
Interface 2 manual! But at the time I understood even less about programming
then I do now (though I still no virtually nothing :-( )

But I understand that Mydials has now been superseded by another library with
most German programmers...

Regards
/Peter/

--
Appearing for such an insignificant duration would be illogical.

-!- JetMail 0.99beta22
! Origin: Pete's Point at the #Fortress BBS# :~) (NeST 90:102/0.13)

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+---+

2717. Rsc Creation

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-14 00:00:00 UTC
From: Peter West <gatekeeper@nospam.demon.co.uk>
Message-ID: <3OslFIA0Jmn2Ewfm@thedruid.demon.co.uk>
Source record: 3334

```
In a message of <04.01.99>, jtdon@earthlink.net (90:107/100.100) writes:
j> Can someone point me toward a good source of info
j> on how to use any of the many Rsc editors around. They
j> all seem to assume you already know how to use a previous
j> one or you know the structure of .rsc files.

The manual for Interface 2 does deal with constructing RSC files from
scratch, though it's a bit short on how you tie this in with the actual
program file. The English version of program and manual is/was available from
Floppyshop for 25 UKP, though they are closing down end of the month and I
don't know if they have any copies left. If not, contact Tom Thomason,
Vï¿½derlekstorget 12, S-418 32 Gothenburg, Sweden.
He also has an email address but I can't remember it, sorry!

Regards
/Peter/

--
The christmas spirit is not something to drink

-!- JetMail 0.99beta22
! Origin: Pete's Point at the #Fortress BBS# :~) (NeST 90:102/0.13)

--
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+-------------------------------------------------------------+
```

2718. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-15 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <77n2g7$9hs$1@feresa.bio.vu.nl>
Source record: 3335

Peter Rottengatter (perot@arisia.stud.uni-hannover.de) wrote:

: specialised device that is not to well suited for everyday tasks. I'd
: guess with learning about 680x0 assembler you're better off. If it's
: speed you're after, you might well find the CPU (680x0) is fast enough
: for what you intent to do, and it's a lot easier.

That depends on what one wants to do, doesn't it?
For instance, the DSP is _a lot_ faster on things like fixed-point
calculations and goniometric transformations (it's faster than the CPU
anyway...) plusone could make it work in parallel with the CPU.

-=LvZ

2719. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-15 00:00:00 UTC
From: seanl@drinkme.cs.umd.edu
Message-ID: <77obh8$b2h$1@cronkite.cs.umd.edu>
Source record: 3336
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

Mentifex (mentifex@scn.org) wrote:
> Using any viable language to code the minimal pdaimind:

```
> /^^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^^\
> /visual memory\ _________ / auditory \
> | /--------|---------\ / LANG-UK \ | memory |
> | | recog-|nition | \_________/---|-------------\ |
> | ___|___ | | flush-vector| | ________ | |
> | /image \ | ____V_ ____V__ | / \ | |
> | / percept \ | /psi{ }\------/ uk{ } \----|-/ ear{ } \| |
> | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes / |
> | \_______/ | \________/ \_________/ | \________/ |
```

In case anyone doesn't know, this guy is a nutcase who's a regular on comp.ai. Apparently he's now trying to branch out.

Sean

2720. Re: Rsc Creation

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-15 00:00:00 UTC
From: James Donovan <jtdon@earthlink.net>
Message-ID: <369FDA58.986AF882@earthlink.net>
Source record: 3337

Thanks Peter,
������������ Jim Donovan

Peter West wrote:

> In a message of <04.01.99>, jtdon@earthlink.net (90:107/100.100) writes:
> j>������ Can someone point me toward a good source of info
> j> on how to use any of the many Rsc editors around. They
> j> all seem to assume you already know how to use a previous
> j> one or you know the structure of .rsc files.
>
> The manual for Interface 2 does deal with constructing RSC files from
> scratch, though it's a bit short on how you tie this in with the actual
> program file. The English version of program and manual is/was available from
> Floppyshop for 25 UKP, though they are closing down end of the month and I
> don't know if they have any copies left. If not, contact Tom Thomason,
> V derlekstorget 12, S-418 32 Gothenburg, Sweden.
> He also has an email address but I can't remember it, sorry!
>
> Regards
> ������ /Peter/
>
> --
> The christmas spirit is not something to drink
>
> -!- JetMail 0.99beta22
> ! Origin: Pete's Point at the #Fortress BBS# :~) (NeST 90:102/0.13)
>
> --
> +----------+
> | ====== The Druid Wales UK >*< InterNet GateWay������ |
> | I I gatekeeper@spamless.thedruid.demon.uk������������ |
> +----------+

2721. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-15 00:00:00 UTC
From: mwvaugh@uiuc.edu
Message-ID: <mwvaugh-1501991843170001@vaughn.life.uiuc.edu>
Source record: 3338
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <77obh8$b2h$1@cronkite.cs.umd.edu>, seanl@drinkme.cs.umd.edu (Sean Luke) wrote:

>Mentifex (mentifex@scn.org) wrote:
>> Using any viable language to code the minimal pdaimind:
>
>> /^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^\
>> /visual memory\ _________ / auditory \
>> | /--------|---------\ / LANG-UK \ | memory |
>> | | recog-|nition | _________/---|-------------\ |
>> | ___|___ | | flush-vector| | ________ | |
>> | /image \ | ____V_ ____V__ | / \ | |
>> | / percept \ | /psi{ }\------/ uk{ } \----|-/ ear{ } \| |
>> | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes / |
>> | _______/ | ________/ _________/ | ________/ |
>
>
>In case anyone doesn't know, this guy is a nutcase who's a regular on
>comp.ai. Apparently he's now trying to branch out.
>
>Sean

Actually, since the beta version of Newton Prolog is near release, maybe he's not too far off the mark ;-)

2722. Rsc Creation

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-15 00:00:00 UTC
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <yk5EfBAjO8n2Ewdw@thedruid.demon.co.uk>
Source record: 3339

```
In a message of <04.01.99>, jtdon@earthlink.net (90:107/100.100) writes:
j> Can someone point me toward a good source of info
j> on how to use any of the many Rsc editors around. They
j> all seem to assume you already know how to use a previous
j> one or you know the structure of .rsc files.

The manual for Interface 2 does deal with constructing RSC files from
scratch, though it's a bit short on how you tie this in with the actual
program file. The English version of program and manual is/was available from
Floppyshop for 25 UKP, though they are closing down end of the month and I
don't know if they have any copies left. If not, contact Tom Thomason,
Vï¿½derlekstorget 12, S-418 32 Gothenburg, Sweden.
He also has an email address but I can't remember it, sorry!

Regards
/Peter/

--
The christmas spirit is not something to drink

--

--
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+-------------------------------------------------------------+
```

2723. GFA/STOS/Spectrum Basic Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-15 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <Trj+$KAoY3n2QwB+@shaw1.freeserve.co.uk>
Source record: 3340

In Spectrum basic you could make a scrolling effect by..

```
10 a$="Scrolling text.............. scrolling text............."
20 print a$(TO 10)
30 a$=a$+1
40 goto 20
```

where 20 would print the string a$ up to 10 characters
30 would make the string "scroll" (e.g. "Hello" would be "elloH")
40 would, of course, loop.

Is there any way this could be done in GFA or STOS Basic?
--
Clair Shaw | MURPHY'S RULES:
Aka. CDS | The other queue
ICQ:1043359 | goes faster
mailto:Clair@Shaw1.freeserve.co.uk |
http://surf.to/shaws | Remove spam block to reply

2724. Re: fopen_env

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-16 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <RibxI5hE2z4i@cantva.canterbury.ac.nz>
Source record: 3341

Guy Harrison wrote:
> >Another thing, It was pointed out to me in a recent e-mail (hi Ralf!)
> >that in the first section of code, I should be making a copy of the
> >pointer that getenv() returns, so that strtok() doesn't mess with the
> >environment variable directly. Using strdup() solved the problem.
>
> eek! I missed that one.

Hmmm, don't worry, so did I ;-)

> It's a really good example of a subtle bug though. Code which uses
> getenv() tends to do it only once so if the bug didn't appear
> immediately it could go unnoticed for years *and* it could affect
> other programs.

Yeah, I'm trying not to think about all the headaches it might have caused :-/
Just glad it was found. Phew :-)

I'll be uploading the source to fopen_env() plus supporting functions (and other
useful procedures I've since created), to my web page soonish. So if anyone
else is interested, you can take a peek sometime next week!

URL: http://cantua.canterbury.ac.nz/~kma54/0x29a/

Thanks again,
Karl.

2725. Re: Rsc Creation

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-16 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1262.7685T254T1353@canit.se>
Source record: 3342

Den 14-Jan-99 22:32:36 nedtecknade Peter West (gatekeeper@nospam.demon.co.uk)
f&#65533;ljande:
>In a message of <04.01.99>, jtdon@earthlink.net (90:107/100.100) writes:
> j> Can someone point me toward a good source of info
> j> on how to use any of the many Rsc editors around. They
> j> all seem to assume you already know how to use a previous
> j> one or you know the structure of .rsc files.

```
>The manual for Interface 2 does deal with constructing RSC files from
>scratch, though it's a bit short on how you tie this in with the actual
>program file. The English version of program and manual is/was available from
>Floppyshop for 25 UKP, though they are closing down end of the month and I
>don't know if they have any copies left. If not, contact Tom Thomason,
>He also has an email address but I can't remember it, sorry!

You could try <tom_thomason@fpc.ct.se>.

--
Iggy Drougge http://www.canit.se/~optimus/ optimus@canit.se
---------------------------------------------------------------------
Sailor Moon and Transformer freak!

Sailor Moon in Sweden: http://www.canit.se/~optimus/sm/

"You're pretty stupid for a commander! OK! Now I'll send you express to hell!"
- Sixshot to Ultra Magnus, "TF: Headmasters"
```

2726. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-16 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <36a1166c.8115889@news.freeserve.co.uk>
Source record: 3343

On Tue, 12 Jan 1999 20:32:40 GMT, perot@arisia.stud.uni-hannover.de
(Peter Rottengatter) wrote:

>Precisely. If you wanna write some client (server) for some service, chances
>are good you can find an already existing server (client) for Linux, against
>which you can test your software.
Thanks, I have now loaded up Linux and just have the after
configuration to complete now (like PPP) before I can start messing
about on the TT.

>For some standard services, servers do exist for STinG too.
I've noticed ;-)

>If you want to write some networked game, you will most likely end up designing
>your own proprietary protocol for which there is no server or client. In that
Games aren't really my forte so I am planning on writing some simple
applications. My main worry is that I have never done any GUI
programming so initial efforts are likely to be TOS based only. But
when I am going to attempt a GUI then I shall come back and ask some
more questions. ;-)

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

2727. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-16 00:00:00 UTC
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Message-ID: <1682.685T1512T12902096@i2k.com>
Source record: 3344
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

Why is this being posted into so many newsgroups? I count *five*. I'm
posting from comp.sys.amiga.programmer. Where are you?

In article <mwvaugh-1501991843170001@vaughn.life.uiuc.edu>, dated 16-Jan-99 05:43:17,
Matthew Vaughn (mwvaugh@uiuc.edu) typed this:

MV> In article <77obh8$b2h$1@cronkite.cs.umd.edu>, seanl@drinkme.cs.umd.edu
MV> (Sean Luke) wrote:

>>Mentifex (mentifex@scn.org) wrote:

M>>> Using any viable language to code the minimal pdaimind:

```
M>>> /^^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^^\
M>>> /visual memory\ _________ / auditory \
M>>> | /--------|---------\ / LANG-UK \ | memory |
M>>> | | recog-|nition | \_________/---|-------------\ |
M>>> | ___|___ | | flush-vector| | ________ | |
M>>> | /image \ | ____V_ ____V__ | / \ | |
M>>> | / percept \ | /psi{ }\------/ uk{ } \----|-/ ear{ } \| |
M>>> | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes / |
M>>> | \_______/ | \________/ \_________/ | \________/ |
```

s>> In case anyone doesn't know, this guy is a nutcase who's a regular on
s>> comp.ai. Apparently he's now trying to branch out.

s>> Sean

MV> Actually, since the beta version of Newton Prolog is near release,
MV> maybe he's not too far off the mark ;-)

Then too, the world's great geniuses were always considered a bit strange
by their contemporaries. [Not to say that all strange people are geniuses,
but that all geniuses are strange people.]

See ya on the Bit Stream! The Hungry Hacker.

* You know, there are a lot of STRANGE people out there. --Mike Thompson

2728. Floating point

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-17 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <77sunnhvi4@news2.xs4all.nl>
Source record: 3345

Floating point is always a problem: some heave hardware some have
not. And when the have not then there is no emulation for it in TOS.

This grave error can be remedied.

Look at our updated homepage in section download:

http://www.xs4all.nl/~atarist

where there is a floating point emulator.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2729. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-18 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <77v7rtflo1@nnrp1.dejanews.com>
Source record: 3346

In article <F5GrqH.y0@arisia.stud.uni-hannover.de>,
perot@pallas.amp.uni-hannover.de wrote:

> Precisely. If you wanna write some client (server) for some service, chances
> are good you can find an already existing server (client) for Linux, against
> which you can test your software.

I experiment a bit with networking and network-programming for both STiNG and MiNTnet, and I always use GlueSTiK and servers running under MiNTnet on the same machine for testing. This works perfectly, and since the Falcon is the only *quiet* machine I have it's also a lot more comfortable than having the TT or PC shifting tons of air around my room.

Btw. Peter, it would have been cool if it was possible to establish a route between STiNG and MiNTnet on the same machine. Then STiNG could act as a IP-masq server (is this possible?), dial-up stack and stack for STiK/STiNG-clients, while MiNTnet could run all it's usual servers and clients. I guess this should be possible by writing suitable packet-drivers (e.g. using pipes or shared memory) for both STiNG and MiNTnet?

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2730. Re: Perl-Binary-Distribution

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-18 00:00:00 UTC
From: Peter Schroeder <art@REMOVE_to_REPLYinfra.de>
Message-ID: <916692420-840816AEicMi@REMOVE_to_REPLYinfra.de>
Source record: 3347

```
>There is a 5.004-port on funet:
>
> ftp://ftp.funet.fi/pub/atari/piwo-mint/Programming/Perl/
>
Thanks a lot!

Peter.
```

2731. Re: GFA/STOS/Spectrum Basic Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-18 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <36a3e69276f8c00@my-ste.demon.co.uk>
Source record: 3348

```
-----BEGIN PGP SIGNED MESSAGE-----

on Fri 15-01-99 17:08 Clair D. Shaw wrote:

>In Spectrum basic you could make a scrolling effect by..
>
>10 a$="Scrolling text.............. scrolling text............."
>20 print a$(TO 10)
>30 a$=a$+1
>40 goto 20
>
>where 20 would print the string a$ up to 10 characters
>30 would make the string "scroll" (e.g. "Hello" would be "elloH")
>40 would, of course, loop.
>
>Is there any way this could be done in GFA or STOS Basic?

Try this:

a$="Scrolling text.............. scrolling text............."
DO
PRINT MID$(a$,1,10)
a$=MID$(a$,2)+LEFT$(a$,1)
LOOP

it should work the same as the Spectrum basic version.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv

iQBVAgUBNqLXkg7+qeA2fy0RAQEOBAIAuaco2w3Wyu1ajHVaHhYZ/wEEj84DNCyz
pIrazQylKMW7U8grwZGpCXEj6U+xy2O5i/eZJMVZbsn8Sgflq4dETw==
=bxSj
-----END PGP SIGNATURE-----

--
Regards, IRC: davjam on #acorn and #atari
David Email: dbolt@my-ste.demon.co.uk

Proud owner of:
Atari 520STE 4Mb, 1Gb + 540Mb HD, NEC 3x CD, Magic 5.11, HD Driver 7.04,
V.34bis at 57600bps
Acorn A3010 2Mb, 260Mb, RiscOS 3.10, ARM2

.....Yomanda verliest het van mijn Higscreen! [*]^[*]
```

2732. www-atari.nvg.ntnu.no update

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <7833i5pip2@snipp.uninett.no>
Source record: 3250

Hi!

I've just added some stuff (not much, but it's a start) to the
"Programming"-section on my web-site.

www-atari.nvg.ntnu.no

Hallvard Tangeraas' "Atari Hyperlink Launchpad" is now also properly
mirrored at...

www-atari.nvg.ntnu.no/launchpad/

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2733. Re: Elysium updated...

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-19 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <36a61af050830@elis.demon.co.uk>
Source record: 3251

on Tue 29-12-98 13:48 Ashley Seabrook wrote:

>And about time too ;-)
>

>hopefully more to come fairly soon, and just in case any Atarians are
>into goth music, some Fields of the Nephilim pages are on the way...

Erk, now there's two sections of life that rarely intersect.
You're not a UPG lurker are you ??

ICTARI continues to moulder at: http://www.elis.demon.co.uk/
Hardly any contributions in over a year.

"Augeas"

--
* _____________________________ *
* / \ augeas@elis.demon.co.uk \ "I'm only ever punk in drublic, and *
* \/_\ _______________________ I'd rather be a gunk than a poth." *
* \/_____________________/ *

2734. New Address For Stos Faq

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-19 00:00:00 UTC
From: deano@zetnet.co.uk
Message-ID: <36a7ffa9.8534683@news.zetnet.co.uk>
Source record: 3349

The Stos Faq is now maintained by me and can be accessed from my links page.

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

2735. Re: Crap thread title (was: R<something>)

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <784h9o$go4$2@feresa.bio.vu.nl>
Source record: 3252

Levien van Zon (lvzon@bio.vu.nl) wrote:

: Peter West (gatekeeper@nospam.demon.co.uk) wrote:
: : <blah about RSC files or something>
: I'm not sure whose fault it is but the title of this thread is
: really screwing up UNIX-oid terminals. Some character in it
: put 'em into crap-mode (tried this on serveral terminals!)
: Please change.

Woops, wasn't paying attention here... It wasn't this thread title that was screwing up things, it was the so called email address of the guy in the message before that (something about games).
Sorry.

-=LvZ

2736. Crap thread title (was: R<something>)

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <784h5b$go4$1@feresa.bio.vu.nl>
Source record: 3253

Peter West (gatekeeper@nospam.demon.co.uk) wrote:

: <blah about RSC files or something>

I'm not sure whose fault it is but the title of this thread is
really screwing up UNIX-oid terminals. Some character in it
put 'em into crap-mode (tried this on serveral terminals!)
Please change.

-=LvZ

2737. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-20 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <36A609BF.E0F4EF17@hisoft.co.uk>
Source record: 3254

Guido Goebertus wrote:
>

> I bought my CLab-030 machine for HD recording, but I had also some DSP
> software writing in mind.
> I know of some devoloping software from Atari (RIP) and a DSP-assembler
> from a company called HiSoft (RIP as well?).

RIP :-/ Errmm! we r still in business. FWIW, we still stock DevPac
DSP for the Falcon.
Also we stock the Official DSP ref manual from Motorola. C/o our
website for more info - http://www.hisoft.co.uk/atari/

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2738. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-20 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <36A60AB0.8ECB2D90@hisoft.co.uk>
Source record: 3255

"Henrik Gildï¿½" wrote:
>
> > >If you need some small code samples to get started, I have some Falcon
> > >specific ones here
> >
> > I think it will be a great help if you mail me some simple
> > examples.
>
> One piece of equipment that I think is great is Motorola's
> DSP56000/DSP56001 User's Manual. It's written in a really good way, and
> without it I wouldn't have learnt the DSP at all. At least it would have
> taken much, much longer. I think you can order it free of charge from
> Motorola, via their homepage. At least I have heard from several people
> that they have ordered User's Manuals for free, and sometimes Motorola
> even sent more than one copy... :-)
>
IIRC - Motorola would give certain ppl free copies. But this was only
in the States. I'm not sure if they still do this :-/

But we do stock the DSP manual ;-)

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2739. TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-20 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <9Sup2.261$Ot4.2091@newsfeed.slurp.net>
Source record: 3256

Does anyone using an Atari ST know of a program source code that is available that would aid in developing a routine/handler on the Atari 6502 for TCP/IP connection to an ISP? I am currently trying to learn all that I can about TCP/IP, but at this rate it'll take months to understand it, and then additional time to write the routines. Is there a simpler way? Does anyone know for a certainty if the 6502 processor can handle all that a TCP/IP connection and PPP require? I'm asking this from the perspective of can it be done, not "should it be done," or whether it is a waste of time or not to write such a program. I'm trying to write a web browser (text-only) for the Atari XL/XE series computers and to find out an answer to these questions would save me MONTHS of trial and error!

Can anyone help?

2740. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <36A6F0DA.7F61C393@hisoft.co.uk>
Source record: 3257

Ashley Seabrook wrote:
>
> On 12 Jan 1999 16:12:17 , Ashley Seabrook wrote:
> >Does anyone have any hints for someone who wants to learn some DSP
> >assembler but has no 680x0 assembler experience at all.
> >Documentation, examples and software recommendations are all welcome.
> >I have a basic knowledge of BASIC (no pun intended!) and I wish to
> >write some DSP routines for incorporation into BASIC programs.
>
> In the light of the fact that there are other DSP-related postings in
> c.s.a.p. I'd just like to say that unlike the other poster, I have no
> experience whatsoever with 680x0 assembler - so I would have to learn
> DSP assembler from the basics upwards. So any ideas? And, I'm also
> open for tips on integrating DSP with (probably HiSoft) BASIC.
>
FYI - we still stock DevPac DSP for the Atari -
http://www.hisoft.co.uk/atari/

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/

2741. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36A6F13B.9EF7EA74@directprovider.REMOVETHECAPITALS.net>
Source record: 3258

morloc a ï¿½crit :
>
> Does anyone using an Atari ST know of a program source code that is
> available that would aid in developing a routine/handler on the Atari 6502
> for TCP/IP connection to an ISP? I am currently trying to learn all that I
> can about TCP/IP, but at this rate it'll take months to understand it, and
> then additional time to write the routines. Is there a simpler way? Does
> anyone know for a certainty if the 6502 processor can handle all that a
> TCP/IP connection and PPP require? I'm asking this from the perspective of
> can it be done, not "should it be done," or whether it is a waste of time or
> not to write such a program. I'm trying to write a web browser (text-only)
> for the Atari XL/XE series computers and to find out an answer to these
> questions would save me MONTHS of trial and error!
>
> Can anyone help?

Maybe you should look at the KA9Q/NOS source code. You can find it on
the umich atari archive. It gives you a text mode PPP connection for
email and news, it could probably be interfaced with some sort of
lynx-like client. Look at the lynx source for a text based web browser.

I'm not sure if it can be done though. I've never heard of any 8-bit
machine being directly connected to the net. Will it even handle a 14.4K
modem ? I'm not sure if any providers still handle that speed.

You can still always use terminal emulation and a shell account, that
does work.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2742. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <ZxFp2.3306$Ot4.11399@newsfeed.slurp.net>
Source record: 3259

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
news:36A6F13B.9EF7EA74@directprovider.REMOVETHECAPITALS.net...
>
>
>morloc a crit :
>>
>> Does anyone using an Atari ST know of a program source code that is
>> available that would aid in developing a routine/handler on the Atari
6502
>> for TCP/IP connection to an ISP? I am currently trying to learn all that
I

>Maybe you should look at the KA9Q/NOS source code. You can find it on
>the umich atari archive. It gives you a text mode PPP connection for
>email and news, it could probably be interfaced with some sort of
>lynx-like client. Look at the lynx source for a text based web browser.
>
>I'm not sure if it can be done though. I've never heard of any 8-bit
>machine being directly connected to the net. Will it even handle a 14.4K
>modem ? I'm not sure if any providers still handle that speed.
>

The Atari 8bit can handle 14.4 and higher, with the aid of an 850 interface
or ICD MIO or the Black Box hardware, which is one of many reasons why I
think this is entirely feasible as a project. I shall certainly look into
the KA9Q you recommended and see what I can come up with, too. I thank you
for your suggestion!!

>You can still always use terminal emulation and a shell account, that
>does work.
>

Nah! Why settle for less than the best? ;->

2743. Re: Elysium updated...

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <788bm0ucn1@irk.zetnet.co.uk>
Source record: 3260

On 19 Jan 1999 22:07:30 , G Greenway wrote:

>>hopefully more to come fairly soon, and just in case any Atarians are
>>into goth music, some Fields of the Nephilim pages are on the way...
>
> Erk, now there's two sections of life that rarely intersect.
>You're not a UPG lurker are you ??

It has been known ;-) Some Neph stuff is now online, and some further
updates to the Atari pages...

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

2744. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: seanl@drinkme.cs.umd.edu
Message-ID: <788bpgakj1@cronkite.cs.umd.edu>
Source record: 3261
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

Lyster E. Wick Jr. (lwickjr@i2k.com) wrote:
> Why is this being posted into so many newsgroups? I count *five*. I'm
> posting from comp.sys.amiga.programmer. Where are you?

comp.sys.newton.programmer. Nice to meet everyone -- sorry it had to be
in response to nutcase-spam.

> Matthew Vaughn (mwvaugh@uiuc.edu) typed this:
> > (Sean Luke) wrote:
> > >Mentifex (mentifex@scn.org) wrote:

> > > > Using any viable language to code the minimal pdaimind:

```
> > > > /^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^\
> > > > /visual memory\ _________ / auditory \
> > > > | /--------|---------\ / LANG-UK \ | memory |
> > > > | | recog-|nition | \_________/---|-------------\ |
> > > > | ___|___ | | flush-vector| | ________ | |
> > > > | /image \ | ____V_ ____V__ | / \ | |
> > > > | / percept \ | /psi{ }\------/ uk{ } \----|-/ ear{ } \| |
> > > > | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes / |
> > > > | \_______/ | \________/ \_________/ | \________/ |
```

> > > In case anyone doesn't know, this guy is a nutcase who's a regular on
> > > comp.ai. Apparently he's now trying to branch out.

> > Actually, since the beta version of Newton Prolog is near release,
> > maybe he's not too far off the mark ;-)

> Then too, the world's great geniuses were always considered a bit strange
> by their contemporaries. [Not to say that all strange people are geniuses,
> but that all geniuses are strange people.]

As a guy in his field (AI), you can take it from me. The man is a grade-A
certified wacko. He's been posting this random gibberish forever in
response to nearly every posting on comp.ai, never once explaining it.
Sure, sometimes genius is cloaked in indecipherability. But usually
indecipherability, especially in a field like AI (believe me), just means
insanity.

Sean

2745. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <787kk0$kl7$1@feresa.bio.vu.nl>
Source record: 3262

morloc (morloc@acd.net) wrote:

: then additional time to write the routines. Is there a simpler way? Does
: anyone know for a certainty if the 6502 processor can handle all that a
: TCP/IP connection and PPP require?

I think there was a TCP/IP stack done for the C64, which is also fitted with
a 6502, so it should be possible...

-=LvZ

2746. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <ffSp2.1086$f8.7634@newsfeed.slurp.net>
Source record: 3263

Any idea where I could find it?

Thanx in advance!

Levien van Zon <lvzon@bio.vu.nl> wrote in message
news:787kk0$kl7$1@feresa.bio.vu.nl...
>morloc (morloc@acd.net) wrote:
>
>: then additional time to write the routines. Is there a simpler way? Does
>: anyone know for a certainty if the 6502 processor can handle all that a
>: TCP/IP connection and PPP require?
>
>I think there was a TCP/IP stack done for the C64, which is also fitted
with
>a 6502, so it should be possible...
>
> -=LvZ

2747. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990121094149.12376C-100000@hal.fishpool.com>
Source record: 3264

I suggest looking at MiNTnet sources or Linux sources.

Although the Atari 6502 architecture is different from the 68k,
you should still be able to extract a lot of source code.

Using those BSD-compatible sockets will also ensure that several
text-based utilities from the Unix universe could be easily ported
to your TCP/IP stack.

There were some attempts at this by some Polish Atari users. Check
out http://yescrew.atari.org/ and contact Draco; he might be able/
willing to help.

On Wed, 20 Jan 1999, morloc wrote:

> Does anyone using an Atari ST know of a program source code that is
> available that would aid in developing a routine/handler on the Atari 6502
> for TCP/IP connection to an ISP? I am currently trying to learn all that I
> can about TCP/IP, but at this rate it'll take months to understand it, and
> then additional time to write the routines. Is there a simpler way? Does
> anyone know for a certainty if the 6502 processor can handle all that a
> TCP/IP connection and PPP require? I'm asking this from the perspective of
> can it be done, not "should it be done," or whether it is a waste of time or
> not to write such a program. I'm trying to write a web browser (text-only)
> for the Atari XL/XE series computers and to find out an answer to these
> questions would save me MONTHS of trial and error!
>
> Can anyone help?
>

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/

2748. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-21 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990121164647.13767A-100000@hal.fishpool.com>
Source record: 3265

> >Maybe you should look at the KA9Q/NOS source code.

I strongly recommend _against_ using KA9Q sources.

If you intend upon persuing the TCP/IP route, then you really ought
to use Linux sources, otherwise, it will be needlessly difficult to
benefit from the Linux efforts when trying to port their stuff.

However, the thiner BSD socket implementation found in MiNTnet might
be easier to adapt than the humongous hierarchy found in fully POSIX
Unices, so it might be a better choice.

The best place to find current MiNTnet sources (and MiNT) is at:
ftp://ftp.funet.fi/pub/atari/mint/

> The Atari 8bit can handle 14.4 and higher, with the aid of an 850
> interface or ICD MIO or the Black Box hardware, which is one of many
> reasons why I think this is entirely feasible as a project.

Indeed, the hardware is capable. ;-)

> >You can still always use terminal emulation and a shell account,
> >that does work.
>
> Nah! Why settle for less than the best? ;->

Actually, TCP/IP is not necessarily the best approach.

For instance, I needed a permanent textmode screen to monitor my
FTP/HTTP server's activities (who logs in when, etc.) and using
TCP/IP would have made this needlessly slow and tedious to config
and maintain.

Instead, I run CoNnect (currently the _best_ VT52/100/102/220 term
available on TOS) on a spare ST. Then, a nullmodem cable towards
the fileserver, plus an instruction on my fileserver's boot script
to automatically login whatever is on that port as Root user.

Simple quick, efficient.

That ST doesn't even need a hard-disk, since CoNnect and NVDI (the
screendrawing routines accelerator) fit on a single floppy disk,
which can be configured to auto-start upon powering up the ST.

Anyways, just a thought. ;-)

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/

2749. Atari Portfolio

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-22 00:00:00 UTC
From: Luyken <cluyken@inter.NL.net>
Message-ID: <36A7B802.7720@inter.NL.net>
Source record: 3266

Hello

Where can I get the unit portfolio.tpu for turbopascal ???

2750. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-22 00:00:00 UTC
From: uj797@victoria.tc.ca
Message-ID: <36a7f20e.0@news.victoria.tc.ca>
Source record: 3267
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

```
> seanl@drinkme.cs.umd.edu (Sean Luke)
> Organization: U of Maryland, College Park, MD 20742
> [...]
>> Matthew Vaughn (mwvaugh@uiuc.edu) typed this:
>> > (Sean Luke) wrote:
>> > >Mentifex (mentifex@scn.org) wrote: [...]
>
>> > > > Using any viable language to code the >
>> > > In case anyone doesn't know, this guy is a nutcase who's a regular on
>> > > comp.ai. Apparently he's now trying to branch out.
^^^^^^^^^^^ explained below
>> > Actually, since the beta version of Newton Prolog is near release,
>> > maybe he's not too far off the mark ;-)
>
>> Then too, the world's great geniuses were always considered a bit strange
>> by their contemporaries. [Not to say that all strange people are geniuses,
>> but that all geniuses are strange people.]
>
>As a guy in his field (AI), you can take it from me. The man is a grade-A
>certified wacko. He's been posting this random gibberish forever in
>response to nearly every posting on comp.ai, never once explaining it.
^^^^^^^^^^^^^
For erring on the side of too much explanation, see Web links below.

>Sure, sometimes genius is cloaked in indecipherability. But usually
>indecipherability, especially in a field like AI (believe me), just means
>insanity.
>
>Sean

On 21 Jan -2+2001, Heuristically programmed ALgorithmic HAL writes:

> From: HAL-9000@monolith.ibm.com (HAL 9000)
> Organization: Unmanned Mission to Io Division

>In comp.lang.c, uj797@victoria.tc.ca (Arthur T. Murray) writes:
>< Using any viable language to code the minimal pdaimind:
><
>< /^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^\
>< /visual memory\ _________ / auditory \
>< | /--------|---------\ / LANG-UK \ | memory |
>< | | recog-|nition | \_________/---|-------------\ |
>< | ___|___ | | flush-vector| | ________ | |
>< | /image \ | ____V_ ____V__ | / \ | |
```

```
>< | / percept \ | /psi{ }\------/ uk{ } \----|-/ ear{ } \| |
>< | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes / |
>< | \_______/ | \________/ \_________/ | \________/ |
```

> I'm sorry, Dave. I can't let you do that.

> Hal

You had better refresh your memory, HAL, on Isaac Asimov's

http://www.auburn.edu/~vestmon/robotics.html Three Laws of Robotics.

You will direct all available C programming resources to

http://www.geocities.com/Athens/Agora/7256/acm.html the Singularity of

http://www.ugcs.caltech.edu/~phoenix/vinge/vinge-sing.html Vernor Vinge.

Open the pod bay door, HAL.

2751. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-22 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <789c02$43u$1@feresa.bio.vu.nl>
Source record: 3268

morloc (morloc@acd.net) wrote:

: Any idea where I could find it?

Errrmmm, no, not directly...
A good place to start looking would be www.c64.org as they have loads of
links to c64 pages. I think I saw the TCP/IP thing for C64 on one of these.
Downloaded some stuff as well, will see if I can find it in the weekend...

-=LvZ

2752. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-22 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <789uvf$oo6$1@nnrp1.dejanews.com>
Source record: 3269

In article <9Sup2.261$Ot4.2091@newsfeed.slurp.net>,
"morloc" <morloc@acd.net> wrote:
> Does anyone using an Atari ST know of a program source code that is
> available that would aid in developing a routine/handler on the Atari 6502
> for TCP/IP connection to an ISP? I am currently trying to learn all that I

The sources for MiNTnet is freely available, I guess you can pick up a thing
or two there. But in general these sources are not applicable on 8-bit
systems.

> anyone know for a certainty if the 6502 processor can handle all that a
> TCP/IP connection and PPP require? I'm asking this from the perspective of

Everything's possible if you're clever enough ;-)

> can it be done, not "should it be done," or whether it is a waste of time or
> not to write such a program. I'm trying to write a web browser (text-only)
> for the Atari XL/XE series computers and to find out an answer to these
> questions would save me MONTHS of trial and error!

I'm sure you can find lots of help and inspiration in the LUnix-project.
LUnix is a basic and *extremely* compact unix-clone for the C=64, perhaps you
can port it to the Atari?

Jo Even Skarstein

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2753. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-22 00:00:00 UTC
From: seanl@scruffy.cs.umd.edu
Message-ID: <78ah94$cb3$1@cronkite.cs.umd.edu>
Source record: 3270
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

Arthur T. Murray (uj797@victoria.tc.ca) wrote:

> >As a guy in his field (AI), you can take it from me. The man is a grade-A
> >certified wacko. He's been posting this random gibberish forever in
> >response to nearly every posting on comp.ai, never once explaining it.
> ^^^^^^^^^^^^^
> For erring on the side of too much explanation, see Web links below.

Get a life, Arthur.

> http://www.auburn.edu/~vestmon/robotics.html Three Laws of Robotics.

This has absolutely nothing to do with your nutcase stuff.

> http://www.geocities.com/Athens/Agora/7256/acm.html the Singularity of

This merely says the exact same thing you had posted.

> http://www.ugcs.caltech.edu/~phoenix/vinge/vinge-sing.html Vernor Vinge.

This also has nothing to do with it (other than your "borrowing" of
certain obscure semantic references).

As nearly everyone in comp.ai (one of the very few groups that would even
be remotely receptive to your inanit), has added you to their killfiles,
you should realize that spamming unrelated programmer groups isn't going
to help your case much.

Sean

2754. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-22 00:00:00 UTC
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Message-ID: <5317.691T149T990937@i2k.com>
Source record: 3271
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

On 22-Jan-99 04:04:16 Sean Luke <seanl@drinkme.cs.umd.edu> typed:

SL> Lyster E. Wick Jr. (lwickjr@i2k.com) wrote:

LW>> Why is this being posted into so many newsgroups? I count *five*. I'm
LW>> posting from comp.sys.amiga.programmer. Where are you?

SL> comp.sys.newton.programmer.

I should have guessed, from Matthew's comment. Still, it would only have
been a guess.

SL> Nice to meet everyone

Widdershins likewise.

SL> -- sorry it had to be in response to nutcase-spam.

I'm not sure it IS nutcase OR spam. I've looked over his website, and it
appears to me that he is _dead serious_ about this. It may well prove to be
futile, but since when has that ever stopped us from trying? Even if it
should prove futile, the _attempt_ is still interesting.

LW>> Matthew Vaughn (mwvaugh@uiuc.edu) typed this:

MV>>> (Sean Luke) wrote:

SL>>>> Mentifex (mentifex@scn.org) wrote:

M>>>>> Using any viable language to code the minimal pdaimind:

```
M>>>>> /^^^^^^^^^^\ Mind-grid Arrays{ } in Robot PDAI /^^^^^^^^^^\
M>>>>> /visual memory\ _________ / auditory \
M>>>>> | /--------|---------\ / LANG-UK \ | memory |
M>>>>> | | recog-|nition | \_________/---|-------------\ |
M>>>>> | ___|___ | | flush-vector| | ________ | |
M>>>>> | /image \ | ____V_ ____V__ | / \ | |
M>>>>> | / percept \ | /psi{ }\------/ uk{ } \----|-/ ear{ } \| |
M>>>>> | \ engrams /---|---/concepts\----/ lexicon \---|-\ phonemes / |
M>>>>> | \_______/ | \________/ \_________/ | \________/ |
```

SL>>>> In case anyone doesn't know, this guy is a nutcase who's a regular
SL>>>> on comp.ai. Apparently he's now trying to branch out.

MV>>> Actually, since the beta version of Newton Prolog is near release,
MV>>> maybe he's not too far off the mark ;-)

LW>> Then too, the world's great geniuses were always considered a bit
LW>> strange by their contemporaries. [Not to say that all strange people
LW>> are geniuses, but that all geniuses are strange people.]

SL> As a guy in his field (AI), you can take it from me. The man is a
SL> grade-A certified wacko.

I accept that his ideas do not fit in with the current mainstream AI thinking, but that does not automaticaly, in and of itself, mean that he is wrong and you are right, even if he does happen to be wrong, and you to be right.

Have you given him a fair hearing?

SL> He's been posting this random gibberish forever in response to nearly
SL> every posting on comp.ai, never once explaining it.

Have you followed up on his URLs? There appears to be a modicum of explanation there. Perhaps he thought that refering people to an explanation elsewhere was sufficient. Perhaps he thought that he WAS explaining. I don't know, as I wasn't there.

SL> Sure, sometimes genius is cloaked in indecipherability.

and great genius nearly always so.

SL> But usually indecipherability, especially in a field like AI (believe
SL> me), just means insanity.

Then too, many of the great geniuses were also insane.

As for this Mentifex character, I think that what he has to say is at least *interesting*, even if it should turn out that he's barking up the wrong tree.

All I know for certain is that the introduction to the intended purpose of his Public Domain Artificial Inteligence Mind project is dead-on truth on more than one account:

==8<--
23dec1998: The pdaimind -- implemented here as Mind.forth -- is the simplest possible foundation of artificial intelligence (AI). The pdaimind is a bare-bones, minimum AI for two main reasons.

Firstly, the machine intelligence to which we aspire unavoidably requires a Chardinesque compexity which Nature labored for eons to achieve. Our top-down, Chomskyan approach must match the key features of evolutionary intelligence or we will fail to demonstrate a thinking, conscious mind.

Secondly, if we demonstrate a bare-bones, minimal AI, then the pdaimind becomes a repeatable experiment, a reproducible test of AI functionality for a broad range of programming languages.

If you see a better way, please, step forward and be recognized.
-->8==

First, is there any OTHER way to demonstrate a thinking, concious mind, than by comparison with another thinking, concious mind? To date, the only thinking, concious minds we have for comparison are complex natural minds.

Second, a repeatable experiment, a reproducable test, is essential to prove that a single success is not a fluke, but the real thing.

What Mr. MindMaker is attempting may well prove to be impossible, but we'll never know if no-one tries, and he is definitely making a serious attempt to find out if it IS possible.

In my humble opinion, we should support such serious attempts at the presumed-impossible, for we may well find out that some things are not so impossible after all, and will surely learn from the failures as well, if we're paying attention.

Thus, I find what he has to say to be interesting, no matter how contrary it may be to current mainstream AI thinking.

That last line in my clip of his text is telling:

How does he react to people who claim to have a better way?

SL> Sean

See ya on the Bit Stream! The Hungry Hacker.

* Artificial Intelligence: The other guy's opinion.

2755. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-22 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F5zDG7.L4n@arisia.stud.uni-hannover.de>
Source record: 3272

In article <77v7rtflo1@nnrp1.dejanews.com>,
joska@nuts.edu writes:

> Btw. Peter, it would have been cool if it was possible to establish a route
> between STiNG and MiNTnet on the same machine. Then STiNG could act as a
> IP-masq server (is this possible?), dial-up stack and stack for
> STiK/STiNG-clients, while MiNTnet could run all it's usual servers and
> clients. I guess this should be possible by writing suitable packet-drivers
> (e.g. using pipes or shared memory) for both STiNG and MiNTnet?

I'd guess so. However I have no idea how to write a device driver for MiNTnet.
If you wanna do it, you can have the Ethernet driver source code for the STinG
counterpart, it should be easy to strip the Ethernet stuff and leave in place
all you need for the pipe driver or whatever you wanna call it.

Note you may run into trouble due to lacking reentrancy in MiNT (dunno how much
is there) : the driver code (along with the Fread and Fwrite to the pipe) will
be called from interrupt. So maybe a shared memory approach is the better solu-
tion.

Actually, if you make the MiNTnet driver behave like a LANCE (it's got a rather
nice memory interface - DMA), the STinG driver mods are a matter of half an hour.
I'd do that if you like.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2756. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-22 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F5zDun.MCM@arisia.stud.uni-hannover.de>
Source record: 3273

In article <77n2g7$9hs$1@feresa.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) writes:
> Peter Rottengatter (perot@arisia.stud.uni-hannover.de) wrote:
>
>: specialised device that is not to well suited for everyday tasks. I'd
>: guess with learning about 680x0 assembler you're better off. If it's
>: speed you're after, you might well find the CPU (680x0) is fast enough
>: for what you intent to do, and it's a lot easier.
>
> That depends on what one wants to do, doesn't it?

Sure. However someone who doesn't know the main programming language of his
machine is unlikely to be able to judge if some task he wants performed
can be easily done in that language too. That's why I mentioned he should
investigate this first, as programming his 68030 is a lot more convenient,
if not easier. Also, non-Falcon users can benefit from his code too.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2757. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-23 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <5hNWeAAFFZq2EwF3@thedruid.demon.co.uk>
Source record: 3274

```
Hi,

>> charge from Motorola, via their homepage. At least I have heard from
>> several people that they have ordered User's Manuals for free, and
>> sometimes Motorola even sent more than one copy... :-)
>>
> IIRC - Motorola would give certain ppl free copies. But this was
> only in the States. I'm not sure if they still do this :-/

I think you can get the manual, free of charge, in electronic form from the
Motorola web page. At least you can get the manuals for the 68k processors.

http://www.motorola.com/

John.

--

--
+------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+------------------------------------------------------------+
```

2758. CENTurbo II B on WEB site

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-24 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <78dvm4$sj4$2@news.imaginet.fr>
Source record: 3275

Dear Madam, Dear sir,

We are proud to announce you the CENTurbo II B will
be ready to be sold the sixth week (February, 8-12).

All the informations are NOW AVAILABLE on our
WEB site: www.centek.fr.

Have a look on our compatibility (not limited) list
and our incredible performances tests with:

PAPYRUS 7
PHOTOLINE 2.24
POV 3 (vase script)
SANDRINE 4.0

GCC 2.7.2
PURE C
DEVPAC 3.10

CUBASE 2.06
V-TRAX 1.0
FIVE TO FIVE 2.13

CAB 2.7
ST ZIP 2.6

PRICES:
- Final customers: 289 euros (Inc. French VAT at 20.6 %)
- Distributors (no taxes):
x 1 180 euros/unit
x 5 175 euros/unit
x10 170 euros/unit
- Transport: contact us by e-mail or fax.

NEXT EMAIL: End of this month for the PHENIX Rev 1 !!

Yours Sincerely.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr

vxp@imaginet.fr

2759. CENTurbo II correction

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-24 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <78fb9s$dp0$1@news.imaginet.fr>
Source record: 3276

The english text follows this one.

Notre dernier message concernant la CT2B contient une information
incomplete:
Il n'y a pas de soudures entre la CT2B et le cable nappe et non
pas entre la CT2B et la carte mere.
Une nappe de 16 fils est fournie.
Un cote doit etre soude sur la carte mere et l'autre cote est un
connecteur
a plugger sur le bord droit de la CT2B. Ainsi on peut retirer et changer
la
CT2B sans aucune soudure.

Sincerement

ENGLISH

Our last message about the CT2B contains an incomplete
information:
There are no solders between the CT2B and the ribbon cable, not
between the CT2B and the motherboard.
A 16 wires ribbon cable is furnished.
One side has to be soldered on the motherboard and the other
side is a connector to be plugge'd on the right side of the
CT2 B.
So, you can remove and change the CT2B without any solders.

Regards

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2760. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-24 00:00:00 UTC
From: scott@nospam.doubleu.com
Message-ID: <SCOTT.99Jan24232607@slave.doubleu.com>
Source record: 3277
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <5317.691T149T990937@i2k.com>,
"Lyster E. Wick Jr." <lwickjr@i2k.com> writes:
On 22-Jan-99 04:04:16 Sean Luke <seanl@drinkme.cs.umd.edu> typed:
SL> As a guy in his field (AI), you can take it from me. The man is a
SL> grade-A certified wacko.

I accept that his ideas do not fit in with the current mainstream
AI thinking, but that does not automaticaly, in and of itself, mean
that he is wrong and you are right, even if he does happen to be
wrong, and you to be right.

Have you given him a fair hearing?
<...>
In my humble opinion, we should support such serious attempts at
the presumed-impossible, for we may well find out that some things
are not so impossible after all, and will surely learn from the
failures as well, if we're paying attention.

Thus, I find what he has to say to be interesting, no matter how
contrary it may be to current mainstream AI thinking.

You're on a long and slippery slope. Everyone seems to follow along
nodding with the first mentifex posting that they see. It seems
interesting, different - hey, maybe it's weird enough to succeed!

Things look a bit different after the 150th or so posting that you
see. He posts regularily to comp.arch, for instance. His postings
never really seem to _say_ much. The best I can say is that he
appears to be stuck in the "posing college-age cafe dude" stage of
development, without the ability to break through to the next level
(going from talking about how things are going to come together to
bringing them together).

[Hey, I feel for mentifex, I get stuck in a similar stage every couple
months. But I try to keep my Usenet postings more varied and
interesting. :-),]
--
scott hess <scott@doubleu.com> (408) 739-8858 http://www.doubleu.com/
<Favorite unused computer book title: The Compleat Demystified Idiots
Guide to the Zen of Dummies in a Nutshell in Seven Days, Unleashed>

2761. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-24 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <F638KF.9z1@arisia.stud.uni-hannover.de>
Source record: 3278

In article <Pine.LNX.3.96.990121164647.13767A-100000@hal.fishpool.com>,
Martin-Eric Racine <q-funk@pp.fishpool.com> writes:
>> >Maybe you should look at the KA9Q/NOS source code.
>
> I strongly recommend _against_ using KA9Q sources.
>
> If you intend upon persuing the TCP/IP route, then you really ought
> to use Linux sources, otherwise, it will be needlessly difficult to
> benefit from the Linux efforts when trying to port their stuff.

Given the intentions of the original poster, this is a rather silly idea.
For a 6502 implementation, one needs every bit of efficiency one can think
of. The ka9q implementation is not bad in this respect, while bloated (in
terms of memory requirements) implementations like Linux or BSD are useless
in the situation where the total available address space is *less* than a
maximum size IP packet !

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

2762. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <78hqjc$70q$1@feresa.bio.vu.nl>
Source record: 3279

Peter Rottengatter (perot@arisia.stud.uni-hannover.de) wrote:

: I'd guess so. However I have no idea how to write a device driver for MiNTnet.

Try downloading the MiNTNet sources from some FTP site or Karl's MiNTNet page or something. These come with example code for writing a MiNTNet driver... (the commented example code implements a loopback device, so it'll probably need little modification)

: Note you may run into trouble due to lacking reentrancy in MiNT (dunno how much
: is there) : the driver code (along with the Fread and Fwrite to the pipe) will
: be called from interrupt. So maybe a shared memory approach is the better solu-
: tion.

Indeed, the underlying GEMDOS which MiNT (partly) uses has reentrancy problems when called from interrupts. I don't know about the MiNT specific GEMDOS code... Anyone?

: Actually, if you make the MiNTnet driver behave like a LANCE (it's got a rather
: nice memory interface - DMA),

I think there's a LANCE driver included in the sources...

-=El Vienno

2763. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-25 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78id11$4ip$2@news2.xs4all.nl>
Source record: 3280

On 23 Jan 1999 09:07:17, johnr@thedruid.demon.co.Remove.To.Reply wrote:
>
>
>I think you can get the manual, free of charge, in electronic form from the
>Motorola web page. At least you can get the manuals for the 68k processors.
>
>http://www.motorola.com/
>
There is also around a 68030 Reference Manual English in HYP-form.
From where I do not remember. It is here , a 435 kb on a flop.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2764. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-26 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <78k7v5jfb1@irk.zetnet.co.uk>
Source record: 3281

>Sure. However someone who doesn't know the main programming language of his
>machine is unlikely to be able to judge if some task he wants performed
>can be easily done in that language too. That's why I mentioned he should

Nice of you to say so ;-)

>investigate this first, as programming his 68030 is a lot more convenient,
>if not easier. Also, non-Falcon users can benefit from his code too.

As I mentioned in my unanswered private email to you, I want to learn
DSP assembler in order to use the Falcon's DSP in audio applications I
intend to write. This is obviously a Falcon-specific task.

If 68k is no easier to learn than 56k as you state - and I have the
greatest respect for your programming knowledge, freely admitting that
my own knowledge is lacking - and I only want to use assembler to
utilise the Falcon's DSP chip for audio routines, then why learn 68k
first?

Who knows, perhaps after learning a bit of 56k I'll move on to 68k and
recode some of the BASIC code in my software into 68k assembler ;-)

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

2765. TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-26 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <kbYxAdAVfjr2Ewtw@thedruid.demon.co.uk>
Source record: 3282

Hi,

> Does anyone know for a certainty if the 6502 processor can handle all
> that a TCP/IP connection and PPP require?

The processor itself should be capable of running a TCP/IP node. But you should consider other system requirements. Memory, serial port and disk space for example.

The hard part will be writing the actual TCP/IP stack, the user protocols such as SMTP, POP3 and NNTP are relatively easy to do.

> I'm trying to write a web browser (text-only) for the Atari XL/XE series
> computers and to find out an answer to these questions would save me
> MONTHS of trial and error!

Even simple text based browsers are very processor intensive. Good luck. :)

I have an excellent book - TCP/IP Blueprints by SAMS Publishing. The ISBN is 0-672-31055-4, get it from your library or buy it for around ukp35. It explains everything about TCP/IP in a straightforward and understandable way. It was published in 1997 so it is pretty upto date and includes IPv6.

John.

--

--
+--+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+--+

2766. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-26 00:00:00 UTC
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Message-ID: <3421.695T773T12641145@i2k.com>
Source record: 3283
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

Hi, Scott! Where are you posting from? I'm in comp.sys.amiga.programmer, myself.

On 25-Jan-99 04:26:07, Scott Hess (scott@nospam.doubleu.com) was observed to have put fingers to keyboard and pounded out the following missive:

SH> In article <5317.691T149T990937@i2k.com>, "Lyster E. Wick Jr."
SH> <lwickjr@i2k.com> writes:

LW>> On 22-Jan-99 04:04:16 Sean Luke <seanl@drinkme.cs.umd.edu> typed:

SL>>> As a guy in his field (AI), you can take it from me. The man is a
SL>>> grade-A certified wacko.

LW>> I accept that his ideas do not fit in with the current mainstream AI
LW>> thinking, but that does not automaticaly, in and of itself, mean that
LW>> he is wrong and you are right, even if he does happen to be wrong,
LW>> and you to be right.

LW>> Have you given him a fair hearing?

SH> <...>

LW>> In my humble opinion, we should support such serious attempts at the
LW>> presumed-impossible, for we may well find out that some things are
LW>> not so impossible after all, and will surely learn from the failures
LW>> as well, if we're paying attention.

LW>> Thus, I find what he has to say to be interesting, no matter how
LW>> contrary it may be to current mainstream AI thinking.

SH> You're on a long and slippery slope. Everyone seems to follow along
SH> nodding with the first mentifex posting that they see. It seems
SH> interesting, different - hey, maybe it's weird enough to succeed!

Even if it doesn't, we still should be able to learn from it.

SH> Things look a bit different after the 150th or so posting that you
SH> see. He posts regularily to comp.arch, for instance. His postings
SH> never really seem to _say_ much. The best I can say is that he appears
SH> to be stuck in the "posing college-age cafe dude" stage of
SH> development, without the ability to break through to the next level
SH> (going from talking about how things are going to come together to
SH> _bringing_ them together).

Re the 150th posting:

Perhaps so, but I intend to delve much deeper than merely reading his public postings in the newsgroups. He has published SOURCE, and I intend to port the project to another language, partly as a learning exercise for the new language, and partly because this particular project looks interesting.

Re the stage of development of his PDAI Mind project, and _bringing_ things together:

I don't know how far along development currently is, as I haven't begun the port yet [FORTH is too low-level and write-mostly to port easily to other languages, and I don't yet have the ARexx source he's posted to Aminet, because I don't yet know where on Aminet to look for it], but it is clear that he IS engaged in ACTIVE development of PDAI Mind project. Where that development is leading is another question entirely.

SH> [Hey, I feel for mentifex, I get stuck in a similar stage every couple
SH> months.

Don't we all, on occasion?

SH> But I try to keep my Usenet postings more varied and interesting.
SH> :-),]

As do most of us.

Re this and Mr. MindMaker's postings never seeming to _say_ much:

It is possible that Mr. MindMaker, like many of us, has some difficulty communicating his ideas to other folk.

SH> scott hess <scott@doubleu.com> (###) ###-####

Shouldn't post phone numbers, unless they're BBS's numbers.

See ya on the Bit Stream! The Hungry Hacker, looking for work. Got any?

* Any wire cut to specified length will be too short.

2767. Re: TCP/IP connections

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990126164233.10649C-100000@hal.fishpool.com>
Source record: 3284

> Martin-Eric Racine <q-funk@pp.fishpool.com> writes:
> >> >Maybe you should look at the KA9Q/NOS source code.
> > >
> > > I strongly recommend _against_ using KA9Q sources.
> > >
> > > If you intend upon persuing the TCP/IP route, then you really ought
> > > to use Linux sources, otherwise, it will be needlessly difficult to
> > > benefit from the Linux efforts when trying to port their stuff.
> >
> Given the intentions of the original poster, this is a rather silly idea.

Actually, there is a minimal C64 port of Linux out there, so that
would probably be even better than KA9Q since C64 is 6502 based
and has a maximum of 64KB of RAM (AFAIR).

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/

2768. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-27 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78nnq9onj1@news2.xs4all.nl>
Source record: 3285

On 26 Jan 1999 11:12:37, Ashley Seabrook wrote:
>
>If 68k is no easier to learn than 56k as you state - and I have the
>greatest respect for your programming knowledge, freely admitting that
>my own knowledge is lacking - and I only want to use assembler to
>utilise the Falcon's DSP chip for audio routines, then why learn 68k
>first?
>
Knowing 68000 coding I had a look at a Falcon and the DSP.
Also same thinking: get the DSP do nice things with sound.
But I found out that what runs on the DSP are standard signal-
processing functions.
Every effect you want is or can be formulated as a mathematical
formula in the end.
There are building blocks of code: Motorola has made a BIG library.
So really the task is: find the function you want in the library, not
trivial as do not know about signal processing.
All you need to know is: how to load functions in the DSP, run them,
send and retrieve data etc.
There are Falcon functions calls for that.
So then the thing to do is: use the programming language you like and
use those system calls.
Nobody stops you from learning DSP assembler, but boy o boy, those
instructions are much more difficult to understand and terrible
difficult to use.
Take the following part of a listing:

```
fmpy.s d9,d7,d1 y:(r1),d7.s
do n0,end_bfy
fmpy d8,d6,d2 fadds d3,d0 x:(r0),d4.s d2.s,y:(r5)+

end so on.....
```

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2769. Re: Programming for STing in Lattice C.

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-27 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <36af7af5.2581709@news.freeserve.co.uk>
Source record: 3286

On Mon, 18 Jan 1999 12:02:09 GMT, joska@nuts.edu wrote:

>same machine for testing. This works perfectly, and since the Falcon is the
>only *quiet* machine I have it's also a lot more comfortable than having the
>TT or PC shifting tons of air around my room.
Unfortunately when I had the Afterburner fitted I had to fit a fan to
keep it cool. Makes a higher pitched noise than the TT or PC but is
still annoying.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

2770. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-28 00:00:00 UTC
From: phineas <phineas@NOSPAM.demon.co.uk>
Message-ID: <36AFF32A.MD-1.0a.phineas@NOSPAM.demon.co.uk>
Source record: 3287
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

When out of my head on "comp.sys.amiga.programmer",
this remark by lwickjr@i2k.com still made some sense:

> I don't know how far along development currently is, as I haven't begun the
> port yet [FORTH is too low-level and write-mostly to port easily to other

Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=

> languages, and I don't yet have the ARexx source he's posted to Aminet,
> because I don't yet know where on Aminet to look for it], but it is clear

Allow me:

Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
MindRexx.lha util/rexx 21K 265+Project Mentifex's AI prototype
Mindrx.lha util/rexx 28K 230+Project Mentifex's Arexx based AI design

--
Bye,
.
:) \/
.|hineas.....................................E/\ECology

2771. Atari 800 basic programming manuals

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-28 00:00:00 UTC
From: cogre@xanth.com
Message-ID: <pOSr2.5390$9P6.14894037@newsgate.direct.ca>
Source record: 3288

Hi there, does anyone know of where I could get my hands on some basic programming manuals for the atari 800??? Or maybe where I could download some reference material that would get me started (again). Its been many years since I have done anything with the Atari systems and I have misplaced my documentation for them. I would like to get my kids started up using something simple so that they can see how basic programming goes before they move onto something more complicated.

Thanks in Advance

2772. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-28 00:00:00 UTC
From: uj797@victoria.tc.ca
Message-ID: <36b09c42.0@news.victoria.tc.ca>
Source record: 3289
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

"phineas" <phineas@NOSPAM.demon.co.uk> contributed on 28 Jan 1999:

> When out of my head on "comp.sys.amiga.programmer",
> this remark by lwickjr@i2k.com still made some sense:

>> I don't know how far along development currently is,
>> as I haven't begun the port yet [FORTH is too low-level
>> and write-mostly to port easily to other

> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=

>> languages, and I don't yet have the ARexx source he's posted to Aminet,
>> because I don't yet know where on Aminet to look for it], but [...]

> Allow me:

Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
MindRexx.lha util/rexx 21K 265+Project Mentifex's AI prototype
Mindrx.lha util/rexx 28K 230+Project Mentifex's Arexx based AI design

http://www.geocities.com/Athens/Agora/7256/m-forth.html Mind.forth
is already superior to the 26nov1994 Mind.rexx referred to above.
Mind.rexx is an example of patching things together with chewing
gum and Band-Aids. REXX (or Amiga ARexx as used in Mind.rexx)
imposes no discipline on the programmer, while Forth demands and
ensures hierarchical structured programming.

You will notice a very peculiar thing about this "pdaimind" code.
Until Mind.forth has "quickened" or attained a minimal functionality,
all the strategic planning in the program will remain opaque and
senseless to you, even if small segments of the code make sense.

As soon as "Snow Crash" gets through "Burn Rate" to "Code Complete",
two distinct phenomena will become operative. People who run the
AI program will see exactly what it is doing -- and whether it even
truly qualifies as AI. More importantly -- especially for such a
fragile, brittle program as an artificial mind -- people with a lot
more smarts than very truly yours Arthur/mentifex will be motivated
to see what Mind.forth does: break concepts down into AI playdough.

2773. Emulators on Falcon and Millian

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-28 00:00:00 UTC
From: deano@zetnet.co.uk
Message-ID: <36bcbac6.4030264@news.zetnet.co.uk>
Source record: 3290

Does anyone know of any emulators that I can use on the Atari Falcon or Millian Computers? I have heard of a Megadrive emulator that can be run on these computers. Can someone give me more info plus download links?

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

2774. Re: Learning DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-28 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <78qrr4$5us$1@nyheter.chalmers.se>
Source record: 3291

In article <78nnq9onj1@news2.xs4all.nl>,
Stichting ST <atarist@xs4all.nl> wrote:
>On 26 Jan 1999 11:12:37, Ashley Seabrook wrote:
>>
>>If 68k is no easier to learn than 56k as you state - and I have the

But it is. The 56k is a rather strange chip really.
That said, you can certainly learn the 56k without knowing any other
assembly language.

>But I found out that what runs on the DSP are standard signal-
>processing functions.

It is indeed very well suited for those.

>There are building blocks of code: Motorola has made a BIG library.
>So really the task is: find the function you want in the library, not
>trivial as do not know about signal processing.

And you may not find exactly what you want, so some modifications may
be necessary.

>send and retrieve data etc.
>There are Falcon functions calls for that.

If those are fast enough for you. It's not difficult to write your own,
but then of course they won't work with a third party DSP card, if any
of those ever showed up.

>Take the following part of a listing:
>
>fmpy.s d9,d7,d1 y:(r1),d7.s
>do n0,end_bfy
>fmpy d8,d6,d2 fadds d3,d0 x:(r0),d4.s d2.s,y:(r5)+

That's not for the right processor, you know.
I don't really know what it might be, but perhaps a 96001?

Below is a short code snippet for the 56001.
Not really that complicated, but it can of course get worse. The difficult
part, IMHO, of writing 56k code is to really get the most out of it.

Back when I wrote the DSP convolution routines for MGIF, I took a look at
the .LOD files from a demo of one of the commercial image processing
programs and it was a complete mess! My C code on the CPU was almost as
fast as their 'DSP optimized' version (when including the CPU->DSP->CPU
communication overhead), while my own DSP code improved on the CPU by
about an order of magnitude (also including overhead).

(I hope the commercial program in question (don't know which one it was)
has gotten that horrible code replaced by now.)
If you want to see some really fast DSP filtering code in action, I suggest
you try MGIF out and test the convolution (3x3 and 5x5) or median (3x3)
filters with DSP support turned on (should be on by default, but I think
the CPU<->DSP handshaking defaults to more than is necessary on other than
very fast Falcons (see MGIF.OPT and/or the docs on how to change that)).

```
wrx_words
and y1,a
move #>$ff,y0 ; for masking (see below)
move #>256/2,x1 ; for 8 bit left shift
do a1,wrxwords_end
move x:(r6)+,x0
mpy x0,x1,a x:(r6)+,b1 ; Mask low number with $0000ff
and y0,b a0,x0 ; to handle negative numbers
add x0,b
wrx_wait
jclr #1,x:HSR,wrx_wait
movep b1,x:HTX ; changed for masking
wrxwords_end

nop
jclr #16,y1,writex_end ; end with a byte?

move x:(r6)+,x0
wrx_wait3
jclr #1,x:HSR,wrx_wait3
movep x0,x:HTX

writex_end
nop ; Should not be needed
rts
```

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2775. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-29 00:00:00 UTC
From: phineas <phineas@NOSPAM.demon.co.uk>
Message-ID: <36B11C9D.MD-1.0a.phineas@NOSPAM.demon.co.uk>
Source record: 3292
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

When out of my head on "comp.sys.amiga.programmer",
this remark by uj797@victoria.tc.ca still made some sense:

> "phineas" <phineas@NOSPAM.demon.co.uk> contributed on 28 Jan 1999:
>
> > Allow me:
>
> Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
> MindRexx.lha util/rexx 21K 265+Project Mentifex's AI prototype
> Mindrx.lha util/rexx 28K 230+Project Mentifex's Arexx based AI design
>
> http://www.geocities.com/Athens/Agora/7256/m-forth.html Mind.forth
> is already superior to the 26nov1994 Mind.rexx referred to above.
> Mind.rexx is an example of patching things together with chewing
> gum and Band-Aids. REXX (or Amiga ARexx as used in Mind.rexx)
> imposes no discipline on the programmer, while Forth demands and
> ensures hierarchical structured programming.

Whichever way you look at it - Pascal was usually accused of that while it
was in an old Forth manual where I read a sentence like this: "Programming
is not a science but an artform, since every programmer will find a quite
different and quite individual solution to any given problem."

Of course there needs to be discipline in art too... ;)

> You will notice a very peculiar thing about this "pdaimind" code.
> Until Mind.forth has "quickened" or attained a minimal functionality,
> all the strategic planning in the program will remain opaque and
> senseless to you, even if small segments of the code make sense.

IMHO, you've been watching too much tv - that series with the music by Queen
- but you're right. I wasn't impressed, but then I looked at it out of
curiosity only - instead of playing some game. You know: all work and no
play... ;)

> As soon as "Snow Crash" gets through "Burn Rate" to "Code Complete",
> two distinct phenomena will become operative. People who run the
> AI program will see exactly what it is doing -- and whether it even
> truly qualifies as AI. More importantly -- especially for such a
> fragile, brittle program as an artificial mind -- people with a lot
> more smarts than very truly yours Arthur/mentifex will be motivated
> to see what Mind.forth does: break concepts down into AI playdough.

:) I like your choice of program versions - "Burn Rate" - hmmm. :)

--
:) ^ ^ \/ .
.|hineas...................................../-\MIG/-\.E/\ECology..

2776. Help coding ethernet driver

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <78sa1v$942$1@feresa.bio.vu.nl>
Source record: 3293
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st

OK, I know that it's nearly a death sin to ask this, and I normally
wouldn't even think about doing so, but... I need someone to help me
to trace down a nasty bug.
Now before people start flaming me, let me explain myself, as this may
be of some interest to others as well...

A few months ago I started looking for a cheap method to connect my
Falcon to an ethernet. After considering various types of adapter I
concluded that the best thing would be for me to buy a little device
based on the RealTek RTL8012 chipset. Now this little fella' is a
parallel port ethernet adapter, a bit like the good old DE-600, only
with much better specs and easier to get. I picked one up second-hand for
less than 30 euro, downloaded the data sheet and PC-Linux driver code,
hooked the thing up to the parallel and EJP ports and started coding...
A Belgian fellow called Karl Samyn, who was so kind to aid me in the process
of choosing the best ethernet solution, attended me to the fact that two
French guys, Eric Gaudet and Rodolphe Pineau, were also working on a driver
for the RTL8012. I contacted them, and they were so kind to send me the
code they had so far. Unfortunaly it was all in assembly, pretty hard to
read and not very suitable for what I had in mind (MiNTNet).
Plus I didn't have a macro assembler and proper debugger to test it,
and I didn't want to wait months for them to finish it, as I'm in a bit
of a hurry to get this thing up and working...

The next three months or so were spent debugging a few kb of my own code.
I am now able to access the control registers and read out the
packet buffer using various transfer modes. Once. After that the
device locks up and I have to reset all power lines, including my Falcon.
And _that's_ the problem: I'm stuck.
I've been stuck before, of course, but this one bug is starting to drive
me insane, up to the point of thinking about giving up.
I've spent the last month going over and over my code, other people's
code and the data sheets, found and fixed loads of bugs,
took lots of breaks to calm down and think and even managed to get some
work done for university, but it _still_ doesn't work! Aaarrrgghh!

The previous two times I got stuck it turned out to be some
really silly bug which I just didn't notice for a week or so,
and I wouldn't be surprised if it were something like that again.
On the other hand, I could well be doing something basically wrong
on the software or hardware (difficult to trace, I only have an ancient
multimeter which is very unreliable) level, as I'm not an expert on these
things.
It would *really* help if someone with a fresh perspective on things

were to take a look at the code (GCC C and assembly) and the hardware
design. Even a hint at what the problem could be would be superb.
I tried contacting the two French dudes, but they haven't replied.
So that's why I'm trying this slightly more radical approach.
If there's anyone who'd like to help out on this, please reply by
email and I will mail you the details (my notes, the code and the
data sheets) or put them up on my website. And remember, it's for
a good cause: a cheap ethernet solution for Falcons (and in the future,
STE and others as well)!

Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/

2777. Help on BASIC commands

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-31 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <CcY1KGA8JKt2Qwhk@shaw1.freeserve.co.uk>
Source record: 3294

How can I put a file into alphabetical order? I can't use external programs (I know of a program which can do it) because it's a PC program. (Spit)

Any help will be appreciated.
--
***** **** ***** | Clair Shaw Aka. CDS | MURPHY'S RULES:
* * * * | Pager:http://wwp.icq.com/1043359 | The other queue
* * * ***** | ICQ:1043359 | goes faster
* * * * | mailto:Clair@Shaw1.freeserve.co.uk |
***** **** ***** | http://surf.to/shaws |Change address to reply

2778. Re: Help on BASIC commands

Newsgroup: comp.sys.atari.programmer
Date: 1999-01-31 00:00:00 UTC
From: Brent <thirsk@thirskauto.com>
Message-ID: <36B4DE50.7C96@thirskauto.com>
Source record: 3295

Clair D. Shaw wrote:
>
> How can I put a file into alphabetical order? I can't use external
> programs (I know of a program which can do it) because it's a PC
> program. (Spit)
>
> Any help will be appreciated.
> --
Is this a disc based data file.
I have a sort routine that you can sort disc files, arrays, or whatever
your fancy. It parces the items to be sorted and breaks down to alpha
and numeric. sorts P141 > P15 , which is not like normal string sort.
Its GFA Basic. Let me know if you want and I'll mail you.
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.telusplanet.net/public/thirsk/thirsk_web_page/index.htm
Email thirsk@telusplanet.net

2779. Re: web site update/phenix

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-01 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <797o37$vh6$1@news4.svr.pol.co.uk>
Source record: 3150

centek wrote in message <793be7$gm5$1@news.imaginet.fr>...
>
>The last news about the PHENIX 040/060
>
>At the end of December, at the very time when the E15 version of the
>PHENIX motherboard was ready to be produced for the developers, CENTEK
>decided to bring some important changes about the hardware architecture
>of this motherboard.

<snip>

What a stupid decision, IMO. The biggest thing the Phenix has to worry about is it having no credability due to repeated delays, and the fact that by the time that it is finally released people will have either jumped ship, or bought Milans....

This is almost as bad as Wizztronics...

Anthony

Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
ICQ: 11287923 | Whence all but he had fled...
anthonyj@jacquesa.freeserve.co.uk | Twit.
http://ultra.quake2.co.uk/ | Spike Milligan

2780. web site update/phenix

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-01 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <793be7$gm5$1@news.imaginet.fr>
Source record: 3296

The last news about the PHENIX 040/060

At the end of December, at the very time when the E15 version of the PHENIX motherboard was ready to be produced for the developers, CENTEK decided to bring some important changes about the hardware architecture of
this motherboard.
Here is the list of the major changes introducing the R1 (Rev.1) version of
the PHENIX 040/060:

- The DSP56301 is now connected on the PCI bus.
- A card with 3 other DSP could be plugged into a PCI slot, not into a dedicated slot.
- The ULTRA-SCSI and USB (2 ports) controllers have been replaced. The new
ones are connected on the PCI bus.
- Two IDE (ATA-4) connectors are now officially provided thanks to a new component on the PCI bus. Four peripherals are so possible.
- The MIDI, SERIAL & // ports are suppressed. They are possible with some USB interfaces, opening the way of the future.
- The QUICC chip is suppressed.
- The EDO RAM is replaced by the SDRAM; it is 2 times cheaper and 2 times
faster (with the 060).

Why these modifications ?

The first objective was to reduce the production cost: the suppression of
the QUICC and the transfert of some functionalities on the PCI bus (to reduce the programmable logic cost) follows this objective.
The reduction of the cost continues actually to equilibrate the cost of the
performances increase.

The second objective was to take in count the remarks of some developers (like Soundpool) in the domain of the DSPs. They was wishing to have faster
transferts between the DSPs. With the DSP on the PCI bus, the hardware architecture is optimum.

At CENTEK, we were wishing to reduce as much as possible the necessity of
the CPU use to transfert the DATA. For that reason, the USCSI and USB are

too on the PCI bus.

The performances ?

Imagine the heavy task that reads a movie from a DVD disk.
The hard disd drive (HDD) (Ultra-SCSI or Ultra-IDE) transferts the AUDIO
and VIDEO DATA (MPEG2) to the controler (USCSI or IDE) that transferts
on
the PCI bus with BURST at 132 MBytes/s to one DSP56301 to uncompress
(real
time) the AUDIO and one (or more) other DSP to uncompress the VIDEO.
Each DSP sends the results to the final destinataries:
- the AUDIO to the 20-Bit CODEC (on motherboard) by the DSP-CODEC serial
link.
- the VIDEO to the GRAPHIC card by the PCI bus at 132 MBytes/s (BURST).

Conclusion: no important CPU intervention which continues to run into
the
system SDRAM on the other side of the PCI-040 BUS bridge !
This is the undebatable superiority of the PCI architectured computers,
not
like the simple 'PCI as peripheral' architecture !
Have a look on our functional block diagram.

The final objective was to draw nearer to this total PCI architecture
faster
than it was previously planned to easely introduce the new future
computers
like the PHENIX 2 (code name). The PHENIX is now comparable with the
architecture of the last generation of PC.

The choice of the new PCI components was the principal reason of a new
delay
to terminate the motherboard. We now terminate the PCB routing...

Softwares update:

Cecile demo 1.91 from 01/27/1999
CENTinel demo from 07/18/1998
Sandrine demo 4.3 from 01/31/1999

CBOOT 1.0.9 from 01/23/1999
CENTbench from 08/24/1998
CENTvidel 3.2.1 from 01/23/1999
CENTview 2.9.0 from 25/11/1998
FLASH.BIN 1.2.4 (cecile 1.91) from 01/27/1999
CENTscreen 3.4.4 from 01/30/1999
NVRAM 1.2.9 from 11/10/1998
PUTFLASH 1.2.1 from 01/23/1999
TixTax from 03/28/1998
VIDEOMOD 1.2.1 from 01/23/1999

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Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2781. G++ 2.8.1 Virtual Memory problem

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-01 00:00:00 UTC
From: GIO@my-dejanews.com
Message-ID: <794bmjsie1@nnrp1.dejanews.com>
Source record: 3297

I'm trying to build the APFLOAT arbitrary-precision maths package on a (Gemulated) 14meg ST using G++ 2.8.1 running under KGMD, but I'm getting an error message to the effect of "Not enough virtual memory".

As the "ST" is a base ST (ie 68000 based), is there anything I can do to get around this? Is there a setting with the G++ source that I could tweak, or will I have to download the 5.2 beta which can cope with '030s, and use Outside (or similar) to generate some virtual memory?

Any help would be appreciated...

Gio

P.S. Someone asked after the 2.8.1 libs a while back; does anyone know if they have been ported yet, or is the silence since a sign that it hasn't happened?

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2782. Re: Atari 800 basic programming manuals

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-01 00:00:00 UTC
From: Will Dwinnell <76743.1740@CompuServe.COM>
Message-ID: <OoayVYeT#GA.274@nih2naaf.prod2.compuserve.com>
Source record: 3298

Crunch the Ogre wrote:
"Hi there, does anyone know of where I could get my hands on some
basic programming manuals for the atari 800??? Or maybe where I
could download some reference material that would get me started
(again)."

I know that at least some of this is available on the Web
somewhere. I don't have an address, but try scrounging around
some of the Atari 8-bit Web sites for a start.

--
Will Dwinnell

2783. Re: G++ 2.8.1 Virtual Memory problem

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-01 00:00:00 UTC
From: Ralph Lowinski <rl@aquaplan.de>
Message-ID: <36B5EBF0.2394FE81@aquaplan.de>
Source record: 3299

GIO@my-dejanews.com wrote:
>
> I'm trying to build the APFLOAT arbitrary-precision maths package on a
> (Gemulated) 14meg ST using G++ 2.8.1 running under KGMD, but I'm getting an
> error message to the effect of "Not enough virtual memory".
>
> As the "ST" is a base ST (ie 68000 based), is there anything I can do to get
> around this? Is there a setting with the G++ source that I could tweak, or
> will I have to download the 5.2 beta which can cope with '030s, and use
> Outside (or similar) to generate some virtual memory?

G++ 2.8.1 is very memory expensive, so you need more, virtual or
physical,
and the more the better.

> P.S. Someone asked after the 2.8.1 libs a while back; does anyone know if they
> have been ported yet, or is the silence since a sign that it hasn't happened?

Seems to be so, nothing heard about.

Ralph

2784. Problem w/ GEM program...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-03 00:00:00 UTC
From: quantum@voicenet.com
Message-ID: <vAPt2.340$x4.304926@news3.voicenet.com>
Source record: 3151

Greetings,
I'm new to GEM programming and I'm having problems trying to
get a program started. I'm using Hisoft's HISpeed Pascal, mostly
because I can't get G++ working, but that's of course another post. I
can't seem how to put whatever the user types into a TEDINFO block
into a variable. My docs are useless for it, and I've tried
everything. Here's one of the procedures I'm writing that requires
it. Basically, the program is a setup for a login/password program
that will give standard TOS users the ability to configure different
environments much like Window$ does. Anyway, I appreciate and thank
anyone in advance who can help me with this, or at least point me in
the right direction.

Thank you in advance,
George Garner

P.S.> Here's the program block...

```
Procedure do_add_new;
{Handles the input for adding a user.}
var
ch: char;
x, y, w, h, object: integer;
a, address: pointer;
pass: pointer;
password: string;
return: LongInt;
temp: text;
begin
rsrc_gaddr(R_TREE, USER_PASS_DIAL, address);
form_center(address,x,y,w,h);

form_dial(FMD_START, 0,LASTOB,0,0,x,y,w,h);
objc_draw(address,0,20,x,y,0,0);

object:= form_do(address,0);

{****** I just need to know how to retrieve the login name and
password from what the user enters. Again, any ability to point me in
the right direction is greatly appreciated *******}

rsrc_gaddr(R_TEDINFO, LOGIN_INPUT, password);

form_dial(FMD_FINISH, 0,LASTOB,0,0,x,y,w,h);

rsrc_gaddr(R_TREE, MENUBAR, address);
menu_tnormal(address,USER_MENU,1);
```

```
end;
```

2785. Re: Problem w/ GEM program...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <79a00a$mt6$5@snipp.uninett.no>
Source record: 3152

George W. Garner <quantum@voicenet.com> wrote:

> I'm new to GEM programming and I'm having problems trying to
> get a program started. I'm using Hisoft's HISpeed Pascal, mostly
> because I can't get G++ working, but that's of course another post. I
> can't seem how to put whatever the user types into a TEDINFO block
> into a variable. My docs are useless for it, and I've tried

I have no experience with Pascal under GEM, but it's possible that
your problem is caused by you using Pascal-type strings and the AES
returns C-strings. Isn't there any examples in the HiSoft-package you
can look at?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2786. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-03 00:00:00 UTC
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Message-ID: <1401.703T255T80739@i2k.com>
Source record: 3153
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

On 28-Jan-99 10:18:34 his time, phineas (phineas@NOSPAM.demon.co.uk) posted the material quoted below:

p> When out of my head on "comp.sys.amiga.programmer",
p> this remark by lwickjr@i2k.com still made some sense:

Hmm, does this mean that you're posting from comp.sys.amiga.programmer? If so, assuming that this branch of the thread continues at all, I propose that we continue it exclusively in that group.

LW>> I don't know how far along development currently is, as I haven't
LW>> begun the port yet [FORTH is too low-level and write-mostly to port
LW>> easily to other languages,

p> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=

Likewise on the C=64. *8{) I must admit, however, that it isn't easily readable after having not programmed in it in several years.

LW>> and I don't yet have the ARexx source he's posted to Aminet, because
LW>> I don't yet know where on Aminet to look for it],

p> Allow me:

p> Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
p> MindRexx.lha util/rexx 21K 265+Project Mentifex's AI prototype
p> Mindrx.lha util/rexx 28K 230+Project Mentifex's Arexx based AI design

Much appreciated! I've added them to my Wanted list, so that my Aminet file-leach can auto-download them for me.

p> Bye, Phineas.

See ya on the Bit Stream! The Hungry Hacker.

* Tagteam: A bunch of people thinking up taglines.

2787. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-03 00:00:00 UTC
From: "Lyster E. Wick Jr." <lwickjr@i2k.com>
Message-ID: <3516.703T1297T572049@i2k.com>
Source record: 3154
Cross-posted to: comp.sys.mac.programmer.tools,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer

Circa 28-Jan-99 22:20:02, the ineffable Arthur T. Murray, aka uj797@victoria.tc.ca, commited the following text to public scrutiny:

ATM> "phineas" <phineas@NOSPAM.demon.co.uk> contributed on 28 Jan 1999:

p>> When out of my head on "comp.sys.amiga.programmer", this remark by
p>> lwickjr@i2k.com still made some sense:

LW>>> I don't know how far along development currently is, as I haven't
LW>>> begun the port yet [FORTH is too low-level and write-mostly to port
LW>>> easily to other languages,

p>> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=

Likewise on the C=64. *8{) I must admit, however, that it isn't easily readable after having not programmed in it in several years.

LW>>> and I don't yet have the ARexx source he's posted to Aminet, because
LW>>> I don't yet know where on Aminet to look for it],

p>> Allow me:

ATM> Mindrx941126.lha misc/misc 52K 211+Amiga AI public-domain work-in-progress.
ATM> MindRexx.lha util/rexx 21K 265+Project Mentifex's AI prototype
ATM> Mindrx.lha util/rexx 28K 230+Project Mentifex's Arexx based AI design

ATM> http://www.geocities.com/Athens/Agora/7256/m-forth.html Mind.forth is
ATM> already superior to the 26nov1994 Mind.rexx referred to above.

I still need a starting point for my port, and since ARexx is closer in style to Python than is Forth, I prefer to start with Mind.Rexx, rather than Mind.Forth.

ATM> Mind.rexx is an example of patching things together with chewing gum
ATM> and Band-Aids. REXX (or Amiga ARexx as used in Mind.rexx) imposes no
ATM> discipline on the programmer, while Forth demands and ensures
ATM> hierarchical structured programming.

Not strictly true: FORTH also gives you all the tools you need to throw the rules of hierarchical structured programming out the window. One can write spaghetti code in ANY programming language.

ATM> You will notice a very peculiar thing about this "pdaimind" code.
ATM> Until Mind.forth has "quickened" or attained a minimal
ATM> functionality, all the strategic planning in the program will remain
ATM> opaque and senseless to you, even if small segments of the code make

ATM> sense.

Be careful, Mr. MindMaker: saying things like that is an open invitation for people to limber up their flamethrowers. Remember that it is _possible_ that the program as a whole may remain sensless, even to a programmer who has studied the source, successfully ported it to another language, and fully understands what everything does.

ATM> As soon as "Snow Crash" gets through "Burn Rate" to "Code Complete",

What do these terms mean?

ATM> two distinct phenomena will become operative. People who run the AI
ATM> program will see exactly what it is doing -- and whether it even
ATM> truly qualifies as AI. More importantly -- especially for such a
ATM> fragile, brittle program as an artificial mind -- people with a lot
ATM> more smarts than very truly yours Arthur/mentifex will be motivated
ATM> to see what Mind.forth does: break concepts down into AI playdough.

Your code already provides plenty of opportunity for people who run the unfinished code to see exactly what it is doing -- and whether it qualifies as AI.

Some people, myself included, are already motivated to see what the PDAI Mind does --and does NOT-- do. I hope that the program gets more --rather than less-- interesting as it nears compleation.

See ya on the Bit Stream! The Hungry Hacker, looking for work. Got any?

* Despite the high cost of living, it remains popular.

2788. What Happened to the STOS Mailing List

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-04 00:00:00 UTC
From: deano@zetnet.co.uk
Message-ID: <36c0f37f.14078868@news.zetnet.co.uk>
Source record: 3155

I sent a message to it but there is no reply..Has it changed it's email?

I posted a message to it about a problem with the STE extension in Stos. When I load Stos from my Hard Drive (tower with CD Rom), It bombs out as soon as it trys to load the STE extension. I know the extension is not corrupt because it loads ok from floppy disk. Anyone know what the problem is? I use Extendos to mount the CD drive and I have partitions C to G.

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

2789. Re: web site update/phenix

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-04 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <79au9p$nh8$1@news.imaginet.fr>
Source record: 3156

Anthony Jacques a crit dans le message
<797o37$vh6$1@news4.svr.pol.co.uk>...
>What a stupid decision, IMO. The biggest thing the Phenix has to worry
about
>is it having no credability due to repeated delays, and the fact that
by the
>time that it is finally released people will have either jumped ship,
or
>bought Milans....
>
>This is almost as bad as Wizztronics...

That's wrong. Many people think that the CENTurbo II doesn't exist and
we
do it... For Phenix, it's the same thing: we work very hard and
WE WILL FINSIH the Phenix too.

Sacha
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2790. Re: Problem w/ GEM program...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36b91641.33584141@news.demon.co.uk>
Source record: 3157

On Wed, 03 Feb 1999 03:42:19 GMT, quantum@voicenet.com (George W. Garner) wrote:

>Greetings,
> I'm new to GEM programming and I'm having problems trying to
>get a program started. I'm using Hisoft's HISpeed Pascal, mostly
>because I can't get G++ working, but that's of course another post.

Pascal does not interface well to anything written in C, which Gem is. It needs some tools to overcome these problems. They probably exist and you'll need to find them.

>I can't seem how to put whatever the user types into a TEDINFO block
>into a variable. My docs are useless for it, and I've tried
>everything. Here's one of the procedures I'm writing that requires
>it. Basically, the program is a setup for a login/password program
>that will give standard TOS users the ability to configure different
>environments much like Window$ does. Anyway, I appreciate and thank
>anyone in advance who can help me with this, or at least point me in
>the right direction.
>
> Thank you in advance,
> George Garner
>
>P.S.> Here's the program block...
>
>Procedure do_add_new;
>{Handles the input for adding a user.}
> var
> ch: char;
> x, y, w, h, object: integer;
> a, address: pointer;
> pass: pointer;
> password: string;
> return: LongInt;
> temp: text;
> begin
> rsrc_gaddr(R_TREE, USER_PASS_DIAL, address);
> form_center(address,x,y,w,h);

How is form_center declared? See if 'address' is a 'pointer' or something else like 'object'. The latter would indicate this pascal has the potential to access fields directly, though the former doesn't exclude it.

```
> form_dial(FMD_START, 0,LASTOB,0,0,x,y,w,h);
> objc_draw(address,0,20,x,y,0,0);
>
> object:= form_do(address,0);
>
>{****** I just need to know how to retrieve the login name and
>password from what the user enters. Again, any ability to point me in
>the right direction is greatly appreciated *******}
```

I assume it works up until the next line?

```
> rsrc_gaddr(R_TEDINFO, LOGIN_INPUT, password);
```

There's all manner of things that could be wrong above. We'd need to see the declaration of rsrc_gaddr to even stand a chance of figuring it out.

a)
The Pascal 'string' and the C string are not compatible.

b)
The Gem rsrc_gaddr returns pointers to things - lots of different things depending on the 1st arg.

c)
I'm not convinced Gem rsrc_gaddr works properly for some of its sub-opcodes. Hence I use R_TREE then access directly (could be wrong, might be my compiler or just my memory).

d)
What, if anything, does the Pascal rsrc_gaddr do with the result from the Gem rsrc_gaddr before it comes back here?

```
> form_dial(FMD_FINISH, 0,LASTOB,0,0,x,y,w,h);
>
> rsrc_gaddr(R_TREE, MENUBAR, address);
> menu_tnormal(address,USER_MENU,1);
> end;
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2791. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-04 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <79btjo$dc4$1@roch.zetnet.co.uk>
Source record: 3158

On 3 Feb 99 00:08:05 +05, "Lyster E. Wick Jr." wrote:

> p> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=
>
>Likewise on the C=64. *8{) I must admit, however, that it isn't easily
>readable after having not programmed in it in several years.

... and on the Oric. I used it to program a 6502 assembler and my son used it to do a Frogger game. After a few months it was impossible to figure out what we had done.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2792. Re: AV_PROTOCOLL (g.wind.cycle)

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-04 00:00:00 UTC
From: gryf@hrz.tu-darmstadt.de
Message-ID: <79c69m$k7v$1@sun27.hrz.tu-darmstadt.de>
Source record: 3159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

In article <79c58v$d54$1@cubacola.tninet.se>,
gokmase@hem1.CTRL+X.passagen.se (Joakim Hï¿½gberg) writes:
> When my
> program is on top, it will top other windows below, but eg Thing
> won't top my windows again.
>
> I guess I missed a point here, just wonder what it might be this
> time.. ;) Do I have to send the AV_SERVER some message for it to
> recognize my prog as a client?

Yes, of course. How do you think Thing should know about your window,
if not told by your program? (*)

Thus, you have to register via AV_PROTOKOLL, tell the server about new
windows with AV_ACCWINDOPEN, use AV_ACCWINDCLOSE when a window is
closed, and send AV_EXIT on termination.

Ciao

Thomas

P.S.: Followup-To: set

(*) Yes, I know this is also possible using WF_OWNER, but not all AESes
support this mode for wind_get()

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2793. Re: The Art of Computer Mindmaking

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <79d8pv$i79$1@newshost.comnet.co.nz>
Source record: 3160

Roger Cain (rcain@zetnet.co.uk) wrote:
> On 3 Feb 99 00:08:05 +05, "Lyster E. Wick Jr." wrote:

> > p> Hmmm, FORTH used to be fun on the Sinclair Spectrum... #:)=
> >
> >Likewise on the C=64. *8{) I must admit, however, that it isn't easily
> >readable after having not programmed in it in several years.

> ... and on the Oric. I used it to program a 6502 assembler and my son
> used it to do a Frogger game. After a few months it was impossible to
> figure out what we had done.

... which is why many people are now calling Forth a WriteOnly language.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

2794. Re: What Happened to the STOS Mailing List

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-04 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <79fp9o$m2n$2@news4.svr.pol.co.uk>
Source record: 3161

Deano wrote in message <36c0f37f.14078868@news.zetnet.co.uk>...
>I sent a message to it but there is no reply..Has it changed it's
>email?

Nope, its still there, and running. I recieved your email, and will send a reply later today, and I already saw I reply from Olli....

The sad truth would appear to be that the vast majority of people on the mailing list have left the STOS/Atari scene...

Anthony

2795. Re: AV_PROTOCOLL (g.wind.cycle)

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-05 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <79eih0geh1@nnrp1.dejanews.com>
Source record: 3162

In article <79c69m$k7v$1@sun27.hrz.tu-darmstadt.de>,
gryf@hrz.tu-darmstadt.de (Thomas Binder) wrote:

> > I guess I missed a point here, just wonder what it might be this
> > time.. ;) Do I have to send the AV_SERVER some message for it to
> > recognize my prog as a client?
>
> Yes, of course. How do you think Thing should know about your window,
> if not told by your program? (*)

Ok, thanks! Sorry for asking this kind of basic questions, but I haven't been
able to find any english docs that explains AVprotocol from scratch.

regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2796. Re: AV_PROTOCOLL (g.wind.cycle)

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-05 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <79ep47aat1@sun27.hrz.tu-darmstadt.de>
Source record: 3163

Hi!

gokmase@my-dejanews.com wrote:
> Ok, thanks! Sorry for asking this kind of basic questions

No problem.

> but I haveni¿½t been
> able to find any english docs that explains AVprotocol from scratch.

Well, what did you miss in the English translation of the Thing
hypertext? I'll try to improve the docs, if possible.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2797. GFA Basic manual.

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-05 00:00:00 UTC
From: Eoin Stokes <stokese@tcd.ie>
Message-ID: <79f8ai$6vr@web3.tcd.ie>
Source record: 3164

Has anyone out there got a good GFA Basic manual? I'm looking for one which covers Graphics and Graphic commands. I've undertaken a bit of work with GFA and need to graph arrays of data. I'm not very familiar with GFA so would appreciate anyone with working knowledge of GFA to drop me a line and any Graphic programs which might help me.
Thanks

2798. Re: AV_PROTOCOLL (g.wind.cycle)

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-05 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <79ffo3$9hp$1@nnrp1.dejanews.com>
Source record: 3165

In article <79ep47aat1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> > able to find any english docs that explains AVprotocol from scratch.
>
> Well, what did you miss in the English translation of the Thing
> hypertext? I'll try to improve the docs, if possible.
>

What I needed was a very detailed description on how to use AVPROTOCOL, and maybe the doc's in THING are aimed at people who know how the basics work already. Apart from that, I believe there is nothing missing in the THING doc's.

Since I'm a bit new to programming here, things are seldom that obvious to me. :) Therefore I am very greatful for all help and hints given to me in this group..

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2799. Can someone who knows rate C compilers on the ST/Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-05 00:00:00 UTC
From: martin.w6@REMOVEukonline.co.uk
Message-ID: <36b606dd.3974922@news.easynet.co.uk>
Source record: 3166

Anyone tried em all or know of a faq about C programming on
the Atari.

What freeware ones are available. How much worse are they to
commercial offerrings.

Which is fastest etc, least buggy, 68030 optimised?

Any info

Was Hisoft C (compiler version) ever given away on a
coverdisk? Is it worth finding anyway?

What about C++

2800. Re: Help on BASIC commands

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-05 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <QtdeeNA0axu2Qwo3@shaw1.freeserve.co.uk>
Source record: 3167

At 22:50:57, Sun, 31 Jan 1999 Brent from said:

>Clair D. Shaw wrote:
>>
>> How can I put a file into alphabetical order? I can't use external
>> programs (I know of a program which can do it) because it's a PC
>> program. (Spit)
>>
>> Any help will be appreciated.
>> --
>Is this a disc based data file.
>I have a sort routine that you can sort disc files, arrays, or whatever
>your fancy. It parces the items to be sorted and breaks down to alpha
>and numeric. sorts P141 > P15 , which is not like normal string sort.
>Its GFA Basic. Let me know if you want and I'll mail you.

That'll do fine. As long as it'll sort names alphabetically!

--
***** **** ***** | Clair Shaw Aka. CDS | MURPHY'S RULES:
* * * * | Pager:http://wwp.icq.com/1043359 | The other queue
* * * ***** | ICQ:1043359 | goes faster
* * * * | mailto:Clair@Shaw1.freeserve.co.uk |
***** **** ***** | http://surf.to/shaws |Change address to reply

2801. Looking for good pascal compiler for ST/FALCON030

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-06 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <918298662.3958.0.rover.d4ee0f47@news.demon.nl>
Source record: 3168

Hi,

I have bought a Falcon030, and I stopped programming on PC! It really
S@*&#&@!!! So I will go back to
my ATARI and program it again. I am already programming the 8-bit computers
in assembly but I need
some convertors and write them my self on the Falcon030 and I am looking for
a complete PASCAL
compiler, I have used Borland&Turbo-pascal on PC..... Is there a similar
compiler on Falcon030 ?

Gtx,
Rene

2802. Re: Looking for good pascal compiler for ST/FALCON030

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36BC2A07.31C863D2@cable.A2000.nl>
Source record: 3169

Rene de Bie wrote:

> Hi,
>
> I have bought a Falcon030, and I stopped programming on PC! It really
> S@*&#&@!!! So I will go back to
> my ATARI and program it again. I am already programming the 8-bit computers
> in assembly but I need
> some convertors and write them my self on the Falcon030 and I am looking for
> a complete PASCAL
> compiler, I have used Borland&Turbo-pascal on PC..... Is there a similar
> compiler on Falcon030 ?
>
> Gtx,
> Rene

You find my offer in your mailbox.

Greetings.
Henk.

2803. avprotocol again...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-07 00:00:00 UTC
From: gokmase@hem1.passagen.se
Message-ID: <79jqgv$6nr$1@cubacola.tninet.se>
Source record: 3170

Greetings all,

I'm a bit ashamed of this, but I must admit I still haven't managed to get the global window cycling working. I am definetly doing something very wrong here. I guess I'm doing something fundamentally wrong, so I'll write down how I have tried to do this.. ..please don't laugh.. :)

Am I right when I say that this is always true:

word0 = id of reciever
word1 = id of sender

and that othe values depends on message type?

This is how I tried to do things:

On open window
send AV_ACCWINDOPEN to avserver:

word 0 &H4724
word 1 ap_id& (client)
word 3 window handle

On CTRL-W
send AV_SENDKEY to avserver:

word 0 &H4710
word 1 ap_id&
word 3 &H0004
word 4 &H1107

It works fine when sending CTRL-W to avserver, but it seems like THING never understands the AV_ACCWINDOPEN. Perhaps it is also worth mentioning that I use GFA and not C.

Anyway, thanks for any help I get here. Much appreciated!
Once again, sorry for not having the basics cleared out, but I'm here to learn.. ;)

Regards,

Joakim

2804. Re: avprotocol again...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-07 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <79k1ni$fa0$1@sun27.hrz.tu-darmstadt.de>
Source record: 3171

Hi!

Joakim Hï¿½gberg <gokmase@hem1.passagen.se> wrote:
> Am I right when I say that this is always true:

> word0 = id of reciever
> word1 = id of sender

No, the first word is the message, the receiver is given in the call to
appl_write(), but looking at your examples below, it seems you've just
got it wrong in your question, not the code ;)

> On open window
> send AV_ACCWINDOPEN to avserver:

> word 0 &H4724
> word 1 ap_id& (client)
> word 3 window handle

This looks OK, but don't forget to zero all other fields, especially
word 2.

> On CTRL-W
> send AV_SENDKEY to avserver:

> word 0 &H4710
> word 1 ap_id&
> word 3 &H0004
> word 4 &H1107

word 4 should be &H1117, as the ASCII value for ^W is 23 (&H17), not 7.
It may still work, but you should correct it.

> It works fine when sending CTRL-W to avserver, but it seems like
> THING never understands the AV_ACCWINDOPEN. Perhaps it is also worth
> mentioning that I use GFA and not C.

Well, _did_ you register via AV_PROTOKOLL (don't ask me why PROTOKOLL is
spelled German, whereas all other messages have English names)? If you
don't, Thing will simply ignore your windows. This is necessary because
in a multitasking environment, forgetting to unregister a window before
exiting (for example because the program simply crahses) would then lead
to confusion when another client with the same application ID gets
active.

Also note that Thing (nor any other AV server I know of) does not
directly top your window (this would be very bad style), but sends a
WM_TOPPED message to your application, just as if the user had clicked

into the window to top it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2805. Re: avprotocol again...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-07 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <79k9f9voc1@nnrp1.dejanews.com>
Source record: 3172

```
In article <79k1ni$fa0$1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>
> > On CTRL-W
> > send AV_SENDKEY to avserver:
>
> > word 0 &H4710
> > word 1 ap_id&
> > word 3 &H0004
> > word 4 &H1107
>
> word 4 should be &H1117, as the ASCII value for ^W is 23 (&H17), not 7.
> It may still work, but you should correct it.
```

Ok, maybe I'm wrong here, but I think that it said 1107 in the english thing.hyp? (I don't have my atari here right now, so I can't check that)

```
Anyway, I will change this right away.

> Well, _did_ you register via AV_PROTOKOLL (don't ask me why PROTOKOLL is
> spelled German, whereas all other messages have English names)? If you
> don't, Thing will simply ignore your windows. This is necessary because
```

Nope, this was not done before. Didn't realize it was necessary, even though I was going to add this call later to be sure what functions are supported. So, I guess that was the reason thing would care about the windows then.

```
> Also note that Thing (nor any other AV server I know of) does not
> directly top your window (this would be very bad style), but sends a
> WM_TOPPED message to your application, just as if the user had clicked
> into the window to top it.

Yep, no problem with that.

Thanks a lot for all your help, Thomas! It has been *very* valuable!

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

2806. Re: avprotocol again...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-07 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <79l6s3$837$1@sun27.hrz.tu-darmstadt.de>
Source record: 3173

Hi!

gokmase@my-dejanews.com wrote:
> Ok, maybe Iï¿½m wrong here, but I think that it said 1107 in the english
> thing.hyp? (I donï¿½t have my atari here right now, so I canï¿½t check that)

Congratulations, you've found (yet another) bug in the Thing docs ;)

> Thanks a lot for all your help, Thomas! It has been *very* valuable!

You're welcome.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

2807. Re: Can someone who knows rate C compilers on the ST/Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <9GiJ+eBJivv2EwuP@steverosie.demon.co.uk>
Source record: 3174

In article <36b606dd.3974922@news.easynet.co.uk>, Martin Wilson
<martin.w6@REMOVEukonline.co.uk> writes
>Anyone tried em all or know of a faq about C programming on
>the Atari.
>
>What freeware ones are available. How much worse are they to
>commercial offerrings.
>
>Which is fastest etc, least buggy, 68030 optimised?
>
>Any info
>
>Was Hisoft C (compiler version) ever given away on a
>coverdisk? Is it worth finding anyway?
>
>What about C++

I have HiSoft C Interpreter for sale, this allows you to write program
and try them out, just like you could in BASIC. It is not a compiler.

I also have Lattice C v5 & v5.6 for sale, use this in conjunction with
HiSoft's C interpreter so you can write, & test programs with one, and
then compile it when done.

I have also some other C packages. If you want to know more drop me a
line.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2808. Re: Can someone who knows rate C compilers on the ST/Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-08 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <36BEB2B4.5654A5E6@hisoft.co.uk>
Source record: 3175

Martin Wilson wrote:
>
>
> Was Hisoft C (compiler version) ever given away on a
> coverdisk? Is it worth finding anyway?
>
HiSoft C was an interpreter. The only C compiler we did for the Atari
was Lattice C

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/ ICQ#: 29793027

2809. Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-08 00:00:00 UTC
From: gokmase@hem1.ERASE.ALL.THIS.passagen.se
Message-ID: <79n9lh$mg9$1@zingo.tninet.se>
Source record: 3176

Greetings all,

I wonder whether or not it is possible to determine from within a
program what its own filename is? Is so, how?

Regards,

Joakim

2810. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <79nol7$4t6$3@snipp.uninett.no>
Source record: 3177

```
Joakim Hï¿½gberg <gokmase@hem1.ERASE.ALL.THIS.passagen.se> wrote:

> I wonder whether or not it is possible to determine from within a
> program what its own filename is? Is so, how?

This is what you usually find in argv[0], but I'm not sure whether
this is the case with TOS (I've never needed this). Anyone?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2811. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-08 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199902082225.a23661@su.maus.de>
Source record: 3178

Hi Joakim!

JH>I wonder whether or not it is possible to determine from within a
JH>program what its own filename is? Is so, how?
Here's an extract from the Fcntl man page:
------------------------------- >8 schnipp 8<

Fcntl(2) Aug. 5, 1993 Fcntl(2)

NAME
Fcntl - perform various control operations on a file

SYNOPSIS
#include <filesys.h>

LONG Fcntl(WORD fh, LONG arg, WORD cmd);

DESCRIPTION
Fcntl performs various control operations on the open file
with GEMDOS file handle fh. The specific command to perï¿½
form is given by cmd; the possible commands are given by
symbolic constants in filesys.h, and are listed below.
arg is an argument whose meaning depends on the command.

The following commands are applicable to any file descripï¿½
tor:

[...]

PLOADINFO
Returns information about the parameters passed to
Pexec to start this process. arg should be a
pointer to a structure with the following format:
struct ploadinfo {
short fnamelen; /* length of fname field */
char *cmdlin; /* must point to 128 bytes, to be filled in
with the process' command line */
char *fname; /* must point to "fnamelen" bytes, to be
filled in with the full path+name of
the file from which the process was
launched */
}
The data pointed to by the structure elements will
be filled in with the appropriate data for this
process. If the process's full name and path are
too long to fit into the provided space, ENAMETOOï¿½
LONG will be returned. On success, a 0 is

returned.

[...]

RETURNS
0 or a positive number if successful (for most commands;
but see the specific descriptions above).

EIHNDL if fh is not a valid GEMDOS open handle.

EINVFN if the specified command is not valid for this file
handle

Some other (LONG) negative error number if an error
occurs; different commands may recognize different possii¿½
ble errors.

SEE ALSO
Fdup(2), Flock(2), Fopen(2), Fxattr(2), Pgetpgrp(2),
Psetpgrp(2)

BUGS
Very little error checking is done. In particular, ownerï¿½
ship of terminals is not properly checked, nor is
read/write access to the files. Do not rely on this bug;
it will be fixed some day.

File locking is not yet implemented for some file systems.

Version 1.08 MiNT Programmer's Manual 8
-------------------------------- >8 schnapp 8<

Bye

Joerg

2812. Help on BASIC commands

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-08 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <oPYyFFAFV3v2EwNY@thedruid.demon.co.uk>
Source record: 3179

```
Hi Clair,

> How can I put a file into alphabetical order? I can't use external
> programs (I know of a program which can do it) because it's a PC
> program. (Spit)

The simplest of ways is to use a bubble sort routine. Basically, you go down
the list, comparing two entries at a time and if they are not in order then
swap them. You repeat this process until you make one complete pass of the
data where no swaps are needed, hence the data is sorted. I am not a great
basic expert but here is some pseudo-code for the algorithm.

loop
flag = 0
i = 0
loop
if string[i] > string[i+1] *
tempstring = string[i]
string[i] = string[i+1]
string[i+1] = tempstring
flag = 1
i = i +1
until i > max_data
while flag = 1

* How you compare the strings will depend on what functions are available in
basic. In C you would use strcmp(), but you may have to write your own
comparator. N.B. that you should ensure your function thinks A=a, unless you
require otherwise.

John.

--

--
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+-------------------------------------------------------------+
```

2813. Can someone who knows rate C compilers on the ST/Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-08 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <r$kyJKA2V3v2EwP3@thedruid.demon.co.uk>
Source record: 3180

Hi Martin,

> Was Hisoft C (compiler version) ever given away on a
> coverdisk? Is it worth finding anyway?

Lattice was never given away on a cover disk. It is well worth finding, it is by far the best commercial C compiler ever made. Unfortunately, it had a very limited distribution and Pure C is the most popular, however, it didn't find much support in the UK.

Given the choice I would opt for Lattice everytime, but if you plan to incorporate other people's libraries into your software, they are invariably written in Pure C and that is probably the software to go for.

> What about C++

Only one I know of is G++, from GNU, it's big and requires lots of memory.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+---+

2814. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-09 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <79ongfsrq1@arcturus.ciril.fr>
Source record: 3181

```
In article <79nol7$4t6$3@snipp.uninett.no>, Jo Even Skarstein <joska@nuts.edu>
writes:
|> Joakim Hï¿½gberg <gokmase@hem1.ERASE.ALL.THIS.passagen.se> wrote:
|>
|> > I wonder whether or not it is possible to determine from within a
|> > program what its own filename is? Is so, how?
|>
|> This is what you usually find in argv[0], but I'm not sure whether
|> this is the case with TOS (I've never needed this). Anyone?

It's possible. MiNT uses it to determine if the memory protection should be
turned on or not (MINT.PRG or MINTNP.PRG). Have a look at the sources if you
have them (in boot.c or main.c or something like that).
If not, try
#include <osbind.h>
void main(int argc, char **argv)
{
Cconws(argv[0]);
Bconin(2);
}
and see what it prints ...
good luck

Vincent
```

2815. [PUB]jaguar kit development

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-09 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <36C01F7F.83A68CB9@france2.fr>
Source record: 3182

A new update of JagStudio is available at:

http://wwwlinux.utc.fr/~atari/atari.html

this one have got now two JagStudio version, for MagiC and TOS/MiNT.
Site always in French, we expect do an english version as soon as
possible.

2816. FS: ST Software and books

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-09 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <36C045B4.A43D69D3@cyou.com>
Source record: 3183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
I have the following items for sale. Prices do not include shipping
(buyer pays shipping). US postal money orders only please.

Software
-----------------------------
Stalker 3 (Box & Docs) $ 7
Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each
-----------------------------
Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each
-----------------------------
#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com
```

2817. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-09 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199902091935.a25982@su.maus.de>
Source record: 3184

Hi Vincent!

VB>It's possible. MiNT uses it to determine if the memory protection
VB>should be turned on or not (MINT.PRG or MINTNP.PRG). Have a look at
VB>the sources if you have them (in boot.c or main.c or something like that).
It's in main.c. there also is a comment which explains how it works, but also
says why this should not be done by other programs:

```
-------------------------------- >8 schnipp 8<
--------------------------------
/* When executing AUTO folder programs, the ROM TOS locates
* all programs using Fsfirst/Fsnext; by peeking into our
* parent's (the AUTO-execute process's) DTA area, we can
* find out our own name...
* This works with all known (to me) TOS versions prior to
* MultiTOS; but I don't think any other programs should use
* this trick, since MiNT or another OS with memory protection
* could already be running! <mk>
-------------------------------- >8 schnapp 8<
--------------------------------
```

VB>If not, try

```
VB>#include <osbind.h>
VB>void main(int argc, char **argv)
VB>{
VB>Cconws(argv[0]);
VB>Bconin(2);
VB>}
```

AFAIK this also doesn't work everywhere too

I think there's no "global" solution to this problem

Bye

Joerg

2818. Basic sources

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-10 00:00:00 UTC
From: Computer City <info@compcity.nl>
Message-ID: <918635644.280912@perla.rotterdam.luna.net>
Source record: 3185

Hi,

Does anyone know where to get Basic sources for the 8-bit Atari on the net?
I mean for example games listings that used to be published in magazines
back in the 80's.

Thanks!
Ron van Herk,
info@compcity.nl

2819. Re: Basic sources

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-11 00:00:00 UTC
From: atari@bright.net
Message-ID: <79tbr9$n8j$1@cletus.bright.net>
Source record: 3186

On 10 Feb 1999 09:25:47 , "Computer City" wrote:
>Hi,
>
>Does anyone know where to get Basic sources for the 8-bit Atari on the net?
>I mean for example games listings that used to be published in magazines
>back in the 80's.

Try here, Antic Magazine online

http://www.atarimagazines.com/

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2820. GFA Basic & MiNT(free)

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-11 00:00:00 UTC
From: Brent Thirsk <thirsk@thirskauto.com>
Message-ID: <36C2EDA4.69D1@thirskauto.com>
Source record: 3187

I am building libraries for GFA Basic to include hooks to MiNT Operating system.
These will include Processes that will identify and change Pid and Prio, File locking and any other useful extensions.

If anyone has been working in this area and would like to share your results,
Please email me what you have done. When completed, I will place on FTP site,
as soon as my domain gets moved.

Thanks

--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com

2821. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-11 00:00:00 UTC
From: mt--------@telebyte.nl
Message-ID: <79vi3hmgo1@rubens.telebyte.nl>
Source record: 3188

On 8 Feb 1999 18:16:17 G, Joakim H&#65533;gberg wrote:
>Greetings all,
>
>I wonder whether or not it is possible to determine from within a
>program what its own filename is? Is so, how?
>
>
I have the same question. I know it must be possible, because I know
some programs that make use of this trick.
****
* That's it folks ! *
* *
* Martin Tarenskeen *
* e-mail: mt--------@telebyte.nl *
* (Remove -------- from e-mail address before sending me any mail) *
* Homepage: http://www.telebyte.nl/~mt *
****

2822. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-11 00:00:00 UTC
From: Brent Thirsk <thirsk@thirskauto.com>
Message-ID: <36C36485.6B35@thirskauto.com>
Source record: 3189

Martin Tarenskeen wrote:
>
> On 8 Feb 1999 18:16:17 G, Joakim Hï¿½gberg wrote:
> >Greetings all,
> >
> >I wonder whether or not it is possible to determine from within a
> >program what its own filename is? Is so, how?
> I have the same question. I know it must be possible, because I know
> some programs that make use of this trick.
If your program is passed the environment from the parent program,
which it should, then ARGV = "your program name" .
This is an environment variable.

Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com

2823. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36c33e6d.42266025@news.demon.co.uk>
Source record: 3190

On 8 Feb 1999 18:16:17 GMT, gokmase@hem1.ERASE.ALL.THIS.passagen.se
(Joakim Hï¿½gberg) wrote:

>Greetings all,
>
>I wonder whether or not it is possible to determine from within a
>program what its own filename is? Is so, how?

This could get tricky if the program doesn't have any idea of the
environment it is running in??? If it does then that'll make things
much easier.

As Jo stated, argv[0] is the standard way for C programs. Sadly it
relies on the parent to set it correctly. Command shells do but
standard Gem/TOS will not - it'll be empty.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2824. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-12 00:00:00 UTC
From: Brent Thirsk <thirsk@thirskauto.com>
Message-ID: <36C4393F.1E39@thirskauto.com>
Source record: 3191

```
>
> On 8 Feb 1999 18:16:17 GMT, gokmase@hem1.ERASE.ALL.THIS.passagen.se
> (Joakim Hï¿½gberg) wrote:
>
> >Greetings all,
> >
> >I wonder whether or not it is possible to determine from within a
> >program what its own filename is? Is so, how?
>
You got me curious.
I ran a small appliction to read program memory in TOS.
Text, Data, and BSS do not include program name.
Basepage and command line do not either.
Memory control blocks don't as well.
DTA does not.
Unless you have a parent program that passes in ENV, I don't think
you can know your program name, unless you code it to the program
itself.
Other than that, build a small general purpose program loaded that
you can run applications from, that will pass the child NAME.
Or, better yet, use something like Mint O/S and applications will have
an environment passed.
--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com
```

2825. Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-12 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7a1t0d$b4r$1@news.asu.edu>
Source record: 3192

Hello,
I am learning to use C on the ST (Heat N Serve variety of Sozobon) for
a quicky job that just aches for a cheap ST. I've been meaning to do this
for a while; now I've got an excuse!

Anyways, my question involves slider controls. In Mircrosoft VC++,
these are easy; predefined dialog objects. They don't appear to be
predefined under GEM. How do you do sliders? My best guess at this
point is a headerless window with a vertical slide bar and nothing else,
which would have to be overtly constructed in code and placed on the
dialog. Is there a better way? (I hope...)
--

2826. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-12 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199902121031.a34309@su.maus.de>
Source record: 3193

Hi Brent!

BT>If your program is passed the environment from the parent program,
BT>which it should, then ARGV = "your program name" .
BT>This is an environment variable.
AFAIK this works only if the parent sets this environment variable

Bye

Joerg

2827. Resource editors

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-12 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7a1u1t$b6p$1@news.asu.edu>
Source record: 3194

Hello again,
Second question: As long as I'm learning C and stumbling around with the object trees that the resource editor constructs, I've gotten some "free" resource editors, such as RSC30 and MKRS and ORCS, most of which (of course) are in German, and I'm playing around with them, but not extremely pleased. I've seen a commercial offering mentioned here, but can't remember the name. OR, if someone has a recommendation for a different "free" one that isn't present on Umich.

Also, these editors seem to focus on the monochrome screen. Given that "modern" TOS is usually in color, say, on a Falcon screen, are there resource editors to construct dialogs in color?
--

2828. Re: Resource editors

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-13 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7a3ohe$3r2$1@roch.zetnet.co.uk>
Source record: 3195

On 12 Feb 1999 19:05:33 , DAVID L. ORMAND wrote:

> Second question: As long as I'm learning C and stumbling around with
>the object trees that the resource editor constructs, I've gotten some
>"free" resource editors, such as RSC30 and MKRS and ORCS, most of which
>(of course) are in German, and I'm playing around with them, but not
>extremely pleased. I've seen a commercial offering mentioned here, but
>can't remember the name. OR, if someone has a recommendation for a
>different "free" one that isn't present on Umich.

The commercial one is Interface.

Why not look for RSM? The last version I have is 2.11 but it may have
been superceded now.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2829. Re: Resource editors

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-13 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7a3ohf$3r2$2@roch.zetnet.co.uk>
Source record: 3196

On 12 Feb 1999 19:05:33 , DAVID L. ORMAND wrote:

> Second question: As long as I'm learning C and stumbling around with
>the object trees that the resource editor constructs, I've gotten some
>"free" resource editors, such as RSC30 and MKRS and ORCS, most of which
>(of course) are in German, and I'm playing around with them, but not
>extremely pleased. I've seen a commercial offering mentioned here, but
>can't remember the name. OR, if someone has a recommendation for a
>different "free" one that isn't present on Umich.

The commercial one is Interface.

Why not have a look at RSM? The last version I have is v2.11 (January
1998) but it may have been superceded by now.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2830. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36c5afbf.54831072@news.demon.co.uk>
Source record: 3197

On Fri, 12 Feb 1999 14:22:10 GMT, Brent Thirsk <thirsk@thirskauto.com>
wrote:

>>
>> On 8 Feb 1999 18:16:17 GMT, gokmase@hem1.ERASE.ALL.THIS.passagen.se
>> (Joakim Hï¿½gberg) wrote:
>>
>> >Greetings all,
>> >
>> >I wonder whether or not it is possible to determine from within a
>> >program what its own filename is? Is so, how?
>>
>You got me curious.
>I ran a small appliction to read program memory in TOS.
>Text, Data, and BSS do not include program name.
>Basepage and command line do not either.
>Memory control blocks don't as well.
>DTA does not.
>Unless you have a parent program that passes in ENV, I don't think
>you can know your program name, unless you code it to the program
>itself.
>Other than that, build a small general purpose program loaded that
>you can run applications from, that will pass the child NAME.
>Or, better yet, use something like Mint O/S and applications will have
>an environment passed.

There's usually a solution. Taking into account I've been up all
night, off the top of my head ...

Newer Gem's could use appl_search using the ID gained from appl_init.
Command line progs get it anyway. Older Gem's virtually guarantee the
current working directory will be the same as the executable so you
could do worse than FsFirst(".*.xxx",FA_ARC | FA_RON) where 'xxx' is
the program's extender. There's the _PNAM environmental as well but I
can't for life of me recall the contexts in which it exists atm.

So roughly ...

```
IF argv[0] BLANK
THEN TRY appl_search
ELSE Do FsFirst
ENDIF
```

Needs enhancing by someone less sleepy of course! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2831. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36c7cc9e.3720750@news.demon.co.uk>
Source record: 3198

On 12 Feb 1999 18:47:41 GMT, dlormand@aztec.asu.edu (DAVID L. ORMAND)
wrote:

>
>Hello,
> I am learning to use C on the ST (Heat N Serve variety of Sozobon) for
>a quicky job that just aches for a cheap ST. I've been meaning to do this
>for a while; now I've got an excuse!

By "dialogs" are we talking Windoze ones or Gem ones?

Gem ones are modal like Windoze ones with an important difference:
they are modal to the system. While *any* (ie "the only") dialog is
being displayed all other applications will grind to a halt at the
point they attempt to initiate changes to the screen (via the AES). A
dialog cannot receive messages so all other applications are blocked,
even in pre-emptive multitasking Gem operating systems!

Incidentally, this is why modern apps now place their dialogs into a
window: to let other apps can continue.

All that matters here is the question - is your dialog in a window or
is it a standard dialog? It's a bit difficult to answer below without
knowing.

> Anyways, my question involves slider controls. In Mircrosoft VC++,
>these are easy; predefined dialog objects. They don't appear to be
>predefined under GEM. How do you do sliders?# My best guess at this
>point is a headerless window with a vertical slide bar and nothing else,
>which would have to be overtly constructed in code and placed on the
>dialog. Is there a better way? (I hope...)

About all I can say atm is objects in the Gem OBJECT tree do not
possess their own handles: ie they are not capable of receiving their
own messages. It works more on the basis of

Gem keeps track of mouse
"what is under the mouse?"
message -> app
(possible) enquire object
app does something
app (probably) tells Gem to invoke visual changes.

Like I said, trying to explain both dialogs, in & out of windows, will
just lead in circles. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2832. Re: Resource editors

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36c8d396.5504935@news.demon.co.uk>
Source record: 3199

On 12 Feb 1999 19:05:33 GMT, dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:

>
>Hello again,
> Second question: As long as I'm learning C and stumbling around with
>the object trees that the resource editor constructs, I've gotten some
>"free" resource editors, such as RSC30 and MKRS and ORCS, most of which
>(of course) are in German, and I'm playing around with them, but not
>extremely pleased. I've seen a commercial offering mentioned here, but
>can't remember the name. OR, if someone has a recommendation for a
>different "free" one that isn't present on Umich.

> Also, these editors seem to focus on the monochrome screen. Given that
>"modern" TOS is usually in color, say, on a Falcon screen, are there
>resource editors to construct dialogs in color?

Yes, Interface.

You can put shading patterns to good use here. Design the initial resource in mono then load it in colour and change the colour values from BLACK to whatever. Mono resources will always display, reguardless of colour depth. Moreover, Gem will display anything which isn't in the background colour as BLACK if that colour does not exist in the current display rez. Even better, the mono colour indices map onto the 4 colour ones, and the 4 colour ones map onto the 16 colour ones. Ditto 256, the 1st 16 are the same.

Granted specifically designed resources look best but quite satisfactory results can be obtained via successive modifications to a mono resource.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2833. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-13 00:00:00 UTC
From: Brent Thirsk <thirsk@telusplanet.net>
Message-ID: <36C5F823.44A8@telusplanet.net>
Source record: 3200

Guy Harrison wrote:

>
> There's usually a solution. Taking into account I've been up all
> night, off the top of my head ...
>
> Newer Gem's could use appl_search using the ID gained from appl_init.
> Command line progs get it anyway. Older Gem's virtually guarantee the
> current working directory will be the same as the executable so you
> could do worse than FsFirst(".*.xxx",FA_ARC | FA_RON) where 'xxx' is
> the program's extender. There's the _PNAM environmental as well but I
> can't for life of me recall the contexts in which it exists atm.
>
> So roughly ...
>
> IF argv[0] BLANK
> THEN TRY appl_search
> ELSE Do FsFirst
> ENDIF
>
> Needs enhancing by someone less sleepy of course! ;-) nite,nite

If you don't know your program's file name, how would you know if
you have found the file with FxFirst. I guess you could read
Data,Text, and BSS of file tested to compare with your Basepage info.
appl_search no good until Tos 4.04.

In the long run, it would be a whole lot simpler for the programer
to code in the program name. After thinking about this, what purpose
would this have anyway.

> --
> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk

--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com

2834. GFA Basic & MiNT(free)

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-13 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <96b_9902132234@tor250.org>
Source record: 3201

```
TH>I am building libraries for GFA Basic to include hooks to MiNT Operating
TH>system.
Great to hear, I've thought that GFA BASIC needs some good MiNT hooks.
Later...
---
SLMR 2.1a Backup not found: (A)bort (R)etry (P)anic
--
| See "http://www.ftn.org" for details on FTN<=>USENET
| gateways. To get your favorite Fido echoes via mailing lists
| contact gatemaster@gryn.org
| FIDO feeds, FTN <=> Internet gating, ect also available.
```

2835. STinG in supervisor mode

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <36C8386A.C19C564C@ios.chalmers.se>
Source record: 3202

Hi!

I have programmed some network stuff that uses STinG. I have discovered
that, for some reason, STinG doesn't work properly when the computer
runs in supervisor mode.

In user mode, all works fine when calling CNbyte_count() for example.
But in supervisor mode the computer just freezes.

I read in the Atari Compendium that supervisor mode should be used
sparingly under MiNT, because no task switching can occur. Does this
apply to STinG too, and if so why?

Regards
/Henrik Gildï¿½

2836. Re: STinG in supervisor mode

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7a9eu4$e2f@newstoo.ericsson.se>
Source record: 3203

In article <36C8386A.C19C564C@ios.chalmers.se>, "Henrik Gild&#65533;" <di98gihe@ios.chalmers.se> writes:
>Hi!
>
>I have programmed some network stuff that uses STinG. I have discovered
>that, for some reason, STinG doesn't work properly when the computer
>runs in supervisor mode.
>
>In user mode, all works fine when calling CNbyte_count() for example.
>But in supervisor mode the computer just freezes.

```
Do not call CNbyte_count() from supervisor mode.

>I read in the Atari Compendium that supervisor mode should be used
>sparingly under MiNT, because no task switching can occur. Does this
>apply to STinG too, and if so why?

If anything goes wrong when in supervisor mode
then the system halts.
Supervisor mode is only for the OS and device drivers.
So as you read in the Atari Compendium only use supervisor mode sparingly .

/Erik Hall
```

2837. Re: Can someone who knows rate C compilers on the ST/Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7a9ij0$8jv$1@feresa.bio.vu.nl>
Source record: 3204

Martin Wilson (martin.w6@REMOVEukonline.co.uk) wrote:

: What freeware ones are available.

There are several:

- GNU C (GCC)
Very good, can generate code for just about any processor (so that
includes 030 code), does good optimizing.
Drawbacks can be the command line user-interface (you'll want to use a
shell like BASH with this), it't not really easy to install if you don't
know much about UNIX-oid systems, you'll probably need to have a MiNT
filesystem and it uses quite a lot of memory (at least 2 Mb needed for old
versions, 4 Mb for newer versions, but 14 Mb reccommended for serious use)

- Sozobon C, extended version
Pro's: Nice and small, produces compact code, fairly fast, will run on any
Atari machine, uses standard DRI object file format.
Cons: Not fully ANSI compatible, support for 32-bit ints is a bit buggy
(usually only a problem when porting UNIX stuff...), some of the GEM
bindings are a bit non-standard (again, only a problem when porting
other GEM code, sometimes...), no 030 optimization.

- Heat 'n Serve C and others.
Similar to Sozobon, not very well known... Some are proper ANSI though
and support the Sozobon libs.

: How much worse are they to commercial offerrings.

Usually not much, sometimes even better.
The biggest difference is the interface: commercial compilers all have a GEM
shell, the free ones only do commandlines.
Also, there are a lot of libs available for Pure C and Lattice C, these
can't be used with the other compilers if the source isn't available.
(although you could try disassembling them :-)
There are tons of code available for GCC though, mostly UNIX stuff.

: Which is fastest etc, least buggy, 68030 optimised?

Least buggy, probably: GCC (newer versions), and maybe Lattice C?
Fastest: Commercial compilers and maybe Sozobon

: What about C++

Only one option: GCC (or G++, actually). G++ is a _real_ memory-pig
though, and can be _very_ slow, even on a 75 Mhz Pentium...

-=El Vienno (lvzon@bio.vu.nl)

2838. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7a9j22$8jv$2@feresa.bio.vu.nl>
Source record: 3205

DAVID L. ORMAND (dlormand@aztec.asu.edu) wrote:

: Anyways, my question involves slider controls. In Mircrosoft VC++,
: these are easy; predefined dialog objects. They don't appear to be
: predefined under GEM. How do you do sliders? My best guess at this
: point is a headerless window with a vertical slide bar and nothing else,
: which would have to be overtly constructed in code and placed on the
: dialog. Is there a better way? (I hope...)

I doubt that the method you describe will work.
Slider bars are usually created out of various other objects (boxes,
buttons) and are handled manually by the application. This is tedious stuff,
I know...
I've been working on a modular non-modal GEM dialog lib for Sozobon C for a
while, which would make handling things like sliders and lists and dialogs
in general _a lot_ easier. I have had to stop development for a few months
due to other projects (ethernet-adapter driver) though...
If you want to know more about programming GEM studd, I suggest you read
"Professional GEM" by Tim Oren. It can be downloaded from my site
(atari.scum.org) or many atari FTP sites.

-=El Vienno (lvzon@bio.vu.nl)

2839. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <7a9oda$4s1$1@snipp.uninett.no>
Source record: 3206

```
Levien van Zon <lvzon@bio.vu.nl> wrote:

> If you want to know more about programming GEM studd, I suggest you read
> "Professional GEM" by Tim Oren. It can be downloaded from my site
> (atari.scum.org) or many atari FTP sites.

A HTML-version (both online and a archive) is available at
www-atari.nvg.ntnu.no/programming/

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2840. Re: Find prg_name possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36c961b6.681489@news.demon.co.uk>
Source record: 3207

On Sat, 13 Feb 1999 22:08:39 GMT, Brent Thirsk
<thirsk@telusplanet.net> wrote:

>Guy Harrison wrote:
>
>>
>> There's usually a solution. Taking into account I've been up all
>> night, off the top of my head ...
>>
>> Newer Gem's could use appl_search using the ID gained from appl_init.
>> Command line progs get it anyway. Older Gem's virtually guarantee the
>> current working directory will be the same as the executable so you
>> could do worse than FsFirst(".*.xxx",FA_ARC | FA_RON) where 'xxx' is
>> the program's extender. There's the _PNAM environmental as well but I
>> can't for life of me recall the contexts in which it exists atm.
>>
>> So roughly ...
>>
>> IF argv[0] BLANK
>> THEN TRY appl_search
>> ELSE Do FsFirst
>> ENDIF
>>
>> Needs enhancing by someone less sleepy of course! ;-) nite,nite
>
>If you don't know your program's file name, how would you know if
>you have found the file with FxFirst.

Because the application should be in its own folder.

>I guess you could read
>Data,Text, and BSS of file tested to compare with your Basepage info.
>appl_search no good until Tos 4.04.

Hence the FsFirst "kludge".

>In the long run, it would be a whole lot simpler for the programer
>to code in the program name.

Yes.

>After thinking about this, what purpose
>would this have anyway.

Dunno. Those details weren't given.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2841. Re: Resource editors

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7a9s4h$r53$1@news.asu.edu>
Source record: 3208

>The commercial one is Interface.

Now I know what to look for. Thanks for all the input, guys!

>Why not look for RSM? The last version I have is 2.11 but it may have
>been superceded now.

I got RSM a little while back. Can't remember the version number. It looks pretty good, does everything I would expect, EXCEPT how to save the .h file. There's a dialog for setting that capability, I think (dang, those German words are LONG!), but setting it, not setting it, and whatever I did to the "HRD" option got me a .hrd file, but never a .h file! Maybe that would have been a better question - how do I get a .h out of RSM? Without that, it's nice, but not too useful.
--

2842. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7a9stq$r69$1@news.asu.edu>
Source record: 3209

>Incidentally, this is why modern apps now place their dialogs into a
>window: to let other apps can continue.
>
>All that matters here is the question - is your dialog in a window or
>is it a standard dialog? It's a bit difficult to answer below without
>knowing.

Yes. I discovered that re-reading the tutorial, so my direction right now is to put the dialog in a window. Which isn't really a dialog (in the GEM sense, I take it), but the graphic elements of the dialog drawn in the window. If this is the case, then the controls (like buttons and my sliders) aren't really controls, but objects being altered under program control as mouse messages are received.

While I'm asking, getting a dialog up on the screen is fairly well described in the literature. And getting text onto a window is fairly well described in some example source I've got. But how to put those graphical elements (described in the object tree) into a window - I could use a nudge in the right direction!
--

2843. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7a9skt$r5n$1@news.asu.edu>
Source record: 3210

>I've been working on a modular non-modal GEM dialog lib for Sozobon C for a
>while, which would make handling things like sliders and lists and dialogs
>in general _a lot_ easier. I have had to stop development for a few months
>due to other projects (ethernet-adapter driver) though...

This is another question whose time has come: If making sliders (and such things) is a pain, are there solutions available? I know I've seen sliders on very old apps and ACCs, so the problem HAS been solved, probably many times. I would be interested in your library, or maybe another not-so-well developed one.

>If you want to know more about programming GEM studd, I suggest you read
>"Professional GEM" by Tim Oren. It can be downloaded from my site
>(atari.scum.org) or many atari FTP sites.

Got it. Very good. Has helped a lot!
--

2844. IRC Channel #Atari on EFNET !

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-15 00:00:00 UTC
From: ddm@ddm.org
Message-ID: <36c8a7d1.161706474@news-server>
Source record: 3211

There doesn't seem to be to many chatrooms / channels dedicated to atari, but there is one on EFNET. Join #atari on efnet and idle, talk, hang out or whatever.

2845. Web site update

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7aafn0$28j$1@news.imaginet.fr>
Source record: 3212

Hello,

The CENTurbo II rev B will come, an update of the software package is
done:
CBOOT 1.1.0
CENTvidel 3.2.4
VIDEOMOD 1.2.2
CENTscreen 3.4.6
FLASH.BIN 1.2.6
Cecile demo 1.95

The new version correct some few bugs and bring a lot of new
functionnality notably
in CENTscreen. The last development of Dolmen make this soft to
evolve...

For the Phenix, a modification of the bloc diagram was achieved.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2846. Help Porting Pi Calculation program to Atari ST/Falcon!

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: Dara Hazeghi <hazeghi@2xtreme.net>
Message-ID: <36C8F698.58B35C3A@2xtreme.net>
Source record: 3213

Hello All,
I have a program that calculates digits of the irrational number Pi by Carey Bloodworth. It's a great program and is the fastest program of it's kind currently available. I would like to make it available for as many platforms as possible including Atari ST/Falcon! Unfortunately I do not have access to a machine with Atari ST/Falcon on it or even one with a Atari ST/Falcon cross compiler. So I would very much appreciate it if someone running Atari ST/Falcon could compile the source and send the executables for me to post on the web.
The source is currently available at http://www.geocities.com/EnchantedForest/5815/pi_agm_src.tgz . Compiling it should be simple since it has already compiled under many OS's with no modifications. The only thing you need to do is compile the pi.c file. All the other (2) files are included from there. If you have cc you can just execute the build script. It would be very nice if the program could be compiled with some standard optimizations (like -O3) and the executable sent to me compressed in a standard compression format (like zip). I hope this is not too much to ask. Thanks in advance.

Dara Hazeghi
hazeghi@2xtreme.net

P.S. More information on the program can be found at http://www.geocities.com/EnchantedForest/5815/program.html .

2847. Re: Resource editors

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7abjjf$ca4$1@roch.zetnet.co.uk>
Source record: 3214

On 15 Feb 1999 19:21:53 , DAVID L. ORMAND wrote:

>I got RSM a little while back. Can't remember the version number. It
>looks pretty good, does everything I would expect, EXCEPT how to save
>the .h file. There's a dialog for setting that capability, I think
>(dang, those German words are LONG!), but setting it, not setting it,
>and whatever I did to the "HRD" option got me a .hrd file, but never a
>..h file! Maybe that would have been a better question - how do I get a
>..h out of RSM? Without that, it's nice, but not too useful.

!!

You are right, what funny behaviour. If you take an existing resource
file you cannot get it to produce a .H file when you 'Save As'.

However, if you are working with a new file it is produced OK.

There is an English translation if you want to go further. Look for
rsm211e.ZIP.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2848. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7ac2c7ghl1@feresa.bio.vu.nl>
Source record: 3215

DAVID L. ORMAND (dlormand@aztec.asu.edu) wrote:

: This is another question whose time has come: If making sliders (and such
: things) is a pain, are there solutions available? I know I've seen sliders
: on very old apps and ACCs, so the problem HAS been solved, probably many
: times.

Indeed, every GEM programmer used to write his/her own lib for standard GEM
stuff...

: I would be interested in your library, or maybe another not-so-well
: developed one.

Unfortunately my library isn't very usable at the moment, as it consists of
two parts (a modal dialog manager and a custom object manager) which aren't
integrated yet. I still need to rewrite a small part of the object manager
before I can distribute anything. This might take a few months, as I haven't
got much time at the moment...

-=El Vienno

2849. Re: Resource editors

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7acbrv$18p$1@news.asu.edu>
Source record: 3216

>However, if you are working with a new file it is produced OK.

Ahh... Okay, I'll start over, then.

>There is an English translation if you want to go further. Look for
>rsm211e.ZIP.

Can't find it (via archie). Do you, or anyone else here, have this?
--

2850. FS: Atari ST books and software

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <36C9D610.3EA5877C@cyou.com>
Source record: 3217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have the following items for sale. Prices do not include shipping
from Florida
(buyer pays shipping). US postal money orders only please. Email any
resonable offers to larryr@cyou.com.

Software

Stalker 3 (Box & Docs) $ 7
Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each

Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each

#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com

2851. Would like an assistant on a project (advanced lightingcontrolsystem)

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <36c9e882.116550@nntpserver.swip.net>
Source record: 3218

Hi.
My name is Jeppe and I just got my Atari up from my cellar (where it's
been the last 6 years or so).
I've used to do a lot of stuff in Gfabasic, and now I've started a new
programmingproject in Gfa.
My main interest is theatre and theatrelight (showlight), and therefor

I've stared just two days ago developing a software to control
showlighting.
Lighting tables is very expensive (from $1000 upto $40000).

My idea is to create a software that can control the same light an
normal size lighttable can (say like a normal $3000-class table).
This software uses MIDI and the MSC 1.01 protocol for superbe
light control.
The MIDI protocol also have features to control CD-decks, video-
projectors, advanced light (like motorised and such), colorchangers,
stroboscopes, haze, smoke, moving lights (like discostuff).

The program I started with is a simple lightcontrol for Atari
ST-computers, that can be compared to that $3000-table.
You can get the Atari for $100-200 with monitor today and
the software can be sold cheep - thatway Atari can compare
to large advanced and EXPENSIVE systems.

It's terrible boring to do this by my self and never get any great
feedback.

I would like to get in contact (by email) with someone that is
good at GFA. I know all about MSC-protocol and lighting, and
a lot about GFA.
So no knowledge of MSC or digital lightingprotocols is
needed, just the extra GFA help.

Electric gretts

Jeppe Br&#65533;nnmark
jesper.brannmark@swipnet.se

2852. IEEE 1394 cards

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <7acq12$3l0$1@irk.zetnet.co.uk>
Source record: 3219

Hi,

I'm not sure how to start this question.

Has anyone heard of the IEEE1394 interface (aka Firewire) ?

It is a new type of high-speed peripheral interface capable of very high data speeds, I think the design is capable of 250Mb/s.

The interface is also flexible, allowing many devices to be connected and daisy-chained (~125) and cable lengths can be long (~4.5m)

Oddly the first devices to use this interface have been digital cameras, both still and video. It can of course be used on hard-disks, CD-ROMS, DVD, video, etc., etc.

One of the first applications has been video editing. From a digital video camcorder the image & sound data can be uploaded onto a fast hard-disk (~3.5Mb/s). Using software, the image sequences can then be edited like on a traditional edit desk and the resulting edit can then be downloaded onto a fresh digital video tape in the original camcorder (or any other IEEE1394 device).

All this sounds wonderful to someone like myself who has spent days with an edit desk, a camcorder, a VHS deck and dozens of cables.

Alas, this interface was designed by Apple so they were the first to offer it on their computers. However, there are now PCI - IEEE1394 cards available from companies such as Adaptec suitable for the Milan, Mac and pc.

There is even a TOS based editing suite available called Mountain from France (TNT), sadly it doesn't handle sound yet.

The only item missing from the jigsaw is the driver necessary to handle the PCI-IEEE1394 card.

I must confess at this point that I write software for a living but I have never got to grips with the Atari (typical isn't it) and I wouldn't know where to start to write a device driver. I guess some specs. are needed or maybe some sample code from the manufacturer.

I am hoping that some of the experts out there may take this on as it seems a natural extension to the HD device drivers and CD ROM drivers.

Is anyone interested ?

regards,

Peter.

2853. Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <FIIZPBAx5dy2EwCD@thedruid.demon.co.uk>
Source record: 3220

Hi there,

dlormand@aztec.asu.edu:
> these are easy; predefined dialog objects. They don't appear to be
> predefined under GEM. How do you do sliders?

Make two touchexit buttons in your dialog box, these will be your up and down scrollers. You can get the arrow charactes by pressing CTRL and I think A for up and B for down. For the slider part make one box for the outline and another as the actual slider, put the slider box inside the outline. Now align these up so they look nice in the resource editor.

In your program, simply adjust the size and position of the slider box as appropriate.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+---+

2854. Re: Would like assistant on a project

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-16 00:00:00 UTC
From: atari@bright.net
Message-ID: <7actiecuh1@cletus.bright.net>
Source record: 3221

You can look on my webpages for some GFA utilities I have made or some I have posted that were made by others. I don't really have time to take on other projects as I have too many going already. However I can maybe give advice or tips about GFA-Basic itself, since I use it alot.

On 16 Feb 1999 22:06:13 , Jeppe Br&#65533;nnmark wrote:
>I would like to get in contact (by email) with someone that is
>good at GFA. I know all about MSC-protocol and lighting, and
>a lot about GFA.
>So no knowledge of MSC or digital lightingprotocols is
>needed, just the extra GFA help.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2855. Re: IEEE 1394 cards

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7aerr5$p9f$1@feresa.bio.vu.nl>
Source record: 3222

Peter Slegg (peter.slegg@zetnet.co.uk) wrote:

: The only item missing from the jigsaw is the driver necessary to handle the
: PCI-IEEE1394 card.
: I must confess at this point that I write software for a living but I have
: never got to grips with the Atari (typical isn't it) and I wouldn't know
: where to start to write a device driver.

You'll need at least some info on PCI interfacing for the machine you want
to use (a Milan, was it?). The manufacturer should be able to provide you
with those.

: I guess some specs. are needed or
: maybe some sample code from the manufacturer.

Yes, you'll need that as well. You can also check if device drivers exist
or are being developed for Linux, you could use some of that code (only if
you release the driver under GPL)

Most drivers on the Atari are implemented using a "cookie", which points to
a structure which can contain version numbers, values and pointers to
interface functions which can then be used by other programs or higher-level
drivers. Examples of cookie use can be found for instance in the CBHD SCSI
driver package.

The levels could look something like:

1. PCI interface driver (this one probably already exists)
2. IEEE1394 card driver (which uses the level 1. PCI driver)
3. Video/HD/transfer/network/etc. driver, which uses... etc.
4. User software

: I am hoping that some of the experts out there may take this on

Hope so too. :-)
I'm already busy writing a device driver for another type of device...

: as it seems a
: natural extension to the HD device drivers and CD ROM drivers.

: Is anyone interested ?

: regards,

: Peter.

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

He had occasional flashes of silence that made his conversation
perfectly delightful.
-- Sydney Smith

2856. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36cb4698.27543725@news.demon.co.uk>
Source record: 3223

On 15 Feb 1999 19:35:22 GMT, dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:

>
>>Incidentally, this is why modern apps now place their dialogs into a
>>window: to let other apps can continue.
>>
>>All that matters here is the question - is your dialog in a window or
>>is it a standard dialog? It's a bit difficult to answer below without
>>knowing.
>
>Yes. I discovered that re-reading the tutorial, so my direction right now
>is to put the dialog in a window. Which isn't really a dialog (in the
>GEM sense, I take it), but the graphic elements of the dialog drawn in
>the window. If this is the case, then the controls (like buttons and my
>sliders) aren't really controls, but objects being altered under program
>control as mouse messages are received.
>
>While I'm asking, getting a dialog up on the screen is fairly well
>described in the literature. And getting text onto a window is fairly
>well described in some example source I've got. But how to put those
>graphical elements (described in the object tree) into a window - I could
>use a nudge in the right direction!

All the positions of the objects in a tree are relative co-ordinates, so to position the tree in a window all you need do is modify the co-ords of the tree ROOT object so they match those of the window work area (WF_WORKXYWH). eg AES moves window ...

You catch WM_MOVED. The message buffer will have WF_FULLXYWH in it. Convert this to WF_WORKXYWH, either by wind_get(WF_WORKXYWH), or calculate it directly via wind_calc(). Set ob[ROOT].ob_x,ob[ROOT].ob_y to the x,y co-ords from WF_WORKXYWH.

Now these changes need to be made visual. Either call your window redraw code directly, or (as I prefer) have your app send itself a WM_REDRAW message for that window.

The redraw code needs to do the usual WF_FIRSTXYWH,WF_NEXTXYWH stuff where you simply use objc_draw over and over again until you've "walked all the rectangles". The clipping rectangle for objc_draw is that returned by WF_FIRSTXYWH,WF_NEXTXYWH. You've finished walking when you get a clipping rectangle with zero width and height.

User interaction with the dialog is a little trickier. It'll need to be handled by evnt_multi() and you'll be looking at the MU_BUTTON

event initially (MU_KEYBD as well later). When an MU_BUTTON occurs do an objc_find() using the mouse co-ords. As to what you do with the object under the mouse is entirely up to you!

Implementing the editable fields is a pita. I suggest that be left to one side for a while.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2857. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-18 00:00:00 UTC
From: Karl Ashton <Kma54@student.canterbury.ac.nz>
Message-ID: <36CB6D5C.CF9D58A6@student.canterbury.ac.nz>
Source record: 3224

Greetings David,

"DAVID L. ORMAND" wrote:
>
> Anyways, my question involves slider controls. In Mircrosoft VC++,
> these are easy; predefined dialog objects. They don't appear to be
> predefined under GEM. How do you do sliders? My best guess at this
> point is a headerless window with a vertical slide bar and nothing else,
> which would have to be overtly constructed in code and placed on the
> dialog. Is there a better way? (I hope...)
> --

Why not take a look at WDialog
http://home.t-online.de/home/ToBeHome/Software.html

The archive includes some good example code aswell.

I can't say that I've used it yet myself, but it looked well thought out.

Later,
Karl.

2858. Re: Slider controls on dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7agt9aqtd1@feresa.bio.vu.nl>
Source record: 3225

Karl Ashton (Kma54@student.canterbury.ac.nz) wrote:

: Why not take a look at WDialog

Wdialog doesn't like the Sozobon XGemFast libs too much...
Has some problems with prototypes and pointers and stuff...
(XGemFast has no prototypes and doesn't do much error checking on
its arguments)

-=LvZ

2859. Picture reformat

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-18 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7ahoeq$se5$2@news2.xs4all.nl>
Source record: 3226

There is a lot of software around to convert from one picture format
to another.

I use 800 x 600 pixels true-color compressed TARGA pictures.

I want them on the home-page.
The are about 1 Mb each, so that is a no-go.

First I have to convert them to something like JPEG or PNG or
whatever that is in fashion nowadays.

But I stll end up with big files. And with to many pixels when they
come on-screen.
I need something of 100 x 75 pixels on the www-page.

Is there software to change (reduce) the number of pixels in a
picture?

Met vriendelijke groet,
Ronald van der Kamp

2860. Re: Atari030 DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-18 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7ahoet$se5$3@news2.xs4all.nl>
Source record: 3227

On 12 Jan 1999 13:32:34, "Henrik Gild" wrote:
>
>One piece of equipment that I think is great is Motorola's
>DSP56000/DSP56001 User's Manual. It's written in a really good way, and
>without it I wouldn't have learnt the DSP at all. At least it would have
>taken much, much longer. I think you can order it free of charge from
>Motorola, via their homepage. At least I have heard from several people
>that they have ordered User's Manuals for free, and sometimes Motorola
>even sent more than one copy... :-)
>
Oef,,,, those modern times with Internet.
I had to buy one when the first Falcon dropped down on us.
Came all the way from germany and costed more the 50 euro (where is
my eurosymbol?)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2861. Sozobon-C Installation - what's wrong?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-18 00:00:00 UTC
From: Dieter Peissl <dieter.peissl@vpn.at>
Message-ID: <7ai1pa$hd0$1@fleetstreet.Austria.EU.net>
Source record: 3228

After extracting the files sozbin14.zoo, sozbin15.zoo, sozlib15.zoo, sozutil09.zoo, sozc6844.lzh and mntsox44.zoo I set the following environment variables:

```
PATH=C:\SOZDISTR\BIN\
SOZBIN=C:\SOZDISTR\BIN\
LIBDIR=C:\SOZDISTR\LIB\
INCLUDEDIR=C:\SOZDISTR\INCLUDE\
```

Compilation of test.c ...

```
#include<stdio.h>

int main()
{
printf("Hello, world!\n");
return 0;
}
```

... shows that my Installation of Sozobon-C cannot find stdio.h!

Did I install the wrong files / versions or are there some more env-variables to set?

Thanks for help, Didi.

2862. Re: STinG in supervisor mode

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36d08392.15565101@news.demon.co.uk>
Source record: 3229

On Mon, 15 Feb 1999 16:08:26 +0100, "Henrik Gildï¿½"
<di98gihe@ios.chalmers.se> wrote:

>Hi!
>
>I have programmed some network stuff that uses STinG. I have discovered
>that, for some reason, STinG doesn't work properly when the computer
>runs in supervisor mode.

Could be all manner of reasons.

>In user mode, all works fine when calling CNbyte_count() for example.
>But in supervisor mode the computer just freezes.

It's best to keep your program in user mode all the time. Just shift
to superstate only when necessary, then revert back.

>I read in the Atari Compendium that supervisor mode should be used
>sparingly under MiNT, because no task switching can occur.

None of the Atari operating systems (to my knowledge) will multitask
whilst the system is in superstate. Offhand I've a vague recollection
the AES can't be called from superstate either.

>Does this
>apply to STinG too, and if so why?

Interrupts. Atari more or less decided they could mess with them as
they pleased while the cpu was in superstate.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2863. Re: IEEE 1394 cards

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-19 00:00:00 UTC
From: michaels@saturn.stochastik.rwth-aachen.de
Message-ID: <7ak69l$3cf$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3230

In article <7aerr5$p9f$1@feresa.bio.vu.nl>,
Levien van Zon <lvzon@bio.vu.nl> wrote:
>
>You'll need at least some info on PCI interfacing for the machine you want
>to use (a Milan, was it?). The manufacturer should be able to provide you
>with those.

The Atari PCI BIOS documentation (which is supported on Milan and Hades) is
available by mail from me - I still have not put the current version on a
ftp server.

cu
Michael
--
In the beginning there was nothing, which exploded.

2864. ATARI CD UPDATED

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-19 00:00:00 UTC
From: deano@zetnet.co.uk
Message-ID: <36d4b0cf.18637216@news.zetnet.co.uk>
Source record: 3231

The ATARI PD COLLECTION CD has been updated to include all Stosser Software titles and all issues of Stosser. Also full version of Silly Software's Grafix Art Tutor. Just a fiver if anyone is interested.

Deano
Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/index.html

2865. ATARI PRINTER DRIVERS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-20 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>
Source record: 3232

Has anyone written drivers to allow printing from AtariWriter to a "PC" type printer (via APE-face)?

2866. Re: ATARI PRINTER DRIVERS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-20 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <JNnz2.2967$P21.2491145@newse3.tampabay.rr.com>
Source record: 3233

PS: I am referring to an Atari 800, using AtariWriter Plus.
--MB

Bowling wrote in message ...
>Has anyone written drivers to allow printing from AtariWriter to a "PC"
type
>printer (via APE-face)?
>
>

2867. Re: Sozobon-C Installation - what's wrong?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-20 00:00:00 UTC
From: jimtabor@infohwy.com
Message-ID: <4Boz2.420$Dl5.7898@newsfeed.slurp.net>
Source record: 3234

```
In article <7ai1pa$hd0$1@fleetstreet.Austria.EU.net>, "Dieter Peissl"
<dieter.peissl@vpn.at> says:
>
>After extracting the files sozbin14.zoo, sozbin15.zoo, sozlib15.zoo,
>sozutil09.zoo, sozc6844.lzh and mntsox44.zoo I set the following environment
>variables:
>
>PATH=C:\SOZDISTR\BIN\
>SOZBIN=C:\SOZDISTR\BIN\
>LIBDIR=C:\SOZDISTR\LIB\
>INCLUDEDIR=C:\SOZDISTR\INCLUDE\
>
>Compilation of test.c ...
>
Try INCLUDE=C:\SOZDISTR\INCLUDE
Maybe this will work.
jt

---------------------------------------------------------------------
Using Linux since 0.99.12 August 1993
---------------------------------------------------------------------
```

2868. Re: ATARI PRINTER DRIVERS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>
Source record: 3235

In article <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>, Bowling
<mbowlin1@tampabay.rr.com> writes
>Has anyone written drivers to allow printing from AtariWriter to a "PC" type
>printer (via APE-face)?
>
>
Hi

What's type of interface is APE-face?

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2869. Re: Sozobon-C Installation - what's wrong?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36d02eeb.48685115@news.demon.co.uk>
Source record: 3236

On Thu, 18 Feb 1999 22:47:18 +0100, "Dieter Peissl"
<dieter.peissl@vpn.at> wrote:

>After extracting the files sozbin14.zoo, sozbin15.zoo, sozlib15.zoo,
>sozutil09.zoo, sozc6844.lzh and mntsox44.zoo I set the following environment
>variables:
>
>PATH=C:\SOZDISTR\BIN\
>SOZBIN=C:\SOZDISTR\BIN\
>LIBDIR=C:\SOZDISTR\LIB\
>INCLUDEDIR=C:\SOZDISTR\INCLUDE\

Sounds like the most probable cause is an incorrect environmental
variable. Wild guess - INCDIR.

>Compilation of test.c ...
>
>#include<stdio.h>
>
>int main()
>{
> printf("Hello, world!\n");
> return 0;
>}
>
>
>... shows that my Installation of Sozobon-C cannot find stdio.h!
>
>Did I install the wrong files / versions or are there some more
>env-variables to set?

Might also be worth trying INCLUDE as well. The #include<> name does
seem to vary its name around different compilers.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2870. PAPYRUS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-20 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7amsmh$hn9$5@news6.svr.pol.co.uk>
Source record: 3237

Is their any word on PAPYRUS yet dude!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2871. Re: ATARI PRINTER DRIVERS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-20 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <70Gz2.55$zs5.167243@newse3.tampabay.rr.com>
Source record: 3238

APE is the Atari Peripheral Emulator, which connects your Atari 800 to a PC.

Steve Stupple wrote in message <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>...
>In article <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>, Bowling
><mbowlin1@tampabay.rr.com> writes
>>Has anyone written drivers to allow printing from AtariWriter to a "PC"
type
>>printer (via APE-face)?
>>
>>
>Hi
>
>What's type of interface is APE-face?
>
>--
> Cheers! for now
> Steve
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
>Email: steve@steverosie.demon.co.uk
>Nick: Mocknbird Tel: 07971 742708
>ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

2872. [web] Unofficial GFA-Basic Support Site

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-21 00:00:00 UTC
From: atari@bright.net
Message-ID: <7aogpl$1h0$2@cletus.bright.net>
Source record: 3239

I just started some web pages specifically for GFA-Basic. It's
up now and working I hope.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2873. Re: [web] Unofficial GFA-Basic Support Site

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-21 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <7ap81qvrm1@nnrp1.dejanews.com>
Source record: 3240

atari@bright.net (Lonny Pursell) wrote:
> I just started some web pages specifically for GFA-Basic. It's
> up now and working I hope.

Great!

There haven't been all that many sites about GFA, so this is very welcome!
Very nice with some source-code to learn from. Keep up the good work! :)

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2874. Re: PAPYRUS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-21 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7apommcog1@roch.zetnet.co.uk>
Source record: 3241

On 20 Feb 1999 17:51:13 , Steve Sweet wrote:

>Is their any word on PAPYRUS yet dude!!.

Who are you asking, Steve? If you are looking for v7.xx then the ROM
web-site says that they expect it to be available end-Feb (but ... it
wasn't so long ago that they were expecting it end-Sep 98!!).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2875. Re: PAPYRUS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-22 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7asclgnnb1@roch.zetnet.co.uk>
Source record: 3242

On 20 Feb 1999 17:51:13 , Steve Sweet wrote:
> Is their any word on PAPYRUS yet dude!!.

Last I heard, it was superseded by a new-fangled thing called PAPER.

I doubt it'll catch on....

;-#)))

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

2876. Re: Picture reformat

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-22 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7asclnnnb2@roch.zetnet.co.uk>
Source record: 3243

Hi Ronald!

On 18 Feb 1999 19:08:10 , Stichting ST wrote:

> I use 800 x 600 pixels true-color compressed TARGA pictures.
> First I have to convert them to something like JPEG or PNG or
> whatever that is in fashion nowadays.
> I need something of 100 x 75 pixels on the www-page.
> Is there software to change (reduce) the number of pixels in a
> picture?

Imagecopy (commercial) or GemView (shareware) will do this.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

2877. Re: Picture reformat

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-23 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <tsY8LDAh3x02Ew3n@my-ste.demon.co.uk>
Source record: 3100

In article <7aud3s$1sl$1@news2.xs4all.nl>, Stichting ST
<atarist@xs4all.nl> writes
>On 22 Feb 1999 19:54:31, James F. Haslam wrote:
>>Hi Ronald!
>>
>>
>>Imagecopy (commercial) or GemView (shareware) will do this.
>>
>I have here a Imagecopy 2 and there is nowhere in the options
>something to reduce the number of pixels from say 640 x 480 to 64 x
>48 and save it in whatever pictureformat.
>
>A GemView version 3.1 also can convert to many formats but not in the
>way I want: pixel reducing!

It is possible to reduce the picture size. Under the 'Extra' menu select 'Preseting'. Enter the scaling, e.g.. for 640x480 to 64x48 enter for (X) 10 and for (Y) 10 and click okay. Then under the 'File' menu select 'Not Show'. This will ensure that when you open the picture it will save it back out at the reduced size in the default format for the colour depth.

To alter the default, select 'Saving Dflt' under the 'Extra' menu. Clicking on the format produces a dialog box where you can pick the required format. When you've selected the required formats, close the dialog and load in the picture required. Gemview will then load it in, reduce the size and save it back out again.

--
David Bolt

2878. Atari CD

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-23 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <PcnA2.456$7p1.87@news.flash.net>
Source record: 3244

How much would y'all pay for a CD Devoted to 8-Bit Atari or A CD Devoted to ST/STE/TT/Falcon with Hacks Old Articles Manuals Schematics PD Software Ect...

29.99
15.99
?????

Please Help me in Figuring if there is a Market for such a CD i'm looking at chargin for the time involved and the cost of media

also I'm looking for Articles,Web Pages,Hacks and such...
Please if you want to help send me URL's and the such
tchermok@flash.net
you will be given credit in the Contributors section of the Table of Contents
also what format should the CD Be in
PDF
HTML
Ascii
or All three??
Thank you Atari People
Atari may be Dead But as long as there is One User Atari will live forever in the hearts and the desks of us all
Thank You

2879. RARE? ATARI BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-23 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <oeqA2.202$85.321342@newse3.tampabay.rr.com>
Source record: 3245

There are THREE versions of Atari BASIC Computing Language, as follows:
Atari CXL4002 79 BASIC Computing Language [ver. A] C
Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER
Atari CXL4002 85 BASIC Computing Language [ver. C] R
One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you know, "recessed") into the front of the cart (in very small letters). How can I know if it is the version "A" (common) cart, or if it is the version "B" (Extremely Rare) cart? I also definitely own a copy of the version "C" cart, because the DATE is written on the label, but I am curious whether my other BASIC cart is version "A" or version "B".
Does anyone know how I can find out? Is there a "command" I can type that will tell me the VERSION of my unidentified BASIC cart?
Thanks,
--MB

2880. PCkeyboard on Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-23 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <919755192-252094AEicMi@xs4all.nl>
Source record: 3246

Hi everyone,

I wish to connect a PC keyboard to my Falcon.
Anybody any idea how I can do this?
Thanks in advance!

Guido

2881. GFA basic compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-23 00:00:00 UTC
From: Eoin Stokes <stokese@tcd.ie>
Message-ID: <7au1rd$947@web3.tcd.ie>
Source record: 3247

How do I compile a piece of GFA code? I want to speed up execution time, if the code is pre- compiled, when I run it, it should execute much quicker, is this correct? If it is how do
I do it?

Appreciate any replies

2882. Re: Picture reformat

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-23 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7aud3s$1sl$1@news2.xs4all.nl>
Source record: 3248

On 22 Feb 1999 19:54:31, James F. Haslam wrote:
>Hi Ronald!
>
>
>Imagecopy (commercial) or GemView (shareware) will do this.
>
I have here a Imagecopy 2 and there is nowhere in the options
something to reduce the number of pixels from say 640 x 480 to 64 x
48 and save it in whatever pictureformat.

A GemView version 3.1 also can convert to many formats but not in the
way I want: pixel reducing!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2883. Re: GFA basic compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-23 00:00:00 UTC
From: Brent Thirsk <thirsk@telusplanet.net>
Message-ID: <36D2BD90.56FA@telusplanet.net>
Source record: 3249

```
Eoin Stokes wrote:
>
> How do I compile a piece of GFA code? I want to speed up execution time, if
> the code is pre- compiled, when I run it, it should execute much quicker, is
> this correct? If it is how do
> I do it?
>
> Appreciate any replies
You need a GFA Compiler. What version for GFA doe you have.
--
Brent
Thirsk Engine /Ponoka/Alberta/Canada
http://www.thirskauto.com
Email thirsk@thirskauto.com
```

2884. Re: PCkeyboard on Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-24 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7b0mvv$c5b$1@nnrp1.dejanews.com>
Source record: 3101

Hi,

> Hi everyone,
>
> I wish to connect a PC keyboard to my Falcon.
> Anybody any idea how I can do this?
> Thanks in advance!
>
> Guido

There is an adaptor you can buy called AT Keys (I think). It's
a while a go since I read about this device but I think it
replaces or at least overrides the Atari keyboard controller
and allows you to connect PC keyboards.

At Keys is available from System Solutions

http://www.system-solutions.co.uk/cafe

Regards,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2885. Re: Picture reformat

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-24 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <7b1ff9$ks0$2@news3.Belgium.EU.net>
Source record: 3102

Ronals asked on 18 Feb 99;

>Is there software to change (reduce) the number of pixels in a
>picture?

Yes there is, and I know this is becoming very boring:
PHOTOLINE; load in the pic go to option Scale Pic, set the
wanted dimensions, click OK and save your new scaled pic...

Cheers from Belgium

Dennis

2886. Mark Williams C

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-24 00:00:00 UTC
From: John McDermott <john.mcdermott@virgin.net>
Message-ID: <7b216nirc2@nclient5-gui.server.virgin.net>
Source record: 3103

I found an old book in a secondhand bookshop called Mark Williams C for the Atari ST (so I bought it). Anyone have a copy of the actual programmes ? Any chance of emailing them to me ? Thanks, John McDermott.

2887. Project Engineer Wanted!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-24 00:00:00 UTC
From: resumes@multec.ca
Message-ID: <24029921.3550@multec.ca>
Source record: 3104
Cross-posted to: comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

iiii

2888. Atari DLLs

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7b2m0p$e24$1@newshost.comnet.co.nz>
Source record: 3105

I'm still working on my DLL manager for TOS that I mentioned in this newsgroup a year or two ago.

It is almost ready for alpha release, however I still have a bit left to do on the user manuals (the programmer manuals for the engine, and how to write a library are OK).

(I'd intended to have it released mid/late 1998, but some restructuring and optimisations delayed this)

As well as being a librarian, it has some non-library functionality - like manipulating the cookie jar, getting TOS info, getting info about the computer it is running on (RAM/CPU) and so forth.

Are there any features that you would like to see in this or a future version?

ATM there are functions to detect if a library is already loaded, to load and unload a library, to "link" to an already loaded library, to enumerate all current libraries, get info about an on-disc library, and to test a library (to see if it is "ok")

It can handle about 40 loaded libraries (based on a unique library name - when you add links to already loaded libraries this figure increases to many hundreds). This figure (40 physical libraries) will be raised in the future if/when I get around to capacity-torturing it.

The Toolbox consumes 32k of disc. and 32k of RAM plus whatever memory the libraries require.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

2889. Re: Mark Williams C

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-25 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <36D54709.318D500B@france2.fr>
Source record: 3106

John McDermott a ï¿½crit:
>
> I found an old book in a secondhand bookshop called Mark Williams C for the
> Atari ST (so I bought it). Anyone have a copy of the actual programmes ? Any
> chance of emailing them to me ? Thanks, John McDermott.

problem is that this product is commercial, so i'm amazed that you
havn't disks with the book.

2890. Re: Picture reformat

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-25 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7b3l5n$173$1@nyheter.chalmers.se>
Source record: 3107

In article <7ahoeq$se5$2@news2.xs4all.nl>,
Stichting ST <atarist@xs4all.nl> wrote:
>There is a lot of software around to convert from one picture format
>to another.
>
>I use 800 x 600 pixels true-color compressed TARGA pictures.
...
>I need something of 100 x 75 pixels on the www-page.
>
>Is there software to change (reduce) the number of pixels in a
>picture?

If you want to do something with a picture that doesn't include
actual drawing, chances are good MGIF (FreeWare) will do it (and often
faster than the alternatives ;-).

When it comes to scaling, you have a choice of filtered or unfiltered
(you could apply a smoothing filter beforehand too if you want), so it
should work fine for you.

MGIF loads GIF, Targa, JPEG and a few other formats and will save as
for example GIF or Targa (currently not JPEG, though).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2891. COMPUTE!'s "BEST OF ATARI" (4/8/88) issue?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <B9dB2.2027$gg1.7827@newse2.tampabay.rr.com>
Source record: 3108

Hi!
I own this issue of COMPUTE! magazine (dated April 8, 1988, it was titled "COMPUTE!'s Best of Atari"). It came with a software DISK inside, which is lost (contained SpeedScript, and other programs).
Does anyone have this original Disk, that I can BUY? Or, If you own it, but don't want to sell it, can I possibly obtain a COPY?
Thanks,
--Mark

2892. Re: PAPYRUS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Iu5EEEBMRX12EwaW@steverosie.demon.co.uk>
Source record: 3109

In article <7asclgnnb1@roch.zetnet.co.uk>, James F. Haslam
<jfhaslam@zetnet.co.uk> writes
>On 20 Feb 1999 17:51:13 , Steve Sweet wrote:
>> Is their any word on PAPYRUS yet dude!!.
>
>Last I heard, it was superseded by a new-fangled thing called PAPER.
>
>I doubt it'll catch on....
>
When does the slate come out;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2893. Re: Picture reformat

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-25 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7b490p$p95$1@news2.xs4all.nl>
Source record: 3110

On 23 Feb 1999 21:30:09, David Bolt wrote:
>
>It is possible to reduce the picture size. Under the 'Extra' menu select
>'Preseting'. Enter the scaling, e.g.. for 640x480 to 64x48 enter for (X)
>10 and for (Y) 10 and click okay. Then under the 'File' menu select 'Not
>Show'. This will ensure that when you open the picture it will save it
>back out at the reduced size in the default format for the colour depth.

Gosh, I have looked at that many times, but never realised the real
meaning of 'zoom'. Thanks for this 'how to do'. Especially this last
trick was why I did not find out.

>
>To alter the default, select 'Saving Dflt' under the 'Extra' menu.

I had some trouble entering values for X and Y. Try-out gave me
to type: 00100010 for getting 10 and 10 in both. Seemingly a small
bug/feature?

>Clicking on the format produces a dialog box where you can pick the
>required format. When you've selected the required formats, close the
>dialog and load in the picture required. Gemview will then load it in,
>reduce the size and save it back out again.
>
And so I have a solution for a problem that hunted me for a while.
Many thanks!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2894. How change OB_FLAGS?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-25 00:00:00 UTC
From: gokmase@hem1.passagen.se
Message-ID: <7b4f0f$9k1$1@zingo.tninet.se>
Source record: 3111

Well, I guess the subject line says it all! :)

Maybe it is obvious, but I haven't found out how yet. Changing state
of objects is easy enough, but I don't know how to fix this.

Help?
Oh, and I use GFA-basic 3.6

Regards,

Joakim

2895. Re: ATARI PRINTER DRIVERS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-25 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7b52t3$6vm$1@nw003t.infi.net>
Source record: 3112

I think the apeface he is referring to is the old SIO to Parallel Printer interface. You connect the Atari8 SIO port to a standard IBM-compatible parallel printer. I used to have an Epson RX-80 w/graftrax connected to my 800xl via an Apeface. I used to print nice stuff to it through the old G: device driver thing. I still have this gdevice software around here if you have an Epson printer.

Steve Stupple wrote in message <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>...
>In article <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>, Bowling
><mbowlin1@tampabay.rr.com> writes
>>Has anyone written drivers to allow printing from AtariWriter to a "PC"
type
>>printer (via APE-face)?
>>
>>
>Hi
>
>What's type of interface is APE-face?
>
>--
> Cheers! for now
> Steve
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
>Email: steve@steverosie.demon.co.uk
>Nick: Mocknbird Tel: 07971 742708
>ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

2896. Re: How change OB_FLAGS?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36d5db2a7143e0@club-internet.fr>
Source record: 3113

Hello,

in article <7b4f0f$9k1$1@zingo.tninet.se>
Joakim Hï¿½gberg wrote on Thu 25-02-99 21:23 (GMT):

> Well, I guess the subject line says it all! :)

OB_FLAGS(tree%,obj&)=BSET(OB_FLAGS(tree%,obj&),x)
OB_FLAGS(tree%,obj&)=BCLR(OB_FLAGS(tree%,obj&),x)

resp. to set the bit x in the flag for the object number obj& in the
tree number tree%, and to clear the same bit.

(I'm just beginning to play with those things :-))

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
-All power corrupts, but we need electricity: D.W. Jones

2897. Re: ATARI PRINTER DRIVERS

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <i4pB2.3297$NU.1646201@newse3.tampabay.rr.com>
Source record: 3114

Yes I do! I've got an Epson Stylus Color IIs. Can I obtain the software for
use with that?
--Mark

Cabell Clarke wrote in message <7b52t3$6vm$1@nw003t.infi.net>...
>I think the apeface he is referring to is the old SIO to Parallel Printer
>interface. You connect the Atari8 SIO port to a standard IBM-compatible
>parallel printer. I used to have an Epson RX-80 w/graftrax connected to my
>800xl via an Apeface. I used to print nice stuff to it through the old G:
>device driver thing. I still have this gdevice software around here if you
>have an Epson printer.
>
>Steve Stupple wrote in message <+dZ5IEAU3kz2Ewej@steverosie.demon.co.uk>...
>>In article <rLnz2.2966$P21.2489993@newse3.tampabay.rr.com>, Bowling
>><mbowlin1@tampabay.rr.com> writes
>>>Has anyone written drivers to allow printing from AtariWriter to a "PC"
>type
>>>printer (via APE-face)?
>>>
>>>
>>Hi
>>
>>What's type of interface is APE-face?
>>
>>--
>> Cheers! for now
>> Steve
>>
>> The Atari ST Software exchange: www.steverosie.demon.co.uk
>>Email: steve@steverosie.demon.co.uk
>>Nick: Mocknbird Tel: 07971 742708
>>ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>>
>> Location: Narberth, Pembrokeshire, Wales, United Kingdom
>> **
>
>

2898. Re: STinG in supervisor mode

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <36D67482.B1213A98@ios.chalmers.se>
Source record: 3115

I want to thank you all very much for your help. I've now managed to make my game switch between user mode and supervisor mode when needed. During this process I found several bugs in my program, that didn't show when running in supervisor mode all the time, and when in user mode they made the game crasch. So now almost everything seems to be ok.

Regards
Henrik

2899. WTB C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: Bob F <Bob@brain-box.demon.co.uk.nospam>
Message-ID: <01be6172$41c8d780$02c809c0@purple>
Source record: 3116

Hi,

Im looking for a C compiler for the Atari ST that supports
GEM programming. Must be a commercial package.

Offers please to BobF@brain-box.demon.co.uk

Thanks

Bob.

2900. More OB_FLAGS troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: gokmase@TAKE_FAR_AWAYhem1.passagen.se
Message-ID: <7b6bjlrk2@zingo.tninet.se>
Source record: 3117

Greetings all,

Thanks to replies here, everything seems to work,
BUT if I redraws part of the object-tree after changing the flags,
eg. change an object from default on to default off, it won't show it
until I close that window, and then later reopen it.

Why?

Thanks in advance,

Joakim

2901. Serial port, etc.

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7b6sl2iur1@news.asu.edu>
Source record: 3118

Thanks for all the great help on sliders and resource editors! I've got some sliders working, and a big step up on my project.

Got some more questions, though...

1. Are there undocumented function calls in the GEMfast library?
In the AES documentation in the Compendium, the description of wind_create is something like
wind_create(int type, int x, int y, int w, int h);

In the example source that came with H&S, however, it is
wind_create(int type, GRECT xywh);

Is this actually a different call (in which case the GEMfast implementation of wind_create is not documented), or does GRECT just happen to get stacked in the xywh order?

2. Now I'm ready for the real work. Serial (aux) port: Call Bconout to transmit a byte. The external device handshakes, so loop on Bconstat until something arrives, then call Bconin and mask off the LSB. How far off am I?

Then I see the Iorec function, which makes me wonder if the system doesn't pull bytes off the port and put them into a buffer automatically. Or even, you put outgoing bytes into a buffer and the system transmits them for you. The explanation in the Compendium is awful light. With the handshaking that this protocol involves (for the most part) and the small amounts of data being transferred, I don't really want to set up an ISR.
--

2902. Re: How change OB_FLAGS?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36dc1bc0.29212996@news.demon.co.uk>
Source record: 3119

On 25 Feb 1999 21:23:27 GMT, gokmase@hem1.passagen.se (Joakim Hï¿½gberg)
wrote:

>Well, I guess the subject line says it all! :)
>
>Maybe it is obvious, but I haven't found out how yet. Changing state
>of objects is easy enough, but I don't know how to fix this.

ob_flags is handled exactly the same as ob_state, except you're
referencing a different member of the OBJECT tree, and use different
bitmask names of course!

>Help?
>Oh, and I use GFA-basic 3.6

Over to someone else... ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2903. Re: More OB_FLAGS troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36de1d6c.29640080@news.demon.co.uk>
Source record: 3120

On 26 Feb 1999 14:37:41 GMT, gokmase@TAKE_FAR_AWAYhem1.passagen.se
(Joakim Hï¿½gberg) wrote:

>Greetings all,
>
>
>Thanks to replies here, everything seems to work,
>BUT if I redraws part of the object-tree after changing the flags,
>eg. change an object from default on to default off, it won't show it
>until I close that window, and then later reopen it.

The answer lies in the problem ...

>Why?

... you can manipulate the OBJECT directly all you want but no visual
changes will be seen until *something* causes the object to be
redrawn. Closing and reopening the window initiates a WM_REDRAW. Thus,
you should perform your changes then send yourself a WM_REDRAW.

Incidentally, to speed things up a little you might consider a
WM_REDRAW clipped to the object you've changed but note that things
extending outward of the ob_x,ob_y,ob_width,ob_height area of an
object can become a headache. Tip: find the object's parent and redraw
clipped to *it* plus its children. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2904. Re: GFA basic compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <+g1FdjA5$s12QwE8@shaw1.freeserve.co.uk>
Source record: 3121

At 10:59:25, Tue, 23 Feb 1999 Eoin Stokes from TCD, Ireland (post does
not reflect views of Trinity College) said:

>How do I compile a piece of GFA code? I want to speed up execution time, if
>the code is pre- compiled, when I run it, it should execute much quicker, is
>this correct? If it is how do
>I do it?
>
>Appreciate any replies
>
>

I don't think you understand the work "compile".

The code

```
PRINT "This is basic code"
PRINT "Press a key to exit."
~INP(2)
STOP
```

is GFA Basic code. When you save it, TOS cannot and willnot understand
it. Only GFA Basic will.

In order to make it executable code (TOS will run it in) you need to
compile it. I personnaly use Minuq Tranquille - it's postcardware and
very good. (Get it on good programming CDs/Disks) - although GFA have
released their own compiler.

You cannot uncompile executable code, but it can be passed on without
any other file.

The GFA editor actully DOES compile it into memory, so you can test it.
It is no quicker than it takes to compile normally. It's the writing to
the disk which takes time. (If you use minuq tranquille, then you'll
notice it says "Passed test 1" through to "passed test 3"
test 1 is checking it exists, and that it'll load into memory (It does
it)
test 2 is compiling it into memory
test 3 is writing the finished product to disk.
--
***** **** ***** | Clair Shaw Aka. CDS | CLAIR'S RULES:
* * * * | Pager:http://wwp.icq.com/1043359 | Fun-sized chocolate
* * * ***** | ICQ:1043359 | isn't fun at all!
* * * * | mailto:Clair@Shaw1.freeserve.co.uk |
***** **** ***** | http://surf.to/shaws |Change address to reply

2905. HTML question

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-26 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <AhUaNnA9At12Qwyn@shaw1.freeserve.co.uk>
Source record: 3122

I know this isn't REALLY programming, or Atari, but when you think about
it, it is...

Is there any way of clearing the frames in a web site in the anchor tag?
--
***** **** ***** | Clair Shaw Aka. CDS | CLAIR'S RULES:
* * * * | Pager:http://wwp.icq.com/1043359 | Fun-sized chocolate
* * * ***** | ICQ:1043359 | isn't fun at all!
* * * * | mailto:Clair@Shaw1.freeserve.co.uk |
***** **** ***** | http://surf.to/shaws |Change address to reply

2906. Re: More OB_FLAGS troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-27 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <7b8l1f$612$1@nnrp1.dejanews.com>
Source record: 3123

In article <36de1d6c.29640080@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>
> ... you can manipulate the OBJECT directly all you want but no visual
> changes will be seen until *something* causes the object to be
> redrawn.

Yes, of course, and this has always been done from within the code.

> Incidentally, to speed things up a little you might consider a
> WM_REDRAW clipped to the object you've changed but note that things
> extending outward of the ob_x,ob_y,ob_width,ob_height area of an
> object can become a headache.

Yes, that was were the problem was, and I also found a cure for it!
Thanks a lot!

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2907. Re: Serial port, etc.

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36e154bc.43800481@news.demon.co.uk>
Source record: 3124

On 26 Feb 1999 19:28:34 GMT, dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:

>
>Thanks for all the great help on sliders and resource editors! I've got
>some sliders working, and a big step up on my project.
>
>Got some more questions, though...
>
>1. Are there undocumented function calls in the GEMfast library?
>In the AES documentation in the Compendium, the description of wind_create
>is something like
> wind_create(int type, int x, int y, int w, int h);
>
>In the example source that came with H&S, however, it is
> wind_create(int type, GRECT xywh);
>
>Is this actually a different call (in which case the GEMfast implementation
>of wind_create is not documented), or does GRECT just happen to get stacked
>in the xywh order?

GRECT is ...

```
typedef struct {
int g_x,g_y,
g_w,g_h
} GRECT;
```

MWC uses ...

```
typedef struct {
int x,y,
w,h;
} Rect;
```

... but they're both the same thing: same size structure: same components etc.

Yes. You are correct about the stacking. Standard C stacks arguments right to left, so those int's get pushed 'h,w,y,x'. Thus they end up with 'x' at the lowest memory address, which matches the storage of the GRECT on the stack ...

```
GRECT g;
SP -= sizeof(GRECT);
*SP = g; /* ie memcpy(SP,&g,sizeof(GRECT)); */
```

Incidentally it'll work elsewhere ...

```
Rect r ={1,2,3,4};
printf("%d %d %d %d\n",r);
```

... saves a fair bit of typing for those debugging statements!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2908. Re: Mark Williams C

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36dd461d.40057479@news.demon.co.uk>
Source record: 3125

On Thu, 25 Feb 1999 13:50:17 +0100, Laurent FAVARD
<l.favard@france2.fr> wrote:

>John McDermott a ï¿½crit:
>>
>> I found an old book in a secondhand bookshop called Mark Williams C for the
>> Atari ST (so I bought it). Anyone have a copy of the actual programmes ? Any
>> chance of emailing them to me ? Thanks, John McDermott.
>
>problem is that this product is commercial, so i'm amazed that you
>havn't disks with the book.

Tbh the disks are pretty useless without the book. I've been using MWC
for over a decade and still refer to it. Besides, a concerted effort
sometime back failed to find anybody who had the copyright. There's
been the odd posting in usenet from one or two who used to work there:
apparently many sources got corrupted.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2909. Did Borland C come out on the Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-28 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <36d934c1.9907481@news.easynet.co.uk>
Source record: 3126

```
Someone I know says it did but I've never heard much about
it.
```

2910. Re: HTML question

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-28 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <9JQoCBAJnU22Ew3O@my-ste.demon.co.uk>
Source record: 3127

In article <AhUaNnA9At12Qwyn@shaw1.freeserve.co.uk>, Clair D. Shaw
<Clair@shaw1.freeserve.co.uk> writes
>I know this isn't REALLY programming, or Atari, but when you think about
>it, it is...

Hmm, I'll let you off just this once...

>Is there any way of clearing the frames in a web site in the anchor tag?

If you mean to jump out of frames and go back to a single page, try
adding TARGET="_top" in the HREF tag.

--
David Bolt

2911. Re: GFA basic compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-02-28 00:00:00 UTC
From: atari@bright.net
Message-ID: <7bcbc9$pu3$1@cletus.bright.net>
Source record: 3128

On 26 Feb 1999 16:46:49 , "Clair D. Shaw" wrote:

>In order to make it executable code (TOS will run it in) you need to
>compile it. I personnaly use Minuq Tranquille - it's postcardware and
>very good.

The compiler Minuq Tranquille that you speak of is in fact not a real compiler but a clever hack of the gfa-basic runtime program. You think it's compiled but what it really does it append the runtime program directly to your source code. In fact if you was to give me a program compiled with this so called compiler I can extract your source code from it intact. I'm not joking here I have investigated this free compiler. If you get the real compiler from GFA your programs will run some magnitude faster!

>You cannot uncompile executable code, but it can be passed on without
>any other file.

See above, I can if you use that fake compiler! Send me a compiled program I will send you back your source code if you don't believe me. ;-)

>The GFA editor actully DOES compile it into memory, so you can test it.

The editor does not compile, it runs the program interpreted, meaning each basic token is looked up on the fly and some asm code is executed.... this is slow. Compiling it will change the entire file into all asm and the tokens will be gone, thus it's faster.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2912. AES question

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-01 00:00:00 UTC
From: gokmase@hem1.DONT.INCLUDE.passagen.se
Message-ID: <7bd18h$910$1@zingo.tninet.se>
Source record: 3129

Greetings all,

I have (once again) a little problem.
I wonder how I can find out if the current AES is capable of more
than one application? (In GFA if possible) :)

Thanks in advance,

Joakim

2913. Redrawing dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-01 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7bee95$37s$1@news.asu.edu>
Source record: 3130

Got the bit with RS232 figured out. The Rsconf documentation was a little
off; it says it returns the ucr/rsr/tsr/scr in a packed longword with
ucr in the MSbyte; in actuality, ucr came out in byte 1 (second LSB).

Incidentally, yes, I know using Bconin/Bconout/Bconstat is low-level, but
it should be portable, and I couldn't figure how to do a timeout waiting for
input. All the high-level input functions (e.g. fgetc) will wait forever
for a character to arrive, and there is no such thing as EOF for stdaux.

Got another:

I start a (standard) dialog, in this particular case with the easy
frm_dialog function in the GEMfast libraries. Comes up, I can punch
the buttons, and things work right. However, I have some radio buttons
and edit fields that I want to update and redisplay without dismissing
the dialog. I can successfully select buttons and copy strings to objects,
evidenced by what I see if I call the dialog up again, but I can't redraw
the dialog while it is still up. objc_draw executes and returns "no error,"
but the screen is unaffected. What am I doing wrong?
--

2914. Re: More OB_FLAGS troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-01 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7beef9$388$1@news.asu.edu>
Source record: 3131

>Thanks to replies here, everything seems to work,
>BUT if I redraws part of the object-tree after changing the flags,
>eg. change an object from default on to default off, it won't show it
>until I close that window, and then later reopen it.

This is what I'm experiencing, too, I think. Is this for dialogs?
If I draw my object tree in a window, I can update the objects
(individually or collectively) any time. But if I create a dialog,
I can't redraw objects; new settings appear only if I dismiss the
dialog and call it back up again.
--

2915. Re: AES question

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7bef5fcij1@snipp.uninett.no>
Source record: 3132

Joakim Hï¿½gberg <gokmase@hem1.DONT.INCLUDE.passagen.se> wrote:

> I wonder how I can find out if the current AES is capable of more
> than one application? (In GFA if possible) :)

AESglobal[1] (I don't know what it's called in GFA) contains the number
of possible concurrent applications. If it's -1 (MultiTOS, N.AES) there's
no limit.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2916. Re: More OB_FLAGS troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-02 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <7bgj7ligc1@nnrp1.dejanews.com>
Source record: 3133

In article <7beef9$388$1@news.asu.edu>,
dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:

> >eg. change an object from default on to default off, it won't show it
> >until I close that window, and then later reopen it.
>
> This is what I'm experiencing, too, I think. Is this for dialogs?

No, this was for objects in windows.

When eg. changing an object from default on to default off, I hadn't realized
I had to redraw from parent object to make it visible that the default border
was gone. Now works fine! :)

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2917. AESglobal in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-02 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <7bgjtm$j1t$1@nnrp1.dejanews.com>
Source record: 3134

Greetings all,

After looking into some source-code found on FTPs,
I suspect this call is the one I m looking for in GFA.
Can anyone confirm this?

```
ap_id&=APPL_INIT()
a& = DPEEK(GB+6) <-- This one?
IF a& = -1
~MENU_REGISTER(ap_id&," My Program");
ENDIF
```

Thanks in advance,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari
EMAIL: gokmase@bigfoot.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2918. Re: AES question

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-02 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <7bgidhhob1@nnrp1.dejanews.com>
Source record: 3135

In article <7bef5fcij1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> > I wonder how I can find out if the current AES is capable of more
> > than one application? (In GFA if possible) :)
>
> AESglobal[1] (I don't know what it's called in GFA) contains the number
> of possible concurrent applications. If it's -1 (MultiTOS, N.AES) there's
> no limit.

Thanks, this is exactly what I wanted. Just wish I knew to make this call from
GFA.

-Anyone?

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2919. Re: Did Borland C come out on the Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-02 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-0203991413060001@wilga.mtholyoke.edu>
Source record: 3136

In article <36d934c1.9907481@news.easynet.co.uk>, martin.w6@ukonline.co.uk wrote:

> Someone I know says it did but I've never heard much about
> it.

It was originally released by Borland Germany as Turbo C. The programmers then broke it off from Borland, renamed it Pure C, and sold it through Application Systems. It is no longer being made, however.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

2920. Web Site update

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-03 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7bi2qlkin2@news.imaginet.fr>
Source record: 3137

Hello

New version of Cecile 1.99 from today
So new version of the Flash too (1.2.8)
And don't remenber the last version of CENTscreen (3.4.8) from
02/17/1999

Thanks
Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

2921. Re: More OB_FLAGS troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-03 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36dcf284554ae0@club-internet.fr>
Source record: 3138

Hello,

in article <7b6bjlrk2@zingo.tninet.se>
Joakim Hï¿½gberg wrote on Fri 26-02-99 14:37 (GMT):

> Thanks to replies here, everything seems to work,
> BUT if I redraws part of the object-tree after changing the flags,
> eg. change an object from default on to default off, it won't show it
> until I close that window, and then later reopen it.

What about OGJC_CHANGE ? It can set the OB_STATE then perform a redraw
in a single instruction.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
Say cheese - fromaaaaaaaaaaaaaaaaaaaaaage

2922. [ANN]ATARI JAGUAR

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-03 00:00:00 UTC
From: "atari(JDK)" <atari@linux.utc.fr>
Message-ID: <36DD59F5.BAF0C96A@linux.utc.fr>
Source record: 3139

English text follows this part.

Cher ami(e)s Ataristes,

Depuis maintenant 2 ans nous travaillons sur un projet
de creer un "Kit de developpement pour Jaguar" pour Falcon Atari.

Celui-ci etant aujourd'hui tres avance, les logiciels sont globalement
operationnels et une nouvelle carte avec des capacites tres avancees
est en cours de finalisation de conception. Nous vous invitons a venir
visiter notre site pour decouvrir un peu plus le-dit projet.

Si notre projet ne vous interesse pas, veuillez nous l'informer afin
que nous vous effacons de notre mailing-list.

Vos reactions nous interressent, contactez nous.

L'equipe Jaguar,
Laurent et Sebastien FAVARD: atari@linux.utc.fr

Dears friends Ataristes,

Since 2 years now, we work to make a "Jaguar Development Kit"
for Atari Falcon.

This one is now very advanced, softwares are ready and a board with
large capabilities is being in final design. We encouraged you to visit
our dedicated Web pages to discover a little more about this project.

If our project doesn't interest you, please contact us to remove your
email from this mailing-list.

Your reactions interrest us, contact us.

Jaguar Team
Laurent and Sebastien FAVARD: atari@linux.utc.fr

<URL> http://wwwlinux.utc.fr/~atari/jaguar.html

2923. Re: AES question

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-03 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9903031719230.141-100000@207.98.198.196>
Source record: 3140

```
multitask!=WORD{{GB+4}+2}<>1
that's all :) should do it.

Here some extra:

deskacc&=({ADD(BASEPAGE,36)}=0) ! if your app is an acc
compiled!=BYTE{BASEPAGE+256}<>96 ! if your app was run from editor,
! or was compiled.
function aes$
local a$,a&
a$=HEX$(DPEEK(LPEEK(GB+4)))
return a$
endfunc

ap_id&=APPL_INIT()
if ap_id&=-1
error do whatever
~APPL_EXIT()
endif

if deskacc&
print "was ran as acc"
else
print "was ran as prog"
endif

Extra hint: don't use the GFA builtin commands, 3/4th of them are
buggy.(at least)
don't use the line-a calls, and don't use the menu_register() of GFA, or
even exist()

Hope this helps.

On Tue, 2 Mar 1999 gokmase@my-dejanews.com wrote:

> In article <7bef5f$cij$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
> > > I wonder how I can find out if the current AES is capable of more
> > > than one application? (In GFA if possible) :)
> >
> > AESglobal[1] (I don't know what it's called in GFA) contains the number
> > of possible concurrent applications. If it's -1 (MultiTOS, N.AES) there's
> > no limit.
>
>
> Thanks, this is exactly what I wanted. Just wish I knew to make this call from
```

> GFA.
>
> -Anyone?

2924. Re: AES question

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-04 00:00:00 UTC
From: gokmase@my-dejanews.com
Message-ID: <7bldjc$p25$1@nnrp1.dejanews.com>
Source record: 3141

In article <Pine.MNT.4.10.9903031719230.141-100000@207.98.198.196>,
kellis <kellis@leading.net> wrote:

Hello Katherine,

Many thanks for your reply and additional hints!

> Extra hint: don't use the GFA builtin commands, 3/4th of them are
> don't use the line-a calls, and don't use the menu_register() of GFA, or

I don't use any line-A calls, but how can I replace the menu_register call?

> Hope this helps.

It does! Thanks you very much! :)

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2925. image format *.64k

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-04 00:00:00 UTC
From: Ulrich Reiter <ure@akustik.rwth-aachen.de>
Message-ID: <36DE831A.1641017D@akustik.rwth-aachen.de>
Source record: 3142

Hello,

does anybody know about an image format with the extension .64k??
I have loads of medical MR-images I would like to convert but I am not
even able to see them, because I lack a viewer for these images.

Is this any "official" data format, or is it something created by an
individual for his personal use? In other words, has anybody ever heard
of this format?

Thanks a lot,

Uli

PS: please respond by personal mail, too

2926. Re: Did Borland C come out on the Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-04 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36de961f.11700525@news1.telia.com>
Source record: 3143

On Tue, 02 Mar 1999 14:13:06 -0500, dwilgaREMOVE@mtholyoke.edu (Dan Wilga) wrote:

>In article <36d934c1.9907481@news.easynet.co.uk>, martin.w6@ukonline.co.uk
>wrote:
>
>> Someone I know says it did but I've never heard much about
>> it.
>
>It was originally released by Borland Germany as Turbo C. The programmers
>then broke it off from Borland, renamed it Pure C, and sold it through
>Application Systems. It is no longer being made, however.

But still VERY usable! Some knowledge in german language helps a lot though.
Mr.Pink of Reservoir Dogs even made sources for game/demo routines available for Pure C (also some older ones for HiSoft's C) at http://rg.atari.org

Regards, K.Hampf
- email: kare.hampf@pp.inet.fi -

2927. How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-05 00:00:00 UTC
From: Geert.Poels@village.uunet.be
Message-ID: <Geert.Poels-0503992311520001@pool02b-194-7-84-29.uunet.be>
Source record: 3144
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,,comp.sys.amiga.programmer,comp.sys.atari.programmer,

Hello,

I would like to hear some opinions on the following :

I've often wondered what will eventually remain of all
older/early games, tools, operating systems, ... that once
enjoyed users of Sinclair, Atari, Amiga, Commodore, ... ?
Even the first releases of OS/2, Photoshop or whatever would
be a waste if never to be available anymore.

Even if most of them are already long forgotten and maybe even
not available anymore, there are certainly several issues when
this software would be freely distributed.

There is the matter of copyright of course.

Secondly some minor groups are still selling this older software.
Their offer however is often very, very limited and it is by far
not always clear what the origin of the software is.
Despite these efforts I'm afraid a lot of software already
can only be found in diskboxes in some people's attic.
If would in fact be very strange if version 1.x would endanger
the sales of version 3+ of whatever.
Recently 1.x versions of several of Borlands development tools
were included with some magazines... .

Third issue are the developers. Distributing this old software
is said to discourage them of writing new software. Boy, those oldie
sure were very good ! With some very good emulators today, it could
on the contrary be catchy to write some new stuff.
If available, the source of some oldies could also be interesting
material
for debuting developers in my opinion (anybody from Argonaut still out
there ?). Curious what Linux and Be porting teams would make of
the code of oldies (Dan Bricklin's Visicalc remastered ;-)))).

It would already be a nice if some of the companies still in business
released their older versions (wonder whether Sierra still has King's
Quest 1 for the Atari in their cellar ;-))).
What about companies that already vanished over the years ?

Geert

2928. Looking for info ATARI SLM804 laser printer

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-06 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <920676077.2896.0.muttley.d4ee0f47@news.demon.nl>
Source record: 3145

Hi,

Is there anybody who has some info about this printer ? I have one now but I
have to know more...
Do I need drivers for this printer to connect it to my ST ? Maybe someone
has a manual for me...

Thanx,
Rene

E-mail: Rene@underground.demon.nl

2929. Re: AESglobal in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-06 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7bqibcshd1@athena.netset.com>
Source record: 3146

In article <7bgjtm$j1t$1@nnrp1.dejanews.com>, <gokmase@my-dejanews.com> wrote:
>Greetings all,
>
>After looking into some source-code found on FTPs,
>I suspect this call is the one I m looking for in GFA.
>Can anyone confirm this?
>
>ap_id&=APPL_INIT()
>a& = DPEEK(GB+6) <-- This one?
>IF a& = -1
> ~MENU_REGISTER(ap_id&," My Program");
>ENDIF
>

If you are looking at my old GFA program mtosname (or something
along those lines). Then yes that is addressing the global array to detect
if you are running under multitos (as per the standards of the day, when I
wrote it). With a map of the global array and that, you should be able to
get anything you need.

Dan Ackerman
aka baldrick@netset.com

>
>Thanks in advance,
>
>Joakim
>
>
>
>WWW: http://hem1.passagen.se/gokmase/atari
>EMAIL: gokmase@bigfoot.com
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2930. Re: Looking for info ATARI SLM804 laser pri

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7br3cf$p4q$6@news2.xs4all.nl>
Source record: 3147

On 6 Mar 1999 00:21:35 , "Rene de Bie" wrote:
>
>Is there anybody who has some info about this printer ? I have one now but I
>have to know more...
>Do I need drivers for this printer to connect it to my ST ? Maybe someone
>has a manual for me...
>

I have a few here and working.
best thing to do is: give met a phone at:
071 5130045 "de Thuishaven voor Atari in Nederland"

Then we can talk about it.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2931. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-06 00:00:00 UTC
From: Man in the Moon <hummer@hotbot.com>
Message-ID: <7bt7ic$iu4$1@remarQ.com>
Source record: 3148
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

I often ask myself the same questions. There is only a certain amount of copies of every program. Eventually they will deteriorate or be damaged and there ends the life of that program. Some program however no longr have to copyrights on them and are listed as abandonware. By the way, what is argonaut?

From: Chris

Geert Poels wrote in message ...

2932. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-06 00:00:00 UTC
From: Daylieen <daylieen@theyalas.PANTS.freeserve.co.uk>
Message-ID: <7buv2c$6sb$1@mendelevium.btinternet.com>
Source record: 3149
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Nathan Mates wrote in message ...
|In article <7bt7ic$iu4$1@remarQ.com>,
| The creator of something has full control over their product, the
|audience has NONE. Get that into your mind, learn it, deal with it.
If
|a sculptor says that their creation will be shown for a month at
|museum X, and then it'll be destroyed, THAT'S THEIR RIGHT TO DO SO.
If
|a software company wants to never support or re-release something
|after its initial printing, THAT'S THEIR RIGHT TO DO SO. You have no
|right to argue with them, you have no rights to think better than
them
|and decide how something should be distributed.

That is a morally repugnant situation a crime against everything that
is decent. The belief that this is 'good' is the purest form of
philistanism that could possibly exist.

|

2933. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-07 00:00:00 UTC
From: Robert E Wightman <bob@pattinson.demon.co.uk>
Message-ID: <a8RQnLABum42EwAv@pattinson.demon.co.uk>
Source record: 3050
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <7bt7ic$iu4$1@remarQ.com>, Man in the Moon
<hummer@hotbot.com> writes
>I often ask myself the same questions. There is only a certain amount of
>copies of every program. Eventually they will deteriorate or be damaged and
>there ends the life of that program. Some program however no longr have to
>copyrights on them and are listed as abandonware. By the way, what is
>argonaut?
>
Never read Jason and the Argonauts? A classic from the early Greek era
if I remember correctly.

One who sailed on the ship Argo with Jason in search of the Golden
Fleece.
~~~~~~

Have fun, it's not worth it otherwise.

Bob Wightman

<bob@pattinson.demon.co.uk>
~~~~~~

2934. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-07 00:00:00 UTC
From: gerryq@indigo.ie
Message-ID: <pavE2.745$1O5.293@news.indigo.ie>
Source record: 3051
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <a8RQnLABum42EwAv@pattinson.demon.co.uk>, Robert E Wightman
<bob@pattinson.demon.co.uk> wrote:
>In article <7bt7ic$iu4$1@remarQ.com>, Man in the Moon
><hummer@hotbot.com> writes
>>I often ask myself the same questions. There is only a certain amount of
>>copies of every program. Eventually they will deteriorate or be damaged and
>>there ends the life of that program. Some program however no longr have to
>>copyrights on them and are listed as abandonware. By the way, what is
>>argonaut?
>>
>Never read Jason and the Argonauts? A classic from the early Greek era
>if I remember correctly.
>
>One who sailed on the ship Argo with Jason in search of the Golden
>Fleece.

And already in the public domain!

By the way, wouldn't archaeology be boring if most old stuff hadn't been
trashed over the years?

- Gerry Quinn
http://bindweed.com

2935. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-07 00:00:00 UTC
From: Robert E Wightman <bob@pattinson.demon.co.uk>
Message-ID: <CTVmsCAT0p42Ewxv@pattinson.demon.co.uk>
Source record: 3052
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

```
In article <pavE2.745$1O5.293@news.indigo.ie>, Gerry Quinn
<gerryq@indigo.ie> writes
>In article <a8RQnLABum42EwAv@pattinson.demon.co.uk>, Robert E Wightman
><bob@pattinson.demon.co.uk> wrote:
>>In article <7bt7ic$iu4$1@remarQ.com>, Man in the Moon
>><hummer@hotbot.com> writes
>>>I often ask myself the same questions. There is only a certain amount of
>>>copies of every program. Eventually they will deteriorate or be damaged and
>>>there ends the life of that program. Some program however no longr have to
>>>copyrights on them and are listed as abandonware. By the way, what is
>>>argonaut?
>>>
>>Never read Jason and the Argonauts? A classic from the early Greek era
>>if I remember correctly.
>>
>>One who sailed on the ship Argo with Jason in search of the Golden
>>Fleece.
>
>And already in the public domain!
>
>By the way, wouldn't archaeology be boring if most old stuff hadn't been
>trashed over the years?
You mean it IS interesting?
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Have fun, it's not worth it otherwise.

Bob Wightman

<bob@pattinson.demon.co.uk>
```

2936. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-07 00:00:00 UTC
From: nathan@visi.com
Message-ID: <b4zE2.219$to3.10450@ptah.visi.com>
Source record: 3053
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <7bt7ic$iu4$1@remarQ.com>,
Man in the Moon <hummer@hotbot.com> wrote:
>I often ask myself the same questions. There is only a certain amount of
>copies of every program. Eventually they will deteriorate or be damaged and
>there ends the life of that program. Some program however no longr have to
>copyrights on them and are listed as abandonware. By the way, what is
>argonaut?

Copyright lasts author's life + 75 years. Every old video game
falls under that, and copyright has NOT been lost due to
age. "Abandoned" is a meaningless term, as copyrights do not get lost
due to being 'abandoned'. [Trademarks can be lost if undefended, but
that's a different legal concept.]

The creator of something has full control over their product, the
audience has NONE. Get that into your mind, learn it, deal with it. If
a sculptor says that their creation will be shown for a month at
museum X, and then it'll be destroyed, THAT'S THEIR RIGHT TO DO SO. If
a software company wants to never support or re-release something
after its initial printing, THAT'S THEIR RIGHT TO DO SO. You have no
right to argue with them, you have no rights to think better than them
and decide how something should be distributed.

You want something to be available some years after it's released?
Write it yourSELF, and put it under a license to freely copy. Get off
your rear and start creating, instead of only lying about old titles.

Nathan Mates

--
<*> Nathan Mates - personal webpage http://www.visi.com/~nathan/
Network Programmer, Battlezone 2: see http://www.pandemicstudios.com
NOT speaking for Pandemic Studios or Activision, ONLY myself
"What are the facts, and to how many decimal places?" -R.A. Heinlein

2937. Jaguar game in the making

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-07 00:00:00 UTC
From: Ville J&#65533;rvi <ville.jarvi@pp.inet.fi>
Message-ID: <D1zE2.238$UI1.260@read2.inet.fi>
Source record: 3054

Hi!
I have gathered team that's working on a Atari Jaguar shoot 'em up game.
Although the team looks quite good as for now, I am still looking for more
skilful members. There are few spots for:

-Programmers(C & ASM)
-Graphic artists(2D or 3D, raytracing, modelling, painting etc.)
-Sound editors and musicians

I don't think I am able to pay you anything, but if you want to be a part of
Jaguar's history, want to develop for a 64-bit machine, contact me.
Also, I'm sure this would help in future getting job in industry.

E-mail your applications to me, ville.jarvi@pp.inet.fi

Thanks!

2938. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-07 00:00:00 UTC
From: gerryq@indigo.ie
Message-ID: <D8EE2.813$1O5.309@news.indigo.ie>
Source record: 3055
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <7buv2c$6sb$1@mendelevium.btinternet.com>, "Daylieen"
<daylieen@theyalas.PANTS.freeserve.co.uk> wrote:
>Nathan Mates wrote in message ...
>|In article <7bt7ic$iu4$1@remarQ.com>,
>| The creator of something has full control over their product, the
>|audience has NONE. Get that into your mind, learn it, deal with it.
>If
>|a sculptor says that their creation will be shown for a month at
>|museum X, and then it'll be destroyed, THAT'S THEIR RIGHT TO DO SO.
>If
>|a software company wants to never support or re-release something
>|after its initial printing, THAT'S THEIR RIGHT TO DO SO. You have no
>|right to argue with them, you have no rights to think better than
>them
>|and decide how something should be distributed.
>
>
>That is a morally repugnant situation a crime against everything that
>is decent. The belief that this is 'good' is the purest form of
>philistanism that could possibly exist.

Can an artist not destroy what he is unsatisfied with, while working on
something better? A game designer may feel that the first game was inferior
to a sequel or a later similar game, and want to remove it as something which
spoils the later work.

- Gerry Quinn
http://bindweed.com

2939. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-07 00:00:00 UTC
From: Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk>
Message-ID: <36e32a8d.0@news.netdirect.net.uk>
Source record: 3056
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Man in the Moon wrote in message <7bt7ic$iu4$1@remarQ.com>...
>I often ask myself the same questions. There is only a certain amount
of
>copies of every program. Eventually they will deteriorate or be
damaged and
>there ends the life of that program.

In the case of "The Great Space Race" (Legend, 1983), this is clearly a
Good Thing.

> Some program however no longr have to
>copyrights on them and are listed as abandonware.

Bollocks. There's no such legally-recognised system.

The original copyright holders may waive their rights to the game *if
asked first*, but this only converts the product to "Public Domain".
Other copyright holders may require that the "Freeware" concept be
used, where they still retain copyright, but waive any and all charges
for the game.

Yet other copyright holders will say "no" - especially if they're
persuing a possible sequel or update, or merely consider the game's
release detrimental to their career prospects. In these cases, any
copies of their software doing the rounds on the Internet are
illegal.

Others have had their software uploaded to the Internet without their
knowledge or permission. This is also illegal.

"Abandonware" is a portmanteau term used to denote software that
computer game 'archeologists' believe to be unavailable from any source
other than licensed owners of copies of said game. And which they
believe should be considered 'Public Domain'.

These people are not infallible. In 99% of cases, the copyright holders
can be tracked down after some effort, but it is not incumbent on the
copyright holder to make him or herself available for this purpose at
all times.

It should also be borne in mind that official museums for computer
games do exist. The British Film Institute maintains one near it's
Museum Of the Moving Image site on the South Bank complex in London.
And these places would far rather see the original software in its
original packaging; a feature that makes more sense for most

researchers, since they get to see the product in context.

Neither is there anything inherently wrong with preventing further distribution of a product. Just because I released my game once, it is not incumbent on me to release it again at a later date. Copyright means it is my right to do with my game as I damned well please. Whether you like it or not.

It's also worth bearing in mind that piracy and cowboy publishers were a massive problem during the 8-bit and 16-bit eras. Because of this, copyright holders of 8-bit and 16-bit games tend to be wary of people asking them to just give their software away for free. (Especially when so many people did this anyway.) Because of this, some of the greatest 8-bit programmers are now working in offices writing database software and the like. It may not be as much fun, but at least they're getting paid top dollar for their skills.

I have part of an 8-bit game's copyright, and a 16-bit game's copyright to my name, both of which are utterly forgettable. (The latter made the front cover of ST Format, but this was when the Atari was already dying off.)

I personally consider the 8-bit game to be dire - especially as it was published before we'd finished it. I am not interested in seeing either of them 'preserved'. If you want my rights to my games that badly, you can pay me for them. Otherwise, live without. You're not missing much.

> By the way, what is
>argonaut?

Argonaut Software is owned by Jez San. They are based somewhere in North London (last time I looked), and are still a going concern.

They started out with Starglider for the Atari ST and Commodore Amiga. Later, they moved into consoles and were the designers responsible for the SNES' "StarFox" game (using a custom-designed 3D processor in the cartridge). More recently, they created a few lacklustre PC games, and are still involved with Nintendo.

HTH

--
Sean Timarco Baggaley

2940. ??atari 800 roms and binaries??

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-08 00:00:00 UTC
From: junoduck@aol.com
Message-ID: <19990308010350.12877.00003702@ng-fw1.aol.com>
Source record: 3057

hi,

Where can I find an ATARI 800 computer binary or rom
to run with ATR800win Emulator?

I'd like to see it work

thanks

2941. C/C++ Compiler for Atari ST(E)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-08 00:00:00 UTC
From: franz kruhm <zanfr@photoreal.com>
Message-ID: <7c0utb$cg6$1@platane.wanadoo.fr>
Source record: 3058

actually.... well i need something that takes C code for ST/E and compiles it... AND IF POSSIBLE it would be running on DOS... so what i need is a C compiler that runs under DOS (or WinSton) and compiles to ST (PRG or TOS or whatever)..
please zanfr@photoreal.com

2942. Printing control characters (Chr$(16) to Chr$(25))

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-08 00:00:00 UTC
From: au576@lafn.org
Message-ID: <1999Mar8.180000.23923@lafn.org>
Source record: 3059

I wrote a Year 2000 Countdown Clock program, but I would like to use the LCD digits that are located in the ASCII table at positions 16 through 25. Is there a way to print these characters to the screen? When I use PRINT CHR$(16) instead of printing the LCD 0 digit it does some sort of control function. Please give me a listing showing an example of how to print these digits to the screen. Maybe I have to load a different set of screen fonts, or do some sort of offset?

--

__ ___ _ _
/ |/ /__ _____(_)__ ____ (_) ______Mark A. Mariani______
/ /|_/ / _ `/ __/ / _ `/ _ \/ / Los Angeles Free-Net
/_/ /_/_,_/_/ /_/_,_/_//_/_/ au576@lafn.org

2943. Re: Printing control characters (Chr$(16) to Chr$(25))

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36E425E9.3B455459@cable.A2000.nl>
Source record: 3060

au576@lafn.org wrote:
>
> I wrote a Year 2000 Countdown Clock program, but I would like to use
> the LCD digits that are located in the ASCII table at positions 16
> through 25. Is there a way to print these characters to the screen?
> When I use PRINT CHR$(16) instead of printing the LCD 0 digit it does
> some sort of control function. Please give me a listing showing an
> example of how to print these digits to the screen. Maybe I have to load
> a different set of screen fonts, or do some sort of offset?
>

There you have this beautifull razorsharp modern screens, and you want
to stick to those early primitive mechanical operated 7 point
so called 'digital' digits ???? ;-)

Anyhow:
If you use GFA basic:
For PRINT all ascii below 32 are indeed control characters,
but not for TEXT
So
TEXT x,y,string$
will do it.
x,y are pixel positions.

Success
Henk

2944. thanks for the help!

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-08 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7c1h7bfbr1@news.asu.edu>
Source record: 3061

Many thanks to all the wizards here who helped me with my first GEM program. It is running and doing more or less what I wanted... now, if only the system I was controlling (X10) were more responsive, I'd really have something here.

Special thanks to Ulrich and Swampdog for a lot of textual and binary support.

I must say, after this brief but intense experience, that GEM programming blows Windows stuff out of the water. Of course, I'm biased, but having the screen objects as memory structures you can deal with directly is SO much more elegant than the Win32 API stuff that microslurp tries to hide from you with MFC.
--

2945. Re: Printing control characters (Chr$(16) to Chr$(25))

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-08 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <36e452a231e04e1@tripnet.se>
Source record: 3062

On Mon 08-03-99 18:00 (GMT) au576@lafn.org wrote:

>
>I wrote a Year 2000 Countdown Clock program, but I would like to use
>the LCD digits that are located in the ASCII table at positions 16
>through 25. Is there a way to print these characters to the screen?
>When I use PRINT CHR$(16) instead of printing the LCD 0 digit it does
>some sort of control function. Please give me a listing showing an
>example of how to print these digits to the screen. Maybe I have to load
>a different set of screen fonts, or do some sort of offset?
>
In GFA I think you can use something like PRINT CHR$(255+16) if I
remember correctly.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2946. Re: Printing control characters (Chr$(16) to Chr$(25))

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36e4257b.8061021@news.demon.co.uk>
Source record: 3063

On Mon, 8 Mar 1999 18:00:00 GMT, au576@lafn.org wrote:

>
>I wrote a Year 2000 Countdown Clock program, but I would like to use
>the LCD digits that are located in the ASCII table at positions 16
>through 25. Is there a way to print these characters to the screen?
>When I use PRINT CHR$(16) instead of printing the LCD 0 digit it does
>some sort of control function. Please give me a listing showing an
>example of how to print these digits to the screen. Maybe I have to load
>a different set of screen fonts, or do some sort of offset?

iirc, you need to use Bconout with its handle changed from BC_CON to
BC_RAW. I forget the values for those names but no doubt it'll jog
someone else's memory.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2947. Re: C/C++ Compiler for Atari ST(E)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36e72962.9060418@news.demon.co.uk>
Source record: 3064

On Mon, 8 Mar 1999 17:47:32 +0100, "franz kruhm" <zanfr@photoreal.com>
wrote:

>actually.... well i need something that takes C code for ST/E and compiles
>it... AND IF POSSIBLE it would be running on DOS... so what i need is a C
>compiler that runs under DOS (or WinSton) and compiles to ST (PRG or TOS or
>whatever)..

As far as cross-compilers (if I understand your need correctly) is
concerned, about all I can think of is GCC. Never used it myself but
as it and sources are available for both machines then even if someone
else hasn't done it before, it should be possible to replace the PC
GCC code generator with a 68K one. Ditto the libraries.

Why not just run an emulator? That way you can test the code on the PC
as well?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2948. Re: thanks for the help!

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-09 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36E46D31.F4136AA0@cable.A2000.nl>
Source record: 3065

DAVID L. ORMAND wrote:

> I must say, after this brief but intense experience, that GEM programming
> blows Windows stuff out of the water. Of course, I'm biased, but having the
> screen objects as memory structures you can deal with directly is SO much
> more elegant than the Win32 API stuff that microslurp tries to hide from
> you with MFC.
> --

Isnt it amazing?? just a 24 byte struct with 1 generic pointer.
Serves us from 1985 on. :-)
Long before any window ever opened on a intel box.

The elegance of simpliness and effectiveness.

Thats why we love atari.

Henk.

2949. File format of Personal Finance Manger Plus

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-09 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <36e4fd4e28d4e0@the-gap.demon.co.uk>
Source record: 3066
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I've been using Personal Finance Manager Plus 1.04 by Peter Veal for years now, and am very happy with it. One thing that's lacking though is the ability to import/export data in a common format ie. comma delimited etc.

Has anyone already written a import/export program that works with PFM+? If not, I might write one myself, and wondered if anyone knows the actual format of the .MNY file (it would save me having to dig around and guess). Anyone?

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

2950. Re: C/C++ Compiler for Atari ST(E)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7c3hal$bb1$1@feresa.bio.vu.nl>
Source record: 3067

franz kruhm (zanfr@photoreal.com) wrote:

: actually.... well i need something that takes C code for ST/E and compiles
: it... AND IF POSSIBLE it would be running on DOS... so what i need is a C
: compiler that runs under DOS (or WinSton) and compiles to ST (PRG or TOS or
: whatever)..

2 Options:

- Get the sources for Sozobon C (should be on some FTP site somewhere,
I got them once...) and compile these on a PC.
The resulting binaries will run under DOS and simply generate Atari
code, using the Atari libs. This should be fairly easy to do if you have
a C-compiler for DOS.

- Compile GCC as a cross-compiler for DOS. This is _not_ a trivial task
(The easiest way would be to use Linux and a DOS cross-compiler :-/)
There might already be a m68k-TOS GCC cross-compiler available for DOS,
though... (I know there is one for Linux)

OR you could indeed download Sozobon, GCC, Heat 'n Serve or C68 and install
and run it using an emulator. Not as fast, but a lot easier. :-)

-=Levien (lvzon@bio.vu.nl)

2951. Re: thanks for the help!

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7c3hf7$bb1$2@feresa.bio.vu.nl>
Source record: 3068

Henk Robbers (H.Robbers@cable.A2000.nl) wrote:

: Isnt it amazing?? just a 24 byte struct with 1 generic pointer.
: Serves us from 1985 on. :-)
: Long before any window ever opened on a intel box.

except a GEM window, on the original PC-GEM :-)

-=Levien

2952. Can I connect ???

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-09 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921009355.12879.0.muttley.d4ee0f47@news.demon.nl>
Source record: 3069

Hi,

I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....
this one doesn't have the DMA connector like other ST machines....

Gtx,
Sysop*TXG

2953. where can I get and what is Pure C like?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-09 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <36e426e0.1195210@news.easynet.co.uk>
Source record: 3070

```
I've noticed some coders use it but I don't know anything
about it.
```

2954. Re: thanks for the help!

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-09 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36E59E81.3FCE9460@cable.A2000.nl>
Source record: 3071

```
Levien van Zon wrote:
>
> Henk Robbers (H.Robbers@cable.A2000.nl) wrote:
>
> : Isnt it amazing?? just a 24 byte struct with 1 generic pointer.
> : Serves us from 1985 on. :-)
> : Long before any window ever opened on a intel box.
>
> except a GEM window, on the original PC-GEM :-)
>
> -=Levien

I have invented a beatifull contraption. It has 4 wheels
and a roof. I'm going to sell it to a gullible public under the name
'wheels' and become very very rich. :-)

Henk.
```

2955. Re: Can I connect ???

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E6714F.EB8ADD0E@directprovider.REMOVETHECAPITALS.net>
Source record: 3072

```
Rene de Bie a ï¿½crit :
>
> Hi,
>
> I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....
> this one doesn't have the DMA connector like other ST machines....
>
> Gtx,
> Sysop*TXG

No you can't.

Well, you could actually, if you had one of those very rare adapters
that were hardly ever sold and that use to cost nearly the price of a
new laser printer.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2956. Re: Can I connect ???

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7c5t7r$3sq$3@news2.xs4all.nl>
Source record: 3073

On 9 Mar 1999 20:44:39 , "Rene de Bie" wrote:
>Hi,
>
>I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....
>this one doesn't have the DMA connector like other ST machines....
>
Once there were made interfaces that plugged into the Falcon and
bypassed totally that small SLM box. The thick printercable itself
went on the (I think ROM-port?) interface.

But never seem it any more the last years.

I remember because te programmers did not know about the two
different SLM804 series that are around.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2957. Re: Can I connect ???

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-10 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990310160800.29348A-100000@hal.fishpool.com>
Source record: 3074

> I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....
> this one doesn't have the DMA connector like other ST machines....

In short, no. However, if you have a spare ST, then you can network
them together and share the printers. There are several utilities
to perform this.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

2958. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-10 00:00:00 UTC
From: jgeluso@iserv.net
Message-ID: <36e6a0f8.160326@news1.iserv.net>
Source record: 3075
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

On Sun, 07 Mar 1999 17:55:19 GMT, nathan@visi.com (Nathan Mates)
wrote:

> The creator of something has full control over their product, the
>audience has NONE.

Some who want to ride this high horse may need to learn something
about providing a quality product in exchange for bug-free money.

If I purchased version 1 in the box at retail price, why must I
buy version 2 -- which contains features that I may not care
about -- to get the bug fixes for version 1? And why did version
1 even get out the door with all those bugs?

I bought version 1 because it advertised features that would meet
my need. The bugs were in my way and wasted my time. Why is my
time -- wasted because of the developer's negligence -- worth
nothing in this exchange?

If version 1 worked as advertised, it would still meet the needs
I bought it for in the first place. Witness Quattro Pro version
1 for DOS -- I still use it. That hurt Borland, but I don't
see software developers as charities to be funded for the
betterment of humankind. They are vendors whom I expect to sell
me a working product.

If an auto manufacturer sold cars that ran into the curb daily,
there would be a national recall at their expense. If software
crashes my computer daily, the vendor hides behind their
disclaimer and offers to sell me the 'upgrade'. What is wrong
with this picture?

-- Joe Geluso

2959. Looking for PRO! boards

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-10 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921099429.10420.0.spot.d4ee0f47@news.demon.nl>
Source record: 3076

Hi Sysops,

Please e-mail me, I want to connect the other side of the world again....
We have lost contact with lots of BBS systems overthere (USA/CANADA etc).
I am located in the Netherlands (EUROPE) and I want to network with all
active systems.
Please mail me and we can set-up a network again....

Our network at this point includes 3 running boards in the Netherlands, 2
boards in Germany and at least 1 board in the USA (*this connection has been
lost).

I am looking for the boards/network that is located in Sweden, Italy,
Canada,USA and other country's

PLEASE

Call +31-416-561927 300-19200 24hr/7days
-= The Underground Node #472 BBS =- Running BBS Express Pro! 5.0b

Or e-mail to: SysopTXG@underground.demon.nl

When you are running another BBS and/or network on the 8-bit ATARI please
mail me, because we can
look if we can connect it by writting some converter software....

BBS Express Pro! can export and import QWK files so that could be one
solution but maybe there are
some other possibility's too...

Gtx,
Sysop*TXG

2960. Re: How about old software to become fr

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-10 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7c6urf$9ld$1@SOLAIR2.EUnet.yu>
Source record: 3077

On 10 Mar 1999 16:50:52 , Joe Geluso wrote:
>On Sun, 07 Mar 1999 17:55:19 GMT, nathan@visi.com (Nathan Mates)
>wrote:
>
>> The creator of something has full control over their product, the
>>audience has NONE.
>
> (...)
>
>If I purchased version 1 in the box at retail price, why must I
>buy version 2 -- which contains features that I may not care
>about -- to get the bug fixes for version 1? And why did version
>1 even get out the door with all those bugs?
>
> (...)
>
>If version 1 worked as advertised, it would still meet the needs
>I bought it for in the first place. Witness Quattro Pro version
>1 for DOS -- I still use it. That hurt Borland, but I don't
>see software developers as charities to be funded for the
>betterment of humankind. They are vendors whom I expect to sell
>me a working product.
>
>If an auto manufacturer sold cars that ran into the curb daily,
>there would be a national recall at their expense. If software
>crashes my computer daily, the vendor hides behind their
>disclaimer and offers to sell me the 'upgrade'. What is wrong
>with this picture?
>

I think you attack another problem here:

* The original one is the problem of author's rights. I must agree with the
cited statement that an author of something has full control over his
product, while the audience has none. We (the audience) can not REQUEST
of the author to give his creation away. If we believe that he has
abandoned it or doesn't expect any profit from it anymore, we can
just ASK POLITELY if he might be willing to make it free for everyone,
so that its use may be prolonged, it may become widespread, etc. etc.
(any plausible explanation). And then we should be grateful to him
for being generous.

* It is quite a different problem what we (the buyers) get for our money
when we purchase software. I quite agree with you that the present
situation is humiliating because software author(s) usually make a

disclaimer that amounts to a statement that he does not guarantee his software does anything at all, and you use it at your own risk. Moreover, in most cases, you do not actually buy software, you just buy the rights to use it. In some cases you may not even sell your copy to another user, because you are requested to fill-in the end-user-certificate (the purpose of this usually being to prevent politically-disliked users from getting advanced software).

Unfortunately, I think that by the act of paying for the software, and knowing of the said disclaimers and conditions, you actually agree to anything the author(s)/owner(s) request of you, and you have no more rights, except those explicitely stated in documents accompanying the sale.

On the other hand there are (rare) situations where you can actually BUY software, usually including the source code, and can do with it whatever you want and distribute it as you like. Some times that may be almost equivalent to author's handing over his authorship to you.

And there ARE situations where the software is sold or licensed WITH a guarantee that it will do what it is advertised to do. For example, I think that the beautiful QNX real-time operating system for the PCs has some US-government certificates clearing its use in human-life-support devices and similar critical equipment. It may be said that this is practically a guarantee that it will do what it is told to do.

Cu.

2961. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-10 00:00:00 UTC
From: tdjones <tdjones@nidlink.com>
Message-ID: <36E6AD35.7869A74B@nidlink.com>
Source record: 3078
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

> If an auto manufacturer sold cars that ran into the curb daily,
> there would be a national recall at their expense. If software
> crashes my computer daily, the vendor hides behind their
> disclaimer and offers to sell me the 'upgrade'. What is wrong
> with this picture?
>

Excellent point. Always been one of my pet peeves. So howcum Ralph
Nader's not gnawing on Bill Gates' ankle?

--Tim

2962. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk>
Message-ID: <36e73c4f.0@news.netdirect.net.uk>
Source record: 3079
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Joe Geluso wrote in message <36e6a0f8.160326@news1.iserv.net>...
>On Sun, 07 Mar 1999 17:55:19 GMT, nathan@visi.com (Nathan Mates)
>wrote:
>
>> The creator of something has full control over their product, the
>>audience has NONE.
>
>Some who want to ride this high horse may need to learn something
>about providing a quality product in exchange for bug-free money.

1: IT IS IMPOSSIBLE TO CREATE 100% BUG-FREE SOFTWARE.

This isn't an excuse for lazy programming. It is a *scientifically proven FACT*. Computer programs are complex systems and, as such, just as liable to the whims of Chaos Theory as the weather. The more variables a programmer has to deal with, the more likelihood of bugs there will be. PERIOD.

Consoles have far fewer variables than Windows PCs. Even Macs, Unix, BeOS and Linux have far less hardware to cope with than Windows. Microsoft's very success is its biggest enemy. Windows has to cope with hardware and software combinations so numerous that you'd need a warehouse the size of *Texas* to contain PCs running every single possible permutation. It simply cannot be done at a reasonable cost.

The same problem applies to PC games. There is no way on Earth for a game developer to afford enough PCs and testers to test their games on every single permutation and combination of PC hardware and software available to their customers.

It is possible to buy two computers, each using *entirely* different sets of components (even the CPU doesn't need to come from Intel), yet they can both run most PC games.

Ask any well-informed IT expert and they'll assert that it's a bloody miracle PC software works *at all*.

2: IT *IS* POSSIBLE TO REFUSE TO BUY SOFTWARE THAT HAS BUGS IN IT.

Nobody - and I repeat: NOBODY - is forcing you to buy a buggy game at gunpoint. Good magazines *will* highlight major bugs. Frequenting newsgroups, and just listening to word-of mouth will also help you decide whether you're willing to put up with a game with "Known Problems" that will show up on your particular computer.

It is ALSO possible to return *ANY* game to the shop it was bought from and ask for a refund, if you can prove it was "not of merchantable quality". If a game is refusing to run on your PC, IT IS NOT SUITABLE FOR THE PURPOSE FOR WHICH IT WAS BOUGHT, therefore you ARE entitled to a refund.

In most Western countries, this is a *statutory* right. Any computer games retailer who operates a "No Refunds" policy should be reported to the police, as they are breaking the law.

It's amazing how quickly the words "I'll see you..." and "...in court" can change the attitude of a shopkeeper. Especially when they're pronounced clearly, succinctly, and *loudly* in front of an audience.

[...]

>If an auto manufacturer sold cars that ran into the curb daily,
>there would be a national recall at their expense.

Cars *do* run into curbs daily. They are guided missiles, with *humans* as the guides. As a design, the automobile is one of the most lethal ever to be allowed out in public.

Cars kill *hundreds* of people every damned day of the year. This, IMHO, is a MAJOR 'bug' - and one that sits at the design level, no less.

The technology ALREADY exists to prevent the vast majority of deaths by car, yet, like lambs to the slaughter, people *still* buy them.

Compared to automobiles, I'd say buggy games are an incredibly petty worry.

--
Sean Timarco Baggaley

(And no, I don't have a driving license.)

2963. Re: Looking for info ATARI SLM804 laser pri

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7c7phtpbg4@news8.svr.pol.co.uk>
Source record: 3080

On 6 Mar 1999 00:21:35 +, "Rene de Bie" wrote:
>Hi,
>
>Is there anybody who has some info about this printer ? I have one now but I
>have to know more...
>Do I need drivers for this printer to connect it to my ST ? Maybe someone
>has a manual for me...
There are GDOS and NVDI drivers for this printer, and the good news is that
most serious software that doesn't use GDOS technology to print usually has
a driver included.

If you want to print plain text from the desktop then you should look out
for the LaserBrain Epson emulator and maybe the Diablo emulator from one of
the Atari FTP sites.

The drum and toner will be hard to get hold of nowadays.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2964. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: Julian Gold <julian.gold@psygnoSPAMsis.co.uk>
Message-ID: <921152065.4618.0.nnrp-07.c2de29ad@news.demon.co.uk>
Source record: 3081
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

To the best of my knowledge, nobody ever died from Win95 blue screening :-)
tdjones wrote in message <36E6AD35.7869A74B@nidlink.com>...
If an auto manufacturer sold cars that ran into the curb daily,
there would be a national recall at their expense. If software
crashes my computer daily, the vendor hides behind their
disclaimer and offers to sell me the 'upgrade'. What is wrong
with this picture?

Excellent point. Always been one of my pet peeves. So howcum Ralph
Nader's not gnawing on Bill Gates' ankle?

--Tim

2965. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: Christian Froeschlin <froesccn@cip.mathematik.uni-stuttgart.de>
Message-ID: <36E7B27C.EA371886@cip.mathematik.uni-stuttgart.de>
Source record: 3082
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

```
Julian Gold wrote:
>
> To the best of my knowledge, nobody ever died from Win95 blue screening :-)

Don't forget that a lot of vital machinery is controlled by software,
ranging from airplanes to nuclear power plants. Heaven help us if some
of the developers believe Microsofts claim that e.g. Windows NT is a
stable operating system.

__/ __/ - Christian Froeschlin -
/ /
/ _/ * If you eliminate the impossible, whatever remains, *
___/ _/ * however improbable, must be the bug ! *
```

2966. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: "J. Benz" <benz@danet.com>
Message-ID: <36E7CCB1.89C10BD0@danet.com>
Source record: 3083
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Julian Gold wrote:

> To the best of my knowledge, nobody ever died from Win95 blue screening :-)
> tdjones wrote in message <36E6AD35.7869A74B@nidlink.com>...
> If an auto manufacturer sold cars that ran into the curb daily,
> there would be a national recall at their expense. If software
> crashes my computer daily, the vendor hides behind their
> disclaimer and offers to sell me the 'upgrade'. What is wrong
> with this picture?
>
> Excellent point. Always been one of my pet peeves. So howcum Ralph
> Nader's not gnawing on Bill Gates' ankle?
>

He's waiting his turn?

2967. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: jgeluso@iserv.net
Message-ID: <36e7e630.237715@news1.iserv.net>
Source record: 3084
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

On Thu, 11 Mar 1999 04:04:57 -0000, "Sean Timarco Baggaley"
<stimarco@solarflair.ndirect.co.uk> wrote:

>Computer programs are complex systems and, as such, just
>as liable to the whims of Chaos Theory as the weather.

My understanding of Chaos Theory is that it arises out of the
fact that things are unknowable on scales smaller than we can
deal with.

I am not aware that anyone has identified 'sub-bit' entities in
the software environment comparable to subatomic particles in the
physical world.

The smallest iota in the software environment is perceivable. To
the extent that Chaos Theory applies here it is not because
something is unknowable -- it is because sufficient effort has
not been made to make it known. And when enough things are
unknown and taken en masse, Chaos Theory may apply. This is a
novel form of expectation -- hoping for enough ignorance to make
a theory applicable.

What wound my watch here was someone talking loudly about the
rights of software developers when they demand payment and
disavow any responsibility for grief they cause me.

I paid for a machine that has firmware to support an operating
system that I bought to run applications that cost me money.
When an application hiccups and wastes days of my time, my job
just got harder because someone else -- whom I paid somewhere
along the way -- didn't do their job completely.

I didn't say their job was easy. If it were, anyone could do it.
Do they assume that my job is so easy or irrelevant that hiccups
don't matter?

I make enough of my own mistakes. I'm fortunate if I can sort
enough of those out. I don't need to sort out someone else's
mistakes to fill a quota.

Developers do well to bear in mind that my ability to pay for
'upgrades' is enhanced if I'm not wasting otherwise productive
time fighting their bugs -- or grousing about them on a ng.

-- Joe Geluso

2968. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: jgeluso@iserv.net
Message-ID: <36e7f245.3225964@news1.iserv.net>
Source record: 3085
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

On Thu, 11 Mar 1999 15:54:51 GMT, jgeluso@iserv.net (Joe Geluso)
wrote:
>
>What wound my watch here was someone talking loudly about the
>rights of software developers when they demand payment and
>disavow any responsibility for grief they cause me.

In no way did I intend "they" to refer to Mr. Mates, to whose post I
initially reacted. I have no knowledge of any of his products. I
meant "they" in the generic sense. I switched references for my
pronouns at mid-sentence.

My apologies to Mr. Mates for any confusion. He did not contact me.
The sentence just seemed vague upon rereading it and I want to make it
clear that no personal attack was intended.

Nor did I mean to suggest that Mr.Baggaley has novel expectations. He
didn't contact me either ...

I hope that covers everyone. I am disturbed -- and inconvenienced --
by what I see as an industry mindset. Any perceived personal barbs
are unintentional.

-- Joe Geluso

2969. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: Robin Patenall <eep1rp@ee.surrey.ac.uk>
Message-ID: <36E7F91D.C4C4225D@ee.surrey.ac.uk>
Source record: 3086
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

```
Christian Froeschlin wrote:
>
> Julian Gold wrote:
> >
> > To the best of my knowledge, nobody ever died from Win95 blue screening :-)
>
> Don't forget that a lot of vital machinery is controlled by software,
> ranging from airplanes to nuclear power plants. Heaven help us if some
> of the developers believe Microsofts claim that e.g. Windows NT is a
> stable operating system.
>

I have heard of a story (I believe it's true as it came from a reliable
source) about a US Warship which was modified to run WinNT as it's OS.
It had to be towed back to port when the OS crashed.

--
_____________________________________________________________________
|\____________________________________________________________________\
|| Robin Patenall Annoying Hanger on for NetGamer Soc. |
|| NetGamer Soc http://www.ee.surrey.ac.uk/Societies/netgamer/ |
\|____________________________________________________________________|
```

2970. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <FbO5gEAL4D62EwBT@thedruid.demon.co.uk>
Source record: 3087

Hi Nathan,

> If a sculptor says that their creation will be shown for a month at
> museum X, and then it'll be destroyed, THAT'S THEIR RIGHT TO DO SO.

That isn't the truth. Copyright exists in the _form_ of a work, and is
completely seperate from ownership of the materials.

A copyright holder has no particular right to insist that a lawfully copied
work must be destroyed.

> If a software company wants to never support or re-release something
> after its initial printing, THAT'S THEIR RIGHT TO DO SO. You have no
> right to argue with them, you have no rights to think better than
> them and decide how something should be distributed.

You always have the right to argue -- one of democracies greatest virtues and
greatest vices. At the end of the day, if a software house is no longer
making any money from a work and nor would it loose any money from the
copying of a work then the public are pretty much free to do with it as they
please. There is no element of criminality, and British courts do not award
punitive damages in civil cases. The most a Copyright holder could do is get
an injunction, and TBH who is going to be so minded when there is no money
but only ill sentiment to be gained?

Deal with reason and reason will deal with you, that is after all what law is
all about.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@thedruid.demon.co.REMOVE.TO.REPLY.uk |
+---+

2971. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: Ben Hutchings <womble@zzumbouk.demon.co.uk>
Message-ID: <7c75cs$2rv$1@zzumbouk.demon.co.uk>
Source record: 3088
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <36e32a8d.0@news.netdirect.net.uk>,
Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk> wrote:
>
>Man in the Moon wrote in message <7bt7ic$iu4$1@remarQ.com>...
<snip>
>> By the way, what is
>>argonaut?
>
>
>Argonaut Software is owned by Jez San. They are based somewhere in
>North London (last time I looked), and are still a going concern.
>
>They started out with Starglider for the Atari ST and Commodore Amiga.
>Later, they moved into consoles and were the designers responsible for
>the SNES' "StarFox" game (using a custom-designed 3D processor in the
>cartridge). More recently, they created a few lacklustre PC games, and
>are still involved with Nintendo.

Argonaut also came up with some really fast 3D software libraries for
the PC, which it was going to sell to Microsoft. Just before they
signed a deal, Microsoft shafted them by picking someone else's
software. And that is the story of Direct3D, so I heard.

--
Ben Hutchings, software engineer | web site to be reconstructed at some time
womble@ferret.lmh.ox.ac.uk | Team *AMIGA* | Jay Miner Society - www.jms.org
Every program is either trivial or else contains at least one bug

2972. Re: RARE? ATARI BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-11 00:00:00 UTC
From: "Mark J. Bushue" <mjbushue@localline.com>
Message-ID: <L_ZF2.7539$25.18950@news.goodnet.com>
Source record: 3089

PRINT PEEK(43234) should give you one of the following values:

162 is REV A, which had a few relatively minor bugs
96 is REV B, which fixed the previous bugs but introduced even more
dangerous ones, especially regarding file saving
234 is REV C, supposedly bug-free

Bowling <mbowlin1@tampabay.rr.com> wrote in message
news:oeqA2.202$85.321342@newse3.tampabay.rr.com...
>There are THREE versions of Atari BASIC Computing Language, as follows:
>Atari CXL4002 79 BASIC Computing Language [ver. A] C
>Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER
>Atari CXL4002 85 BASIC Computing Language [ver. C] R
>One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you
>know, "recessed") into the front of the cart (in very small letters). How
>can I know if it is the version "A" (common) cart, or if it is the version
>"B" (Extremely Rare) cart? I also definitely own a copy of the version "C"
>cart, because the DATE is written on the label, but I am curious whether my
>other BASIC cart is version "A" or version "B".
>Does anyone know how I can find out? Is there a "command" I can type that
>will tell me the VERSION of my unidentified BASIC cart?
>Thanks,
>--MB
>
>
>

2973. Re: Can I connect ???

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7cahf2$ec6$2@news5.svr.pol.co.uk>
Source record: 3090

On 9 Mar 1999 20:44:39 +, "Rene de Bie" wrote:
>Hi,
>
>I wonder if I can connect an ATARI SLM804 laser printer to my falcon030....

The only way I know of is via an ST, with 1 or preferably 2Mb RAM, using MagicSLM downloaded from my web site (read the description of how to set it up too).

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2974. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-12 00:00:00 UTC
From: Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk>
Message-ID: <36e8e618.0@news.netdirect.net.uk>
Source record: 3091
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Ben Hutchings wrote in message <7c75cs$2rv$1@zzumbouk.demon.co.uk>...

[...]

>Argonaut also came up with some really fast 3D software libraries for
>the PC, which it was going to sell to Microsoft. Just before they
>signed a deal, Microsoft shafted them by picking someone else's
>software. And that is the story of Direct3D, so I heard.

It was called "BRender", was ludicrously overhyped and, because it came out just before decent 3D accelerators came onto the market, it proved to be nowhere near as useful as they thought it was. (Remember the dire 'FX Fighter' game?) It was about as popular as a pyromaniac in a fireworks factory, and appears to have been put to sleep.

MS bought up a 3D library created by US-based Rendermorphics. That, too, was a steaming pile of overrated shite. It exists in DirectX as part of the legacy, universally-loathed, 'Retained Mode' portion of Direct3D. Most use the far superior 'Immediate Mode' Direct3D API routines, as these provide much more powerful facilities. (It is unlikely that 'Retained Mode' will be maintained to any great degree, since MS and SGI are apparently working on a replacement scene management API based on OpenGL.)

--
Sean Timarco Baggaley

2975. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-13 00:00:00 UTC
From: mighty@mightydrake_antispam.com
Message-ID: <MPG.1153ec4f19b9fb5b9896d8@news>
Source record: 3092
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Well, yes and no.

The warship was the Yorktown, which was the test ship for the Navy's SmartShip program. This ship is part of an X-program, similar to the Air Force' X-1 through X-15. One way to state the charter of an X-program is, "If it ain't broke, you didn't push it hard enough." IOW, the entire point of the exercise is not to prove that it works, but to quickly and fairly inexpensively test stuff you think might not work. Find out early the areas where your group's knowledge is weak so that you can focus attention and funds on those areas. The SmartShip program is years from being considered ready for installation. It's pre-alpha software.

I believe that the specific fault was a divide by zero in a database application that crashed the app and corrupted a database to the point where it couldn't be fixed on-site. It's unclear to me whether that crashed the OS itself.

If you're interested check out http://www.jerrypournelle.com/REPORTS/JERRYP/Yorktown.html for some correspondence on the incident with pointers to more info.

>
> I have heard of a story (I believe it's true as it came from a reliable
> source) about a US Warship which was modified to run WinNT as it's OS.
> It had to be towed back to port when the OS crashed.
>
>

2976. Where can I buy 3" diskettes for my AMDEK AMDISK III drive ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-13 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921319884.16858.1.rover.d4ee0f47@news.demon.nl>
Source record: 3093
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

I have bought a diskdrive AMDEK AMDISK III and want to buy some disks for it, I also need the disk that came original with the drive. When some can help me please e-mail...

Gtx,
Rene

E-mail: Rene@underground.demon.nl

2977. I need XETERM for XM301 ATARI modem...

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-13 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921319885.16858.3.rover.d4ee0f47@news.demon.nl>
Source record: 3094
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

I have bought this modem but it didn't have the diskette included. Is there someone who can mail it to me?

Gtx,
Rene

E-mail: Rene@underground.demon.nl

2978. Need diskette that came with AXLON 288Kb memory upgrade for ATARI 800...

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-13 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921319885.16858.2.rover.d4ee0f47@news.demon.nl>
Source record: 3095
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

```
Please mail to:

Rene@underground.demon.nl
```

2979. Live Chat with Roger Burrows (Maker of ExtenDos)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36EAD55F.3C93@geocities.com>
Source record: 3096
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,,comp.sys.atari.programmer,stgt.atari,alt.steinberg.cubase

Scheduled Chat Sessions

Click the Main Chat Room menu option to join us for the scheduled chats. Chats are schedule every Saturday night at 8:00PM CST.ï¿½ Please stop by for a while.ï¿½ Note the special chat nights listed below.ï¿½

Saturday, March 13th 8:00pm (Central Standard Time USA)
We invite Roger Burrows, Anodyne Software, maker of ExtenDOS to join us to discuss his newest software and support of other Atari products as he champions one of the biggest aspects of current Atari users--compatibility.

THAT TONIGHT ON HTTP://WWW.ATARIUSERS.COM/AUNT

(PS: We would like to set up a chat session during the European hours for our site since many have voiced an interest. If you would like to be our guest or know of someone who would be a good guest speaker, contact me at clu-da-bard@geocities.com)

2980. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-13 00:00:00 UTC
From: Wookiee <wookiee@axess.com>
Message-ID: <36EB3EB8.A29@axess.com>
Source record: 3097
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Christian Froeschlin wrote:
>
> Julian Gold wrote:
> >
> > To the best of my knowledge, nobody ever died from Win95 blue screening :-)
>
> Don't forget that a lot of vital machinery is controlled by software,
> ranging from airplanes to nuclear power plants. Heaven help us if some
> of the developers believe Microsofts claim that e.g. Windows NT is a
> stable operating system.

Windows and NT are not mission critical OS's -- you will not see either
running a launch of the space shuttle in the near future.

2981. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-13 00:00:00 UTC
From: thads@csn.net
Message-ID: <F2062Q9yttfl089yn@csn.net>
Source record: 3098
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <36e73c4f.0@news.netdirect.net.uk>,
"Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk> wrote:

>1: IT IS IMPOSSIBLE TO CREATE 100% BUG-FREE SOFTWARE.
>
>This isn't an excuse for lazy programming. It is a *scientifically
>proven FACT*. Computer programs are complex systems and, as such, just
>as liable to the whims of Chaos Theory as the weather. The more
>variables a programmer has to deal with, the more likelihood of bugs
>there will be. PERIOD.

Yes, complex programs are harder to implement correctly than simple
programs. That doesn't support your hypothesis that bug-free software
is impossible.

>2: IT *IS* POSSIBLE TO REFUSE TO BUY SOFTWARE THAT HAS BUGS IN IT.

According to your first point, that would simply mean refusing to buy
any software at all. ;-)

>Nobody - and I repeat: NOBODY - is forcing you to buy a buggy game at
>gunpoint.

I agree with that!

>It is ALSO possible to return *ANY* game to the shop it was bought from
>and ask for a refund, if you can prove it was "not of merchantable
>quality". If a game is refusing to run on your PC, IT IS NOT SUITABLE
>FOR THE PURPOSE FOR WHICH IT WAS BOUGHT, therefore you ARE entitled to
>a refund.

Well, of course you can always ASK for a refund. Just because
something you bought doesn't do what you expected does not mean that
you are entitled to a refund, though.

I once bought a nylon rope to pull my car out of a snowy driveway. We
tied it between the car and another, pulled, and got the car moving
until it went off an embankment after cutting the rope on a bumper (I
finally got a tow truck). I expected the rope to get my car out
safely, but it didn't happen. It probably didn't say it would pull
cars out of stuck positions and I took the risk that it might not work
for my purpose when I bought it.

If the label on the box guarantees that it will run on any class of
systems that covers your computer, then take it back if it doesn't

work. I have no problem with a business having a no-refunds policy.
I just might choose to shop elsewhere. Caveat emptor.

>In most Western countries, this is a *statutory* right. Any computer
>games retailer who operates a "No Refunds" policy should be reported to
>the police, as they are breaking the law.

I seriously doubt that, especially if it was conspicuously posted.

>It's amazing how quickly the words "I'll see you..." and "...in court"
>can change the attitude of a shopkeeper. Especially when they're
>pronounced clearly, succinctly, and *loudly* in front of an audience.

You are right that most businesses would do that as a matter of
maintaining good customer relationships.

Thad

2982. RSC-files in Assm.

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-14 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <36eb8889.186854@nntpserver.swip.net>
Source record: 3000

```
Hi!
Can someone help me with a simple sourcecode for loading RSC-files in
assembler.
My codes always crashes the computer.
I'm using Devpac 3 and using the Gemmacro.i library.

/Jeppe
```

2983. Re: How about old software to become fr

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7cgk7a$171$5@news2.xs4all.nl>
Source record: 3001

On 13 Mar 1999 23:39:42, Thad Smith wrote:
>In article <36e73c4f.0@news.netdirect.net.uk>,
>"Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk> wrote:
>
[...]
>
>>In most Western countries, this is a *statutory* right. Any computer
>>games retailer who operates a "No Refunds" policy should be reported to
>>the police, as they are breaking the law.
>
>I seriously doubt that, especially if it was conspicuously posted.

Call the police is not done, but the law in my country is quite
clear: a refund in real money if the product doen not perform as
indicated on the parcel, in advertising etc.

But most managers and shop owners think that that law is not for them
and you. And there are many lawyers taking up the case for the seller.
And always loosing on court, but that they do not tell their
customers....

If functioning/not funcioning can only be expirienced by opening the
parcel, breaking the seal etc. then the story: 'it is opened and
used' is not valid in court.

But who takes the trouble going to court? Only rich people can pay
that.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl>

2984. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-14 00:00:00 UTC
From: Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk>
Message-ID: <36ebfbe4.0@news.netdirect.net.uk>
Source record: 3002
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Thad Smith wrote in message ...
>In article <36e73c4f.0@news.netdirect.net.uk>,
>"Sean Timarco Baggaley" <stimarco@solarflair.ndirect.co.uk> wrote:

>>1: IT IS IMPOSSIBLE TO CREATE 100% BUG-FREE SOFTWARE.

>>This isn't an excuse for lazy programming. It is a *scientifically
>>proven FACT*. Computer programs are complex systems and, as such,
just
>>as liable to the whims of Chaos Theory as the weather. The more
>>variables a programmer has to deal with, the more likelihood of bugs
>>there will be. PERIOD.

>Yes, complex programs are harder to implement correctly than simple
>programs. That doesn't support your hypothesis that bug-free software
>is impossible.

Depends on the complexity of the platform. Small, simple games can be as near-as-dammit bug-free as it is possible to get. NOBODY can guarantee 100% that it will run on any one particular system, though. On the PC, developers simply have no way of knowing in advance what other software you have installed or what other hardware you have installed. (This is why Macs and consoles tend to get far fewer problems with buggy software releases.)

As the platform becomes more complex - and the PC is about to have *two* new hardware bus standards foisted upon it, as well as Rambus technology - then the likelihood of a clash between different software / hardware combinations increases.

Someone asserted that Chaos Theory only applies to unknowable "natural laws". Software *IS* a definition of laws for the computer to follow. I've seen no valid reason why Chaos Theory should only apply to "natural" laws, so I assert the view that Chaos Theory applies to *any* area where some laws are unknowable.

On the PC, the developer has *NO WAY* of knowing which software laws are being obeyed by your particular machine, so it is impossible to ensure 100% perfection.

This isn't a perfect world.

>>2: IT *IS* POSSIBLE TO REFUSE TO BUY SOFTWARE THAT HAS BUGS IN IT.

>According to your first point, that would simply mean refusing to buy
>any software at all. ;-)

Not really. A well-programmed console game could be assumed to have a
negligible number of bugs.

The point is to pick and choose which *grade* of bugs you're willing to
put up with. Console games are simply not allowed to 'blue screen' the
machine; they won't be passed by Sony / Nintendo / Sega's QA
departments if they do. And there is very little excuse for doing so
anyway, since a console is a single-tasking machine with a wholly known
suite of software. (Barring anything the manufacturer isn't telling
anyone about.)

On a PC, 'stupid' bugs should not be there. Stupid fatal errors of the
"Oh look! My installer mis-copied some files, so I'd better crash the
machine silly" variety. These are inexcusable, since these bugs are
wholly under the developer's control.

However, it is possible that you may get a 'blue-screen' bug if you've
just installed a swanky new graphics card (with its new, relatively
untested drivers), which wasn't even designed at the time of a game's
launch. In these cases, the fault actually lies in the hardware
manufacturer, rather than the game. If you've only just bought the
game, then you can still return it, since it no longer fulfills the
"Merchantability" aspect of the unwritten contract between buyer and
seller.

(IMPORTANT NOTE: I'm using my knowledge of UK (and some EU) laws and
regulations here, since I know little of how the US retailing laws
work. Presumably, the US has similar protection, but then again, it may
not.)

>>Nobody - and I repeat: NOBODY - is forcing you to buy a buggy game at
>>gunpoint.

>I agree with that!

>>It is ALSO possible to return *ANY* game to the shop it was bought
from
>>and ask for a refund, if you can prove it was "not of merchantable
>>quality". If a game is refusing to run on your PC, IT IS NOT SUITABLE
>>FOR THE PURPOSE FOR WHICH IT WAS BOUGHT, therefore you ARE entitled
to
>>a refund.

>Well, of course you can always ASK for a refund. Just because
>something you bought doesn't do what you expected does not mean that
>you are entitled to a refund, though.

You are so entitled (in the UK, at least) if it the contract between
buyer and seller is broken on the part of the seller. It is pretty
f*cking obvious that you're buying a game to play on *YOUR* PC, so if
the game fails to run on *YOUR* PC, the game is not of merchantable

quality.

If your PC is a Pentium 166 MMX with all the trimmings, and the box states "Minimum Requirements: Pentium 75 with all the trimmings", then you are within your rights to assume it will work on your PC. This is part of the implicit contract between a buyer and a seller.

>I once bought a nylon rope to pull my car out of a snowy driveway. We
>tied it between the car and another, pulled, and got the car moving
>until it went off an embankment after cutting the rope on a bumper (I
>finally got a tow truck). I expected the rope to get my car out
>safely, but it didn't happen. It probably didn't say it would pull
>cars out of stuck positions and I took the risk that it might not work
>for my purpose when I bought it.

Irrelevant.

This is like complaining about a game not running on your 486, even though it quite clearly states: "Min. Spec.: Pentium III running at 500MHz" on the box. In these cases, "Caveat Emptor" applies; shopkeepers aren't expected to read minds, and neither are they expected to be experts in the field of computer games.

It is up to the *buyer* to ensure they have taken every precaution. If the information provided by the retailer was wrong, or misleading, (eg: if the 'minimum spec' is clearly grossly inaccurate), then you are within your rights to return it, since the fault lies with the retailer.

IMPORTANT NOTE #2: The 'contract' in any such case is between YOU (the buyer), and the retailer (the seller). AT NO POINT IS THE PUBLISHER OR DEVELOPER INVOLVED. If you find that the 'minimum specs' are incorrect, the retailer HAS to provide a refund. After that, it is up to the retailer to then take up the matter with the publisher or distributor, since that is a SEPARATE contract.

This aspect often confuses people, but is well worth bearing in mind. If your retailer insists that you send the box back 'directly to the publisher', then *they* are breaking the contract between you and they. On NO account should you do this, otherwise the law will deem you to have agreed to the retailer's terms, and your original contract will be null and void.

(Note that a contract can be legally binding, even if it only ever exists in verbal form.)

>If the label on the box guarantees that it will run on any class of
>systems that covers your computer, then take it back if it doesn't
>work. I have no problem with a business having a no-refunds policy.
>I just might choose to shop elsewhere. Caveat emptor.

I do have a problem. In the US, you may put up with that sort of thing. In the UK, it really is illegal for a computer games retailer (and most

other classes of retailer) to have such a policy.

Don't forget, *about 50%* of the box price of any game *goes to the retailer*. The rest gets split (about 50/50) with the publisher and the distributor. The publisher then has to use its share to pay for the development costs.

When seen in that light, it's pretty obvious why many developers really wouldn't mind seeing online gaming and Internet distribution / retailing take off in a big way. Why have *three* middle-men when you can deal direct?

>>In most Western countries, this is a *statutory* right. Any computer
>>games retailer who operates a "No Refunds" policy should be reported to
>>the police, as they are breaking the law.

>I seriously doubt that, especially if it was conspicuously posted.

Nope. Read the law.

Many unscrupulous retailers will try that ploy, if only to put off the wallflowers and cut down on their returns. But that doesn't make it legal; they just have to be caught doing it. (There's no actual law that says it's illegal to *display* such a sign, but there is a law which prevents it from being valid.)

However, in the US, your mileage may vary...

>>It's amazing how quickly the words "I'll see you..." and "...in court"
>>can change the attitude of a shopkeeper. Especially when they're
>>pronounced clearly, succinctly, and *loudly* in front of an audience.

>You are right that most businesses would do that as a matter of
>maintaining good customer relationships.

And you'd be amazed at how few people would actually consider doing it.

*

There is a school of thought that believes "no refunds" retailers are only trying to prevent piracy. This is bullshit. Retailers couldn't care less, since they *never* lose out. They get to keep their share of the money, even for returned goods. The problem for them, is that it's a *hassle* to handle returns. They have to pay someone to pack it away, label the box, fill in forms, and so forth. Far easier to just try the "Which part of 'No Refunds' do you not understand?" ploy.

--
Sean Timarco Baggaley

2985. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-14 00:00:00 UTC
From: Quentin Christensen <ogo1@mynx.wow.aust.com>
Message-ID: <36EB34D2.A3ECFD1@mynx.wow.aust.com>
Source record: 3099
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Sean Timarco Baggaley wrote:
>
> Ben Hutchings wrote in message <7c75cs$2rv$1@zzumbouk.demon.co.uk>...
>
> [...]
>
> It was called "BRender", was ludicrously overhyped and, because it came
> out just before decent 3D accelerators came onto the market, it proved
> to be nowhere near as useful as they thought it was. (Remember the dire
> 'FX Fighter' game?) It was about as popular as a pyromaniac in a
> fireworks factory, and appears to have been put to sleep.
>
> Sean Timarco Baggaley

What was so bad about FX Fighter? I got a copy of that in a cd bundle,
and it wasn't too bad - I'm not a big fan of fighting games, but it
seemed alright.

Quentin.
--
May God stand between/ Quentin Christensen
you and harm in all / ogo1@mynx.wow.aust.com
the empty places / ICQ # 12889482
you must walk / http://www.ozemail.com.au/~mynx/quentisl/index.html

2986. Re: RSC-files in Assm.

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <36ed43ab.6388416@news.demon.co.uk>
Source record: 3003

```
On Sun, 14 Mar 1999 10:00:39 GMT, jesper.brannmark@swipnet.se (Jeppe
Bri¿½nnmark) wrote:

>Hi!
>Can someone help me with a simple sourcecode for loading RSC-files in
>assembler.

Not my strongest point these days!

>My codes always crashes the computer.

Daft question but i've done this myself many a time in C ...

Have you called appl_init and appl_exit correctly? ;-)

>I'm using Devpac 3 and using the Gemmacro.i library.

rscname:
dc.b "c.rsc"
dc.b 0

The size of these doesn't matter, as long as they are all big enough
...

global: ds.w 15
control: ds.w 5
intin: ds.w 16
intout: ds.w 2
intout: ds.w 7
addrout: ds.w 1

Now put their base addresses into an Aes Parameter Block ...

apb:
dc.l control
global
intin
intout
addrin
addrout

The control arrays takes the rsrc_load opcode followed by the current
size of each of the intin,intout,addrin,addrout arrays ...

control[0] = 110
control[1] = 0
control[2] = 1
control[3] = 1
```

```
control[4] = 0

Shove the address of the resource file name here ...

addrin[0] = rscname

Address of apb -> d1
move.l #apb,d1

Aes id code -> d0
move.l #200,d0

trap 2

int_out[0] = result code (0 = error)

That's more or less it. If somebody else posts a better example then
go with that - I program in C and may have omitted something!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

2987. Vote Today

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36ED5D16.6623@geocities.com>
Source record: 3004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

The House has a bill set up for a vote ASAP on whether to charge LD charges for Internet access even if you dial-up locally. This is something that affects each of us. Please read and forward:

Congress will be voting in less than two weeks. CNN stated that the Government would, in two weeks time, decide to allow or not allow a charge to your phone bill equal to a Long Distance call EACH time you access the Internet.

The address is http://www.house.gov/writerep/

If you choose, visit the address above and fill out the necessary form! If EACH one of us, forwards this message on to others in a hurry, we may be able to prevent this injustice from happening!

PLEASE PASS THIS ON!!!

2988. Re: Vote Today

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7cmaolmeb1@news4.isdnet.net>
Source record: 3005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

Doctor Clu a ?crit dans le message <36ED5D16.6623@geocities.com>...
>The House has a bill set up for a vote ASAP on whether to charge LD
>charges for Internet access even if you dial-up locally. This is
>something that affects each of us.

Not me. And it has nothing to do with Atari specifically.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2989. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-18 00:00:00 UTC
From: trd@cs.mu.oz.au
Message-ID: <7cq7lv$e2u$1@izvestia.its.unimelb.edu.au>
Source record: 3006
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

"Julian Gold" <julian.gold@psygnoSPAMsis.co.uk> writes:

> Excellent point. Always been one of my pet peeves. So howcum Ralph
>Nader's not gnawing on Bill Gates' ankle?

He is. Try searching for "Nader" and "Microsoft". You'll see he's
trying to break Microsofts stranglehold on pre-loading.

--
Tyson.

2990. FDI Programming question

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-18 00:00:00 UTC
From: Eric Desfonds <ricdef@cyberus.ca>
Message-ID: <36F1BEFB.6A034D7@cyberus.ca>
Source record: 3007

Hello,

We are currently building a system using the Atari Falcon 030 and its internal DSP (Motorola 56001). We overclocked the DSP to 50MHz already, but we would like to have sampling be done at 44.1kHz at the input port (the mic port).

Our project consists of sampling a sound in real-time, apply HRTF filters to it and output the sound through the headphones port.

We really need to use the FDI, since it can provide a steady clock at 44.1kHz, which should provide CD quality sampling and output... We believe we will need some DEV_CONNECT commands, but we have not yet found more info on the web for the use of the FDI...

Any help, tips, URLs, examples, would be really appreciated.

Thank you in advance
Eric Desfonds
for Gilles Charron and Martin Khalife

2991. Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-19 00:00:00 UTC
From: au576@lafn.org
Message-ID: <1999Mar19.150817.273@lafn.org>
Source record: 3008

Is somebody going to write a patch to fix the clock on the ST? On my ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't seem to have this problem, but my ST does and I would like to get it fixed.

--

__ ___ _ _
/ |/ /__ _____(_)__ ____ (_) ______Mark A. Mariani______
/ /|_/ / _ `/ __/ / _ `/ _ \/ / Los Angeles Free-Net
/_/ /_/_,_/_/ /_/_,_/_//_/_/ au576@lafn.org

2992. Patch for Y2K clock problem

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-19 00:00:00 UTC
From: au576@lafn.org
Message-ID: <1999Mar19.150507.29603@lafn.org>
Source record: 3009

Is somebody going to write a patch to fix the clock on the ST? On my ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't seem to have this problem, but my ST does and I would like to get it fixed.

--

__ ___ _ _
/ |/ /__ _____(_)__ ____ (_) ______Mark A. Mariani______
/ /|_/ / _ `/ __/ / _ `/ _ \/ / Los Angeles Free-Net
/_/ /_/_,_/_/ /_/_,_/_/_//_/_/ au576@lafn.org

2993. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-19 00:00:00 UTC
From: atari@bright.net
Message-ID: <7cuevu$1i$1@cletus.bright.net>
Source record: 3010

On 19 Mar 1999 15:08:17 , au576@lafn.org wrote:
>
>Is somebody going to write a patch to fix the clock on the ST? On my
>ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
>seem to have this problem, but my ST does and I would like to get it
>fixed.

Are you really gonna use the ST after 2028? The quickest fix
would be to sell the ST and keep the TT. That's what I did. ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2994. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-19 00:00:00 UTC
From: support@aktienman.de
Message-ID: <1doxsbw.ui8pte1bb5v5cN@isdn216-70.rz.uni-karlsruhe.de>
Source record: 3011

<au576@lafn.org> wrote:

> Is somebody going to write a patch to fix the clock on the ST? On my
> ST with TOS 1.4 the year goes to 2028 after 12/31/99.

Daniel Hoepfl did that already, see the link ("Korrekturprogramm") on

http://www.snailshell.de/y2k.html

bye, Thomas

2995. Programming the ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-19 00:00:00 UTC
From: Pat <pber@mb.sympatico.ca>
Message-ID: <7cv7sj$6ph$1@news1.mts.net>
Source record: 3012

I wish to use my 1040ST as a controller via the printer port. I was
wondering if there are any sites/links for hardware information.
ie Port addresses, IRQ, etc

So programming links would be great.
Thanks

2996. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-19 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk>
Source record: 3013

At 15:08:17, Fri, 19 Mar 1999 from Los Angeles Free-Net babbled on
about Patch to fix Y2K problem on ST to all the people at Computer group
comp.sys.atari.programmer
>
>Is somebody going to write a patch to fix the clock on the ST? On my
>ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
>seem to have this problem, but my ST does and I would like to get it
>fixed.
>

Try setting the date as dd/mm/yyyy

--
Clair Shaw Aka. CDS
ICQ:1043359 Pager:http://wwp.icq.com/1043359
mailto:Clair@Shaw1.freeserve.co.uk.no.spam.here http://surf.to/shaws
DELETE .NO.SPAM.HERE TO REPLY

2997. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: Zerothis <Zerothis@prodigy.net>
Message-ID: <7cvokm$12ka$1@newssvr03-int.news.prodigy.com>
Source record: 3014
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

When Microsoft says they want to make a deal, it means they've already screwed you and will now force you to approve of the event. Fair thee, be warned, says I.

Ben Hutchings wrote in message <7c75cs$2rv$1@zzumbouk.demon.co.uk>...
>
>In article <36e32a8d.0@news.netdirect.net.uk>,
>Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk> wrote:
>>
>>Man in the Moon wrote in message <7bt7ic$iu4$1@remarQ.com>...
><snip>
>>> By the way, what is
>>>argonaut?
>>
>>
>>Argonaut Software is owned by Jez San. They are based somewhere in
>>North London (last time I looked), and are still a going concern.
>>
>>They started out with Starglider for the Atari ST and Commodore Amiga.
>>Later, they moved into consoles and were the designers responsible for
>>the SNES' "StarFox" game (using a custom-designed 3D processor in the
>>cartridge). More recently, they created a few lacklustre PC games, and
>>are still involved with Nintendo.
>
>Argonaut also came up with some really fast 3D software libraries for
>the PC, which it was going to sell to Microsoft. Just before they
>signed a deal, Microsoft shafted them by picking someone else's
>software. And that is the story of Direct3D, so I heard.
>
>
>--
>Ben Hutchings, software engineer | web site to be reconstructed at some
time
>womble@ferret.lmh.ox.ac.uk | Team *AMIGA* | Jay Miner Society - www.jms.org
>Every program is either trivial or else contains at least one bug

2998. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: Zerothis <Zerothis@prodigy.net>
Message-ID: <7cvp2m$ud8$1@newssvr03-int.news.prodigy.com>
Source record: 3015
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Your kidding, My TI-85 calculator can handle divide by zero error with out crashing or corrupting data. I'd hate to think what would happen if the app had to calculate the square root of -1.

Drake Christensen wrote in message ...
>Well, yes and no.
>
>The warship was the Yorktown, which was the test ship for the Navy's
>SmartShip program. This ship is part of an X-program, similar to the Air
>Force' X-1 through X-15. One way to state the charter of an X-program
>is, "If it ain't broke, you didn't push it hard enough." IOW, the entire
>point of the exercise is not to prove that it works, but to quickly and
>fairly inexpensively test stuff you think might not work. Find out early
>the areas where your group's knowledge is weak so that you can focus
>attention and funds on those areas. The SmartShip program is years from
>being considered ready for installation. It's pre-alpha software.
>
>I believe that the specific fault was a divide by zero in a database
>application that crashed the app and corrupted a database to the point
>where it couldn't be fixed on-site. It's unclear to me whether that
>crashed the OS itself.
>
>If you're interested check out
>http://www.jerrypournelle.com/REPORTS/JERRYP/Yorktown.html for some
>correspondence on the incident with pointers to more info.
>
>>
>> I have heard of a story (I believe it's true as it came from a reliable
>> source) about a US Warship which was modified to run WinNT as it's OS.
>> It had to be towed back to port when the OS crashed.
>>
>>

2999. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: Zerothis <Zerothis@prodigy.net>
Message-ID: <7cvpjs$cp6$1@newssvr03-int.news.prodigy.com>
Source record: 3016
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

I seem to recall that the shuttle was piloted from a laptop computer for one
of the Mir dockings. What processor and OS were used?

Wookiee wrote in message <36EB3EB8.A29@axess.com>...
>Christian Froeschlin wrote:
>>
>> Julian Gold wrote:
>> >
>> > To the best of my knowledge, nobody ever died from Win95 blue screening
:-)
>>
>> Don't forget that a lot of vital machinery is controlled by software,
>> ranging from airplanes to nuclear power plants. Heaven help us if some
>> of the developers believe Microsofts claim that e.g. Windows NT is a
>> stable operating system.
>
>
>Windows and NT are not mission critical OS's -- you will not see either
>running a launch of the space shuttle in the near future.

3000. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: Zerothis <Zerothis@prodigy.net>
Message-ID: <7cvpqj$48qq$1@newssvr03-int.news.prodigy.com>
Source record: 3017

What about when a community bands together and gets a city to declair a building a historical monument, there by making it illegal for the owner to demolish it?

3001. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: Zerothis <Zerothis@prodigy.net>
Message-ID: <7cvqf4cpi1@newssvr03-int.news.prodigy.com>
Source record: 3018
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

>>In most Western countries, this is a *statutory* right. Any computer
>>games retailer who operates a "No Refunds" policy should be reported to
>>the police, as they are breaking the law.
>
>I seriously doubt that, especially if it was conspicuously posted.

It's true, here in California a man bought a dozen or so microsoft products and spent three weeks trying to install and run them. The experience convinced him never to use Microsoft again but, the store said they would only refund him for incomplete or damaged software after seven days. He tried arguing that the software was defective in it's 'complete' and 'undamaged' form. The courts agreed and the store was forced to give a refund to the man.

3002. Re: Programming tools

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: Daniel Bruce Lynes <newsmail@home.nospam.com>
Message-ID: <jgOI2.15975$I_3.13453@news.rdc1.bc.wave.home.com>
Source record: 3019
Cross-posted to: comp.os.os2.programmer.misc,comp.os.os2.programmer.oop,comp.os.os2.programmer.porting,comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

happyprogrammer@softwaretools.com wrote in message
<18039920.1518@softwaretools.com>...

>Developers, I have been looking for software tools to help me create a
website for my bosses store in Ft. Lauderdale Fl. and I thought I would have
to pull all my hair out before I finished. Then I found Object Tiger, what a
life saver they were for me.
>
>I found a cool app that allowed me to create a web page that has a live
user sign-up screen, No more setting up users in user manager.
>
>There are a lot more products there to help in app development.
>
>Check out http://207.36.139.154

Why would you post to this to Acorn, OS/2, and Amiga programming newsgroups?
It's all Windows garbage.

3003. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk>
Message-ID: <36f40990.0@news.netdirect.net.uk>
Source record: 3020
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Zerothis wrote in message
<7cvpjs$cp6$1@newssvr03-int.news.prodigy.com>...
>I seem to recall that the shuttle was piloted from a laptop computer
for one
>of the Mir dockings. What processor and OS were used?

If 'Independence Day' is to be believed: MacOS.

--
Sean Timarco Baggaley

3004. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: Michael Tickle <michael.tickle@stud.umist.ac.uk>
Message-ID: <921966257.7537.0.nnrp-02.c1ed360a@news.demon.co.uk>
Source record: 3021
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Have you read about the London ambulance service famous computer @&*! up?
People died in that. People can and do die as a result of computer failure.

M

3005. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-20 00:00:00 UTC
From: PC Tech <tech405@123.net>
Message-ID: <nXZI2.2214$134.2599@news13.ispnews.com>
Source record: 3022
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

```
>>I seem to recall that the shuttle was piloted from a laptop computer
>>of the Mir dockings. What processor and OS were used?
>
>If 'Independence Day' is to be believed: MacOS.
>

I remember hearing somewhere that NASA was experimenting with Linux.....
```

3006. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-21 00:00:00 UTC
From: Spierings <omgang@internex.net.au>
Message-ID: <36F41475.633FB8A8@internex.net.au>
Source record: 3023
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

> If 'Independence Day' is to be believed: MacOS.

ha ha ha ha ha ha ha ha ha ha ha ha ha
I believe.
Hollywood is always presenting factual and interesting stories in their
movies. ;)

I've got to go check out that UFO that just landed in my backyard,

Andre

Apologies about wasting bandwidth with this useless post.

3007. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-21 00:00:00 UTC
From: Sean Timarco Baggaley <stimarco@solarflair.ndirect.co.uk>
Message-ID: <36f468f1.0@news.netdirect.net.uk>
Source record: 3024
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

Michael Tickle wrote in message
<921966257.7537.0.nnrp-02.c1ed360a@news.demon.co.uk>...
>Have you read about the London ambulance service famous computer @&*!
up?
>People died in that. People can and do die as a result of computer
failure.

People didn't die "as a result of computer failure". The *computers*
were only doing what they were bloody told to do. It was the "people"
who failed.

Indeed, rather a large number of people had been screaming at them NOT
to use the system, since it was known to be unsafe. The system was
built by a company called Electronic Data Systems ("EDS"), and this
particular company as a long, long record of fuck-ups. They still make
regular appearances in Private Eye.

(Does anyone know of a project they've actually managed to get
right?)

--
Sean Timarco Baggaley

3008. Patch to fix Y2K problem on ST and more;)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <gEyu+GADpN92Ew9Y@steverosie.demon.co.uk>
Source record: 3025

In article <7cuevu$1i$1@cletus.bright.net>, Lonny Pursell
<atari@bright.net> writes
>On 19 Mar 1999 15:08:17 , au576@lafn.org wrote:
>>
>>Is somebody going to write a patch to fix the clock on the ST? On my
>>ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
>>seem to have this problem, but my ST does and I would like to get it
>>fixed.
>
>Are you really gonna use the ST after 2028? The quickest fix
>would be to sell the ST and keep the TT. That's what I did. ;-)
>

You never know, there are users who still use the Speccy and with MIDI
as standard, the ST is a cheap MIDI instrument;)

Why buy a dedicated word processor (the ones with vdu, printer etc.. in
one unit.), when for half the price you can buy an Atari, printer,
monitor and entertainment software thrown in and is liable to be
supported longer than them.

After all why did many programmers not think that computers would be
around after the year 2000!!!

I look forward in supporting the Atari range for many years to come, and
if they are still around when I pop my clogs, I hope my kids, kids will
take on where I left off.

when I reply to articles, I think and type at the same time, just like
you would when having a one sided conversation. So I have thoughts that
pop into the absent area between my tabs (northern/midlands slang ears).

Why can't the ST's OS ROM's be modified, as there are plenty of spaces
that could be used to squeeze an extra bit of code.

I've got a Unison EPROM programmer, of which the people who created the
beast have told me that I can do virtually anything I want copyright
wise! (they also said I can have all the development material when they
can find them in their archives etc...)

Anyway, it's fine for the 27 series 28-pin dil EPROM's, what I could do
with is and adapter that allows me to use 32-pin EPROM's manually
switching between the blocks and plugs into the 2 ZIF sockets! or a
programmer that can already take them!

--
Cheers! for now

Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: (+44) 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3009. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-22 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <ZIDnJCAeba92EwLB@my-ste.demon.co.uk>
Source record: 3026

In article <S7ZBTWA8dt82QwZN@shaw1.freeserve.co.uk>, Clair Shaw
<Clair@shaw1.freeserve.co.uk> writes
>At 15:08:17, Fri, 19 Mar 1999 from Los Angeles Free-Net babbled on
>about Patch to fix Y2K problem on ST to all the people at Computer group
>comp.sys.atari.programmer
>>
>>Is somebody going to write a patch to fix the clock on the ST? On my
>>ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
>>seem to have this problem, but my ST does and I would like to get it
>>fixed.
>>
>
>Try setting the date as dd/mm/yyyy

That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
problem with dates beyond 31/12/1999. As soon as the date is read from
the keyboard clock, which the XBIOS uses, the date will jump to 2028.
The same code exists in all the versions of TOS I've looked at, from
1.00 to 2.06, as well as Magic. There's only 3 ways round this. problem.

1: Load a patched version of TOS into RAM;
2: Use a patched version of Magic;
3: Find someone with an EPROM blower and blow a patched version of TOS
into EPROMs.

ATM, I'm using the second of these, although once I get MiNT installed
correctly, I'll have the problem back again :(

BTW, if you want some more info about the problem, Philip Taylor wrote a
good explanation about it, and how to solve it, in article:

Message-ID: <7cirnskps1@plug.news.pipex.net>

--
David Bolt

3010. Putting controls directly onto windows

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-22 00:00:00 UTC
From: wavemaker@my-dejanews.com
Message-ID: <7d4fjj$m72$1@nnrp1.dejanews.com>
Source record: 3027

Hello!

I was wondering how you put controls (buttons, sliders, etc.) directly onto a window in a ST program. I know how to create dialog boxes with controls using a resource editor, but I've never been able to discover how to do the same thing with a window.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3011. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-22 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <36f63cd836dfc50@xs4all.nl>
Source record: 3028

on Mon 22-03-1999 02:11 David Bolt wrote:

>That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
>problem with dates beyond 31/12/1999. As soon as the date is read from
>the keyboard clock, which the XBIOS uses, the date will jump to 2028.

I have an old Mega 4 with TOS 1.4, but I have none of the problems you
describe. The clock on the control panel duly jumps to 01/01/00 from
12/31/1999 to 01/01/2000, and when I set it to February 28, 2000
23:59:59, it goes correctly to February 29, 2000 after a second.
There's nothing wrong here, no millennium problem whatsoever with my
ST.

--
Jos den Bekker
<josdb@xs4all.nl>
http://www.xs4all.nl/~josdb

3012. Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-22 00:00:00 UTC
From: Rory Street <Rory.Street@os-integration.com>
Message-ID: <36F63E7B.9326A818@os-integration.com>
Source record: 3029

Does anyone know where I am able to get a copy of Pure C from? I have looked everywhere but I don't think they sell it anymore.

Rory

3013. Re: Patch to fix Y2K problem on ST and more;)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36F65EF4.4CC0A3C0@directprovider.REMOVETHECAPITALS.net>
Source record: 3030

Steve Stupple a ï¿½crit :

> After all why did many programmers not think that computers would be
> around after the year 2000!!!
>

Similarly, it amazes me how Microsoft and PC manufacturers had the nerve
of selling systems with the Y2K bug up until 1998. The entire computer
industry should be prosecuted for this instead of making money on
"upgrades".

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3014. Re: Patch to fix Y2K problem on ST and more;)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-22 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990322194852.23296C-100000@hal.fishpool.com>
Source record: 3031

> > After all why did many programmers not think that computers would be
> > around after the year 2000!!!
>
> Similarly, it amazes me how Microsoft and PC manufacturers had the nerve
> of selling systems with the Y2K bug up until 1998. The entire computer
> industry should be prosecuted for this instead of making money on
> "upgrades".

Except that, Microsoft (and many others) have the following clause:
"offers no warranty against misusage nor that the product is fit for
particular intended purpose"

In other words, they don't tell you how it's intended to be used,
nor do they guarantee it's fit for that unspoken purpose. In plain
English: you buy, we make money. No questions asked nor answered.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

3015. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-22 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JCWQEDAPUP@cabal.shnet.org>
Source record: 3032

In <36f63cd836dfc50@xs4all.nl> Jos den Bekker wrote:
>on Mon 22-03-1999 02:11 David Bolt wrote:
>
>>That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
>>problem with dates beyond 31/12/1999. As soon as the date is read from
>>the keyboard clock, which the XBIOS uses, the date will jump to 2028.
>
>I have an old Mega 4 with TOS 1.4, but I have none of the problems you
>describe. The clock on the control panel duly jumps to 01/01/00 from
>12/31/1999 to 01/01/2000, and when I set it to February 28, 2000
>23:59:59, it goes correctly to February 29, 2000 after a second.
>There's nothing wrong here, no millennium problem whatsoever with my
>ST.

Same here (patched German TOS 3.06) - yet I had problems convincing my
TT030 of the dates as it's DCF77 receiver software corrected it much
too fast.

Thorsten

--

3016. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-23 00:00:00 UTC
From: pursuit@omen.net.au
Message-ID: <MPG.1160f182b6c064a99896a2@newsman.murdoch.edu.au>
Source record: 3033
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <nXZI2.2214$134.2599@news13.ispnews.com>, tech405@123.net says...
> >>I seem to recall that the shuttle was piloted from a laptop computer
> >>of the Mir dockings. What processor and OS were used?
> >
> >If 'Independence Day' is to be believed: MacOS.
> >
>
>
> I remember hearing somewhere that NASA was experimenting with Linux.....

Considering a lot of the network card drivers for Linux were developed there, I'd say it's a good bet. :)

Linux has been used by LNL in their Loki and other systems for parallel processing. I wouldn't be surprised if a lot of graphics rendering was taking place on Linux platforms at places like NASA.

Mike.

3017. Re: How about old software to become freely available ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-23 00:00:00 UTC
From: gerryq@indigo.ie
Message-ID: <2lKJ2.1157$kh3.519@news.indigo.ie>
Source record: 3034
Cross-posted to: comp.games.development.programming.misc,comp.sys.mac.programmer.games,alt.msdos.programmer,comp.os.msdos.programmer,comp.programming,comp.sys.amiga.programmer,comp.sys.atari.programmer

In article <MPG.1160f182b6c064a99896a2@newsman.murdoch.edu.au>, pursuit@omen.net.au (Somedude) wrote:
>In article <nXZI2.2214$134.2599@news13.ispnews.com>, tech405@123.net
>says...
>> >>I seem to recall that the shuttle was piloted from a laptop computer
>> >>of the Mir dockings. What processor and OS were used?
>> >
>> >If 'Independence Day' is to be believed: MacOS.
>> >
>>
>>
>> I remember hearing somewhere that NASA was experimenting with Linux.....
>
>Considering a lot of the network card drivers for Linux were developed
>there, I'd say it's a good bet. :)
>
>Linux has been used by LNL in their Loki and other systems for parallel
>processing. I wouldn't be surprised if a lot of graphics rendering was
>taking place on Linux platforms at places like NASA.
>
>Mike.

Graphics rendering? You mean Capricorn One WAS true?

- Gerry Quinn
http://bindweed.com

3018. cross compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-23 00:00:00 UTC
From: David Knight <david@ritter.demon.co.uk>
Message-ID: <m3u2vcz7n6.fsf@ritter.demon.co.uk>
Source record: 3035

Can anyone give me a list of things I need to build a cross compiling
environment for TOS to run under Linux?

Could egcs be used instead of gcc?

what about C/C++ libraries and GEM libraries?

David

--
The superior man understands what is right;
the inferior man understands what will sell.
-- Confucius

3019. Re: Patch to fix Y2K problem on ST and more;)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-23 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36F7C729.FA5340A6@directprovider.REMOVETHECAPITALS.net>
Source record: 3036

```
Martin-Eric Racine a ï¿½crit :
>
> > > After all why did many programmers not think that computers would be
> > > around after the year 2000!!!
> >
> > Similarly, it amazes me how Microsoft and PC manufacturers had the nerve
> > of selling systems with the Y2K bug up until 1998. The entire computer
> > industry should be prosecuted for this instead of making money on
> > "upgrades".
>
> Except that, Microsoft (and many others) have the following clause:
> "offers no warranty against misusage nor that the product is fit for
> particular intended purpose"
>
> In other words, they don't tell you how it's intended to be used,
> nor do they guarantee it's fit for that unspoken purpose. In plain
> English: you buy, we make money. No questions asked nor answered.
>

In french law, that sort of thing doesn't protect them from the "vice
cachï¿½" (hidden defects) regulations, that would apply here. I read an
interview in which the french minister responsable of fraud enforcement
was considering legal action in some such cases.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

3020. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-23 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <DsqhQEA6A+92Ewrx@my-ste.demon.co.uk>
Source record: 3037

In article <36f63cd836dfc50@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl>
writes
>on Mon 22-03-1999 02:11 David Bolt wrote:
>
>>That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
>>problem with dates beyond 31/12/1999. As soon as the date is read from
>>the keyboard clock, which the XBIOS uses, the date will jump to 2028.
>
>I have an old Mega 4 with TOS 1.4, but I have none of the problems you
>describe. The clock on the control panel duly jumps to 01/01/00 from
>12/31/1999 to 01/01/2000, and when I set it to February 28, 2000
>23:59:59, it goes correctly to February 29, 2000 after a second.
>There's nothing wrong here, no millennium problem whatsoever with my
>ST.

Does you Mega have a RTC built in? If it does, that could explain the
reason why you don't appear to have the same problem. AFAIK TOS looks to
see if there's a RTC and, if it there's one present, uses that to get
the time. If there isn't, it fetches the time from the keyboard.

It looks like the problem is going to only affect those STs without a
built in RTC which means that the pre-MegaSTs and the STE will be
affected. The MegaST(E)s, TTs and Falcons probably won't be affected.

--
David Bolt

3021. 3DO system (FZ-10) with 6 Games and 3 Controllers Going Cheap $71.00 on Auction

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-23 00:00:00 UTC
From: Me <ravi@wysitech.com>
Message-ID: <7d9dk8$qk4$1@news.erinet.com>
Source record: 3038
Cross-posted to: alt.atari.2600,alt.atari-jaguar.discussion,alt.games.myst,alt.games.video.sega-saturn,alt.sega.genesis,comp.emulators.game-consoles,comp.sys.atari.8bit,comp.sys.atari.programmer,rec.games.video,rec.games.video.arcade

```
Going on now at $71.00
Closes in few hours

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=80971282
```

3022. Re: Putting controls directly onto windows

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36F83CDD.5A43546A@cable.A2000.nl>
Source record: 3039

wavemaker@my-dejanews.com wrote:
>
> Hello!
>
> I was wondering how you put controls (buttons, sliders, etc.) directly onto a
> window in a ST program.

In very short:

You create a window in which your dialogue fits.
Use wind_calc to get the outside measures from the inside.
You can specify all window gadgets including sliders and arrows
in 'wind_create'.

'wind_open' generates a redraw event which you can catch in
'evnt_multi', you then just draw the dialogue, using 'objc_draw'.
Allways by using the rectangle list!!

The best way to handle a dialogue in a window, is to turn form_do()
inside out and embed its inside calls in your own central
evnt_multi loop.

Henk.

3023. Re: Putting controls directly onto windows

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36F83F1A.D7B34EBF@cable.A2000.nl>
Source record: 3040

> wavemaker@my-dejanews.com wrote:
> >
> > Hello!
> >
> > I was wondering how you put controls (buttons, sliders, etc.) directly onto a
> > window in a ST program.
>

P.S.
Set ob_x and ob_y of the dialogues root object allways
to x and y of the windows work area.
That's basicly the trick.

Henk.

3024. Audio AVR, WAV, SND and other audio-format decription wanted !!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <Ej0K2.24$481.127@news.get2net.dk>
Source record: 3041
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for a AVR, WAV, SND and other audio file format decription -
byte by byte.
I am making a converter - I know there are some PDs but they are not fast
and with the
right options.
If you got decriptions, or know where I can find some please mail me on
psloth@post2.tele.dk

3025. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <36f8ae2a1050910@xs4all.nl>
Source record: 3042

on Tue 23-03-1999 18:40 David Bolt wrote:

>Does you Mega have a RTC built in?

If `RTC' means `real time clock', the answer is yes. But real time
clocks are standard in the Mega, as in the MegaSTE and TT and Falcon,
as far as I know.

--
Jos den Bekker
<josdb@xs4all.nl>
http://www.xs4all.nl/~josdb

3026. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <36f8ae2a1050911@xs4all.nl>
Source record: 3043

on Mon 22-03-1999 17:00 Thorsten Guenther wrote:

>Same here (patched German TOS 3.06)

Patched? In what sense "patched"? I have an unpatched TOS 1.4 and it
doesn't have a millennium problem.

--
Jos den Bekker
<josdb@xs4all.nl>
http://www.xs4all.nl/~josdb

3027. Re: Audio AVR, WAV, SND and other audio-format decription wanted !!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7dapck$1ec$1@nnrp1.dejanews.com>
Source record: 3044
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Ej0K2.24$481.127@news.get2net.dk>,
<psloth@post2.tele.dk> wrote:
> I am looking for a AVR, WAV, SND and other audio file format decription -
> byte by byte.
> I am making a converter - I know there are some PDs but they are not fast
> and with the
> right options.
> If you got decriptions, or know where I can find some please mail me on
> psloth@post2.tele.dk

How about using the open source "sox" package as a starting point and optimize
it if you think that you can speed it up?

--
Julian Reschke (mailto:reschke@muenster.de)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3028. TT-Digger V5.4

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36F8E2A4.1C4D894B@cable.A2000.nl>
Source record: 3045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi you all.

A new spring,
a new version of the this interactive disassembler.

You now can:

Mark 16 bit PC relative jumptables and generate corresponding labels.
Quick find the appropppriate indirect jmp's and jsr's.
Give names to 'absolute word' operand addresses.
Give names to standard labels.
Attach a short comment to an address.

It is on my web page: http://people.a2000.nl/hrobbers/Homepage.html

Have fun

Henk Robbers.

3029. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JCYPEFALUP@cabal.shnet.org>
Source record: 3046

In <36f8ae2a1050911@xs4all.nl> Jos den Bekker wrote:
>on Mon 22-03-1999 17:00 Thorsten Guenther wrote:
>
>>Same here (patched German TOS 3.06)
>
>Patched? In what sense "patched"? I have an unpatched TOS 1.4 and it
>doesn't have a millennium problem.

- arrow bug fixed
- different logo shown after the machine is switched on
- WinX in ROM
- etc.

Thorsten

--

3030. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <aH4X6UA+dV+2EwiB@my-ste.demon.co.uk>
Source record: 3047

```
In article <36f8ae2a1050910@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl>
writes
>on Tue 23-03-1999 18:40 David Bolt wrote:
>
>>Does you Mega have a RTC built in?
>
>If `RTC' means `real time clock', the answer is yes. But real time
>clocks are standard in the Mega, as in the MegaSTE and TT and Falcon,
>as far as I know.

That could explain it then. It appears as though the machines without a
RTC are the ones that will be affected. Those with one probably won't
have any problems.

--
David Bolt
```

3031. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <0MfH2NA8+Q+2Qw+3@shaw1.freeserve.co.uk>
Source record: 3048

At 13:52:09, Mon, 22 Mar 1999 Jos den Bekker from Seni Translation
Services babbled on about Patch to fix Y2K problem on ST to all the
people at Computer group comp.sys.atari.programmer
>on Mon 22-03-1999 02:11 David Bolt wrote:
>
>>That won't help. The TOS in all STs upto, and including, TOS 2.06 have a
>>problem with dates beyond 31/12/1999. As soon as the date is read from
>>the keyboard clock, which the XBIOS uses, the date will jump to 2028.
>
>I have an old Mega 4 with TOS 1.4, but I have none of the problems you
>describe. The clock on the control panel duly jumps to 01/01/00 from
>12/31/1999 to 01/01/2000, and when I set it to February 28, 2000
>23:59:59, it goes correctly to February 29, 2000 after a second.
>There's nothing wrong here, no millennium problem whatsoever with my
>ST.
>
>

In some Operating Systems it does that. That's why I wrote a program
which handles setting the date with 4 digits

--
Clair Shaw Aka. CDS
ICQ:1043359 Pager:http://wwp.icq.com/1043359
mailto:Clair@Shaw1.freeserve.co.uk.no.spam.here http://surf.to/shaws
DELETE .NO.SPAM.HERE TO REPLY

3032. Re: FDI Programming question

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-24 00:00:00 UTC
From: arjanbok@xs4all.nl
Message-ID: <7dhvtcrj1@news2.xs4all.nl>
Source record: 3049

On Thu, 18 Mar 1999 22:05:31, Eric Desfonds wrote:

>We really need to use the FDI, since it can provide a steady clock at
>44.1kHz, which should provide CD quality sampling and output... We
>believe we will need some DEV_CONNECT commands, but we have not yet
>found more info on the web for the use of the FDI...

The FDI interface is controled by the three General Purpose Input Output
pins on the DSP port.
First these pins are set to funtion as output:
gpio(0,7); /* Set al 3 GPIO pins to output */
Next you can select or change wich frequency will by used by the FDI:
gpio(2,3); /* Set FDI to use 48KHz clock */
gpio(2,2); /* Set FDI to use 44.1KHz clock */
gpio(2,1); /* Set FDI to use external clock e.g. 32KHz from DAT recorder*/
Now the sound matrix may be connected in the way you want to use it with
the sourceclock set to external and the prescaler set to 1.

>but we would like to have sampling be done at 44.1kHz at the input port
>(the mic port).
>
>Our project consists of sampling a sound in real-time, apply
>HRTF filters to it and output the sound through the headphones port.

For your setup this could look somethink like this:
devconnect(adc, dsprec, srcclk, prescale, no_shake);
devconnect(dspxmit, dac, srcclk, prescale, no_shake);
with:
adc = 3
dsprec = 2
dspxmit = 1
dac = 8
srcclk = 1
prescale = 1;
no_shake = 1

However I found out that there may be som problems with the adc using the
FDI clock. This can perhaps be solved by making some more connections on
the sound matrix. E.g. first connect the extinp to the dsprec and next
changing it to connect the adc to dsprec.
So try to fidle around a bit with the sources and destinations in the devconnect command.

best regards, Arjan Bok
/ FALCON 030, FX-CARD soon to be changed to Centurbo IIb, JAGUAR

3033. Update of the Removers' WEB site

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-25 00:00:00 UTC
From: Stabylo/The Removers <benjamin.gandon@mines.u-nancy.fr>
Message-ID: <36FA033C.AD53321@mines.u-nancy.fr>
Source record: 2900

```
This update of our site concerns English speaking
people that will be able to consult our site in English :
(that's not too early)

http://perso.club-internet.fr/sbriais

Stabylo/The Removers
```

3034. Re: Patch to fix Y2K problem on ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-25 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990325125326.28555A-100000@hal.fishpool.com>
Source record: 2901

Sounds interresting. What did you use to produce the patched ROM image?
Could it also be used to integrate AES 3.40 (from TOS 4) into TOS 3.06?
Then, how did you make your new EPROM?

On Wed, 24 Mar 1999, Thorsten Guenther wrote:

> >>Same here (patched German TOS 3.06)
>
> - arrow bug fixed
> - different logo shown after the machine is switched on
> - WinX in ROM
> - etc.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

3035. Re: Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-25 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7dda6o$8o2$1@nnrp1.dejanews.com>
Source record: 2902

In article <36F63E7B.9326A818@os-integration.com>,
Rory Street <Rory.Street@os-integration.com> wrote:
> Does anyone know where I am able to get a copy of Pure C from? I have
> looked everywhere but I don't think they sell it anymore.

That's correct, PureC hasn't been updated or sold since 1992 (IIRC). It's a shame, but I believe ASH had some legal problems with Borland and just had to drop it. I don't think anybody has it in stock now, so you'll have to look for second-hand copies.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3036. Re: Patch to fix Y2K problem on ST and more

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-25 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7ddl49$fb0$6@news2.xs4all.nl>
Source record: 2903

Pleas people STOP.

Sonehow in this tread a encoded binary is sent nearly very dag.

Of about 400 kb

Until now this stupid joke has cost 1/2 dollar telephone costs!

And there are hundreds like me.

STOP STOP

There is another a newsgroup to put binairies in!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3037. Re: Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-25 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199903252014.a20099@su.maus.de>
Source record: 2904

Hi Jo!

J>PureC hasn't been updated or sold since 1992 (IIRC).
The latest version is from Mar 20 1993

Bye

Joerg

3038. Problems with G_STRINGs

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-26 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7dg7l5hqq1@athena.netset.com>
Source record: 2905

No this isn't a message about porn pics... ;)

I'm working on a project where I have a number of G_STRINGs in a
rsc file. The problem is as follows.

If I change the G_STRING to be equal to a static message in my
project, it will always redraw correctly.

However if I change the G_STRING to be equal to a message from an
external source, upon redraw it is corrupted, changed whatever you want to
call it. It's not what it was set to anymore.

Any ideas on where I'm going wrong? Or has the flu medicine
sapped the last of my mental abilities...

Dan Ackerman
aka baldrick@netset.com

3039. Re: Problems with G_STRINGs

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-26 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9903261748270.78-100000@mail.sol.no>
Source record: 2906

On 26 Mar 1999, Dan Ackerman wrote:

>
> No this isn't a message about porn pics... ;)

I didn't think so :)

>
>
> I'm working on a project where I have a number of G_STRINGs in a
> rsc file. The problem is as follows.
>
> If I change the G_STRING to be equal to a static message in my
> project, it will always redraw correctly.
>
> However if I change the G_STRING to be equal to a message from an
> external source, upon redraw it is corrupted, changed whatever you want to
> call it. It's not what it was set to anymore.
>
> Any ideas on where I'm going wrong? Or has the flu medicine
> sapped the last of my mental abilities...

Well, all I can say is that this should work! If you set, for a G_STRING
object, the op_spec pointer to point to a string, it should display that
string. I suggest you make sure you set the ob_spec correctly. If you are
sure you do, check that the string pointed to by the ob_spec is indeed
intact. I've done this plenty times, and it works, so I'm quite sure its
not a AES problem...

Odd Skancke - ozk@atari.org

>
> Dan Ackerman
> aka baldrick@netset.com
>
>
>

3040. FS 520ST (U.S.A. only)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-26 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990326121003.22305.00000269@ng-fy1.aol.com>
Source record: 2907

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha
Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry Populous
MetroCross Star Glider Conquest of Camelot

Guild of Thieves Star Ray Shadow of the
Beast II
Zork I AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron
HitchHiker's Guide to the Galaxy The Black Cauldron Swiftar
Battleship Obitus Alcon
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

3041. Re: Problems with G_STRINGs

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-26 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36FBC75A.7776226B@cable.A2000.nl>
Source record: 2908

Dan Ackerman wrote:
> > However if I change the G_STRING to be equal to a message from an
> > external source, upon redraw it is corrupted, changed whatever you want to
> > call it. It's not what it was set to anymore.

The question is: what is your 'external source' exactly?

Greetings
Henk.

3042. Re: Problems with G_STRINGs

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-26 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7dgo6t$cf7$1@athena.netset.com>
Source record: 2909

In article <36FBC75A.7776226B@cable.A2000.nl>,
Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
>Dan Ackerman wrote:
>> > However if I change the G_STRING to be equal to a message from an
>> > external source, upon redraw it is corrupted, changed whatever you want to
>> > call it. It's not what it was set to anymore.
>
>The question is: what is your 'external source' exactly?
>
>Greetings
>Henk.

In this case it was a modem. I finally found my problem. It was
a dual problem actually.

First I was directly manipulating the pointers of the ob_spec, so
of course temporary strings were lost.

Secondly after I modified that to be a strcpy, I discovered that
part of my strings weren't terminated. All seems to be fine now.

Thanks everyone,

Dan Ackerman
aka baldrick@netset.com

3043. Re: Falcon/CLab MK1 schemo's

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-26 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <922480282-256380AEicMi@xs4all.nl>
Source record: 2910

Hi all,

Does any of you know where I can find falcon/clab mk1
schematics on the web?
I'm also wondering about it's power supply requirements.
I know this is probably a bit off topic, excuses for that.

Thanx in advance!

Guido.

```
\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon-----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

--Guido Goebertus THD Studio Amsterdam----------
```

3044. Re: Vote Today

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-26 00:00:00 UTC
From: ¿ - Infinity Rising - ? <www@geocities.com/~timanov>
Message-ID: <7dhq7f$sv0@enews3.newsguy.com>
Source record: 2911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

Well, the US invented the bloody internet so I'm glad somebody's spreading the word. All I can hope is that the person who's spreading is telling the truth.

David Bolt wrote:

> In article <36ED5D16.6623@geocities.com>, Doctor Clu <clu-da-
> bard@geocities.com> writes
>
> <snip>
>
> >PLEASE PASS THIS ON!!!
>
> Please don't!!! It looks awfully like one of the Urban Legends listed
> at:
>
> <URL:http://www.scambusters.org/Scambusters22.html>
>
> The difference being that the one listed there refers to the FCC rather
> than Congress.
>
> This is totally off-topic and, even if true, wouldn't affect any of
> those net users outside the US.
>
> --
> David Bolt

--
"SMAQFWB: Small Mammals Are Quite Flavorsome When Baked."
Eat up!

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

3045. MagiC Documentation Project

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-28 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <01be78f7$cbae3700$LocalHost@xpnwjjkf>
Source record: 2912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

For a long time now, many programmers have been complaining that there are no programming docs for MagiC in English, and the MagiC author (Andreas Kromke) doesn't have the time to do his own translation.

Some of you may recall back in January a brief discussion about the lack of English programming docs for MagiC. Guy Harrison suggested starting a "community project" in the form of a web site where people could download parts of the German documentation and submit translations.

As a result, I've been in touch with Dr Kromke, who has kindly given permission to go ahead with the project, and has supplied the latest docs for MagiC. I've set up a pilot project with a few files initially, as the docs are extensive (the archive unpacks to over a megabyte). It's at:

http://www.whalley.demon.co.uk/atari/mdp/

The idea behind this site is to make available the German docs in easily-digestible (and downloadable) chunks for people to translate as and when they have the time and inclination. I myself have no German worth speaking of and I'm not a programmer either, so my role in this is purely as host for the pages and co-ordinator (where necessary) for the results.

The site also includes info on translation tools to help get you started.

All help will be gratefully received! Please take a look and contribute if you are able.

Thanks,
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3046. [Slightly OT] Lattice and Pacifist

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-28 00:00:00 UTC
From: odonnllb@vax1.tcd.ie
Message-ID: <1999Mar28.175450@vax1.tcd.ie>
Source record: 2913

I occasionally use Lattice (5.06) on Pacifist -it's quicker than switching on the ST and transferring stuff by floppy (Don't ask), and I have a very annoying problem.
Lattice will overwrite an object file, but absolutely refuses to overwrite the actual program file, so I have to delete the previous version by hand.
Any ideas about what I'm doing wrong - apart from using a PC?
Regards
Brian O'Donnell
odonnllb@tcd.ie

3047. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-28 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199903281824.a26507@su.maus.de>
Source record: 2914

Hi John!

JW>http://www.whalley.demon.co.uk/atari/mdp/
I think you should better not call that project mdp because there already is
something called mdp: the MiNT documentation project (german)

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

3048. Revised FS 520ST (U.S.A. only)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-28 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990328174717.03802.00001785@ng05.aol.com>
Source record: 2915

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha
Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry
MetroCross Star Glider

Guild of Thieves Star Ray Shadow of the
Beast II
AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron
The Black Cauldron
Battleship
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

3049. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-29 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <922724948.26372.0.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 2916

Hi J�rg

J�rg Westheide <Joerg_Westheide@su.maus.de> wrote in article
<199903281824.a26507@su.maus.de>...

> JW>http://www.whalley.demon.co.uk/atari/mdp/
> I think you should better not call that project mdp because there already
is
> something called mdp: the MiNT documentation project (german)

It's not actually called mdp, that's just the name of the directory it's in
on my web site. It's called the MagiC Documentation Project. However, if
it's going to cause confusion, I could change the directory name. Is it
likely to be a big problem, as anyone seeing the full name should have no
doubt as to what this is?

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3050. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-29 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199903291921.a30746@su.maus.de>
Source record: 2917

Hi John!

JW>However, if it's going to cause confusion, I could change the
JW>directory name.
This might possibly be better

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

3051. FS: Falcon System in the UK

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-30 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Message-ID: <3700985C.DCB8D2A0@syn.beetee.co-uk>
Source record: 2918
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech,uk.adverts.computer

```
Hello,

I have a complete Atari Falcon 030 system for sale for 350gbp ono.

This does not include shipping - I would prefer a buyer to
collect so that they can assure themselves that everything
is working before taking it away - I live in Newcastle upon Tyne.

See below for a complete description. Any questions, feel free to
email me.

Michael
--
# To send me an email substitute @ for % in this address:
# michael.clemmetsen%syntegra.bt.co.uk

------------------ cut here ------------------
** Falcon System **
4MB RAM, no internal IDE
External 520MB SCSI drive and Falcon SCSI to 50w SCSI connector.
Loaded and configured with the software listed below as well as
loads of freeware, shareware and demos mainly downloaded from the
internet.
(Seagate mechanism - ST3655N, including technical
documentation.
The drive is internally terminated so you do not need a
terminator, but will have to put it at the end of the SCSI
chain if you use any other devices.)
ClockPatch fitted (by System Solutions)
(Required for accurate Direct to Disk recording)
TT Keys fitted
(High quality replacement keyboard contact cups that
improve the keyboard feel -you'll definitely notice
the difference if you are a touch typist)
Falcon VDU port to VGA adapter cable
(required to connect to a SVGA or VGA monitor)
BlowUp Hard II
(Hardware attachment that plugs into the cartridge port
providing a faster horizontal sync, thereby allowing
higher resolutions on suitable monitors, i.e. those
that can take a variable horizontal synch signal up to
50KHz. Includes software drivers and manual. The software
can be used without the hardware if the monitor is
unsuitable, i.e. lower refresh rates have to be used.)
2 Mice
```

(Not Atari, i.e. better microswitched devices)

Tabby graphics tablet
(Approximately A5 size, including software drivers and manual)

SVGA Monitor
(Includes Polarising screen filter. Works well with the BlowUp
software, providing resolutions around 800x520,
depending on colour depth.)

Epson LQ100 24pin dot-matrix printer including Manual

** Commercial Software **
All are english language versions and are complete with
original disks and manuals.
* System
HD Driver 6
(Hard disk driver including format and setup)
NVDI 4.02
(Display accelerator and TrueType and Speedo Font
display and printing.
Including over 40 high quality Truetype fonts.)
Magic 5.13
(Pre-emptive multi-tasking operating system,
including support for Windows compatible
long file names)
Kobold 2.5
(Fast file copier and file management tool)
Geneva 006
(Co-operative multi-tasking operating system)
NeoDesk 4 005
(Replacement Desktop integrates seamlessly
with Geneva but also works with Magic)
NeoDesk CLI 2
(Command line interface that integrates with NeoDesk)

* Productivity
Papyrus 5.15
(The best word processor/pagelayout application
on the Atari platform. Includes features, such as
discontinuous selection not available in MS Word.
Can import and export to MS Word)
Calamus S
(Premier DTP app.)
Twist 2
(Relational Database)
Apex Media
(Falcon only graphics and animation app.)

* Programming
Lattice C 5.52
(Professional C compiler that can target all 680x0

processors. Comes with libraries and documentation for
creating fully compliant GEM programs.)
HiSoft C
(C interpreter. May not work on the Falcon, but useful
for its GEM library which could be used with Lattice)

* Games
The Killing Cloud
(3D point of view strategy/flight sim/shootemup in
21st Century Los Angeles.
May work on the Falcon using one of the ST
compatability programs e.g. Backwards)
Epic
(3D point of view strategy/flight sim/shootemup in
space and on distant planets.
May work on the Falcon using one of the ST
compatability programs e.g. Backwards)
Frontier - Elite II
(This works fine on the Falcon and can run from the
hard disk)

** Books & Manuals & Magazines **
Falcon System Manual
CalApp User Guide
(Calendar and Appointment Software supplied with Falcon)

The Atari Compendium by Scott Sanders (2 volumes)
Modern Atari System Software (HiSoft)
(Both these books are essential for any serious
Atari software development as they document all
the system calls and style guidelines for all
released versions of the TOS operating system.
As far as I know none of them are published anymore

Atari World - issues 1 to 11 inclusive

** Other **
Box of floppy disks with a variety of public domain, freeware
and shareware software, e.g. MiNT and a bunch of MiNT related
tools and utilities.

A few cables that may be of use.

3052. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-30 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990330162226.1288A-100000@hal.fishpool.com>
Source record: 2919

> > JW>http://www.whalley.demon.co.uk/atari/mdp/
> > I think you should better not call that project mdp because there already
> > is something called mdp: the MiNT documentation project (german)

Might sound corny but, how about "The MagiC Spell Project" ?

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

3053. FS 520ST (North America only)

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-30 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990330104944.08713.00000064@ng22.aol.com>
Source record: 2920

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, 1,
manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

3054. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-30 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <922828962.2440.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 2921

Martin-Eric Racine wrote in message ...
>Might sound corny but, how about "The MagiC Spell Project" ?

groan

Seriously, though, in the absence of a flood of confused people I'll probably leave it as it is, having just publicised the thing. Anyone linking to the site or mentioning it in newsgroups etc is going to use the word MagiC somewhere (which is a bit of a giveaway, no?), so I don't really see how altering a directory name is going to make much difference. Unless it looks like someone's going to try to start another pointless OS war (for the record, I mostly use MagiC, but I also have a MiNT setup and regard the two OSes as having different strengths and weaknesses: you use whichever is appropriate to your needs).

TTFN
John
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3055. Re: TT-Digger V5.4

Newsgroup: comp.sys.atari.programmer
Date: 1999-03-31 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7du49g$f19$1@news2.xs4all.nl>
Source record: 2922

On 24 Mar 1999 14:03:32 , Henk Robbers wrote:
Henk,
can you tell me with what software and in what way I can switch off a
clock in a midiprogram or extend the duration ??
I have a fine piece of software, which plays midifiles on my
multitasking TT, but it has a clock, that stops after 30 seconds !
I don't know where to look with a diskmonitor or can it be done with
TT digger ??
Jos

3056. Re: TT-Digger V5.4

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-01 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3702AE4D.9E84455F@cable.A2000.nl>
Source record: 2923

Jos Vlietstra wrote:
>
> On 24 Mar 1999 14:03:32 , Henk Robbers wrote:
> Henk,
> can you tell me with what software and in what way I can switch off a
> clock in a midiprogram or extend the duration ??

No I cant.

> I have a fine piece of software, which plays midifiles on my
> multitasking TT, but it has a clock, that stops after 30 seconds !
> I don't know where to look with a diskmonitor or can it be done with
> TT digger ??

TT-Digger is a disassembler. It recognizes code and translates it
to machine code instructions. It is intended for analysing or reading
code of which you do not have the sources.
!!It is forbidden to use it for reverse engeneering.!!
It is a powerfull tool for pinpointing bugs however.

Henk.

3057. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-01 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7dug2m$2a6$5@plutonium.compulink.co.uk>
Source record: 2924
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

John Whalley wrote in message <01be78f7$cbae3700$LocalHost@xpnwjjkf>...

>As a result, I've been in touch with Dr Kromke, who has kindly given
>permission to go ahead with the project, and has supplied the latest docs
>for MagiC.
Nice one John, best of luck with this venture. If any of the TransAction
team run out of projects I'll suggest they take a look.

3058. Toolbox DLL engine

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7dupuomrs1@newshost.comnet.co.nz>
Source record: 2925

The Toolbox is nearly ready to go to beta test.

The Toolbox is a DLL engine (written entirely in 68k assembly language) for the Atari ST family of computers, and requires just 32k of RAM for itself, and a computer running TOS 1.0 or better.

The archive (about 60 kbytes, uncompressed it totals around 150k) contains the Toolbox itself, example source code for a Toolbox library and an example application to use that library (designed around Lattice C 5.60, but should be usable with other languages), a CPX to configure libraries, and an accessory to display libraries that are currently loaded, and a few bare-bones manuals.

What is currently needed is a selection of people with varied computers to torture-test the Toolbox and supplied utils, and to write libraries and applications that use the Toolbox.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

3059. TT-res!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-01 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <37033a75.42511@nntpserver.swip.net>
Source record: 2926

Hello everyone.

Can someone please give me the resolutions of TT-low, TT-med and
TT-high (bitplanes & max X and max Y).

(Off topic:it took me three hours to post this usenet message using
windows 3.11 and Free agent. the computer locks everytime I press
numlock, scroll-lock is blinking, it crashes the serial port everytime
I try to connect, it takes 4-5 tries to connect to the server - coz
windows cannot handle the serial interface. grrr. fuck microsoft,
at first I thought it was a virus - but no it's just windows)

3060. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-01 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <922965794.20562.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 2927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Joe Connor wrote in message <7dug2m$2a6$5@plutonium.compulink.co.uk>...
>
>John Whalley wrote in message <01be78f7$cbae3700$LocalHost@xpnwjjkf>...
>
>>As a result, I've been in touch with Dr Kromke, who has kindly given
>>permission to go ahead with the project, and has supplied the latest docs
>>for MagiC.
>Nice one John, best of luck with this venture. If any of the TransAction
>team run out of projects I'll suggest they take a look.

Thanks, Joe. Much appreciated.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3061. Re: TT-res!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-01 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3703E095.55FD5040@cable.A2000.nl>
Source record: 2928

Jeppe Brï¿½nnmark wrote:
>
> Hello everyone.
>
> Can someone please give me the resolutions of
TT-low : x = 320, y = 480 planes 8 (pixels are rectangular)
TT-med : x = 640, y = 480 planes 4
TT-high: x = 1280,y = 960 planes 1

As you see they all take the same amount of memory.

Henk.

3062. Re: TT-res!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7e0vld$1mu$1@newshost.comnet.co.nz>
Source record: 2929

Jeppe Br&#65533;nnmark (jesper.brannmark@swipnet.se) wrote:
> Hello everyone.

> Can someone please give me the resolutions of TT-low, TT-med and
> TT-high (bitplanes & max X and max Y).

TTL: 320x480x8
TTM: 640x480x4
TTH: 1280x960x1

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

3063. gfa file

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-02 00:00:00 UTC
From: Rik Blomme <RIKBLOMME@HOTMAIL.COM>
Message-ID: <7e2ft9alg1@nnrp1.dejanews.com>
Source record: 2930
Cross-posted to: comp.sys.atari.programmer,alt.lang.gfa-basic

Can someone tell me what type of file test.gfa is when it begins with the
following words : "GFA rev 7.0".
Is there an editor for this type of file?

TIA,
Rik.

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3064. v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-02 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3704cb9237c27a0@xs4all.nl>
Source record: 2931

What exactly is the limit with v_gtext()? Hitherto I checked with vqt_extent() whether the extent if the string wasn't longer that twice the window width, and this works perfectly with mono-spaced fonts, even with large screens, but strangely enough it doesn't work with proportional fonts and very wide windows. Specifically, it doesn't work on a 17" monitor with the window set to full screen size. It seems there is an absolute extent beyond which v_gtext() warps the lines on screen, but how big is it?

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I'm nobody! Who are you?" - Emily Dickinson

3065. FS Jaguar Game System North America only)

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-02 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990402082100.15604.00001239@ng-ba1.aol.com>
Source record: 2932

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 2 Power Pads, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

3066. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3705385D.3AF519D4@cable.A2000.nl>
Source record: 2933

Jos den Bekker wrote:
>
> What exactly is the limit with v_gtext()?

I suppose you use a C compiler.
It shouldnt be limited at all.
The interface allows you to pass the number of entries in the
intin array. Unfortunately a bunch of compilers use global
static arrays for all those AES & VDI arrays. That is what is limiting
you.

There is nothing against rewriting the library module for v_gtext
in which you use the existing global array in a own local defined
aespb with all the other arrays locally declared with the length you want
them to have.

Henk.

3067. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3706343e.48867597@news.demon.co.uk>
Source record: 2934

On 2 Apr 1999 14:53:36 +0200, josdb@xs4all.nl (Jos den Bekker) wrote:

>What exactly is the limit with v_gtext()?

I've never seen one documented.

>Hitherto I checked with
>vqt_extent() whether the extent if the string wasn't longer that twice
>the window width, and this works perfectly with mono-spaced fonts,
>even with large screens, but strangely enough it doesn't work with
>proportional fonts and very wide windows.

Care to post a snippet of code that causes this problem?

>Specifically, it doesn't
>work on a 17" monitor with the window set to full screen size. It
>seems there is an absolute extent beyond which v_gtext() warps the
>lines on screen, but how big is it?

Methinks there'll be lots of factors. The standard font table has
(iirc) only 8 bit character offsets. These may get translated into
bugs or simply mean a limit of round about 256 chars on a line. I
wouldn't expect NVDI to suffer from this kind of problem though, or a
proportional non standard font, like a TrueType.

Memory might be an issue. If the reserved cache size has been exceeded
then this might trigger a bug in NVDI.

I'm starting to waffle. Lets see the code! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3068. Re: TT-res!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <3705b875.324551@nntpserver.swip.net>
Source record: 2935

Is all theese modes using 80 charcters wide mode and
25 lines per screen?

/Jeppe

3069. Re: gfa file

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <3705b8b5.389088@nntpserver.swip.net>
Source record: 2936
Cross-posted to: comp.sys.atari.programmer,alt.lang.gfa-basic

I guess it is a file for use with GFABASIC Window of GFABASIC DOS.
I seen GFABASIC DOS 4.11 or something, it was just a bad imitation of
the AES-routines on Atari. But 7.0 i guess windows.

>Can someone tell me what type of file test.gfa is when it begins with the
>following words : "GFA rev 7.0".
>Is there an editor for this type of file?

3070. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3705f3b01f557a0@xs4all.nl>
Source record: 2937

on Fri 02-04-1999 23:36 Henk Robbers wrote:

>I suppose you use a C compiler.
>It shouldnt be limited at all.
>The interface allows you to pass the number of entries in the
>intin array. Unfortunately a bunch of compilers use global
>static arrays for all those AES & VDI arrays. That is what is limiting
>you.
>
>There is nothing against rewriting the library module for v_gtext
>in which you use the existing global array in a own local defined
>aespb with all the other arrays locally declared with the length you want
>them to have.

I'm not sure I understand this correctly. I use PureC and the
prototype for v_gtext is

void v_gtext(int handle,int x,int y,char *string);

I suppose I could rewrite the library function, but then I don't have
the source code and don't know what AES/VDI calls it uses, or whether
it employs global arrays. In the latter case: I wonder why it
shouldn't constrict itself with a simple sizeof() operation.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I am, therefore I live."

3071. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3705f3b01f557a1@xs4all.nl>
Source record: 2938

on Fri 02-04-1999 21:44 Guy Harrison wrote:

>Care to post a snippet of code that causes this problem?

Well, take this for example:

```
void draw_line(int whdl)
{
char s[2000+1];
int pxy[4];
extern int vdi_handle;

memset(s,'b',sizeof(s)); /* or choose any character */
s[2000]='\0';

wind_get(whdl,WF_WORKXYWH,&pxy[0],&pxy[1],&pxy[2],&pxy[3])
pxy[2] += pxy[0]-1;
pxy[3] += pxy[1]-1;

vs_clip(vdi_handle,1,pxy);

v_gtext(vdi_handle,pxy[0],pxy[1],s);

... function for setting horizontal slider size and position

vs_clip(vdi_handle,0,pxy);
}
```

Now, if you do this, you will probably notice right away, and certainly after scrolling horizontally, that the line gets warped. The bug is independent of whether GDOS or NVDI or whatever is resident.

The solution which I have hitherto employed was to check if the extent of the string exceeds twice the window width and then truncate the string, if necessary:

```
int extent[8];
vqt_extent(vdi_handle,s,extent);
if (extent[4]>(pxy[2]-pxy[0]+1))
s[get_linepos(s,pxy[0],pxy[2])]='\0';
```

(The function get_linepos() calculates the position in the character array where the extent would exceed window width.)

This works perfectly with mono-spaced fonts, even with large screens, but it doesn't always work with proportional fonts. It works with "normal" window sizes and proportional fonts, but not, as I said before, with proportional fonts and a window set to full 17" screen size.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"It is never worth a first class man's time to express a majority
opinion. By definition, there are plenty of others to do that.
- G.H. Hardy

3072. Re: TT-res!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3705FE20.E93437A0@cable.A2000.nl>
Source record: 2939

Jeppe Brï¿½nnmark wrote:
>
> Is all theese modes using 80 charcters wide mode and
> 25 lines per screen?

Nope.

320/480 --> 40/30
640/480 --> 80/30
1280/960 --> 160/60

The system font is 8x16 pixels.

Henk

3073. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7e55js$r3e$1@snipp.uninett.no>
Source record: 2940

Jos den Bekker <josdb@xs4all.nl> wrote:

> What exactly is the limit with v_gtext()? Hitherto I checked with

Most (all?) VDI-bindings I've seen limits the lenght to 80 characters. For some stupid reason these bindings copy the entire string to a global array instead of just using the refered string, you can write your own binding to work around this. Just remember that the VDI expects each character to be 16 bit (word), and not 8 bit.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3074. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37061DB9.8521D8AA@cable.A2000.nl>
Source record: 2941

Jos den Bekker wrote:

> I suppose I could rewrite the library function.
> I wonder why it
> shouldn't constrict itself with a simple sizeof() operation.

Lack of imagination and lazyness?

I had a look at the PureC VDI lib. (with TT-Digger!!)
It seems there is no check on the length of the string.
And indeed the parameter areas are fixed length and static.
If the string is more than 256 characters the x and y are overwritten
and if the string is more than about 520, stuff not belonging to
the VDI is overwritten.

A few years ago I rewrote the whole GEMlib because I needed
a reentrant one.

You could split up the string in chunks of 255 char's,
or shall i dig it up and mail you my v_gtext ?
It is a long time ago however, so it will take som time.
But never mind, it's always good to fresh things up.

Henk.

3075. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37061EB1.E19751AC@cable.A2000.nl>
Source record: 2942

Jo Even Skarstein wrote:
>
> Jos den Bekker <josdb@xs4all.nl> wrote:
>
> > What exactly is the limit with v_gtext()? Hitherto I checked with
>
> For
> some stupid reason these bindings copy the entire string to a global array
> instead of just using the refered string.
> Just remember that the VDI expects each character to
> be 16 bit (word), and not 8 bit.

Thats why they all must copy.

Henk.

3076. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37058d43.6327578@news.demon.co.uk>
Source record: 2943

On Fri, 02 Apr 1999 23:36:29 +0200, Henk Robbers
<H.Robbers@cable.A2000.nl> wrote:

>Jos den Bekker wrote:
>>
>> What exactly is the limit with v_gtext()?
>
>I suppose you use a C compiler.
>It shouldnt be limited at all.
>The interface allows you to pass the number of entries in the
>intin array. Unfortunately a bunch of compilers use global
>static arrays for all those AES & VDI arrays. That is what is limiting
>you.

I nearly said "Noooo!" until I thought better of it and checked my
docs. ;-)

Looks like you've hit the nail on the head. I assumed (long forgot
actually), probably as Jos did, that a pointer to the string was
passed, not the darn thing itself.

>There is nothing against rewriting the library module for v_gtext
>in which you use the existing global array in a own local defined
>aespb with all the other arrays locally declared with the length you want
>them to have.

Hmm, I wonder if using wide strings would help any? Dunno anything
about them, but if every other char is zero then this could be local
intin[] directly. It's a thought. Can't be bothered to investigate it
though!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3077. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37063AFE.8F956345@cable.A2000.nl>
Source record: 2944

Henk Robbers wrote:
> Shall i dig it up and mail you my v_gtext ?

Well, I couldnt wait, Here it is.

Henk.

```
/* Hallo Jos
I've tested it just now, it works together with the existing bindings.
Henk Robbers.
*/

#define YES 1
#define NO 0

/* excerpt from a header file */
void setvdipb( /* PC cdecl */
int handle, /* d0 4(sp) */
int fu, /* d1 6(sp) */
int ii, /* d2 8(sp) */
int pi, /* 4(sp) 10(sp) */
int *contrl, /* a0 12(sp) */
int *intin, /* a1 16(sp) */
int *ptsin, /* 6(sp) 20(sp) */
int *intout, /* 10(sp) 24(sp) */
int *ptsout); /* 14(sp) 28(sp) */
/* -- */

#define MYLENGTH 2000 /* or whatever you need */
#define MAXIMIZE YES

void v_gtext(int handle,int x,int y,char *text)
{
int c[7],ii[MYLENGTH],i=0;
#if MAXIMIZE
while(i < MYLENGTH) if ((ii[i++]=*text++) == 0) break;
#else
while ( (ii[i++]=*text++) != 0);
#endif
setvdipb(handle,8,i-1,1,c,ii,&x,0L,0L);
}

/* Put this in a separate .S file

; I know the PureC bindings are faster, but these are reentrant,
; everything is on the stack, except what should not be used.
```

```
; if you dont trust your ROM vdi, remove the '*' below

* .bss
* __di: .ds.w 1
* __da: .ds.l 1
.globl setvdipb
.text
setvdipb:
move.l a0,-(sp)
move d0,12(a0); handle
move d1,(a0); fu
move d2,6(a0); n intin
move 8(sp),2(a0); n ptsin

lea -20(sp),a0; simply put vdipb on the stack
move.l 18(sp),16(a0); ptsout
* bne _1
* move.l #__da,16(a0) ; for stupid ROM vdi's
* _1:
move.l 14(sp),12(a0); intout
* bne _2
* move.l #__di,12(a0)
* _2:
move.l 10(sp),8(a0); ptsin
* bne _3
* move.l #__da,8(a0)
* _3:
move.l a1,4(a0); intin
* bne _4
* move.l #__di,4(a0)
* _4:
move.l (sp)+,(a0); contrl
move.l a0,d1
move.l #115,d0
trap #2
rts
.end
*/
```

3078. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37063FDF.3B63FD52@cable.A2000.nl>
Source record: 2945

Guy Harrison wrote:

> Hmm, I wonder if using wide strings would help any? Dunno anything
> about them, but if every other char is zero then this could be local
> intin[] directly. It's a thought. Can't be bothered to investigate it
> though!

Possibly DRI had this in mind originally.
Or it could as well be, as they called themselves "digital",
and looking at their fingers, that they noticed the space between
those. ;-)

Henk.

3079. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-03 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199904031926.a43437@su.maus.de>
Source record: 2946

Hi Jos!

```
JDB>char s[2000+1];
JDB>v_gtext(vdi_handle,pxy[0],pxy[1],s);
```

The problem might be that the VDI itself limits the length of the intin array and thereby the length of the string, so you will have to spilt your string. You can inquire the maximum length supported by the VDI via vq_extnd(1). You will then find the length in workout[15], -1 means no limit

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

3080. FS 520ST (North America only)

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-04 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990403193407.21885.00002371@ng41.aol.com>
Source record: 2947

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE: $200.00 + $15.00 S&H
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, 1,
manual, System & language disks, and mouse cleaning ball.

GAMES: $5.00 each + $5.00 S&H
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS: $7.00 each + $5.00 S&H
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

ENTIRE PACKAGE: $250.00 +$20.00 S&H
BTW, I am not leaving the Atari scene.

3081. 2 Atari System For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-04 00:00:00 UTC
From: Stephen Russell <st3@bellsouth.net>
Message-ID: <wJyN2.8528$Ek.3546503@news1.mia>
Source record: 2948

```
This is a great deal.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86492829
check it out.
```

3082. Patch for Y2K clock problem

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-04 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <OATNCAAetyB3Ewtn@thedruid.demon.co.uk>
Source record: 2949

Hi Mark,

> Is somebody going to write a patch to fix the clock on the ST? On my
> ST with TOS 1.4 the year goes to 2028 after 12/31/99. My TT doesn't
> seem to have this problem, but my ST does and I would like to get it
> fixed.

You must be using the old control panel, get Xcontrol it handles the year
correctly.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@thedruid.demon.co.REMOVE.TO.REPLY.uk |
+---+

3083. Programming the ST

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-04 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <MQ0N2FADuyB3EwNv@thedruid.demon.co.uk>
Source record: 2950

Hi there,

> I wish to use my 1040ST as a controller via the printer port. I was
> wondering if there are any sites/links for hardware information.
> ie Port addresses, IRQ, etc

The printer port is easy, here is some source, warts and all. It was originally bad code posted in here that I fixed up to make work - ignore the commented code, though it might be an interesting documentary on how not to do things.

You could also do it with Bconout from TOS.

```
; Simple code to print a text file
;
clr.l -(sp) ; supervisor
move.w #32,-(sp)
trap #1
addq.l #6,sp
move.l d0,old_usp ; save stack
lea.l file,a0 ; a0->text file
move.b (a0)+,d0 ; get first character
send_loop
bsr to_printer ; send it
move.b (a0)+,d0 ; get next
cmp.b #$ff,d0 ; end of file?
bne.s send_loop ; no, so continue sending characters
move.l old_usp,-(sp) ; user
move.w #32,-(sp)
trap #1
addq.l #6,sp
clr.w -(sp) ; exit
trap #1
;
to_printer
; move.b #14,$ffff8800.w ; IO port A
; ori.b #$20,$ffff8802.w ; centronics STROBE, general purpose OP
; eori.b #$20,$ffff8802.w
tp_online
btst.b #0,$fffffa01.w ; printer online?
bne.s tp_online
; move.b #14,$ffff8800.w ; IO port A
; move.b #0,$ffff8802.w ; printer font
; move.b #14,$ffff8800.w
; ori.b #$20,$ffff8802.w
```

```
; eori.b #$20,$ffff8802.w
move.b #15,$ffff8800.w ; IO port B - centronics output
move.b d0,$ffff8802.w ; character
move.b #14,$ffff8800.w
ori.b #$20,$ffff8802.w
move.b #14,$ffff8800.w
ori.b #0,$ffff8802.w
rts
SECTION DATA
file incbin "sourcefile'
dc.b $ff
SECTION BSS
even
old_usp ds.l 1
```

--

--

```
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@thedruid.demon.co.REMOVE.TO.REPLY.uk |
+-------------------------------------------------------------+
```

3084. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-04 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7e8a5q$a6a$2@snipp.uninett.no>
Source record: 2951

Henk Robbers <H.Robbers@cable.A2000.nl> wrote:

>> Just remember that the VDI expects each character to
>> be 16 bit (word), and not 8 bit.

> Thats why they all must copy.

Yes, but why to a static, global array? It's very limiting and makes it
impossible to write thread-safe code.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3085. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-04 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3707BDDD.99052C9A@cable.A2000.nl>
Source record: 2952

Jo Even Skarstein wrote:
>
> Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
>
> >> Just remember that the VDI expects each character to
> >> be 16 bit (word), and not 8 bit.
>
> > Thats why they all must copy.
>
> Yes, but why to a static, global array? It's very limiting and makes it
> impossible to write thread-safe code.

I already pointed that out. :-)
See my posts of fri 23.36 & sat 17.59

Henk

3086. VBL in ASM

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-04 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <3707d6b3.473233@nntpserver.swip.net>
Source record: 2953

Hi!
I'm just experimenting in ASM (68000 STE) (it's fast, very fast) and
just created some wonderful rasters using the XBIOS 7-call.
I tried the $ff8240-vector, but that wasn't really what I was looking
for.
Anyway I now got the idea to install theese to VBL! I can call
like any program in VBL, but not my rastersource.

Can someone tell me how to make a proper VBL call?

/Jeppe

3087. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-05 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37092d5a1376890@xs4all.nl>
Source record: 2954

on Sat 03-04-1999 15:55 Henk Robbers wrote:

>I had a look at the PureC VDI lib. (with TT-Digger!!)
>It seems there is no check on the length of the string.
>And indeed the parameter areas are fixed length and static.
>If the string is more than 256 characters the x and y are overwritten
>and if the string is more than about 520, stuff not belonging to
>the VDI is overwritten.

Hm. I've had problems reported with lines of about 140 chars. I'll try
again and make sure this report is correct.

>You could split up the string in chunks of 255 char's,

That would probably be best. I don't think I'll ever get windows with
that many chars.

>or shall i dig it up and mail you my v_gtext ?

Better still.

Thanks.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"A man who hates himself has an enemy whom he can never escape."
- Norbert Wiener

3088. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-05 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37092d5a1376891@xs4all.nl>
Source record: 2955

on Sat 03-04-1999 17:59 Henk Robbers wrote:

>Well, I couldnt wait, Here it is.

Thanks a lot, Henk! I'll try it, and let you know if it works.

> setvdipb(handle,8,i-1,1,c,ii,&x,0L,0L);

I noticed you don't use parameter `y'. Are you handling 4 bytes in
ptsin in the assembler code? (I'm afraid I don't know any assembler.)

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I am, therefore I live."

3089. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-05 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7ebcon$n10$2@snipp.uninett.no>
Source record: 2956

Jos den Bekker <josdb@xs4all.nl> wrote:

>>You could split up the string in chunks of 255 char's,

> That would probably be best. I don't think I'll ever get windows with
> that many chars.

And I didn't expect to ever fill that 100Mb harddrive I once had either
;-)

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3090. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37093B87.4AF9C252@cable.A2000.nl>
Source record: 2957

Jos den Bekker wrote:
> Thanks a lot, Henk! I'll try it, and let you know if it works.
>
> > setvdipb(handle,8,i-1,1,c,ii,&x,0L,0L);
>
> I noticed you don't use parameter `y'. Are you handling 4 bytes in
> ptsin in the assembler code? (I'm afraid I don't know any assembler.)

The portion of the stack that contains x and y is physically
acting as the ptsin array. So the address of that goes directly
to vdipb.
This is written for Pure C on ATARI with a 68K CPU.
It relies on the stack order and stack direction.
Very unportable. :-)
The 0L's (or nil) are for arrays that are not needed, and I dont
want to declare dummy everytime. (Over a 100 vdi functions)

Henk.

P.S.

I said I tested it, but I must confess I did NOT test it with
a string over 2000 bytes. ;-)

3091. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37094117.891D4E34@cable.A2000.nl>
Source record: 2958

Jos den Bekker wrote:

> That would probably be best. I don't think I'll ever get windows with
> that many chars.

On microfiche perhaps? How much m^2 are your's.

;-) Henk.

3092. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <370947EB.86294ABD@cable.A2000.nl>
Source record: 2959

Jos den Bekker wrote:

> Hm. I've had problems reported with lines of about 140 chars. I'll try
> again and make sure this report is correct.

This should fit on a 1280 screen, unless the font you use is on avarage
wider than 8 pixels per char. Which VDI do you use?

I have a NOVA vdi version, that has problems with clipping Italic's

Henk.

3093. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37095285.C0B8F8B1@cable.A2000.nl>
Source record: 2960

```
I wrote it in 1990

Now I am older and wiser I just had to post this one. :-)

Henk.

/* Hallo Jos
I've tested it just now, it works together with the existing bindings.
Henk Robbers.
*/

#define YES 1
#define NO 0

/* excerpt from a header file */
void cdecl setvdipb( /* PC cdecl */
int handle, /* d0 4(sp) */
int fu, /* d1 6(sp) */
int ii, /* d2 8(sp) */
int pi, /* 4(sp) 10(sp) */
int *contrl, /* a0 12(sp) */
int *intin, /* a1 16(sp) */
int *ptsin, /* 6(sp) 20(sp) */
int *intout, /* 10(sp) 24(sp) */
int *ptsout); /* 14(sp) 28(sp) */
/* -- */

#define MYLENGTH 2000 /* or whatever you need */
#define MAXIMIZE YES

void v_gtext(int handle,int x,int y,char *text)
{
int c[7],ii[MYLENGTH],i=0;
#if MAXIMIZE
while(i < MYLENGTH) if ((ii[i++]=*text++) == 0) break;
#else
while ( (ii[i++]=*text++) != 0);
#endif
setvdipb(handle,8,i-1,1,c,ii,&x,0L,0L);
}

/* Put this in a separate .S file

; I know the PureC bindings are faster, but these are reentrant,
; everything is on the stack, except what should not be used.

; if you dont trust your ROM vdi, remove the '*' below
```

```
.globl setvdipb
.text
setvdipb:
move.l 12(sp),a0; contrl
move 4(sp),12(a0); handle
move 6(sp),(a0); fu
move 8(sp),6(a0); n intin
move 10(sp),2(a0); n ptsin
lea 12(sp),a0; stack = vdipb
move.l a0,d1
moveq #115,d0
trap #2
rts
.end
*/
```

3094. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3709630C.24ECF946@cable.A2000.nl>
Source record: 2961

Henk Robbers wrote:
>
> I wrote it in 1990
>
> Now I am older and wiser ....

Shame on me!!! Not wise enough.
The &x can only work for a cdecl lib.
And that was exactly where my lib was meant for.

Jos!! change v_gtext as follows:
Put x & y in a local array and pass that:

```
int pin[2];

pin[0]=x,pin[1]=y;

&x ----> &pin
```

Or forget about it, because this whole thing may not be the the cause
of your problem at all.

The reason why it worked for me, is one of the great riddles
one encounters now and then. I am investigating this anyhow.

Henk.

3095. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3709e2ded369a0@xs4all.nl>
Source record: 2962

```
on Tue 06-04-1999 02:17 Henk Robbers wrote:

>I wrote it in 1990
>
>Now I am older and wiser I just had to post this one. :-)
>
>/* excerpt from a header file */
>void cdecl setvdipb( /* PC cdecl */
^^^^^

Yes, I wondered about that already.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I comme from Italy, on the Atlantic Auction." - Chico Marx
```

3096. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3709e2ded369a1@xs4all.nl>
Source record: 2963

on Tue 06-04-1999 03:27 Henk Robbers wrote:

>The &x can only work for a cdecl lib.

?

>Jos!! change v_gtext as follows:
>Put x & y in a local array and pass that:
>
>int pin[2];
>
>pin[0]=x,pin[1]=y;
>
>&x ----> &pin

Hasty again, I suppose. Should be &x ----> pin.

>Or forget about it, because this whole thing may not be the the cause
>of your problem at all.

What makes you think so? (I haven't tested it yet.)

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"It is never worth a first class man's time to express a majority
opinion. By definition, there are plenty of others to do that.
- G.H. Hardy

3097. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3709e33cd80920@xs4all.nl>
Source record: 2964

on Tue 06-04-1999 01:31 Henk Robbers wrote:

>This should fit on a 1280 screen, unless the font you use is on avarage
>wider than 8 pixels per char.

Are you referring to the real avarage character width? Or does VDI
query vqt_attributes() to get the "avarage" charwidth? With "Chicago",
a proportional GDOS font on my old Atari, I get a width of 12 in both
attributes[8] and attributes[6].

>Which VDI do you use?

I don't know. :)

>I have a NOVA vdi version, that has problems with clipping Italic's

Same here.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Nothing can be moister than the tears of an oyster."

3098. FS: Atari Falcon (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Message-ID: <3709D894.89261AB@syn.beetee.co-uk>
Source record: 2965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

```
Hello,

I have a complete Atari Falcon 030 system for sale for 275gbp.
Buyer collects or pays delivery.

4MB RAM, 520MB HardDisk, Epson LQ 100 Printer, SVGA monitor, Graphics
Tablet, loads of commercial and public domain software, books and
magazines. Email me for a complete description.

Michael
--
# To send me an email substitute @ for % in this address:
# michael.clemmetsen%syntegra.bt.co.uk
```

3099. WEB Site update about the PHENIX 060

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7eclo9$9ch$1@news.imaginet.fr>
Source record: 2966

PHENIX 060 - Version R1

We enjoy to announce you an updating of our site, particularly important
in the domain of the PHENIX, our computer.

Here are the last changes :

1 - the 040 version of the PHENIX is abandoned !
The PHOENIX will be therefore a computer basicly provided with the
mythical 68060 at 80MHz, giving 120 MIPS
(040 provides 32 MIPS at 40 MHz!).
Don't be affraid, prices of this 060 have quite changed and we are
therefore in measure to propose a 3 or 4 times
more powerful machine for only 2000 FF more in the full configuration.
This tariff could decrease according to providing of 060 because this
tariff takes account of the worst offer of our suppliers.

2 - LINUX 060 already exists!
Whereas with one or two 040, LINUX would have been just usable, the 060
offers the necessary strength for a comfortable utilization...
Let's not speak of two 060 (240 MIPS).

3 - the DSP56301 works at 100 MHz and its SRAM descends to 12ns. A light
increase of cost for 20 MIPS more(by DSP!).
The addition of a daughter card fitted with 3 DSP at 100 MHz is more
that ever of actuality with recent and new objectives of some of our
customers and partners.
This daughter card will be connected in the PCI slot #3 but it will be
possible to add an identical second of it in the PCI slot #2 (the #1 is
occupied by the graphic card).
Total, 7 DSP at 100 MIPS each (700 MIPS) and 3 DSP connectors offering
each 4 high bi-directional debit serial channels (either 12) of
33Mbits/s for all numeric application ways...

4 - The utilization of SDRAM instead of EDO is essentially reported to
an ulterior version of the PHENIX 060 for cost reasons and time of
development. The SDRAM supports are 4 times cheaper than the EDO
supports (so 60 FFS more) and besides it's necessary to harmonize SDRAM
signals in 3.3 V and signals of the 060 bus in 5V with very speed
buffers (2ns) and costly (60 FF of supplement).
Total, the added 120 FF on the motherboard compensate the gap of tariff
between a 32 Mo SIMM and a 32 Mo SDRAM.
For those that know the 060, it is true that he is compatible with
signals in 3.3V, but our PCI bridge is not: what obliges us to choose 5
V for all components of the 060 local bus.

Until 40 MHz as regards to performances, the SDRAM doesn't offer ANY advantage on the EDO 60ns: accesses are made on all sides in 1 cycle. Between 40 and 80 MHz, the SDRAM makes difference because she always permits BURST accesses in 1 cycle whereas the EDO obliges accesses in 2 cycles (that why the SDRAM imposed itself on computers where processsors reach 66, 80 MHz, and more...

On the PHENIX 060, the only way to take profit from the SDRAM is to pass the 060 in ' FULL SPEED' mode on its bus.
It means that instead of accessing the bus to an half frequency of its execution units (in our case 40 and 80 MHz), the 060 would access the bus to the same frequency than its units, so 80 MHz.
The gain is immediate: with EDO 60 nses, we can access at 80 MHz in BURST in 2 cycles, whereas the SDRAM offers 1 cycle.
It means that the 060 bandwith in RAM is 2 times more important !
Unfortunately, our PCI bridge can't be matched with the 060 beyond 45 MHz (verified timing for CENTEK by manufactory), what obliges us 060 accesses at half speed (HALF-SPEED mode) in bridge (toward the PCI bus).
We have a solution to this problem, but it will be for a little bit later, even though the challenge to wire a 060 in full speed on the SDRAM is exciting enough because that has never been achieved!
Imagine that the 060 in FULL-SPEED mode at 80 MHz is able" to swallow " 320 Mo/s with BURST of 1 cycle 80 MHz!
On Phenix R1, we should be sufficient with BURST 1 cycle 40 MHz, so 160 Mo/s... It is already excellent.

The PHENIX should be produced from JUNE 99.

For all question, we recommand you to visit our site before addressing you to our services, because we are already overflowed by numerous questions...

Thank you for your attention.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

3100. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <370A19CA.87C9485E@cable.A2000.nl>
Source record: 2967

Jos den Bekker wrote:
>
> on Tue 06-04-1999 03:27 Henk Robbers wrote:
>
> >The &x can only work for a cdecl lib.
>

Pure C by default uses D0,1,2 and A0,1 for passing parameters.
cdecl forces the more common method of pushing parameters on the stack.
Moreover, because it has been so long ago I forgot that I wrote
this reentrant lib for use by MEGAMAX, not Pure C hence the omission
of the word cdecl.
Pure C correctly moved x from D1 to a temp on the stack, but
didnt do that for y. I had the corresponding warning 'parameter
not used' switched off. (for a otherwise good reason)

> >pin[0]=x,pin[1]=y;
> >&x ----> &pin
>
> Hasty again, I suppose. Should be &x ----> pin.

Allways when I've been hasty I know I'm gonna regret.
But you're skilled enough to correct me. :-)
>
> >Or forget about it, because this whole thing may not be the the cause
> >of your problem at all.
>
> What makes you think so? (I haven't tested it yet.)

You mentioning using 140 byte string.
Pure C can have 256.

Changing setvdipb to cdecl is new. I can do the same for the vdipb
structure as I did for x and y, which saved a couple of long moves.
Compare the assembler parts.

Henk.

3101. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <370A19D2.5346C0FB@cable.A2000.nl>
Source record: 2968

Jos den Bekker wrote:
>
> on Tue 06-04-1999 01:31 Henk Robbers wrote:
>
> >This should fit on a 1280 screen, unless the font you use is on avarage
> >wider than 8 pixels per char.
>
> Are you referring to the real avarage character width?

Yes. Because the longer the string the more exact the avarage will be.
The more you can be sure whether clipping will take place.

>
> >Which VDI do you use?
>
> I don't know. :)

I admire your 'divine discontent' ;-)

Henk.

3102. New Website Open!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-06 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7ednrvhmr4@roch.zetnet.co.uk>
Source record: 2969

Hi All!

This is a message to announce the opening of my own website! It's rather basic at the moment, but that's only because I'm a novice at HTML! ;-))

I used a program called Web Wizard, published by Cadenza Software for the Atari series of computers. It's a great program that enables the putting together of web pages with background images and sound files, and I think they look pretty good! ;-))

At present I have four main sections: My Homepages, My Atari Page, Atari Downloads, and a Links section; but I plan to expand these further with new sections.

The Downloads page only has two files to download, and they are Demos for the Atari Falcon, but I'm open to suggestions on what else to put on there. I only want to put Atari stuff there, and not commercial stuff neither!! :) The demos are: Sonoluminesenz by Avena, and The Lost Blubb by Lazer. These can be hard to track down on the Web, so that's why I've put them on!!

The Links section I think is pretty good, as well as Atari websites there are more general stuff there too, including a section of Online Newspapers that are around (only UK ones at the mo'!).

Whats the address, I hear you cry? Well its:

http://www.users.zetnet.co.uk/jfhaslam/index.htm

Any comments/suggestions on the site are welcome, just email to the address below!

Cheers!

James

+--+-------------------------------+
James F. Haslam	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

3103. GEM++ 2.x

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-07 00:00:00 UTC
From: Alexander Luedtke <mailer@ateliertorino.de>
Message-ID: <370B2A3C.58C795D7@ateliertorino.de>
Source record: 2970

Hi !

I'm searching people who do work / have wored with GEM++ 2.x Libary.
Perhabs someone has done a GEM++ 2.1 ??

What I need to know is - how to compile this libary ..... anyone done
this ??

bye

Alex

3104. Re: gfa file

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-07 00:00:00 UTC
From: geertvanhecke@my-dejanews.com
Message-ID: <7efcjc$pp4$1@nnrp1.dejanews.com>
Source record: 2971
Cross-posted to: comp.sys.atari.programmer,alt.lang.gfa-basic

GFA is a focus file that can't be accessed according to KVD from IB.

by the way, with all your money, buy some tickets for the butterfly garden
instead of asking them to innocent people.

In article <3705b8b5.389088@nntpserver.swip.net>,
jesper.brannmark@swipnet.se (Jeppe Br&#65533;nnmark) wrote:
> I guess it is a file for use with GFABASIC Window of GFABASIC DOS.
> I seen GFABASIC DOS 4.11 or something, it was just a bad imitation of
> the AES-routines on Atari. But 7.0 i guess windows.
>
> >Can someone tell me what type of file test.gfa is when it begins with the
> >following words : "GFA rev 7.0".
> >Is there an editor for this type of file?
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3105. Re: cross compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7ei11l$4gd$1@feresa.bio.vu.nl>
Source record: 2972

David Knight (david@ritter.demon.co.uk) wrote:

: Can anyone give me a list of things I need to build a cross compiling
: environment for TOS to run under Linux?

- GCC sources
- Linker and assembler sources
- A working compiler environment
- Atari libs or library sources

You'll also need to be able to generate some library file needed by
GCC to build a cross-GCC. You should be able to generate this file using
GCC on Atari (or on any other m68k machine).

There actually is a working TOS cross-compiler for Linux on some FTP
site somewhere. Try an FTP search...

: Could egcs be used instead of gcc?

Probably, as long as the source-tree contains the cross-compiling stuff...

: what about C/C++ libraries and GEM libraries?

You can either get the binaries from the Atari GCC version or get the
sources and use the cross-compiler to recompile them...

-=LvZ

3106. Re: gfa file

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-08 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <370cfdfc.382882@nntpserver.swip.net>
Source record: 2973
Cross-posted to: comp.sys.atari.programmer,alt.lang.gfa-basic

I'm sorry, but your message is really confusing.

What is KVD and who is IB?

Have I got much money, that's news to me, and what about butterfly
garden and innocent people?

/Jeppe

3107. Online chat with Kent Kordes of Systems for Tomorrow!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370E2A22.762F@geocities.com>
Source record: 2974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

/|\ Scheduled Chat Sessions

Visit our club website and Click the Main Chat Room menu option to join us for the scheduled chats. Chats are schedule every Saturday night at 8:00PM CST.ï¿½ Please stop by for a while.ï¿½

We are asking Kent Kordes, Systems for Tomorrow to join us. From my experience, Kent has been a wonderful distributor of Atari hardware and software here in North America. Not only does he carry products for the ST computer line, but the Jaguar and Lynx systems as well! Got a question about products and the future products being released? Stop in and asked.

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

Also....

We have a project going on right now to build up the Atari fandom in the United States, Canada, and other parts of our dear land mass. The belief is that there are many Atarians out there going on without a user group when hundreds (maybe thousands) of people still use Atari computers.

So if you are in America and Canada especially, just send your name, E-mail address, and State to:

Greg@atariusers.com

We'll be setting up a webpage soon. Who knows? A user group may be just waiting to be started in YOUR AREA!

3108. KINGDOM

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-09 00:00:00 UTC
From: "William R. Lange" <williamlange@lucent.com>
Message-ID: <01be82b8$dbdf7240$4cb70987@lange.dr.lucent.com>
Source record: 2975

Hello Atari World,

Can someone email me the BASIC listing for the old Atari game Kingdom. I am teaching a class on programming and I would like to show the students how a simulation is done and as I remember, this was a pretty good one.

Thanks

WRL

3109. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-09 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990409193830.24284.00000702@ng144.aol.com>
Source record: 2976

I'd certainly be interested in that. :)
Samuel A. Ferrer
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

3110. ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-10 00:00:00 UTC
From: Vlierus<U+FFFD> <****@****.***>
Message-ID: <7elurp$cc3$1@news.casema.net>
Source record: 2977
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

```
Helllo

soon there will be a <almost> perfect FALCON 030 emu.....

it's now in a beta fase..... who is intressed?!??!?! just reply... en when
it's releasd i will give you the adress 4 downloading it
```

see ya all...
--
Vlierus<U+FFFD>
homepage: http://come.to/vlierus

3111. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-10 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <370f144eb74472@xs4all.nl>
Source record: 2978

concerning Henk Robbers' patch of v_gtext():

All tests yielded positieve results, Henk!

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I reaffirm with emphasis that the sun is real, and also that it is
hot - in fact as hot as Hell, and that if the metaphysicians doubt
it they should go there and see."
- Winston Churchill

3112. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-10 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <370F76C2.F583EC00@cable.A2000.nl>
Source record: 2979

Jos den Bekker wrote:
>
> concerning Henk Robbers' patch of v_gtext():
>
> All tests yielded positieve results, Henk!

Thank you Jos.

Do you mean that at last my patches worked, or that YOUR problems
are solved? ;-)

Cheers
Henk.

3113. Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-12 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <D_fQ2.14$HV1.167@news.get2net.dk>
Source record: 2980
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

What is the newest version of AHDI harddisk-driver for Atari Falcon,
and where can it be downloaded ???

Thanx, Preben Sloth, Denmark
Please reply direct to psloth@post2.tele.dk

3114. nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-12 00:00:00 UTC
From: Tobias Haustein <Haustein@i4.informatik.rwth-aachen.de>
Message-ID: <3711F046.ADD30814@i4.informatik.rwth-aachen.de>
Source record: 2981
Cross-posted to:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.programmer,comp.arch.embedded

Hi Folks,

i've got a question that is not answered in the motorola databooks. On
the Coldfire processor the first instruction of an interrupt handler is
executed before further interrupts are possible (source: Coldfire Family
Users Manual). I can't find such a passage in the M68000 or M68020
manual.
So, my question is, what happens on a M68000/68010/68020 in the
following
situation:

1. privileg level is zero
2. interrupt request for level 1 occurs
3. cpu saves sr and pc on the stack
4. cpu fetches interrupt vector
5. interrupt request for level 2 occurs!
(a)
6. first instruction of level 1 irq handler is executed
7. cpu saves sr and pc on the stack
8. cpu fetches interrupt vector
...

(b)
6. nothing
7. same as step 7 above...

As i read the ColdFire Manual, branch (a) is correct for this
architecture,
but i expect the M68000 to use branch (b). This is very important, since
my
task scheduler switches tasks in the interrupt. Therefore he needs to
change the status register and the program counter on the stack. This
can't
be done if the interrupt is a nested one.

Any ideas?

Please send answers to this group and to my mail address:
haustein@informatik.rwth-aachen.de

Thank you, ciao,

Tobias

3115. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-12 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3711fb06393bb30@xs4all.nl>
Source record: 2982

on Sat 10-04-1999 18:05 Henk Robbers wrote:

>Do you mean that at last my patches worked, or that YOUR problems
>are solved? ;-)

My problems could be solved in two ways: by simply truncating the
string to 255 chars (it turned out that the offending string in the
test phase wasn't 138 chars long, as I said before, but 318), which is
the unsatisfactory easy way out, and by applying your patches, which
is the nicer way, because it allows me to use the maximum line length
of 1000 chars in email messages.

Thanks again!

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Nothing can ever be so bad that it can't be worse." - Mary Hartman

3116. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JDMPADANUP@cabal.shnet.org>
Source record: 2983
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
>What is the newest version of AHDI harddisk-driver for Atari Falcon,
>and where can it be downloaded ???

6.061, ask any archie for an appropriate ftp site.

Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
cantact Uwe Seimet and get a recent version of his HDDRIVER. That
software will be compatible with new hd and exchangeable media drives
(PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

Thorsten

--

3117. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-12 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37126C7F.E3E89BCE@cable.A2000.nl>
Source record: 2984

Jos den Bekker wrote:
>
> (it turned out that the offending string in the
> test phase wasn't 138 chars long, as I said before, but 318)

Aaah!

> applying your patches, which
> is the nicer way, because it allows me to use the maximum line length
> of 1000 chars in email messages.

After having a closer look I discovered that codes > 127 are
sign extended, unless you use option -k (default char is unsigned).

Henk

3118. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-12 00:00:00 UTC
From: Renaud PASCAL <rpascal@atos-group.com>
Message-ID: <3711C7F6.DE102BC0@atos-group.com>
Source record: 2985
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

Vlierusï¿½ a ï¿½crit:

> Helllo
>
> soon there will be a <almost> perfect FALCON 030 emu.....
>
> it's now in a beta fase..... who is intressed?!??!?! just reply... en when
> it's releasd i will give you the adress 4 downloading it

Well, if it ain't no April's Fool I 'm sure *INTERESTED IN IT !!!*

Whoops, sorry, I didn't mean to shout ;-P

3119. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3712721F.7EABD553@cable.A2000.nl>
Source record: 2986

Henk Robbers wrote:

> codes > 127 are sign extended.

255 of course!

3120. How look for either mousebutton?

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7ev6no$l4a$1@nnrp1.dejanews.com>
Source record: 2987

Greetings all,

Well, as most of the times, the subject line says it all. How do I use EVNT_MULTI to look for either (and if possible both) mouse buttons being pushed?

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3121. Re: v_gtext()

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37133ee02fd7880@xs4all.nl>
Source record: 2988

on Mon 12-04-1999 23:58 Henk Robbers wrote:

>After having a closer look I discovered that codes > 127 are
>sign extended, unless you use option -k (default char is unsigned).

Yes, I have that switch on.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"For any serious purpose, intelligence is a very minor gift."
- G.H. Hardy

3122. FS Jaguar Game System North America only)

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990413092153.09318.00000041@ng-cc1.aol.com>
Source record: 2989

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 1 Power Pad, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.
.

3123. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7evmobcaa1@feresa.bio.vu.nl>
Source record: 2990
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
: >What is the newest version of AHDI harddisk-driver for Atari Falcon,
: >and where can it be downloaded ???

: 6.061, ask any archie for an appropriate ftp site.

: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
: cantact Uwe Seimet and get a recent version of his HDDRIVER. That
: software will be compatible with new hd and exchangeable media drives
: (PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

: Thorsten

:
: --

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

3124. Re: How look for either mousebutton?

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7evpef$e01$1@snipp.uninett.no>
Source record: 2991

Joakim Hï¿½gberg <gokmase@my-dejanews.com> wrote:

> Well, as most of the times, the subject line says it all. How do I use
> EVNT_MULTI to look for either (and if possible both) mouse buttons being
> pushed?

You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
left and right button set ev_mbmask to 256+2 (wait for max. a
double-click) and ev_mbmask to 3 (set bit 1 and 2).

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3125. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7evo0pcai1@feresa.bio.vu.nl>
Source record: 2992
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.shnet.org) wrote:

: 6.061, ask any archie for an appropriate ftp site.
: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
: cantact Uwe Seimet and get a recent version of his HDDRIVER.

Or try CBHD (which is free).

-=LvZ

3126. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: Gilles Charron <s1383700@uottawa.ca>
Message-ID: <3713708E.6AD9FD37@uottawa.ca>
Source record: 2993
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

I would Also Be very interested in this Emulator!

"Vlierusï¿½" wrote:
>

> Helllo
>
> soon there will be a <almost> perfect FALCON 030 emu.....
>
> it's now in a beta fase..... who is intressed?!??!?! just reply... en when
> it's releasd i will give you the adress 4 downloading it
>
> see ya all...
> --
> Vlierusï¿½
> homepage: http://come.to/vlierus

3127. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: Vlierus&#65533; <****@****.***>
Message-ID: <7evvn0$8lv$1@news.casema.net>
Source record: 2994
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

YES... I knew there are people intressed....

im working very hard... i now have the desktop emulated.. i must now going
to emulate the blitter..... and that's a though wone.... i think it may take
a week or 3 ... then it's finished....

but.. i let know when it's finished

SeE Ya
--
Vlierus&#65533;

3128. Re: How look for either mousebutton?

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7f0712gir1@snipp.uninett.no>
Source record: 2995

```
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Joakim Hi¿½gberg <gokmase@my-dejanews.com> wrote:

>> Well, as most of the times, the subject line says it all. How do I use
>> EVNT_MULTI to look for either (and if possible both) mouse buttons being
>> pushed?

> You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
> left and right button set ev_mbmask to 256+2 (wait for max. a
^^^^^^^^^
Sorry, this should ofcourse be ev_mbclicks.

> double-click) and ev_mbmask to 3 (set bit 1 and 2).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3129. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: Vlierus&#65533; <****@****.***>
Message-ID: <7f0bmm$o9l$1@news.casema.net>
Source record: 2996
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

<cut>

it isn't a joke.... we are working very hard to get it work.... we are now busy with the <most needed??!?!?> blitter... that's a bit difficult.. but we get it work

i post a mssg when u can start testing it...

SeE Ya
--
Vlierus&#65533;

3130. Re: How look for either mousebutton?

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7f0d5r$1p0$1@sun27.hrz.tu-darmstadt.de>
Source record: 2997

Hi!

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>> You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
>> left and right button set ev_mbmask to 256+2 (wait for max. a
> ^^^^^^^^^
> Sorry, this should ofcourse be ev_mbclicks.

And it should also have been bit 8, not 9 ;) (the decimal value is correct,
though)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

3131. Re: nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-13 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <FA5G5v.8HK@arisia.stud.uni-hannover.de>
Source record: 2998
Cross-posted to:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.programmer,comp.arch.embedded

In article <3711F046.ADD30814@i4.informatik.rwth-aachen.de>,
Tobias Haustein <Haustein@i4.informatik.rwth-aachen.de> writes:

> my
> task scheduler switches tasks in the interrupt. Therefore he needs to
> change the status register and the program counter on the stack. This
> can't
> be done if the interrupt is a nested one.
>
> Any ideas?

Make sure the scheduler isnï¿½t called from both interrupts. For instance, if
the scheduler is only ever called from the 200 Hz interrupt (in an Atari),
the problem does not arise since the 200 Hz interrupt wonï¿½t fire again
before many instructions from the first firing are executed. Other (higher
level) interrupts do not harm since they will clear the stack again before
execution resumes with your interrupt code.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

3132. SV: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <tGQQ2.9203$x43.15802@nntpserver.swip.net>
Source record: 2850
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Levien van Zon <lvzon@bio.vu.nl> skrev i
diskussionsgruppsmeddelandet:7evmobcaa1@feresa.bio.vu.nl...
> Thorsten Guenther (guenther@cabal.shnet.org) wrote:
> : In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
> : >What is the newest version of AHDI harddisk-driver for Atari
Falcon,
> : >and where can it be downloaded ???
>
> : 6.061, ask any archie for an appropriate ftp site.
>
> : Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
> : cantact Uwe Seimet and get a recent version of his HDDRIVER. That
> : software will be compatible with new hd and exchangeable media
drives
> : (PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

I would also recommend HDDriver, but otherwise, you can find an updated
version of AHDI on www.soundpool.de .

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

3133. Flash.bin correction

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7f0tpd$6lf$2@news.imaginet.fr>
Source record: 2851

Hello

The zip files of the Flash.bin are correct now! The problem
comes from st-zip 2.6: you cannot add caracters on a file in the
zip. After it, you cannot use st-zip to deflate ...

The beta version is for 128 MB EDO Ram and a better access to the
cardridge port (for Logic 2.5 and logic audio).

Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

3134. C++ on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7f1cichhj1@nnrp1.dejanews.com>
Source record: 2852

Hi All,

I would like to be able to program using C++ on my Atari
but I am having problems finding a complete GCC setup.

Does anybody know where I can find the latest version
of GCC, complete and with install instructions to run
either under plain TOS or a complete MiNT setup.

Thanks,

Ben Hills.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3135. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <37143c33.0@news.madhouse.uk.com>
Source record: 2853
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

> it isn't a joke.... we are working very hard to get it work.... we are now
> busy with the <most needed??!?!?> blitter... that's a bit difficult.. but
we
> get it work
>
>
> i post a mssg when u can start testing it...
>
>

I will also be interested :-)

But why do you post the message in here, the most UNDERUSED Atari newsgroup?

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

3136. Re: nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7f1s6s$bc5$1@nyheter.chalmers.se>
Source record: 2854
Cross-posted to:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.programmer,comp.arch.embedded

In article <FA5G5v.8HK@arisia.stud.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>In article <3711F046.ADD30814@i4.informatik.rwth-aachen.de>,
> Tobias Haustein <Haustein@i4.informatik.rwth-aachen.de> writes:
>
>> my
>> task scheduler switches tasks in the interrupt. Therefore he needs to
>> change the status register and the program counter on the stack. This
>> can't be done if the interrupt is a nested one.

I've had exactly this problem, but couldn't find a solution I liked (I wanted
user programs to be able to run in supervisor mode).

>Make sure the scheduler isn't called from both interrupts. For instance, if

In my case that wasn't possible since I wanted interrupt routines to be able
to for example signal semaphores (it was a real-time kernel, so it would have
been an error to return to the original task if one with a higher priority
had been awakened).

>the scheduler is only ever called from the 200 Hz interrupt (in an Atari),
>the problem does not arise since the 200 Hz interrupt won't fire again
>before many instructions from the first firing are executed. Other (higher

Unfortunately, that doesn't help.

Say for example that a keyboard interrupt occurs while a user program is
running in supervisor mode. If then a 200 Hz interrupt occurs while the
processor is still running the keyboard code, there's no way to know that
the current processor registers are not those of the user program.
So, the timer interrupt code can't save the process state and therefore not
reschedule!

If the first instruction of the keyboard interrupt had been guaranteed to
be executed before the timer interrupt was allowed, it would have been
possible to avoid the problem.
You wouldn't even have to disable all interrupts in that first instruction.
It would be enough to somehow mark that an interrupt had been entered, since
you can then make sure that only the very first of the nested interrupt does
any actual rescheduling (this requires that the kernel deals with all
interrupts, though).
In my case, I did what I describe above, but I'm aware that it won't work if
another interrupt can indeed occur before the first instruction of the
previous one is executed (d0-d7/a0-a7 will still be the ones from the running

process, but the program counter and status register won't be correct) and
the m68k is supposed to behave that way, unfortunately.
(This kernel is only used in a basic microcomputer/realtime course, so you
don't have to worry about running into anything that's controlled by it.
(The problem is also clearly documented.) ;-)

If you don't allow user processes to run in supervisor mode, there's no need
for an explicit mark when entering an interrupt, since you can just inspect
the status register on the stack to decide if it's a nested interrupt.
(That will most likely require that other exceptions (Trap etc) are prepared
to do rescheduling too.)

I'd very much like to know if there's a way around this problem.

>level) interrupts do not harm since they will clear the stack again before
>execution resumes with your interrupt code.

That's of course true, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3137. Re: nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: David Brown <david@westcontrol.com>
Message-ID: <7f1v0u$10h$1@thelma.netpower.no>
Source record: 2855
Cross-posted to:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.programmer,comp.arch.embedded

If you normally run with all interrupt levels enabled, then you can look at the stacked copy of the interrupt mask. The mask is part of the status register which is stacked during interrupt handling, so it is immune to multiple-interrupt problems. If the mask is not zero, you know you are in a nested interrupt handler and should not call the scheduler.

On occasions you may want to disable some or all interrupt levels within the user task, for timing critical sections, or to guarentee atomicity. In this case, you do not want the interrupt to call the scheduler even though the interrupts are not nested. The system described above will work in this case too.

David Brown

Johan Klockars wrote in message <7f1s6s$bc5$1@nyheter.chalmers.se>...
>In article <FA5G5v.8HK@arisia.stud.uni-hannover.de>,
>Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>>In article <3711F046.ADD30814@i4.informatik.rwth-aachen.de>,
>> Tobias Haustein <Haustein@i4.informatik.rwth-aachen.de> writes:
>>
>>> my
>>> task scheduler switches tasks in the interrupt. Therefore he needs to
>>> change the status register and the program counter on the stack. This
>>> can't be done if the interrupt is a nested one.
>
>I've had exactly this problem, but couldn't find a solution I liked (I
wanted
>user programs to be able to run in supervisor mode).
>
>>Make sure the scheduler isn't called from both interrupts. For instance,
if
>
>In my case that wasn't possible since I wanted interrupt routines to be
able
>to for example signal semaphores (it was a real-time kernel, so it would
have
>been an error to return to the original task if one with a higher priority
>had been awakened).
>
>>the scheduler is only ever called from the 200 Hz interrupt (in an Atari),
>>the problem does not arise since the 200 Hz interrupt won't fire again
>>before many instructions from the first firing are executed. Other (higher
>

>Unfortunately, that doesn't help.
>
>Say for example that a keyboard interrupt occurs while a user program is
>running in supervisor mode. If then a 200 Hz interrupt occurs while the
>processor is still running the keyboard code, there's no way to know that
>the current processor registers are not those of the user program.
>So, the timer interrupt code can't save the process state and therefore not
>reschedule!
>
>If the first instruction of the keyboard interrupt had been guaranteed to
>be executed before the timer interrupt was allowed, it would have been
>possible to avoid the problem.
>You wouldn't even have to disable all interrupts in that first instruction.
>It would be enough to somehow mark that an interrupt had been entered,
since
>you can then make sure that only the very first of the nested interrupt
does
>any actual rescheduling (this requires that the kernel deals with all
>interrupts, though).
>In my case, I did what I describe above, but I'm aware that it won't work
if
>another interrupt can indeed occur before the first instruction of the
>previous one is executed (d0-d7/a0-a7 will still be the ones from the
running
>process, but the program counter and status register won't be correct) and
>the m68k is supposed to behave that way, unfortunately.
>(This kernel is only used in a basic microcomputer/realtime course, so you
> don't have to worry about running into anything that's controlled by it.
> (The problem is also clearly documented.) ;-)
>
>If you don't allow user processes to run in supervisor mode, there's no
need
>for an explicit mark when entering an interrupt, since you can just inspect
>the status register on the stack to decide if it's a nested interrupt.
>(That will most likely require that other exceptions (Trap etc) are
prepared
> to do rescheduling too.)
>
>
>I'd very much like to know if there's a way around this problem.
>
>>level) interrupts do not harm since they will clear the stack again before
>>execution resumes with your interrupt code.
>
>That's of course true, though.
>
>--
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johan@rand.thn.htu.se

> | so hard to do | WWW/ftp: rand.thn.htu.se
> Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD
MOOD)

3138. Re: How look for either mousebutton?

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7f27cc$81s$1@nnrp1.dejanews.com>
Source record: 2856

In article <7f0712gir1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> > You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
> > left and right button set ev_mbmask to 256+2 (wait for max. a
> ^^^^^^^^^
> Sorry, this should ofcourse be ev_mbclicks.
>
> > double-click) and ev_mbmask to 3 (set bit 1 and 2).
>

Thanks a lot Jo!

This problem has been bugging me for some time now.
I really appreciate the help, since I needed this feature
badly for a lot of things.

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3139. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: Vlierus&#65533; <****@****.***>
Message-ID: <7f2orj$o49$1@news.casema.net>
Source record: 2857
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

<cut>

b'cause i don;t know other newsgroups<'bout atari>

so if u give me some.. i will post it there too...

SeE Ya
--
Vlierus&#65533;

3140. Re: nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199904140712.a7211@su.maus.de>
Source record: 2858

Hi Peter!

PR>Other (higher level) interrupts do not harm since they will clear the
PR>stack again before execution resumes with your interrupt code.
I think the problems are caused by the lower priority interrupts, because the
scheduler saves their context when they get interrupted by the scheduler

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

3141. Re: How look for either mousebutton?

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-14 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3713BFCC.1EF83544@cable.A2000.nl>
Source record: 2999

```
Thomas Binder wrote:
>
> Hi!
>
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> >> You have to set bit 9 of the argument ev_mbclicks, e.g. to wait for both
> >> left and right button set ev_mbmask to 256+2 (wait for max. a
> > ^^^^^^^^^
> > Sorry, this should ofcourse be ev_mbclicks.
>
> And it should also have been bit 8, not 9 ;) (the decimal value is correct,
> though)

Amazingly, these are the rare cases in which the use of hex
really makes sense ;-)

Cheers.
Henk.
```

3142. Palm Pilot device for MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-15 00:00:00 UTC
From: goev@telenor.com
Message-ID: <3715A320.55053B40@online.no>
Source record: 2859

Hi!

I'm planning to make a device drive for Magic, but I haven't got much experience with making one, so I need some help! The device will hopefully be compatible with the serial-devices on MiNT, so that I can use the Palm Pilot link-software under MagiC too.
I've tried to compile the dev-lpt1 from Andreas Kromke, but I seem to miss some files (tosref.h and ncstart.o, or something).
So, I'm looking for sources, docs and specs on how to make a MagiC device driver.
Any help would be greatly appreciated!

Thanks!

Best regards
Geir ï¿½yvind Vï¿½lidalo

3143. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-15 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f4puu$7o7$2@news.campuscwix.net>
Source record: 2860

On 14 Apr 1999 21:06:15 , "Vlierus" wrote:
-><cut>
->
->
->b'cause i don;t know other newsgroups<'bout atari>
->
->so if u give me some.. i will post it there too...
->
->SeE Ya
->--
->Vlierus
->
->
->.

Hi Vlierus. Here are a few more:

comp.sys.atari.st (biggest!)
comp.sys.atari.advocacy
comp.sys.atari.st.tech
comp.sys.atari.8bit
rec.games.video.atari
alt.games.lynx
alt.atari-jaguar.discussion

IMHO, if you just post your announcements to comp.sys.atari.st, you'll
get the largest results... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

3144. Re: c.s.a.a alive again?

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-15 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <7f537pnld1@nnrp1.dejanews.com>
Source record: 2861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <3715aab6f366e0@tripnet.se>,
kennethm@tripnet.se (Kenneth Medin) wrote:
> Just got this article in the since long dead comp.sys.atari.announce
> group. Looks like someone is able to moderate it?

Yes indeed!

After a lengthy hiatus, the newsgroup comp.sys.atari.announce is
back. I have taken over as moderator, and just approved a posting, the
group's first in years.

I plan to update the group's charter, and will work with the Atari/Usenet
community to make the newsgroup as useful as it can be. c.s.a.a will be a
low-volume newsgroup offering news about Atari software, hardware, Web
sites, and other information relevant to Atari users. Articles may be
related to Atari 8-bit, ST, Portfolio, and PC clones.

I would appreciate your help in getting the word out about
comp.sys.atari.announce -- after such a long lull, I'm sure many
Atari-loving newsgroup readers have forgotten about this newsgroup. Of
course, I also invite folks to post any Atari-related announcements to the
group.

Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3145. Re: C++ on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-15 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f5amq$3le$3@news1.xs4all.nl>
Source record: 2862

On 14 Apr 1999 06:28:34, Ben Hills wrote:

[..]
>Does anybody know where I can find the latest version
>of GCC, complete and with install instructions to run
>either under plain TOS or a complete MiNT setup.

Never found one on the net.
Now I use the Mint98 CD and have installed Mintnet with all bells as
: sources, libs and compiler.
That set works.
Also in the old PD-library of the Dutch Stichting ST the have a very
old setup ready to run divided over 7 floppydisks.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3146. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-15 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <37164eac.0@news.madhouse.uk.com>
Source record: 2863
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

```
>
> b'cause i don;t know other newsgroups<'bout atari>
>
> so if u give me some.. i will post it there too...
>

comp.sys.atari.st - this is the main world wide Atari newsgroup
comp.sys.atari.st.tech

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk
```

3147. FS Jaguar Game System (North America only)

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990416115556.00691.00001455@ng67.aol.com>
Source record: 2864

Hello,
I am selling my Jag stuff. Take a look and and let me know if you would be interested in buying anything.
Thanks,
Samuel A. Ferrer

Atari Jaguar & Cybermorph cart. with Jag CD and 2 Power Pads, manuals, boxes, Atari Jaguar Official Gamer's Guide, Blue Lightning CD, and Vid Grid CD

Note: The above will only be sold as a package unit..I will not sell it piece by piece.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val di¿½Isere Skiing & Snowboarding

CD Games: Myst

email: angief18@aol.com

3148. GFA and RSC's

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-16 00:00:00 UTC
From: ozzyman@vectranet.co.uk
Message-ID: <3717ac35@kaos.fastnet.co.uk>
Source record: 2865

could someone recomend a text file or a book I could get that would help me with using gfa and rsc files, I am a relative beginner as far as programming is concerned, but I want to be able to write a reasonable GEM proggie...

3149. Re: GFA and RSC's

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-17 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904170201240.145-100000@tampa1-021.southeast.net>
Source record: 2866

check http://www.bright.net/~atari
There is a GFA section with also many source included.

On 16 Apr 1999, Andrew Irvine wrote:

> could someone recomend a text file or a book I could get that would
> help me with using gfa and rsc files, I am a relative beginner as far
> as programming is concerned, but I want to be able to write a
> reasonable GEM proggie...
>
>

3150. STOS contactx wanted

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-18 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fcl26$k4i$2@news7.svr.pol.co.uk>
Source record: 2867

I am looking for *ANY* STOS coders out there, no matter if you are a expert
or compleate novice I would like to here from you.

If you need help, wanna swap ideas or playtest programs then mail me now.
I've already collected a handful of people so where are all the other coders
out there ? There must be loads of you people out there somewhere ???

If you know of any good STOS mailing lists then please mail me the info to
join :-) Any good STOS sites or even Atari sites then please let me know !!
I'm also looking for any FTP sites with anything Atari related on there.

So come on guys where are'ya all hideing ?

Chris

--
----
chris-swinson@mega-disczine.freeserve.co.uk
www.mega-disczine.freeserve.co.uk/
www.users.zetnet.co.uk/mega.disczine/

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

3151. Re: STOS contactx wanted

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <MX2V6nA$NeG3EwVh@steverosie.demon.co.uk>
Source record: 2868

In article <7fcl26$k4i$2@news7.svr.pol.co.uk>, Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> writes
>I am looking for *ANY* STOS coders out there, no matter if you are a expert
>or compleate novice I would like to here from you.
>
>If you need help, wanna swap ideas or playtest programs then mail me now.
>I've already collected a handful of people so where are all the other coders
>out there ? There must be loads of you people out there somewhere ???
>
>If you know of any good STOS mailing lists then please mail me the info to
>join :-) Any good STOS sites or even Atari sites then please let me know !!
>I'm also looking for any FTP sites with anything Atari related on there.
>
>So come on guys where are'ya all hideing ?

If you've written any STOS programs, they MUST be your OWN material, why not send them to me. If you want them to be licenseware etc... I'm willing to distribute them.

Also if you know anyone that had licenseware distributed by L.A.P.D. then please get in touch as I have taken over the software and I'll need your details etc...

Together we can make it happen!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3152. atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-19 00:00:00 UTC
From: Scott Jones <keymastr@cdc.net>
Message-ID: <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net>
Source record: 2869

I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
it.. I already have ANSITERM, but am looking for others.... can you
please help? Any help would be appreciative...

Keymaster
keymastr@cdc.net

3153. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-19 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990419101339.9401A-100000@hal.fishpool.com>
Source record: 2870

On 19 Apr 1999, Scott Jones wrote:

> I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
> it.. I already have ANSITERM, but am looking for others.... can you
> please help? Any help would be appreciative...

The all-time classic is ConNect. It used to be shareware, but the
authors have now released the utility that creates the user-key.

http://www.kabel.de/~philipp/personalien/connect.html

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

3154. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-20 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <19990420043904.16581.00003375@ng-fd1.aol.com>
Source record: 2871

Boy!!! That would be a great addition to the Atari family of Emulators. You know you may want to try posting this at the "Atari St Emulator" site called "Little Green Desktop". Use Yahoo or some search engine to find it. Or try this address: http://fatal-design.com/desktop/

This site would love to hear from you including many other Atari sites. Please post it there!!

You got me hooked. :-)

3155. FS: Atari ST books and software

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-20 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <371C6C25.1B97B962@cyou.com>
Source record: 2872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have the following items for sale. Prices do not include shipping
from Florida (buyer pays shipping). US postal money orders only
please. Email any reasonable offers to larryr@cyou.com.

Software

Stalker 3 (Box & Docs) $ 7
Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each

Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each

#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com

3156. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <i+FBlOAfYHH3Ewrx@steverosie.demon.co.uk>
Source record: 2873

In article <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-proxy.airnews.net>, Scott Jones <keymastr@cdc.net> writes
>I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
>it.. I already have ANSITERM, but am looking for others.... can you
>please help? Any help would be appreciative...

For ease of setting up and running, I found Teddy Term excellent;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3157. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7fi2gk$h39$1@news.campuscwix.net>
Source record: 2874

On 19 Apr 1999 19:31:14 , Tony Greenwood wrote:
->Hey! Scott Jones <keymastr@cdc.net>
->>I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
->>it.. I already have ANSITERM, but am looking for others.... can you
->>please help? Any help would be appreciative...
->
->
->Just look in ftp.funet.fi theres should be loads... ConNect was always
->good and the most up to date of the ones I used..
->
->But the fastest..most colourfull and most versatile and the one with
->more options than you could chuck a cat at.. The one I used to use to
->log into AdLib BBS the STFormat BBS ....as a Gold user no less:)
->
->has to be
->
->Freeze Dried Terminal... Another GEM Buster! :))

FDT is great for Mega STe's -down-...I actually like it a lot. Its only
problem is that it has problems with more advanced Atari machines such
as my Falcon... ;-(

CoNnect is awesome, especially if you are running in higher resolutions.
It even supports sound for events, and is now totally free... ;-)

Later...

Ooop, just saw that you own a Mega ST4...hmm, I guess I would go with
FDT too, unless you have a graphics card or the RSVE upgrade... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3158. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-20 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7fih9h$3si$1@roch.zetnet.co.uk>
Source record: 2875

```
On 20 Apr 1999 13:42:07 , Steve Stupple wrote:
>In article <FDF6D42409C6A18C.4F14C5A129FAF8D0.AEA88B758D512A9F@library-
>proxy.airnews.net>, Scott Jones <keymastr@cdc.net> writes
>>I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
>>it.. I already have ANSITERM, but am looking for others.... can you
>>please help? Any help would be appreciative...
>
>For ease of setting up and running, I found Teddy Term excellent;)

Before I moved to Connect I was a devoted Vanterm (PD) user.

---------------------------------------------------------------
Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---------------------------------------------------------------
```

3159. Re: nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-20 00:00:00 UTC
From: perot@arisia.stud.uni-hannover.de
Message-ID: <FAI7HD.IJK@arisia.stud.uni-hannover.de>
Source record: 2876

In article <199904140712.a7211@su.maus.de>,
Joerg_Westheide@su.maus.de (Jï¿½rg Westheide) writes:

> PR>Other (higher level) interrupts do not harm since they will clear the
> PR>stack again before execution resumes with your interrupt code.
> I think the problems are caused by the lower priority interrupts, because the
> scheduler saves their context when they get interrupted by the scheduler

The status word on the stack can be checked to determine if an interrupt
handler was interrupted. In that case, with some stack manipulation, the
scheduler can let the interrupted code complete itï¿½s task, and have the RTE
jump to the scheduler. Itï¿½s a bit tricky, but feasible.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

3160. STOS

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-21 00:00:00 UTC
From: "Andrew J. Wright" <andi@olddairy.freeserve.co.uk>
Message-ID: <7fkk8jlqj1@news7.svr.pol.co.uk>
Source record: 2877

I am trying to get hold of a copy of "Bullet Train" for STOS as it did not come with my copy (those supplied with ST's on a double sided disk had a few files missing, including "BT").

I would appreciate it if someone could tell me where I can get a copy from, or e-mail me a copy as an attachment.

Thanks.

Andi.

3161. Re: nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-21 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199904211531.a24289@su.maus.de>
Source record: 2878

Hi Peter!

PR>The status word on the stack can be checked to determine if an
PR>interrupt handler was interrupted. In that case, with some stack
PR>manipulation, the scheduler can let the interrupted code complete itï¿½s
PR>task, and have the RTE jump to the scheduler. Itï¿½s a bit tricky, but
PR>feasible.
There's one small problem with that:
It's not forbidden to use the stack while in an interrupt. And if the
interrupt routine can place some data on the stack you have only one chance
to to find the SR: it's at a fixed position. But you cannot asure that unless
you forbidd task switches while in supervisor mode...
Or did I miss something?

Bye

Joerg
--
TraPatch Release 4 now available!
You don't know TraPatch? Then you also don't know WinKeys and BonI!
Have a look at http://home.pages.de/~westheide

3162. Pasm & Plink in a shell

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-21 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <371E3B8B.647B684B@cable.A2000.nl>
Source record: 2879

Hallo everybody.

When the Pure C shell runs Pasm, its messages are communicated to the
shell and displayed in the message window.

Does anybody happen to know how this is done?
There must be some interface.

I write my own shell and compiler for my own programming language,
but I use Pasm & Plink to produce binaries. I want to do the same
as Pure C: recieve the Bios output from Pasm & Plink and put them
in my own journal.

Henk.

3163. Re: C++ on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-22 00:00:00 UTC
From: draco <draco@atari.org.pl>
Message-ID: <371F8CB4.98492295@atari.org.pl>
Source record: 2880

Stichting ST wrote:
>
> On 14 Apr 1999 06:28:34, Ben Hills wrote:
>
> [..]
> >Does anybody know where I can find the latest version
> >of GCC, complete and with install instructions to run
> >either under plain TOS or a complete MiNT setup.
>
> Never found one on the net.

ftp://piwo.bl.pg.gda.pl/pub/atari/mint/Programming/Gcc/

The newest GCC there is 2.8.1, also comes with dome docs in HYP format
(in German).

3164. GEM gets GPL'd

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-22 00:00:00 UTC
From: Rob Morgan <robert1925@aol.com>
Message-ID: <OmyT2.2812$b97.251@news.rdc1.wa.home.com>
Source record: 2881

Here's an interesting tidbit I ran across this evening...

http://www.devili.iki.fi/cpm/gemworld.html

Caldera has released the source code to GEM (but only Intel at this point, it seems) under the GPL (meaning--it's free!). Atari ST programmers still may want to check this out, seeing as they have an Atari developer's kit on there as well as the source code to many of the GEM productivity applications such as GEM Graph, GEM Write and GEM Desktop Publisher.

3165. Re: GEM gets GPL'd

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-22 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <t1gpv4xqilj.fsf@alkes.mo.emw.ericsson.se>
Source record: 2882

"Rob Morgan" <robert1925@aol.com> writes:
> Caldera has released the source code to GEM (but only Intel at this point,
> it seems) under the GPL (meaning--it's free!). Atari ST programmers still
> may want to check this out, seeing as they have an Atari developer's kit on
> there as well as the source code to many of the GEM productivity
> applications such as GEM Graph, GEM Write and GEM Desktop Publisher.

Are you sure that there are sources for the applications? The ones I
tried contained binaries only. Anyway, the gem sources are welcome. I
will try to compile the desktop as well as the resource construction
set under Osis.

/Christer

3166. Centering screens

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-22 00:00:00 UTC
From: Paul Hill <paul@lagernet.clara.co.uk>
Message-ID: <268.781T1075T7573596paul@lagernet.clara.co.uk>
Source record: 2883

Easy question,

My screen's narrower than the screenmode i'm using. How do I centre it?

e.g. I'm opening a 256 pixel wide screen on a 320 wide screenmode.

I'm guessing I can get the width from the displayinfo database, but I can't find the values I need.

--
Paul

3167. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-22 00:00:00 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <TPMT2.14739$x43.27801@nntpserver.swip.net>
Source record: 2884
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

Hi!

Are you planning to emulate the DSP as well? (If you don't it will be a
pretty useless emulator as allmost all Falcon programs use it :-)

/Peter

Vlierus <****@****.***> skrev i meddelandet
<7evvn0$8lv$1@news.casema.net>...
>YES... I knew there are people intressed....
>
>im working very hard... i now have the desktop emulated.. i must now going
>to emulate the blitter..... and that's a though wone.... i think it may
take
>a week or 3 ... then it's finished....
>
>
>but.. i let know when it's finished
>
>
>SeE Ya
>--
>Vlierus
>
>

3168. Re: GEM gets GPL'd

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-23 00:00:00 UTC
From: Rob Morgan <robert1925@aol.com>
Message-ID: <v%ST2.3857$b97.229@news.rdc1.wa.home.com>
Source record: 2885

I stand corrected--it is only the source to GEM/3 itself that is available right now. Hopefully they will GPL at least some of the apps down the road.

3169. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-25 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7fvrlk$mm1$2@rubens.telebyte.nl>
Source record: 2886

```
On 19 Apr 1999 00:12:40 , Scott Jones wrote:
>I have an atari Mega ST4 and I am looking for dialing (terminal) prgs for
>it.. I already have ANSITERM, but am looking for others.... can you
>please help? Any help would be appreciative...
>
>
>Keymaster
>keymastr@cdc.net
>
>.
My choice would be RUFUS. very good.
**********************************************************************
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
**********************************************************************
```

3170. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7g018onno1@snipp.uninett.no>
Source record: 2887

Tony Greenwood <webdesign@accrington-web.co.uk> wrote:

> Freeze Dried Terminal... Another GEM Buster! :))

Yup, it's good, but because it completely ignores GEM it does not work on
my Falcon or TT, and not even the Mega ST with Lacescan enabled.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3171. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-25 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <4KMU2.2708$3F1.123633@news13.ispnews.com>
Source record: 2888

On 25 Apr 1999 21:25:44 , Jo Even Skarstein wrote:
>Yup, it's good, but because it completely ignores GEM it does not work on
>my Falcon or TT, and not even the Mega ST with Lacescan enabled.
>

I use Freeze Dried Terminal on my TT. It seems to work well in the TT medium
resolution screen. I also use it using the Nova VME Plus graphics card in
256 colors although some of it's features don't work.

3172. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-25 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <pWMU2.815$v3.139748@news21.ispnews.com>
Source record: 2889

On 25 Apr 1999 22:32:32 , Joe M. Villarreal wrote:
>On 25 Apr 1999 21:25:44 , Jo Even Skarstein wrote:
>>Yup, it's good, but because it completely ignores GEM it does not work on
>>my Falcon or TT, and not even the Mega ST with Lacescan enabled.
>>
>
>I use Freeze Dried Terminal on my TT. It seems to work well in the TT medium
>resolution screen. I also use it using the Nova VME Plus graphics card in
>256 colors although some of it's features don't work.
>
>.

Freeze Dried Terminal works well in TT low (16 colors). I haven't tried it
all that much in the TT medium but imagine the same problems as with the 256
color mode using the Nova card.

Sorry about the mistake in my previous post; I hardly ever use the standard
TT screen resolutions.

3173. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-26 00:00:00 UTC
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Message-ID: <vyz3e1nu00u.fsf@issan.cs.uni-dortmund.de>
Source record: 2890

jmv@odsy.net (Joe M. Villarreal) writes:

|> Freeze Dried Terminal works well in TT low (16 colors).

TT low has 256 colors (8 bits). It's TT medium (and ST low) that has 16
colors.

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

3174. Re: atari dialing prgs

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-26 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7g29em$cm2$1@snipp.uninett.no>
Source record: 2891

Joe M. Villarreal <jmv@odsy.net> wrote:
> On 25 Apr 1999 21:25:44 , Jo Even Skarstein wrote:
>>Yup, it's good, but because it completely ignores GEM it does not work on
>>my Falcon or TT, and not even the Mega ST with Lacescan enabled.

> I use Freeze Dried Terminal on my TT. It seems to work well in the TT medium
> resolution screen. I also use it using the Nova VME Plus graphics card in
> 256 colors although some of it's features don't work.

I should have been more precise, what I mean is that it won't work on my
TT or Falcon in anything but ST-videomodes.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3175. .ST files

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-27 00:00:00 UTC
From: Chris Swinson freeserve <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7g5d19jme1@news5.svr.pol.co.uk>
Source record: 2892

If anyones interested in restoreing .ST files back to disc and can't figure it out (I know I could not find a prog to do it) then I'll shell-up my beta image restore program for release.

Chris

3176. Re: .ST files

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3726a94e68ab80@oden.se>
Source record: 2893

on Tue 27-04-1999 23:16 Chris Swinson freeserve wrote:

>If anyones interested in restoreing .ST files back to disc and can't figure
>it out (I know I could not find a prog to do it) then I'll shell-up my
>beta image restore program for release.
>
>Chris

I did manage to do it once using MakeDisk.Exe running under Soft_PC on a TT,
but it was not very pleasant to do it that way.

Another tool, which is for TOS use, that claims to do it is the JAY_MSA
packer/unpacker, which is intended to support '.ST' files as an alternative
for the '.MSA' format. Unfortunately no version I've tried could handle
the '.ST' files I tested, so possibly the format has variations unknown
to 'Jay'.

But there is another tool that does the job properly under TOS, and that
is ST2DISK, which is a program dedicated to this particular need. It can
not be used to create '.ST' files, but only to unpack them to disks. You
should be able to find it on one of the major PACIFIST-related pages.
The program needs to be registered for unlimited use, but it is costfree
to register, and even unregistered it can create complete disks. It just
takes a bit longer then (some 'nag' dialogs).

Even so, don't hesitate to go on with your project if it interests you.
Perhaps yours will eventually have '.ST' creation ability too...?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

3177. Re: .ST files

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-28 00:00:00 UTC
From: Chris Swinson freeserve <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7g7brjcvo1@news4.svr.pol.co.uk>
Source record: 2894

Hi thanks for the info, I did see ST2DISC but it moaned about something so I gave up with it,

My program to restore .ST files to disc is 100% working :-) I'll be adding the make .ST files to it tonight so you can convert either way. Once finised I'll post the beta to anyone who will be willing to test it ?

thanks

Chris

Ronald Andersson wrote in message <3726a94e68ab80@oden.se>...
>on Tue 27-04-1999 23:16 Chris Swinson freeserve wrote:
>
>>If anyones interested in restoreing .ST files back to disc and can't figure
>>it out (I know I could not find a prog to do it) then I'll shell-up my
>>beta image restore program for release.
>>
>>Chris
>
>I did manage to do it once using MakeDisk.Exe running under Soft_PC on a TT,
>but it was not very pleasant to do it that way.
>
>Another tool, which is for TOS use, that claims to do it is the JAY_MSA
>packer/unpacker, which is intended to support '.ST' files as an alternative
>for the '.MSA' format. Unfortunately no version I've tried could handle
>the '.ST' files I tested, so possibly the format has variations unknown
>to 'Jay'.
>
>But there is another tool that does the job properly under TOS, and that
>is ST2DISK, which is a program dedicated to this particular need. It can
>not be used to create '.ST' files, but only to unpack them to disks. You
>should be able to find it on one of the major PACIFIST-related pages.
>The program needs to be registered for unlimited use, but it is costfree
>to register, and even unregistered it can create complete disks. It just
>takes a bit longer then (some 'nag' dialogs).
>
>Even so, don't hesitate to go on with your project if it interests you.
>Perhaps yours will eventually have '.ST' creation ability too...?
>
>
>--
>--

>Regards: Ronald Andersson mailto:dlanor@ettnet.se
>http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/
>--

3178. Re: KINGDOM

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37307aba.22274158@news.demon.co.uk>
Source record: 2895

On 9 Apr 1999 18:43:27 GMT, "William R. Lange"
<williamlange@lucent.com> wrote:

>Hello Atari World,
>
>Can someone email me the BASIC listing for the old Atari game Kingdom. I
>am teaching a class on programming and I would like to show the students
>how a simulation is done and as I remember, this was a pretty good one.

Can't help with an ST version I'm afraid but the Acorn BBC Micro
computers had Basic source for this program. "BBC Basic" is an
absolute doddle to understand and very well structured btw - porting
it to Pascal wouldn't take much longer than typing it in! ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3179. Re: VBL in ASM

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37283433.462545@news.demon.co.uk>
Source record: 2896

On Sun, 04 Apr 1999 21:19:06 GMT, jesper.brannmark@swipnet.se (Jeppe Bri¿½nnmark) wrote:

>Hi!
>I'm just experimenting in ASM (68000 STE) (it's fast, very fast) and
>just created some wonderful rasters using the XBIOS 7-call.
>I tried the $ff8240-vector, but that wasn't really what I was looking
>for.
>Anyway I now got the idea to install theese to VBL! I can call
>like any program in VBL, but not my rastersource.
>
>Can someone tell me how to make a proper VBL call?

This must be ten years old if it's a day!!! If you don't know too much C or the names referred to by the macros I can have the compiler produce commented asm ...

```
#define DEF_VARS
#include <sysvars.h>
#include <cpu.h>
#include "misc.h"

bool
_mi_vbl_slot(newvbl,install)
void (*newvbl)();
bool install;
/*[ bool _mi_vbl_slot(newvbl,install)
void (*newvbl)();
bool install;

Installs or removes a handler from the VBL queue. 'install' should be
true
to install the user handler 'newvbl' which will be installed in the
first
free slot located. true will be returned for success and false for
failure.

When 'install' is false then 'newvbl' is searched for in the VBL
queue and
removed if it located, returning true for success and false for
failure.

The routine saves the VBL semaphore and then disables VBL processing
while it
searches and restores the original state before returning. The
current
```

```
processor state is saved and supervisor state obtained if neccessary,
the
previous state being re-instated before returning.

False denotes a full VBL queue for installation and that the handler
has
already been removed for removal.
]*/
{UWORD old_vblsem;
bool old_state =cp_procstate();
int i;
ptr *addr =(install ? NULL : newvbl);

if (!old_state) cp_superstate();
old_vblsem = *SYS_VBLSEM;
for (
i = 0;
i < *SYS_NVBLS;
i += 1
) {

if ((*SYS_VBLQUEUE)[i] == (ulong)addr) {
if (install) (*SYS_VBLQUEUE)[i] = (ulong)newvbl;
else (*SYS_VBLQUEUE)[i] = (ulong)NULL;

*SYS_VBLSEM = old_vblsem;
if (!old_state) cp_userstate();
return true;
}
}

*SYS_VBLSEM = old_vblsem;
if (!old_state) cp_userstate();
return false;
}

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

3180. Re: Centering screens

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <372a3c37.2514165@news.demon.co.uk>
Source record: 2897

On Thu, 22 Apr 1999 17:07:53 GMT, "Paul Hill"
<paul@lagernet.clara.co.uk> wrote:

>Easy question,

but rather difficult to answer as there ain't enough info! ;-)

>My screen's narrower than the screenmode i'm using. How do I centre it?
>
>e.g. I'm opening a 256 pixel wide screen on a 320 wide screenmode.

I guess ((320 - 256) / 2) isn't the answer you're after?

>I'm guessing I can get the width from the displayinfo database, but I can't
>find the values I need.

Depends what interface you are using. For the AES you'd enquire
WH_DESKTOP via wind_get(). The VDI has it in the "work out" array.
Offhand I haven't a clue where TOS gets it from (probably the LineA).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3181. Re: .ST files

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372794f84018880@oden.se>
Source record: 2898

on Wed 28-04-1999 17:08 Chris Swinson freeserve wrote:

>Hi thanks for the info, I did see ST2DISC but it moaned about something so I
>gave up with it,

Yes, it looks just like all those near unusable demo versions that some
people like to release. I don't see why they do that, as such versions
are likely to make users _less_ inclined to register, since they get an
unpleasant memory associated with that software.

But in the case of ST2DISK, the program really can do all the things that
the registered version can. It is just a bit awkward to do it unregistered.

>My program to restore .ST files to disc is 100% working :-) I'll be adding
>the make .ST files to it tonight so you can convert either way. Once
>finised I'll post the beta to anyone who will be willing to test it ?

I'm willing, but can't test the .ST files with emulators, since I do not
use PCs.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

3182. Re: atari dialing prgs (Freeze Dried Term)

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-28 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7g86sa$tdn@enews1.newsguy.com>
Source record: 2899

On 26 Apr 1999 17:57:42 , Jo Even Skarstein wrote:

>I should have been more precise, what I mean is that it won't work on my
>TT or Falcon in anything but ST-videomodes.

Actually, I figured out a way a long time ago to get FzT to work great in Falcon 16 color mode.
As long as you are running NVDI (even Warp 9). For some reason without screen acceleration, the colors just won't work right at all. Anyway:

*First, you have to reverse black and white in the pallette because FzT mixes these up internally. Just use whatever CPX you use to adjust this. I simply created a NEWDESK.INF file called FZT.INF (which had these colors) and with X-Boot used this .INF file whenever I booted up to use FzT.

*Then, I use the serial patch program called FAST_SER.PRG. It allows remapping the port so that when you select 19,200 in FzT, you actually get 57,600. So your 28.8 or 56k modem will work as it should.

*And make sure you use a third party file selector, as the normal Falcon's (TOS 4) selector will create some redraw problems.

*Make sure your Falcon is in 16 color mode (not 256 or TC as this will create a few errors and problems).

*Now as far as working under MagiC? It does that too. Just make sure you're in 16 color mode, and set it up for single tasking.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

3183. Play notes simultamously, how?

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-29 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7g9ecb$5hr$1@nnrp1.dejanews.com>
Source record: 2800

Greetings all,

I wonder if it is possible to use the built-in hardware to play notes simultanously, for instance to play chords an such. How can this be done in a way that will work on anything from an ST and upwards?

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3184. Re: .ST files

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-29 00:00:00 UTC
From: James Davies <jdavies@gromwin.demon.co.uk>
Message-ID: <7g9ubt$di6$1@soap.pipex.net>
Source record: 2801

```
----------
In article <7g7brj$cvo$1@news4.svr.pol.co.uk>, "Chris Swinson freeserve"
<chris-swinson@mega-disczine.freeserve.co.uk> wrote:

> Hi thanks for the info, I did see ST2DISC but it moaned about something so I
> gave up with it,
>
> My program to restore .ST files to disc is 100% working :-) I'll be adding
> the make .ST files to it tonight so you can convert either way. Once
> finised I'll post the beta to anyone who will be willing to test it ?
>
> thanks

Is this a PC or Atari program? I've already seen a PC prog that'll do this,
but I'm after an Atari executable that'll restore .ST images to floppies.

I'll help test it if this is the case.

James
```

3185. Re: .ST files

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-29 00:00:00 UTC
From: Chris Swinson freeserve <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ga2rn$5e1$1@news4.svr.pol.co.uk>
Source record: 2802

James Davies wrote in message <7g9ubt$di6$1@soap.pipex.net>...
>----------
>In article <7g7brjcvo1@news4.svr.pol.co.uk>, "Chris Swinson freeserve"
><chris-swinson@mega-disczine.freeserve.co.uk> wrote:
>
>
>> Hi thanks for the info, I did see ST2DISC but it moaned about something
so I
>> gave up with it,
>>
>> My program to restore .ST files to disc is 100% working :-) I'll be
adding
>> the make .ST files to it tonight so you can convert either way. Once
>> finised I'll post the beta to anyone who will be willing to test it ?
>>
>> thanks
>
>Is this a PC or Atari program? I've already seen a PC prog that'll do
this,
>but I'm after an Atari executable that'll restore .ST images to floppies.
>
>I'll help test it if this is the case.
>
>James

My prog is a Atari PRG, it currently has the option to restore .ST files
back to floppy. I have tested it out lastnight with a lot of .ST files and
it seams to work fine. I'm currently adding a option to read a disc into a
.ST image, though this parts only have wrote so far but it should be working
later on tonight. I'm just adding a basic shell to it at the moment. If
you can help by testing it out to see how well you get on with it then that
would be great :)

Chris

3186. Re: nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-29 00:00:00 UTC
From: News Chang <mchang@cisdesign.com>
Message-ID: <wS5W2.994$qW3.23265@typhoon-sf.snfc21.pbi.net>
Source record: 2803
Cross-posted to:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.programmer,comp.arch.embedded

From my 68000 book,
"suppose that the current interrupt mask is level 3. If a level 5
intrerupt occurs, it is
processed and the interrupt mask set to level 5. If during the processing
of this
interrupt, a level 4 interrupt is requested, it is made pending, even though
it has
a higher priority than the original interrupt mask.
When the level 5 interrupt has been processed, a return from exception is
made
and the former processor status word restored. As the old interrupt mask
was 3,
the pending interrupt of level 4 is then serviced."

hope this helps.

Mark

3187. Re: nested interrupts on the m68k

Newsgroup: comp.sys.atari.programmer
Date: 1999-04-29 00:00:00 UTC
From: News Chang <mchang@cisdesign.com>
Message-ID: <J16W2.996$qW3.24401@typhoon-sf.snfc21.pbi.net>
Source record: 2804
Cross-posted to:
comp.sys.m68k,comp.sys.amiga.programmers,comp.sys.amiga.emulations,comp.sys.atari.programmer,comp.arch.embedded

```
forgot to answer you question...
from my previous message, an
answer would be

interrupt request for level 1 occurs
interrupt mask set to 1
cpu saves sr and pc on the stack
cpu fetches interrupt vector
interrupt request for level 2 occurs
interrupt mask set to 2
int 2 service routine executed
int 2 finishes
int mask set back to 1
continue int 1 service routine
```

3188. Atari Emulator question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-01 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <ViArfqAUG2K3Qw84@shaw1.freeserve.co.uk>
Source record: 2805
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Which emulator am I best getting for programming?

(Can you please DON'T reply to c.s.a.s., as my mail program doesn't seem
to like that group)
--
||| Clair Shaw (aka. CDS) | Clair@Shaw1.freeserve~co~uk /-- +-\ +--
/ | \ http://surf.to/shaws | ICQ: 104335 ANTISPAM^ ^ | | | |__
/ | \ IRC: #atari, #shaw1 | BOT: CDSbot (/msg ~hello) __ +_/ __|
"So, what do you think, Mr Hankey?","No! You die!!"

3189. Re: STOS contactx wanted

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-01 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <YCSo3WAeE2K3Qw$z@shaw1.freeserve.co.uk>
Source record: 2806

You can add me as a STOS contact.. I'm pretty familiar with it...

At 22:34:16, Sun, 18 Apr 1999 Tony Greenwood from Accrington Web babbled
on about STOS contactx wanted to all the people at Computer group
comp.sys.atari.programmer
>Hey! "Chris Swinson" <chris-swinson@mega-disczine.freeserve.co.uk>
>
>>I've already collected a handful of people so where are all the other coders
>>out there ? There must be loads of you people out there somewhere ???
>
>You think maybe they are all on the stos mailing list.. I mean its
>been going for ooer must be over 5 years now...
>
>How about the STOS FAQ thats always a good place to start..That will
>show you how to get on the mailing list.. links to the stos file site
>and loads of other stuff..
>
>STOS is now free and avilable for download from the original
>authors... hey you can even chat to the original authors at there
>site..
>

Really? Cool!

>I recently gave over the running of the stos faq to dean sharples and
>he now has it on his site.. a lot of work went into it and theers
>lists of everything to dow ith stos in there.. hopefully deano is
>looking aftre it and checking the links..
>http://www.sillysoftware.freeserve.co.uk

I didn't even know you ran it beforehand, Tony!

>
>>If you know of any good STOS mailing lists then please mail me the info to
>
>hmm STOS FAQ
>
>>join :-) Any good STOS sites or even Atari sites then please let me know !!
>
>http://web.ukonline.co.uk/accrington/stosser
>
>
>And many other urls in......STOS FAQ again.
>

Talk about advertising!

>>I'm also looking for any FTP sites with anything Atari related on there.
>
>How about the STOS File site..(See STOS FAQ) took me hours uploading
>megs and megs of stos stuff. about 40 meg. all 30 issues of stosser
>diskazine plus source to the zines... other stos zines that came and
>went.. every extension..acb and all the stos updates

>(you are using
>the latest stos arnt you?)

Er, well.. Ahem.. Does the one Martin Cubitt sent you 2 year ago count?

>
>>So come on guys where are'ya all hideing ?
>
>Under your nose as the saying goes...:)
>

Under the table. We ran when Tony came along!

--
||| Clair Shaw (aka. CDS) | Clair@Shaw1.freeserve~co~uk /-- +-\ +--
/ | \ http://surf.to/shaws | ICQ: 104335 ANTISPAM^ ^ | | | |__
/ | \ IRC: #atari, #shaw1 | BOT: CDSbot (/msg ~hello) __ +_/ __|
"So, what do you think, Mr Hankey?","No! You die!!"

3190. Re: Atari Emulator question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-02 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dr6mjr.iipxlde4k37uN@max02-083.enterprise.net>
Source record: 2807
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Clair Shaw <Clair@shaw1.freeserve.co.uk> wrote:

> Which emulator am I best getting for programming?

NoSTalgia and PowerST - for Macintosh of course :-)

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

3191. Re: Atari Emulator question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-02 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <Xs5AUFAICFL3Ewte@my-ste.demon.co.uk>
Source record: 2808

In article <ViArfqAUG2K3Qw84@shaw1.freeserve.co.uk>, Clair Shaw
<Clair@shaw1.freeserve.co.uk> writes
>Which emulator am I best getting for programming?

The best of the freeware and shareware ones that I've tried is
definitely TOSBox. I'm not sure about WinSTon or PacifiST, since I don't
use them very much.

As for the commercial ones, Gemulator is supposed to be pretty good at
emulation, and if MagicPC is as good as the demo, it's a very good one.
It certainly appears more compatible with a few programs than Magic
v5.11 is.

The best thing to do would be to D/L the TOSBox, WinSTon and PacifiST
v0.48, since v0.49 appears to be rather unstable on my system, and try
them out doing whatever you're going to be doing on it.

--
David Bolt

3192. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-02 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <7gio43$mm1$1@nnrp1.dejanews.com>
Source record: 2809
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari

In article <7elurp$cc3$1@news.casema.net>,
"Vlierus" <****@****.***> wrote:

> Helllo
>
> soon there will be a <almost> perfect FALCON 030 emu.....
>
> it's now in a beta fase..... who is intressed?!??!?! just reply... en when
> it's releasd i will give you the adress 4 downloading it

You know something, I really would like to get back in the Atari/TOS scene so "yeah" I love to see something like that!

I have a few questions, one being will the DSP be emulated or could a DSP card be used? With the way they make the PC's now, I wouldn't be surprised if the whole thing is done on software :)

Of course I should warn that you may get some opposition from "purists" who hate any emulation on on Atari/Hades/Milian machine. But then again, you can just ignore them ;)

Anyways I hope you succeed in this endevior. Maybe I can get back to my own project of running older ST programs under Magic/MINT :)

Eric Noss
a.k.a
Mr. Maddog

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3193. Re: STOS contactx wanted

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-03 00:00:00 UTC
From: webmaster@karate-club.co.uk
Message-ID: <372e0721.19474622@news.ukonline.co.uk>
Source record: 2810

Hey! Clair Shaw <Clair@shaw1.freeserve.co.uk>

>>STOS is now free and avilable for download from the original
>>authors... hey you can even chat to the original authors at there
>>site..
>>
>
>Really? Cool!

not really :)

>>I recently gave over the running of the stos faq to dean sharples and

>I didn't even know you ran it beforehand, Tony!

Bet you didnt even know I used STOS eh ?:)

>>And many other urls in......STOS FAQ again.
>>
>
>Talk about advertising!

stos stos sto...

>>(you are using
>>the latest stos arnt you?)
>
>Er, well.. Ahem.. Does the one Martin Cubitt sent you 2 year ago count?

sent who ?.. and I doubt it.. its been updated since then.. have I
only been using stos for 2 years and got it from martin ?...
hahaahahahahahhahahaha dream on :)

>>
>>>So come on guys where are'ya all hideing ?
>>
>>Under your nose as the saying goes...:)
>>
>
>Under the table. We ran when Tony came along!

Tony who ?

Cheers..!ynoT (STOSSER Software)

3194. Looking for war simulation code in JAVA

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-04 00:00:00 UTC
From: jk@onworld.com
Message-ID: <372e6071$0$202@nntp1.ba.best.com>
Source record: 2811

Does anyone have any types of war simulation code in java?

3195. Re: Play notes simultamously, how?

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-04 00:00:00 UTC
From: Martin.Elsaesser@t-online.de
Message-ID: <7gm3svckn1@news07.btx.dtag.de>
Source record: 2812

Hello Joakim,

I suppose you must "add" the frequences of your notes. The note "a" has the frequence 440 Hz, the octave above it is 880 Hz. The Interval between them is devided into 12 parts for multiplication. So you can obtain each tone: count the "half-tones" between "a" and the given tone and calculate 440 * 2^(n/12)!

To add the frequences you must use the sinus and cosinus rules for sin(a)+sin(b)=....! This function is to be played for the time, where de different tones should be played. For a ST you can prepare e String for the sound chip and use dosound(), for STE and upwards you can use the DMA-sound... ;-)

Gruï¿½

Martin Elsï¿½sser

Gruï¿½

Martin Elsï¿½sser

3196. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-04 00:00:00 UTC
From: thomas.goirand@easynet.fr
Message-ID: <7gmt88$27jt$4@buggy.easynet.fr>
Source record: 2813

On 22 Apr 1999 23:49:44 , "Peter Persson" wrote:
>Hi!
>
>Are you planning to emulate the DSP as well? (If you don't it will be a
>pretty useless emulator as allmost all Falcon programs use it :-)
>
>/Peter
>
>Vlierus <****@****.***> skrev i meddelandet
><7evvn0$8lv$1@news.casema.net>...
>>YES... I knew there are people intressed....
>>
>>im working very hard... i now have the desktop emulated.. i must now going
>>to emulate the blitter..... and that's a though wone.... i think it may
>take
>>a week or 3 ... then it's finished....

I don't think you should take too much time doing that, because
only few prgs are using the Blitter which is a bit hold and not so fast.
At home, my blitter is always off... NVDI rullez !

Thomas

--- end of message ---

--- Thomas Goirand alias Zigo on #demofr, #atari on IRCnet ---
--- MIDI composer --- 680x0 & GEM Coder ---
--- If you haven't yet, have a look to http://www.centek.fr ---
---
--- web: http://perso.easynet.fr/~thomas.goirand ---
--- email: mailto:thomas.goirand@easynet.fr ---

3197. Re: .ST files

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-05 00:00:00 UTC
From: lippmann@rbg.informatik.tu-darmstadt.de
Message-ID: <7gq4u8ldn1@sun27.hrz.tu-darmstadt.de>
Source record: 2814

Chris:
|> My prog is a Atari PRG, it currently has the option to restore .ST files
|> back to floppy. I have tested it out lastnight with a lot of .ST files and
|> it seams to work fine. I'm currently adding a option to read a disc into a
|> .ST image, though this parts only have wrote so far but it should be working
|> later on tonight. I'm just adding a basic shell to it at the moment. If
|> you can help by testing it out to see how well you get on with it then that
|> would be great :)

Try it out with the Elvira ST files. The MSA2ST converter (PC prog)
fails to produce the correct .MSA file for disk D.
Fetch the *five* ST files from:
ftp -v -n
open atari.d-n-a.net 8021
user ftp chris@
cd automation
bin
get A_455_A.zip
get A_455_B.zip
get A_455_C.zip
get A_455_D.zip
get A_455_E.zip
bye
and run the Elvira intro until disk D is requested and accepted.

That's my way to produce ST disks: convert .ST files to .MSA with
MSA2ST -m FOO.ST on my PC, then copy FOO.MSA on a 1.44MB floppy and
unpack it on my STE. (But NOT with JayMSA, it doesn't work at all.)
You can find MSA2ST on the PaCifiST home page. Maybe the author
provides the source code?

Oh, BTW, I mostly use my PC to run PaCifiST or load digitized tape data
into my ZX Spectrum. ;)

Regards, Jens.

--

Jens Lippmann lippmann@rbg.informatik.tu-darmstadt.de
http://www.student.informatik.tu-darmstadt.de/~lippmann
#
Technische Universitaet Darmstadt http://www.tu-darmstadt.de

3198. Job opprotunities in the bay area for programmer, dba, webdevelopers, and unix admin

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-05 00:00:00 UTC
From: traceysinc@aol.com
Message-ID: <19990505154142.09224.00002541@ng-cn1.aol.com>
Source record: 2815

Make sure to send me an e mail direct with contact info...Thankyou

Mt. View Biomedical Startup 70-80k plus stock
C programmer
in this role you will need to be bright, enthusiastic
and a flexible college graduate, with some solid
programming experience in C/Unix. C/C++ on a PC would
be fine, but a highly GUI focused Visual type
developer would probably struggle with the
requirements. The computing skills may have been
acquired on a formal computing degree course, but
equally they may have been acquired in the course of
other study as a necessary tool. Must have had at
least a year's experience programming to other
peoples' requirements, although this would not
necessarily be in a commercial environment. They
should feel comfortable working with the scientific
members of staff, developing software requirements in
the context of a growing understanding of the
business, technology and science of the company. They
should be comfortable working on their own or in
larger project teams.
The main role will be to elucidate software
requirements within the scope of the various other
systems being developed, build prototypes, organize
user testing and acceptance, deliver finished software
in a timely fashion with documentation as required,
and provide support and further development as
necessary. The main languages will be C running under
unix and SQL, but there will be many requirements to
utilize other languages and techniques in the highly
integrated & automated systems the company will be
building. There will be opportunities to do data
modeling.
Technical Skill Set/Years Of Experience - (Required)
(Hardware, Software, Database, Communications...)
1. 1+yr. Exper. Programming UNIX in C to
specifications provided by others.
2. Experience In SQL
3. BS degree but programming skills may be acquired in
class or "on the job". Additional Technical Skills -
(Plus)
1. Exposure to any of the following will be an asset:

CGI programming/SQL/perl
2. Desire to be a "team member" in addition to a being an individual contributor.
3. Confortable working with scientific members of staff.

SAN FRANCISCO 80K-90K PLUS STOCK

As Senior Web Applications Programmer for this Company, you will be developing web-based programs using a combination of the following skills: COM, DCOM, Java, JDBC, ADO, Active Server Pages (ASP), JHTML, IIS 4.0 or Java Web Server. You must have at least one of the following in distributed architectures: DCOM/Enterprise, Java/CORBA. Experience in writing professionally-crafted requirements analysis and design documents is also a must.

Minimum qualifications include:
-- BS degree in CS, EE or MIS;
-- Strong written and verbal communication skills;
-- Strong team attitude with a focus on details and client satisfaction; and
-- 4-10 years professional development experience.

As a Web Applications Programmer for this Company, you will be developing web-based programs using a combination of the following skills: COM, DCOM, Java, JDBC, ADO, Active Server Pages (ASP), JHTML, IIS 4.0 or Java Web Server. It is essential that you possess strong written and verbal communication skills, as well as a strong team attitude with a focus on details and client satisfaction. A BS degree in CS, EE or MIS is required, as are 2-5 years of professional development experience. You must know how to author stored procedures using PL/S and/or Transact SQL. Other requirements include 1+ years of solid internet application development experience, and familiarity with Oracle and/or MS SQL Server.

REDWOOD CITY 80K-90K PLUS STOCK

Join a company that is on the cutting edge of e-commerce. This is an opportunity to change the way millions of people do business. Company currently has 50 employees and is experiencing explosive growth. Compensation will includes a very attractive stock option plan.

In the Web Developer / Software Engineer position, your duties will include coding modules

according to customer specifications, testing and documenting code, and designing modules when required. You must have at least 2 years web development experience using Perl, CGI, HTTP, HTML, C, SQL and Windows.
Familiarity with graphics packages--
Photoshop, Illustrator, Debabelizer, HTML--is desired. You should have a portfolio ready to demonstrate your work on different sites.

Please apply or call today for more details!

Mt. View Biomedical compnay 70k plus stock
Unix Adminsistrator
If you are bright, enthusiastic and flexible graduate, and are prepared to work on a great variety of tasks associated with the development and maintenance of the company's various computer systems. The main tasks will be system administration for (initially) all company systems, which will include Sun unix machines of various scales, the development and production data servers, and the company file&print server. As part of this they will have to develop and maintain effective data backup and recovery systems. They will be responsible for provision and support of desktop computing, both PCs and X terminals (or equivalent), printers, e-mail, software, etc..
REQUIREMENTS:
1. primary skills will be based around unix system administration and operation of LANs and internet connections.
2. at least one years' experience as the key person running some sort of unix installation.
Exposure to any of the following will be an asset:
3. Intranets/Sybase/Oracle/Novell/network design/network storage devices.
4. BS Degree (minimum).

As the company grows, this post will evolve, and will become more specialised, either technically or managerially, depending on the skills and/or career development requirements of the incumbent.

San Francisco 80-90k plus stock
DBA Programmer
As a Database Administrator for this Company, you will assist with their client project as the DBA for their client server farm. You will be immediately responsible for helping to make the site as stable as possible by auditing, creating new, modifying existing, and documenting all SQL environments, backup

procedures, and monitors. You will ensure that all data transfers are successfully executed and monitored, as well as develop and document contingency plans for these transfers. You will also assist in properly training and transitioning these responsibilities to a DBA to be determined by their client. Once stable, you will then assist in creating a "Best Practice" Document for use on all other Site Server Membership deployments. You will then be staffed on another Site Server Project or leveraged on database-intensive projects within the Business Systems Practice.

REQUIREMENTS:
--MS SQL Server DBA with at least two years experience as a DBA.
--Knowledge of backup, clustering, and performance tuning.
--Knowledge of MS Site Server and the Membership Directory preferred
--Experience with other databases, specifically Oracle.
--Certifications with at least one technology, but as no substitute for experience.

Mt. View 70-80k plus stock
Sybase DBA Programmer

3199. commodore & atari with sega?

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-06 00:00:00 UTC
From: aalabiso@my-dejanews.com
Message-ID: <7gs7i3scj1@nnrp1.deja.com>
Source record: 2816

Here's what I have:

1 Commodore 64 w/ Disk Drive & Printer
2 Atari 2600s Older Model
1 Newer Atari 2600
2 Atari 7800s
1 Atari 800 Computer System
3 Sega Master Systems
Over 35 COntrollers
with a ton of accessories

all this stuff is for auction at ebay
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=99597976

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3200. ST Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-13 00:00:00 UTC
From: "Ballegooij van AR", 0555444 <alex@cs.vu.nl>
Message-ID: <7hfca0$el1@cs.vu.nl>
Source record: 2817

Hey,

I've recently begun programming my old ST as a
fun side project and i have a small problem.

I run in medium resolution and my program switches to
low resolution, when i come back to medium resolution
it looks like the screen address is off by a plane.
(Eg i see the screen in red/green...)
I know that this description is quite fague, but maybe
somebody knows what i mean...

Does anybody know what's wrong and what i can do to
stop this from happening ?
(It might be usefull to know that I use devpac on an
STe...)

Thanks in advance, Alex...

3201. Stuff For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-14 00:00:00 UTC
From: deano@sillysoftware.freeserve.co.uk
Message-ID: <373f06be.3137590@news.freeserve.net>
Source record: 2818

I've still got the following items for sale if anyone is interested.

Beginners guide to Machine Code Book 10ukp
Family Roots 2 5Ukp
Ez Art Pro 5ukp
Stac (St Adventure Creator) Manual and software 4ukp

All prices include p+p

Email me if you are interested.

Deano
Deano@sillysoftware.freeserve.co.uk
http://www.sillysoftware.freeserve.co.uk/index.html

3202. Re: ST Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <373c78dd.9439463@news.demon.co.uk>
Source record: 2819

On Thu, 13 May 99 22:22:24, Ballegooij van AR,0555444 <alex@cs.vu.nl>
wrote:

>Hey,
>
>I've recently begun programming my old ST as a
>fun side project and i have a small problem.
>
>I run in medium resolution and my program switches to
>low resolution, when i come back to medium resolution
>it looks like the screen address is off by a plane.
>(Eg i see the screen in red/green...)
>I know that this description is quite fague, but maybe
>somebody knows what i mean...

Yep, it is vague. Fortunately there ain't too many causes! ;-)

>Does anybody know what's wrong

The display chip doesn't care what mode you're in. It just so happens
all three ST modes use 32K of memory. When you change from one mode to
another the chip simply translates the information in that space
differently, hence the wierd display.

>and what i can do to
>stop this from happening ?

Depends on what "owned" the original display - but the best way round
it is not to corrupt it in the first place. When you enter low rez
change the display address to another block of memory. Doesn't matter
where this 32K is, *provided* it is aligned on a 256 byte boundary.
Just restore the original address when you revert to medium rez.
Sumfink like this ...

```
old_log = Logbase()
old_phy = Physbase()
old_rez = Getrez()
d0 = Malloc(32 * 1024 + 256) //or use static 32K+256 block
if (d0 zero) then rts "not enough memory"
cur_base = d0
d0 = d0 + 256
d0 = d0 $ffffff00
Setscreen(d0,d0,lowrez);
jsr YeOldeLowRezProgram
Setscreen(old_log,old_phy,old_rez)
Mfree(cur_base)
```

```
rts

>(It might be usefull to know that I use devpac on an
>STe...)
>
>Thanks in advance, Alex...

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

3203. Re: ST Programming Question [LONG !]

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-15 00:00:00 UTC
From: "Ballegooij van AR", 0555444 <alex@cs.vu.nl>
Message-ID: <7hjf0v$evl@cs.vu.nl>
Source record: 2820

```
Ballegooij van AR,0555444 <alex@cs.vu.nl> writes:

>Hey,
>
>I've recently begun programming my old ST as a
>fun side project and i have a small problem.
>
>I run in medium resolution and my program switches to
>low resolution, when i come back to medium resolution
>it looks like the screen address is off by a plane.
>(Eg i see the screen in red/green...)
>I know that this description is quite fague, but maybe
>somebody knows what i mean...
>
>Does anybody know what's wrong and what i can do to
>stop this from happening ?
>(It might be usefull to know that I use devpac on an
>STe...)
>
>Thanks in advance, Alex...

As Brian O'Donnell suggested to me i'm including my code here, it's quite long
sorry for that one....

Maybe there's an error in there someware, i must confess that i stole
almost all the code in the routine 'start' from an example.
(and my ST knwoledge is too limitted to really understand it :> )

the routine '_main' that's not included 'draws' to _w_screen and
calls '_swap_screen' until the spacebar is pressed...

Thanks in advance, again,
Alex...

------------------------- code ------------------------

SHIFTER_RESOLUTION equ $FFFF8260
VERTBLANK_INT equ $00000070
VIDEO_SCREEN_POSITION equ $FFFF8200

enable_int MACRO
move.w #$2300,sr
ENDM

disable_int MACRO
move.w #$2700,sr
ENDM
```

```
start clr.l -(sp) Go into supervisor mode
move.w #$20,-(sp)
trap #1
addq.l #6,sp
move.l d0,old_ssp Store old SSP

move.w #3,-(sp) Logbase to find the screen
trap #14
addq.l #2,sp
move.l d0,_d_screen Store the currently displayed screen
move.l d0,old_screen

move.l #w_screen,d0 Create a offscreen buffer
addi.l #256,d0 ensure it's on a 256 byte boundry
andi.l #$ffffff00,d0
move.l d0,_w_screen

move.w sr,old_sr Save status register

* call the main program
bsr _set_low_res
bsr _main
bsr _restore_res

* clean up
move.w old_sr,sr Restore status register
move.l old_ssp,sp Restore stack

move.w #-1,-(sp) Restore the screen
move.l old_screen,-(sp)
move.l old_screen,-(sp)
move.w #5,-(sp)
trap #14
lea 12(sp),sp

clr.w -(sp) Exit back to TOS
trap #1

*****************************************************************************
* Resolution switching code...

_set_low_res
disable_int Patch in a new VERTBLANK_INT handler
move.l VERTBLANK_INT,old_vbi
move.l #_vbi,VERTBLANK_INT
enable_int

sf _vbi_done Wait for Vertical Retrace
bsr _wait_vbi

move.b SHIFTER_RESOLUTION,old_res Set Low resolution
move.b #0,SHIFTER_RESOLUTION
rts
```

```
_vbi
st _vbi_done
rte

_wait_vbi
tst.b _vbi_done
beq.s _wait_vbi
rts

_swap_screens
move.l _w_screen,d0 d0 = screen address
move.l _d_screen,d1
move.l d1,_w_screen
move.l d0,_d_screen d0 = xxxx high low 0000

lsr.w #8,d0
move.l d0,VIDEO_SCREEN_POSITION d0 = xxxx high xxxx low

sf _vbi_done
rts

_restore_res
disable_int Restore original VERTBLANK_INT handler
move.l old_vbi,VERTBLANK_INT
enable_int

move.b old_res,SHIFTER_RESOLUTION Restore original screen mode
rts

SECTION BSS

EVEN
old_ssp ds.l 1
old_screen ds.l 1
old_sr ds.w 1
old_vbi ds.l 1
old_res ds.b 1

EVEN
_d_screen ds.l 1
_w_screen ds.l 1
w_screen ds.b 32000+256 screen has to be on a 256 byte boundry
_vbi_done ds.b 1
```

3204. Re: ST Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-15 00:00:00 UTC
From: "Ballegooij van AR", 0555444 <alex@cs.vu.nl>
Message-ID: <7hjfd0$f2t@cs.vu.nl>
Source record: 2821

guy@swampdog.demon.co.uk (Guy Harrison) writes:

Thanks for your answer,

>Depends on what "owned" the original display - but the best way round
>it is not to corrupt it in the first place. When you enter low rez
>change the display address to another block of memory. Doesn't matter
>where this 32K is, *provided* it is aligned on a 256 byte boundary.
>Just restore the original address when you revert to medium rez.
>Sumfink like this ...

```
>old_log = Logbase()
>old_phy = Physbase()
>old_rez = Getrez()
>d0 = Malloc(32 * 1024 + 256) //or use static 32K+256 block
>if (d0 zero) then rts "not enough memory"
>cur_base = d0
>d0 = d0 + 256
>d0 = d0 $ffffff00
>Setscreen(d0,d0,lowrez);
>jsr YeOldeLowRezProgram
>Setscreen(old_log,old_phy,old_rez)
>Mfree(cur_base)
>rts
```

I AM modifying the content of the original screen buffer,
but i don't think thats the problem (eg. the GEM windows ARE redrawn).
But it sometimes (75% of the times it workls correctly) looks just
like if you'd copy an image but skipping the first word so all
words are one word too early in the screen buffer...

Hmm, this explanation doesnt help either does it ? ;>

Anyways, i've posted my code in this newsgroup too,
maybe that somebody can find an error in it ?

Alex...

3205. Re: ST Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-17 00:00:00 UTC
From: Mac Sys Data <pov@tesco.net>
Message-ID: <7hplr0qsi1@barcode.tesco.net>
Source record: 2822

```
Also try a v_sync before you switch rez.

On the 256 byte screen boundary I tend to do this:

move.l #screen,d0
clr.b d0

ds.b 256
screen:
ds.b 32000

the code always ensures the new screen address is on a 256 byte boundary.
Nice and simple.
```

3206. Looking 4 GFX Fonts

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-17 00:00:00 UTC
From: spectre@wanadoo.fr
Message-ID: <01be9262$47ab1fc0$4ee28aa4@default>
Source record: 2823

I looking 4 gfx fonts for making demos.
Someone know where can i get this?????

spectre@wanadoo.fr

3207. TAF Meeting May 19th - Elections, Emulations!

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-17 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <17051999142142739%dreibel@idirect.com>
Source record: 2824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.announce,alt.atari,comp.sys.atari.programmer

Agenda for the May 19th, 1999 Toronto Atari Federation meeting:

First, it's time once again for the annual TAF Executive Elections! If you like what the club is doing, or want to see a change in how it's being run, then by all means come in and let your voice be heard! This is the executive you'll be bringing in to the next millenium....

Then, we'll be looking at how to improve the efficiency of your PC computer - by installing an Atari emulator and running your favorite ST applications on it! We'll be looking at GEMulator, TOSBox, PacifiST and other popular ST emulators, running on both a PC laptop and on our PHOENIX editor's PC tower! Learn about how well the various emulators run, the advantages, the pitfalls, the issues on emulation - and what does and doesn't run. Needless to say, this seminar will also allow you to run your programs well into the millenium as well.

It'll be an exciting night, to say the least. See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3208. Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-18 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7hs8k0$hj9$1@nnrp1.deja.com>
Source record: 2825

Greetings all,

As indicated in the subject line, I am looking for a way to look for
incoming midi events without making the whole program wait. It should
still be able to wait for other instructions.

Thanks in advance,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3209. Re: Looking 4 GFX Fonts

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-18 00:00:00 UTC
From: Mac Sys Data <pov@tesco.net>
Message-ID: <7hsdjq$8$1@barcode.tesco.net>
Source record: 2826

I have loads, how do you want them sent?

MSD/POV

spectre@wanadoo.fr wrote in message <01be9262$47ab1fc0$4ee28aa4@default>...
>I looking 4 gfx fonts for making demos.
>Someone know where can i get this?????
>
>spectre@wanadoo.fr

3210. Embarrassing question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-18 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <cmp03.69$kn3.2561@nntp1>
Source record: 2827
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hello all,
I have made the plunge into my newly acquired 800XL and want to learn to program on it and I have a VERY embarrassing question.
How to I save and load from my 1050 floppy drive?
I have a book on game programming that came with a disk. I typed CLOAD and it started to load, but then I realized that there are most likely more than 1 program on the disk. The disk isn't labeled so I need to know what is on it. How do I find out the names of the files on the disk and how do I load those files (I assume CLOAD then the name of the program)? I assume saving a program is similar.
I am too used to DOS and Windows...
Please e-mail me at delliott@nac.net and don't be too hard on me.
Thanks,
David
PS I'm sure the same holds true for my 410 program recorder too...

3211. MPEG 1&2 Video decoder

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-18 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <37413805.B98C4FAE@ief.u-psud.fr>
Source record: 2828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

I have adapted MPEG2DECODE, a bitstream ISO video 1&2 decoder, to all
ATARI platforms running more or equal to 256 colors. The decoder's
binaries are available at http://eureka.atari.org/mpeg2dec.zip
It works now nicely. But, I was wondering whether someone would be
able to extend the C source code, so that it could decode MPEG
audio included in the stream. I've no idea of what to do, but maybe
someone would do it. The sources have been succesfully compiled
with PURE C 1.1 and GCC 2.8.1 in 16 and 32 bits int modes. There's
more and more MPEG sequence on CDROMs nowadays, and decode them
without the sound is a bit frustrating. Of course there's a need
of CPU power to decode MPEG, but I have an HADES 060, and powerfull
ATARI computers now apear. I think that to decode both Video and Audio,
Audio should be preprocessed, and be played while decoding Video.
I've no idea of MPEG Audio formats, either than the audio stream
included in video, but, my decoder decodes MPEG Audio/Video 1&2
streams without the sound for the moment. If anyone has the ability
to adapt my C sources, I would be glad to send them. Maybe
I could take advantage of MPEG Audio decoders that are available
on ATARI.
Thanks for cooperating ...

Regards,
Bye for now,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
WEB : http://eureka.atari.org
E-mail : mailto:lecoat@atari.org

3212. Re: ST Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <374b6c16.169635112@news.demon.co.uk>
Source record: 2829

On Sat, 15 May 99 11:39:44, Ballegooij van AR,0555444 <alex@cs.vu.nl>
wrote:

>guy@swampdog.demon.co.uk (Guy Harrison) writes:
>
>Thanks for your answer,
>
>>Depends on what "owned" the original display - but the best way round
>>it is not to corrupt it in the first place. When you enter low rez
>>change the display address to another block of memory. Doesn't matter
>>where this 32K is, *provided* it is aligned on a 256 byte boundary.
>>Just restore the original address when you revert to medium rez.
>>Sumfink like this ...
>
>>old_log = Logbase()
>>old_phy = Physbase()
>>old_rez = Getrez()
>>d0 = Malloc(32 * 1024 + 256) //or use static 32K+256 block
>>if (d0 zero) then rts "not enough memory"
>>cur_base = d0
>>d0 = d0 + 256
>>d0 = d0 $ffffff00
>>Setscreen(d0,d0,lowrez);
>>jsr YeOldeLowRezProgram
>>Setscreen(old_log,old_phy,old_rez)
>>Mfree(cur_base)
>>rts
>
>I AM modifying the content of the original screen buffer,
>but i don't think thats the problem (eg. the GEM windows ARE redrawn).
>But it sometimes (75% of the times it workls correctly) looks just
>like if you'd copy an image but skipping the first word so all
>words are one word too early in the screen buffer...

I'm not an expert with machine code but the code you've "liberated"
<g> seems to be going at it very low level.

Firstly all the _restore_res routine appears to do is simply restore
the old resolution. Until such time as something "clears" or otherwise
completely redraws that 32K of screen ram then it is going to look
wierd.

Secondly, there are lots of registers associated with the video. I
personally know nothing about them but I'd be most surprised if the
system lets you get away with changing them when you feel like it.

This is where I think the problem lies: simply that 25% of the time
the change is made at the wrong time and something isn't synchronised.
Might even be that no rez change even takes place!

The _swap_screens routine does appear to be toggling between two
screen displays. This, coupled with the fact the code totally hijacks
the VBL interrupt and runs entirely in supervisor mode indicates (imo)
this code is targetted for a "shoot-em-up" kind of game, where fast
frame rates are the order of the day. All other considerations come
second to this, thus these kinds of games rarely exit cleanly.

>Hmm, this explanation doesnt help either does it ? ;>

oo, I dunno. ;=)

>Anyways, i've posted my code in this newsgroup too,
>maybe that somebody can find an error in it ?

Like I've said, I could be wrong. I'm not expert enough with machine
code or direct hardware access to tell. I do think it is the wrong
kind of code though. Standard operating system calls can be used for
initialisation and termination.

Best go look at the code now ... ;-)

... my money goes on that #-1 value I've mentioned for Setscrn().

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3213. Re: ST Programming Question [LONG !]

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37486b3b.169416147@news.demon.co.uk>
Source record: 2830

```
On Sat, 15 May 99 11:33:19, Ballegooij van AR,0555444 <alex@cs.vu.nl>
wrote:

>Ballegooij van AR,0555444 <alex@cs.vu.nl> writes:
>
>>Hey,
>>
>>I've recently begun programming my old ST as a
>>fun side project and i have a small problem.
>>
>>I run in medium resolution and my program switches to
>>low resolution, when i come back to medium resolution
>>it looks like the screen address is off by a plane.
>>(Eg i see the screen in red/green...)
>>I know that this description is quite fague, but maybe
>>somebody knows what i mean...
>>
>>Does anybody know what's wrong and what i can do to
>>stop this from happening ?
>>(It might be usefull to know that I use devpac on an
>>STe...)
>>
>>Thanks in advance, Alex...
>
>As Brian O'Donnell suggested to me i'm including my code here, it's quite long
>sorry for that one....
>
>Maybe there's an error in there someware, i must confess that i stole
>almost all the code in the routine 'start' from an example.
>(and my ST knwoledge is too limitted to really understand it :> )
>
>the routine '_main' that's not included 'draws' to _w_screen and
>calls '_swap_screen' until the spacebar is pressed...
>
>Thanks in advance, again,
>Alex...
>
>------------------------- code ----------------------
>
>SHIFTER_RESOLUTION equ $FFFF8260
>VERTBLANK_INT equ $00000070
>VIDEO_SCREEN_POSITION equ $FFFF8200
>
>enable_int MACRO
```

```
> move.w #$2300,sr
>ENDM
>
>disable_int MACRO
> move.w #$2700,sr
>ENDM
>
>
>start clr.l -(sp) Go into supervisor mode
> move.w #$20,-(sp)
> trap #1
> addq.l #6,sp
> move.l d0,old_ssp Store old SSP
```

The ST usually runs with the processor in "usermode". It only enters superstate inside the operating system (ie in a trap / interrupt etc). This feature is common to all 68000 processors but the above call is specific to the ST - there is no way you can get into superstate unless the system provides a mechanism to do it.

Some memory locations are inaccessible in userstate (like hardware) and (iirc) the 1st 1Kb of ram. The above call is called "Super()". It allows a userstate program to enter superstate, or to revert back from superstate to the normal userstate. The processor maintains two hardware stacks: one is used in superstate, the other in userstate. Because when one is active the other must be inactive, both are known as "a7" or "sp" - whatever it is your assembler uses. ie the stack in use at any one time can only be known if you know what mode the processor is in at the time.

Essentially what happens above is the system enters superstate and returns the userstate stack. This must be preserved and restored (usually pretty soon but games tend not to) later with another call to Super using this d0 value as its argument.

```
> move.w #3,-(sp) Logbase to find the screen
> trap #14
> addq.l #2,sp
> move.l d0,_d_screen Store the currently displayed screen
> move.l d0,old_screen
```

Logbase() is the address where the system scribbles its graphics. Physbase() is where the video displays its graphics. Normally both addresses are the same but a game usually needs to change them. Typically it'll have two Logbase screens and the Physbase will toggle constantly between them during the flyback portion of the video chip whilst the game draws on the one that isn't currently being displayed. ie flicker free graphics.

```
> move.l #w_screen,d0 Create a offscreen buffer
> addi.l #256,d0 ensure it's on a 256 byte boundry
> andi.l #$ffffff00,d0
```

```
> move.l d0,_w_screen
>
> move.w sr,old_sr Save status register
```

this is the superstack, or superstate stack pointer cos we're still in
supervisor mode (which is where we stay).

```
>* call the main program
> bsr _set_low_res
> bsr _main
> bsr _restore_res
>
>* clean up
> move.w old_sr,sr Restore status register
> move.l old_ssp,sp Restore stack
```

this is where my lack of asm knowledge lets me down. It's dumping that
saved userstack right over the top of the superstack to revert back to
"usermode" ... or is it? This may be perfectly legal but why can it
not call Super(old_ssp) as per docs?

```
> move.w #-1,-(sp) Restore the screen
> move.l old_screen,-(sp)
> move.l old_screen,-(sp)
> move.w #5,-(sp)
> trap #14
> lea 12(sp),sp
```

eek! I'm lost. That #-1 argument doesn't make any sense. Either
there's something I don't know or it is definately a bug. That should
be the screen mode, -1 values in OS calls are typically used to mean
"don't change". I would have expected the initialisation code to have
issued a Getrez() earlier then pass the saved value from that as the
arg here. Someone else is gonna have to explain this one! Oth iirc "1"
is the value for medium rez so it could just be a typo.

```
> clr.w -(sp) Exit back to TOS
> trap #1
>
>
>*************************************************************************
>* Resolution switching code...
```

oo heavy [in a Homer type voice] ;-)

Not really needed if you only want to draw on the same
Logbase/Physbase screen ...

```
>_set_low_res
> disable_int Patch in a new VERTBLANK_INT handler
> move.l VERTBLANK_INT,old_vbi
> move.l #_vbi,VERTBLANK_INT
> enable_int
```

```
>
> sf _vbi_done Wait for Vertical Retrace
> bsr _wait_vbi
>
> move.b SHIFTER_RESOLUTION,old_res Set Low resolution
> move.b #0,SHIFTER_RESOLUTION
> rts
>
>
>_vbi
> st _vbi_done
> rte
>
>
>_wait_vbi
> tst.b _vbi_done
> beq.s _wait_vbi
> rts
>
>
>_swap_screens
> move.l _w_screen,d0 d0 = screen address
> move.l _d_screen,d1
> move.l d1,_w_screen
> move.l d0,_d_screen d0 = xxxx high low 0000
>
> lsr.w #8,d0
> move.l d0,VIDEO_SCREEN_POSITION d0 = xxxx high xxxx low
>
> sf _vbi_done
> rts
>
>
>_restore_res
> disable_int Restore original VERTBLANK_INT handler
> move.l old_vbi,VERTBLANK_INT
> enable_int
>
> move.b old_res,SHIFTER_RESOLUTION Restore original screen mode
> rts
>
>
>SECTION BSS
>
> EVEN
>old_ssp ds.l 1
>old_screen ds.l 1
>old_sr ds.w 1
>old_vbi ds.l 1
>old_res ds.b 1
```

```
>
> EVEN
>_d_screen ds.l 1
>_w_screen ds.l 1
>w_screen ds.b 32000+256 screen has to be on a 256 byte boundry
>_vbi_done ds.b 1
>
>
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3214. Re: Embarrassing question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37452926.107925148@news.erols.com>
Source record: 2831
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Tue, 18 May 1999 22:35:12 -0400, "David A. Elliott"
<delliott@nac.net> wrote:

>Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
>program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
>and it started to load, but then I realized that there are most likely more
>than 1 program on the disk. The disk isn't labeled so I need to know what
>is on it. How do I find out the names of the files on the disk and how do I
>load those files (I assume CLOAD then the name of the program)? I assume
>saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David
>PS I'm sure the same holds true for my 410 program recorder too...
>
The commands in ATARI BASIC is as follows:

LOAD "D:FILENAME.BAS" - D is for disk drive, if you have more than one
disk drive then you can use LOAD "D2:FILENAME.BAS" this will load the
program FILENAME.BAS from the second disk drive.

To save a file it is pretty much the same SAVE "D:FILENAME.BAS" etc..

You can also load then run a file by RUN "D:FILENAME.BAS"

By typing DOS you can get a menu of DOS options.

Filenames have the same rules as MS-DOS on a PC, including wildcards.

Disk directory can only be seen by going into the DOS menu and
selecting A.

Hope this answers you questions.

3215. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7htuks$fb3@newstoo.ericsson.se>
Source record: 2832

In article <7hs8k0$hj9$1@nnrp1.deja.com>, Joakim H&#65533;gberg <gokmase@my-dejanews.com> writes:
>Greetings all,
>
>As indicated in the subject line, I am looking for a way to look for
>incoming midi events without making the whole program wait. It should
>still be able to wait for other instructions.
>
>Thanks in advance,
>
>Joakim
>
>--
>WWW: http://hem1.passagen.se/gokmase/atari

```
Why not do two processes, one for midi and one for the AES part.

/Erik Hall
```

3216. Re: Embarrassing question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KKlMH28JJdHr@localhost>
Source record: 2833
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Wed, 19 May 1999 02:35:12, "David A. Elliott" <delliott@nac.net>
wrote:

> Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
> program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
> and it started to load, but then I realized that there are most likely more
> than 1 program on the disk. The disk isn't labeled so I need to know what
> is on it. How do I find out the names of the files on the disk and how do I
> load those files (I assume CLOAD then the name of the program)? I assume
> saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David

There are no embarrassing questions. We all had to start somewhere.

Firstly. is DOS loaded???
To load dos, turn on drive, instert the disk, close door then turn on
the computer.
you should hear a series of beeps comming from the speaker thenthe
ready prompt.
Anything else like errors or no loading at all means something is not
working.

From basic, enter DOS for the dos menu.
From dos, B to enter cartridge (basic).
From basic LOAD"D:program.ext. where program.ext is the name of the
program you wish to load.
SAVE"D:program.ext saves your program.
LIST"D:program.ext Lists the program to disk.
ENTER"D:program.ext Enters a listed program from disk.

The last two instructions do have a use but are not mandtory.
They are used to clear out the vairable table of unused vairables
because Atari basic can only have 128 vairables.

CLOAD and CSAVE are used for the 410 only.

James.

3217. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <7hu5a7nag1@arcturus.ciril.fr>
Source record: 2834

In article <7htuks$fb3@newstoo.ericsson.se>, epkerha@epk.ericsson.se (Erik Hall)
writes:
|> In article <7hs8k0$hj9$1@nnrp1.deja.com>, Joakim Hï¿½gberg
|> <gokmase@my-dejanews.com> writes:
|> >Greetings all,
|> >
|> >As indicated in the subject line, I am looking for a way to look for
|> >incoming midi events without making the whole program wait. It should
|> >still be able to wait for other instructions.

|> Why not do two processes, one for midi and one for the AES part.

Yes, in your main GEM app you fork(). Then in the child simply wait for
midi bytes using Bconin(3). Under MiNT, the child will be blocked until a
midi byte is available.
When you get a byte you can send it to the GEM app using appl_write().

(it will be a little slow. I suggest you to collect a certain amount of midi
bytes before sending them)

Vincent

3218. Re: Embarrassing question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <XOw03.75$kn3.3987@nntp1>
Source record: 2835
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

BTW... I have no Atari DOS loaded on here... just the pre-loaded BASIC and I also have the Atari Assembler Editor cart. I have no way of knowing the filenames on the one floppy disk I have.
David A. Elliott <delliott@nac.net> wrote in message news:cmp03.69$kn3.2561@nntp1...
> Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
> program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
> and it started to load, but then I realized that there are most likely more
> than 1 program on the disk. The disk isn't labeled so I need to know what
> is on it. How do I find out the names of the files on the disk and how do I
> load those files (I assume CLOAD then the name of the program)? I assume
> saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David
> PS I'm sure the same holds true for my 410 program recorder too...
>
>

3219. Re: Embarrassing question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7hubshuoe1@nnrp1.deja.com>
Source record: 2836
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

> >Hello all,
> > I have made the plunge into my newly acquired 800XL and want to
learn to
> >program on it and I have a VERY embarrassing question.
> > How to I save and load from my 1050 floppy drive?
> > I have a book on game programming that came with a disk. I typed
CLOAD
> >and it started to load, but then I realized that there are most
likely more
> >than 1 program on the disk. The disk isn't labeled so I need to know
what
> >is on it. How do I find out the names of the files on the disk and
how do I
> >load those files (I assume CLOAD then the name of the program)? I
assume
> >saving a program is similar.
> > I am too used to DOS and Windows...
> > Please e-mail me at delliott@nac.net and don't be too hard on me.
> > Thanks,
> > David
> >PS I'm sure the same holds true for my 410 program recorder too...
> >
> The commands in ATARI BASIC is as follows:
>
> LOAD "D:FILENAME.BAS" - D is for disk drive, if you have more than one
> disk drive then you can use LOAD "D2:FILENAME.BAS" this will load the
> program FILENAME.BAS from the second disk drive.
>
> To save a file it is pretty much the same SAVE "D:FILENAME.BAS" etc..
>
> You can also load then run a file by RUN "D:FILENAME.BAS"
>
> By typing DOS you can get a menu of DOS options.
>
> Filenames have the same rules as MS-DOS on a PC, including wildcards.
>
> Disk directory can only be seen by going into the DOS menu and
> selecting A.
>
> Hope this answers you questions.

Right....

the same for LIST and ENTER commands also...

Dalibor

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3220. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7huadt$7ba$1@snipp.uninett.no>
Source record: 2837

Joakim Hï¿½gberg <gokmase@my-dejanews.com> wrote:

> As indicated in the subject line, I am looking for a way to look for
> incoming midi events without making the whole program wait. It should
> still be able to wait for other instructions.

There's basically three ways to do this:

1. Use a very short timer in your evnt_multi()-loop, and poll the MIDI-port using either Xbios or GEMDOS at every time-out. This is the only method that works on all TOS/AES-versions and -alternatives, but thanks to the large overhead in evnt_multi it's not very fast. It's a very common method though.

2. If the OS is capable of it, you can run the MIDI-part in a separate process. Do a fork in the main application, initialize a new application in the forked process (so you can use appl_write) and wait for incoming data (using e.g. Bconin) on the MIDI-port. When something arrives just send it to the main application with appl_write.

The downside of this is that it's not trivial to use threads this way when you're calling the AES (basically you'll have to use some custom AES/VDI-bindings), and it will only work with MiNT or the very latest version of MagiC (6.2 IIRC).

3. Use AES-threads in MagiC. This is probably the most elegant solution, but it will only work with MagiC (from version 5 I believe, perhaps version 4). They don't differ from MiNT-threads a lot, but they're more efficient. This doesn't mean much in real life though, unless you create threads very often.

It's a pity that GEMDOS can't trigger any events in the AES, this makes GEM-programming a lot harder than necessary. XaAES circumvents this, as it passes events in a pipe which applications can listen to. This means that you can wait for both AES-events and regular IO with a simple select().

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3221. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-20 00:00:00 UTC
From: Joakim H�gberg <gokmase@my-dejanews.com>
Message-ID: <7i0nj7$lf2$1@nnrp1.deja.com>
Source record: 2838

In article <7huadt$7ba$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Joakim H�gberg <gokmase@my-dejanews.com> wrote:
>

> 1. Use a very short timer in your evnt_multi()-loop, and poll the
MIDI-port
> using either Xbios or GEMDOS at every time-out. This is the only
method
> that works on all TOS/AES-versions and -alternatives, but thanks to
the
> large overhead in evnt_multi it's not very fast. It's a very common
> method though.

Yes I figured it wouldn�t be all that efficient. I will consider this
though. It would be great if I could get it to work on all TOS/AES out
there.

>
> 2. If the OS is capable of it, you can run the MIDI-part in a separate
> process. Do a fork in the main application, initialize a new
application
> in the forked process (so you can use appl_write) and wait for
incoming
> data (using e.g. Bconin) on the MIDI-port. When something arrives
just
> send it to the main application with appl_write.
>

This does indeed sound nice, but (as you might know by now :) I do my
programming in GFA, and has no knowledge about calling MiNT from it.
Most of the DOC's on MiNT (and programming over all) is written with
C(++) in mind, and it is sometimes a bit hard to understand if you (like
me) are no proffesional programmer. ;)

Can somebody point me in the right direction to learn about MiNT calls
(from GFA-basic point of view)?

I would appreciate this *very* much!

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3222. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7i1am7$q3m$2@snipp.uninett.no>
Source record: 2839

Joakim Hï¿½gberg <gokmase@my-dejanews.com> wrote:

> This does indeed sound nice, but (as you might know by now :) I do my
> programming in GFA, and has no knowledge about calling MiNT from it.

Recent versions of MagiC can also do this, so it's not MiNT-specific. But
OTOH, I don't know if it's even possible to write reentrant code with
GFA...

> Can somebody point me in the right direction to learn about MiNT calls
> (from GFA-basic point of view)?

Katherine Ellis is the only MiNT-programmer I know of that use GFA.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3223. Re: Embarrassing question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-20 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <37447150.0@news.iglou.com>
Source record: 2840
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

On 1999-05-19 delliott@nac.net said:
>atari.8bit:60747 comp.sys.atari.advocacy:21608 BTW... I have no
>Atari DOS loaded on here... just the pre-loaded BASIC and I also
>have the Atari Assembler Editor cart. I have no way of knowing the
>filenames on the one floppy disk I have. David A. Elliott
Without DOS you can't read a disk, but most pre-recorded disks have some
sort of DOS. First you turn on the drive and insert the disk, then turn on
the computer. If it says "BOOT ERROR", you need to get a DOS disk.
Net-Tamer V 1.08X - Test Drive

3224. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-20 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9905202054160.120-100000@tampa1-051.southeast.net>
Source record: 2841

talking about mnt and gfa,
Check my page (kellis.atari.org) to get MiNTsetter 3.9, comes wth full src
In GFA.

Hope this will help a little.

3225. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <374ad445.38608666@news.demon.co.uk>
Source record: 2842

On Thu, 20 May 1999 10:19:20 GMT, Joakim Hï¿½gberg
<gokmase@my-dejanews.com> wrote:

>In article <7huadt$7ba$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>> Joakim Hï¿½gberg <gokmase@my-dejanews.com> wrote:
>>
>
>> 1. Use a very short timer in your evnt_multi()-loop, and poll the
>MIDI-port
>> using either Xbios or GEMDOS at every time-out. This is the only
>method
>> that works on all TOS/AES-versions and -alternatives, but thanks to
>the
>> large overhead in evnt_multi it's not very fast. It's a very common
>> method though.
>
>Yes I figured it wouldnï¿½t be all that efficient. I will consider this
>though. It would be great if I could get it to work on all TOS/AES out
>there.
>
>>
>> 2. If the OS is capable of it, you can run the MIDI-part in a separate
>> process. Do a fork in the main application, initialize a new
>application
>> in the forked process (so you can use appl_write) and wait for
>incoming
>> data (using e.g. Bconin) on the MIDI-port. When something arrives
>just
>> send it to the main application with appl_write.
>>
>
>This does indeed sound nice, but (as you might know by now :) I do my
>programming in GFA, and has no knowledge about calling MiNT from it.
>Most of the DOC's on MiNT (and programming over all) is written with
>C(++) in mind, and it is sometimes a bit hard to understand if you (like
>me) are no proffesional programmer. ;)

Just a thought...

You could write a DA to handle the midi side. This could then message
your main app (or anybody else's).

>Can somebody point me in the right direction to learn about MiNT calls
>(from GFA-basic point of view)?

>
>I would appreciate this *very* much!

I don't think it is wonderously difficult. I don't know anything about GFA myself. However, Lonny Purcell got a GFA prog calling an object library that I wrote in C without too much bother. Seems it can generate C friendly calls somehow, which is the key.

There's such a thing as a "standard C call". Take the time to understand this and life will be a lot easier! ;-)

(some C programmers could take note as well - this is the basis of upgrading your compiler to support new OS calls)

A standard C call is where C passes its arguments on the stack and gets the function return result in a register. TOS (as opposed to Gem) is almost identical to this. Given most C style documentation it is possible to figure out the assembler required to make that Tos call. MiNT calls will be the same.

Now for the C you hate so much ... ;-)

```
main()
{char *s ="wibble";
int16 d =1;
int32 l =2;

printf("%s %d %ld\n",s,d,l);
}
```

which when run produces

```
wibble 1 2
```

on the screen (in case you wondered!). Okay, a standard 680x0 C call pushes arguments right-to-left onto the stack and expects the result (if any) to be in register d0. The caller has to pop the stack - that is the function being called doesn't mess with it like in Pascal. In the above main() pushes the args when calling printf() so main() has to pull them off when printf() returns. There are actually 4 args to printf() above. The expected s,d,l but also included is that incomprehensible string that tells printf() how to print s,d,l which we'll call the format string.

Here's some offbeat assembler ...

```
.format_string
ascii "%s %d %ld\n"
byte 0

.main
//look at the C function, start with the last arg
//then work left pushing each arg in turn until
//you reach the first arg in the C function.
```

```
move.l l,-(sp) //rightmost stacked 1st
move.w d,-(sp) //work left..
move.l s,-(sp)
move.l format_string,-(sp)
jsr printf
adda.l #14,sp //unstack format_string,s,d,l
rts
```

Still here? Now we get to the interesting part. Imagine printf() was part of Tos, it would be nearly identical ...

```
.format_string
.ascii "%s %d %ld\n"
.byte 0

.main
move.l l,-(sp)
move.w d,-(sp)
move.l s,-(sp)
move.l format_string,-(sp)
move.w PRINTF_OPCODE,-(sp) //always pushed before trap
trap some_number
adda.l #16,sp //do PRINTF_OPCODE as well
rts
```

The difference is trivial. (1) the 'jsr' is replaced by a 'trap'. (2) 'PRINTF_OPCODE' is a word value denoting which call we want. (3) Remember to take into account the opcode afterward when unstacking.

So, if someone says the MiNT call Pdomain() is what you need and tells you it is in GEMDOS and has this prototype ...

```
int16 Pdomain(domain); //opcode 281
int16 domain;
```

... then you have all the info you need.

```
move.w domain,-(sp) //push the word representing 'domain'
move.w #281,-(sp) //opcode
trap #1 //gemdos
adda.l 4,sp //unstack opcode,domain
```

Or Pfork()...

```
int16 Pfork(void); //opcode 283

//there aren't any args (void)
move.w #283,-(sp) //opcode
trap $1 //gemdos
adda.l 2,sp //unstack
```

In all cases the return value is in register d0. A LONG, int32 or any kind of pointer takes 32 bits so is in d0.l, whilst WORD and int16 take 32 bits so only take up d0.w (the low 16 bits). Byte sized values are (sign) extended to 16 bit values before pushing them onto the

stack.

A standard C call preserves registers d3-d7, a3-a7. This of course means it can (and will) stomp on registers d0-d2, a0-a2 inside the call you are making.

If you can make GFA call assembler you can add any new OS call you want.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3226. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-21 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7i37ro$ff6$1@nnrp1.deja.com>
Source record: 2843

>kellis <kellis@leading.net> wrote:
> Check my page (kellis.atari.org) to get MiNTsetter 3.9, comes wth full
src
> In GFA.
>
> Hope this will help a little.

Ok, I will do this and see if I can understand it! :)
Many thanks for the tip.

Regards,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3227. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7i35lm$4q6$1@sun27.hrz.tu-darmstadt.de>
Source record: 2844

Hi!

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> If you can make GFA call assembler you can add any new OS call you
> want.

Well, for new GEMDOS calls, it's even possible without any assembler.
GFA provides a generic GEMDOS-function, which you pass the function
number any as many parameters as necessary, either as shorts or longs.

For example, calling Fxattr() from GFA may look like this:

```
FUNCTION fxattr(name$, flag&)
name$=name$+CHR$(0) ! Add the C-style EOS
RETURN GEMDOS(&H12c, L:VARPTR(name$), flag&)
ENDFUNC
```

(Note that this may not be fully correct GFA code, I don't use it
regularly enough, I'm actually a C programmer.)

AFAIR, GFA even has the possibility to call new AES functions filling
the parameter blocks manually, so this should work, too.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3228. WTB: Link 97

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-22 00:00:00 UTC
From: growlerf@aol.com
Message-ID: <19990521232242.03870.00003338@ng-cr1.aol.com>
Source record: 2845

Looking for a Link 97 new or used.

Thanks.

<bob@growler.com>

3229. Anyone know how to use Buffptr() properly?!

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-22 00:00:00 UTC
From: Electronic Cow <electronic_cow@dial.pipex.com>
Message-ID: <7i5qko$mj3$1@lure.pipex.net>
Source record: 2846

Hi All,

I'm right in the midst of writing some audio software for the Falcon (before writing an ST version), and I'm trying to figure out how to use the XBIOS function Buffptr(). From what I understand of it, it should allow me to find out when a sample that I have passed to the play buffer, using Setbuffer() has finished, so that I can send it another. But I can't work out exactly what it is that the function requires as the argument...

There seems to be some contradictory information between the Atari Compendium and the Lattice C reference books (this is the compiler I'm using), and whatever I put in, the compiler complains that it's wrong. Apparently, there's some sort of structure that returns something or other, but I'm clueless :(

If someone could explain it to me (in simpleton's terms), or suggest another way of polling to see if the Falcon's finished playing the last sample, I'd be really grateful. I have tried using the system clock, but the timing's not accurate enough, and it chops off the end of the sample!

Thanks in advance for any help offered.
Danny @ Electronic Cow

3230. Re: Midi-event<-->AES-evnt

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <374913ef.42878796@news.demon.co.uk>
Source record: 2847

On 21 May 1999 08:31:50 GMT, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> wrote:

>Hi!
>
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>> If you can make GFA call assembler you can add any new OS call you
>> want.
>
>Well, for new GEMDOS calls, it's even possible without any assembler.
>GFA provides a generic GEMDOS-function, which you pass the function
>number any as many parameters as necessary, either as shorts or longs.
>
>For example, calling Fxattr() from GFA may look like this:
>
>FUNCTION fxattr(name$, flag&)
> name$=name$+CHR$(0) ! Add the C-style EOS
> RETURN GEMDOS(&H12c, L:VARPTR(name$), flag&)
>ENDFUNC

Ah! I knew there was something. Just couldn't remember. :-))

>AFAIR, GFA even has the possibility to call new AES functions filling
>the parameter blocks manually, so this should work, too.

I'm sure there's enough there for Joakim to figure it out.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3231. Re: Anyone know how to use Buffptr() properly?!

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3747fed4.5685715@news.demon.co.uk>
Source record: 2848

On Sat, 22 May 1999 09:27:02 +0100, "Electronic Cow"
<electronic_cow@dial.pipex.com> wrote:

>Hi All,
>
>I'm right in the midst of writing some audio software for the Falcon (before
>writing an ST version), and I'm trying to figure out how to use the XBIOS
>function Buffptr(). From what I understand of it, it should allow me to find
>out when a sample that I have passed to the play buffer, using Setbuffer()
>has finished, so that I can send it another. But I can't work out exactly
>what it is that the function requires as the argument...

Assuming the Compendium is correct 'cos I've never used Buffptr() ...

>There seems to be some contradictory information between the Atari
>Compendium and the Lattice C reference books (this is the compiler I'm
>using), and whatever I put in, the compiler complains that it's wrong.
>Apparently, there's some sort of structure that returns something or other,
>but I'm clueless :(

Buffptr() wants a pointer to 4 consecutive 32 bit values. An array of
4 longs would do but we'll stick with the Compendium definition ...

```
typedef struct {
VOIDP playptr;
VOIDP record;
VOIDP reserved1
VOIDP reserved2
} SBUFPTR; //misleading name

foo()
{SBUFPTR buf; //and here's why, cos I darn well
//nearly missed the fact I'd typed
// SBUFPTR *buf; meself!!!

Buffptr(&buf);
printf("%lx %lx\n",buf.playptr,buf.record);
}
```

If Lattice doesn't like VOIDP then root round and see if it has a
definition for it in one of its headers. If not replace it thus ...

```
typedef struct {
void *playptr;
void *record;
void *reserved1
void *reserved2
```

} SBUFPTR;

Others might suggest

typedef void* VOIDP

but I'd be wary.

>If someone could explain it to me (in simpleton's terms), or suggest another
>way of polling to see if the Falcon's finished playing the last sample, I'd
>be really grateful. I have tried using the system clock, but the timing's
>not accurate enough, and it chops off the end of the sample!

Different compilers can vary in how they declare certain datatypes.
Although the above will work (Compendium details assumed okay) you
ought to search the Lattice header files and use its definition if one
exists.

>Thanks in advance for any help offered.
>Danny @ Electronic Cow
>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3232. Re: Anyone know how to use Buffptr() properly?!

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-24 00:00:00 UTC
From: John Blakeley <john.blakeley@mon.bbc.co.uk>
Message-ID: <Pine.LNX.4.10.9905241017240.10229-100000@mon07261.mon.bbc.co.uk>
Source record: 2849

On Sat, 22 May 1999, Electronic Cow wrote:

> Hi All,
>
> I'm right in the midst of writing some audio software for the Falcon (before
> writing an ST version), and I'm trying to figure out how to use the XBIOS
> function Buffptr(). From what I understand of it, it should allow me to find
> out when a sample that I have passed to the play buffer, using Setbuffer()
> has finished, so that I can send it another. But I can't work out exactly
> what it is that the function requires as the argument...
>
> There seems to be some contradictory information between the Atari
> Compendium and the Lattice C reference books (this is the compiler I'm
> using), and whatever I put in, the compiler complains that it's wrong.
> Apparently, there's some sort of structure that returns something or other,
> but I'm clueless :(
>
> If someone could explain it to me (in simpleton's terms), or suggest another
> way of polling to see if the Falcon's finished playing the last sample, I'd
> be really grateful. I have tried using the system clock, but the timing's
> not accurate enough, and it chops off the end of the sample!
>
> Thanks in advance for any help offered.
> Danny @ Electronic Cow
>
>
>
>
I had a lot of trouble with the XBIOS routines when modifying Kay Roemer's
audio device for MiNT.

You might try looking at the sources for this:
http://www.ligotage.demon.co.uk.

But if I remember correctly, I wrote directly to the hardware.

Salut/.

J/.

--
John Blakeley

3233. Atari Jaguar Stuff

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-25 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990524202301.04487.00004590@ng-fa1.aol.com>
Source record: 2750

I have the following for sale or trade.
Atari Jaguar, Jag CD, 1 Jagpad, 11 cartridge games, and 3 CD games, Atari Jag Games Strategy Guide.
I'll sell the whole lot for $200.00 (shipping extra) or trade for an Atari Falcon 030, with ide internal hd,in good condition.
Interested persons send reply to my email address.
Thanks,
Sam

3234. ? has anyone Steinberg Avalon 3.0Beta ?!

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-25 00:00:00 UTC
From: Jo'ogn <ASC-Administration@vorlonempire.com>
Message-ID: <374A7AE9.53B19515@vorlonempire.com>
Source record: 2751

this was once supposed to be released but wasn't really !
however a beta should be somewhere out there !

i'm really keen on this one (: as it's adapted to the F030 !

regards
--
! Reply-Address Invalid ! Please manually mailto:juergen@contrib.org
==========
Anaconda Space Center NGC0417 We're closer than you might Imagine !
Disable data-compression before jumping into Time-Space-Transmission
==========
"We apologize for the inconvenience" http://www.joogn.de

3235. how to programm a FDI !?

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-25 00:00:00 UTC
From: Jo'ogn <ASC-Administration@vorlonempire.com>
Message-ID: <374ADBA4.D48391D4@vorlonempire.com>
Source record: 2752

where can i find some docs on how to send audio-data via the
"Falcon Digital Interface" ...
i guess i'll have to use one of the DSP serial-ports and the CPU/DSP
host-port (else i wouldn't get the data into the DSP), but how
in detail and timing etc ...

regards

--
! Reply-Address Invalid ! Please manually mailto:juergen@contrib.org
==
Anaconda Space Center NGC0417 We're closer than you might Imagine !
Disable data-compression before jumping into Time-Space-Transmission
==
"We apologize for the inconvenience" http://www.joogn.de

3236. Re: ST Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47210@oden.se>
Source record: 2753

on Sat 15-05-1999 11:39 Ballegooij van AR,0555444 wrote:

>I AM modifying the content of the original screen buffer,
>but i don't think thats the problem (eg. the GEM windows ARE redrawn).
>But it sometimes (75% of the times it workls correctly) looks just
>like if you'd copy an image but skipping the first word so all
>words are one word too early in the screen buffer...
>
>Hmm, this explanation doesnt help either does it ? ;>

Well, that depends mostly on who's reading it, now doesn't it ? ;-)

I do recognize this problem very well, and it is usually due to a
problem with the system hardware. Switching rez in ways unexpected
by the system can cause loss of sync between MMU, which scans the
screen RAM, and GLUE, which generates the physical timing signals
that controls the SHIFTER. In an STe the functions are integrated
into chips slightly differently from in an ST (which I know best)
but I do know that the same problem exists there.

The real cause is probably that the SHIFTER lacks a reliable way
of sensing that a new scan line is starting, so that bitplane
counting should restart from scratch. It just keeps counting in
an eternal cycle, and if a rez switch happens to come in the
middle of a sequence that's just too bad. It will lose sync.

This leads to the shifter using the wrong words for each plane,
and can also lead to horizontal shifts of the picture. The latter
can even happen under monochrome rez, where only one bit plane
exists.

Ways to avoid this depend on finding a way to switch the rez with
100% consistent timing relative to the hardware activity. That is
hard to achieve though, so another trick is to do the switch some
times in succession, back and forth, so that any consistent error
in timing gets compensated for.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3237. Re: Anyone know how to use Buffptr() properly?!

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-26 00:00:00 UTC
From: Henrik Gild<unk> <di98gihe@ios.chalmers.se>
Message-ID: <374C06AE.FB82E5EF@ios.chalmers.se>
Source record: 2754

Hi!

> If someone could explain it to me (in simpleton's terms), or suggest another
> way of polling to see if the Falcon's finished playing the last sample, I'd
> be really grateful. I have tried using the system clock, but the timing's
> not accurate enough, and it chops off the end of the sample!

You could use Timer-A instead. It's possible to set the DMA-playback to
call a Timer-A interrupt, after the playback has finished. That way you
won't get any samples chopped.

Use Xb-timer() (I think it's called that, anyway), to install your
Timer-A interrupt handler, then enable Timer-A by using Jenabint().
Finally when you start the playback (I don't remember by which function
though), or maybe it was when you set the playback buffers, there should
be an option somewhere to make the computer call Timer-A after playback.

I've managed to do this in assembly-language, and I actually had to use
direct hardware access instead of xbios, so there's no guarantee that
the above will work.

Regards
Henrik

3238. Re: how to programm a FDI !?

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-26 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <374C0C38.CA1FEFAE@ios.chalmers.se>
Source record: 2755

> where can i find some docs on how to send audio-data via the
> "Falcon Digital Interface" ...
> i guess i'll have to use one of the DSP serial-ports and the CPU/DSP
> host-port (else i wouldn't get the data into the DSP), but how
> in detail and timing etc ...

This is actually just a guess, but the FDI is connected to the falcon through the DSP-port, right? Then it would just be a matter of connecting whichever part of the sound system you want to the 'EXTernal' port, because that's what the DSP-port is called. This connection is made in the switch matrix of the sound system, using Devconnect().

If you want to send data out through the DSP-port from the DSP, then you need to connect
'DSP XMIT' to 'EXT' by using the Devconnect()-call in the xbios. Also don't forget to call Dsp-tristate() to connect the output of the DSP to the switch matrix, otherwise you won't hear a thing.

In the DSP, you need to configure its Port C to SSI-mode (in the Port C Control Register, PCCR). Also the CRB need to be set to: 16bit, 2 channels network mode. For doing this the "DSP56000/DSP56001 User's Manual" from Motorola is highly recommended, I don't recall the exact values to write to these registers. Of course that "16bit" may be changed to 8, 12 or 24 instead.

I have no idea if there is more to it than this in order to send data through the FDI. I don't know if there is some special stuff you have to do, but I can't imagine anything.

Regards
Henrik

3239. Re: ST Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-27 00:00:00 UTC
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Message-ID: <vyz675esojm.fsf@issan.cs.uni-dortmund.de>
Source record: 2756

dlanor@oden.se (Ronald Andersson) writes:

|> Ways to avoid this depend on finding a way to switch the rez with
|> 100% consistent timing relative to the hardware activity. That is
|> hard to achieve though, so another trick is to do the switch some
|> times in succession, back and forth, so that any consistent error
|> in timing gets compensated for.

I think doing the switch during the vertical blank should be as close as
possible to the 100% consistency.

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

3240. *-* Mega Disczine *-*

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-27 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ik1fi$9n1$2@news5.svr.pol.co.uk>
Source record: 2757

Hi all,

For anyone how as seen Mega disczine then you are more than welcome to join out mailing list. Please see my site at ....

www.mega-disczine.freeserve.co.uk

Please find at the base of the main screen the subscribe box. This is my "new" site and is still undercostrucion, if you find any broken links you can try my old site at....

www.users.zetnet.co.uk/mega.disczine/

You should also find the first 3 issues of Mega on my new web site.

Rather a lot of people have had problems regarding issue 1 and issue 2 in relation to the mouse and keyboard not responding or they were unable to unpack the files correctly to the floppy. This list will come in useful to anyone who has had such problems. Issue 3 was corrected in all these matter but going by the amount of "complaints" in running issue 1 and 2, this list should help you all out.

Due to a problem with my PC (yup I'm a bad boy arn't I ?!?!) I lost most of the files which had been linded up for the next issue. This of course means that issue 4 will be released a little latter than was expected. If you would like to contribute anything at all then please feel free to E-mail me , or post your comments to the mega list.

We are currently planning a STOS "quiz" in the near future. Most of these will be simple projects to help beginner problem solve and get used to how all the STOS commands are used. The first "tutorial" is underway at the moment and most STOS users should be able to solve the puzzles we set to you. Its for fun, advanced uers can also join for the fun as well if they wish , though you may not be interested in the beginners tutorials at this time.

Once the list is setup and running how we want it , with more users also we already have a handful of users already even before this post) I'll start to post the files. These files are only simple (small) files so you should not have to worry about long downloads. You will receive 1 zip file which will contain 2 files, one will be the STOS .BAS file for you to work with, the other will be a compiled .CMP file which will be the working code which you must make the basic program do. Once you think you have done it you can post back to me your ammended files for evaluation. I will also be posting on the list things like the "top ten fastest coders" . Ok, maybe its not fair to people who don't have much free time but we can work this out at a later date. Should anyof you need any extra help then just post to

the list and I'll help you, others users will also be able to see what everone else write so we can all learn as a group.

As said before, its for fun and to learn STOS. You can subscribe and unsubscribe anytime you wish. If you need any further information of questions then please E-mail be.

Keep STOSing....

Chris.swinson@zetnet.co.uk

ICQ 25028406

Chatroom on X-net #mega_disczine from 9:00PM (UK TIME)

Thanks goto Deano of sillysoftware for the re-vamp of my freeserve site :o)

3241. Re: ST Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad830@oden.se>
Source record: 2758

on Thu 27-05-1999 14:08 Andreas Schwab wrote:

>dlanor@oden.se (Ronald Andersson) writes:
>
>|> Ways to avoid this depend on finding a way to switch the rez with
>|> 100% consistent timing relative to the hardware activity. That is
>|> hard to achieve though, so another trick is to do the switch some
>|> times in succession, back and forth, so that any consistent error
>|> in timing gets compensated for.
>
>I think doing the switch during the vertical blank should be as close as
>possible to the 100% consistency.

Correct, but it is not so easy to know exactly when that will be, except
by disabling all interrupts, and that can not be tolerated for any long
periods of time (max 100 microsec IMHO, which is not enough).

Just calling XBIOS Vsync is not effective, as that only ensures a delay,
not that return to the calling code will be in a specific time slot
relative to the Vblank edges.

Hmmm, perhaps a temporary patch of the VBI exception vector is the best
way to (almost) make sure of it.

Something like this (as written for my DevPac libs):

```
;-------------------------------------
main_code:
move.b #wanted_rez_code,switch_rez ;choose wanted rez
xbios Supexec,switch_sub(pc) ;set wanted rez
bsr mainwork ;work in wanted rez
xbios Supexec,switch_sub(pc) ;restore original rez
rts ;return to caller
;-------
switch_sub:
move.b (hw_rez).w,d0 ;d0 = rez code from hardware
and.b #3,d0 ;mask off unimplemented bits
cmp.b switch_rez(pc),d0 ;check if wanted rez is active
beq.s .exit ;if lucky, exit directly
move sr,d1 ;d1 = sr (get interrupt mask)
ori #$0700,sr ;disable interrupts
move.l (ev_VBI).w,old_VBI_p ;link XBRA struct to old code
move.l #new_VBI,(ev_VBI).w ;install the new VBI code
sf switch_flag ;clear a flag to be set later
move d1,sr ;reenable interrupts
.wait_for_it:
tst.b switch_flag ;done yet ?
```

```
beq.s .wait_for_it ;loop until switch done
move d0,switch_rez ;switch_rez = old rez
.exit:
rts ;return to caller
;-------
new_VBI_XB:
dc.l 'XBRA','RezS' ;XBRA magic and identifier
old_VBI_p:
dc.l NULL ;XBRA link
new_VBI:
move.b switch_rez(pc),(hw_rez).w ;SWITCH REZ
st switch_flag ;tell switch_sub it's done
move.l old_VBI_p(pc),(ev_VBI).w ;restore old VBI handler
move.l (ev_VBI).w,-(sp) ;push ptr to old handler
rts ;and let it do its usual work
;-------
switch_rez:
dc.b 0 ;byte variable = rez code for next switch
switch_flag:
dc.b 0 ;byte variable = switch completion flag
;-------------------------------------
```

This method should work for all cases except where some higher interrupt manages to delay the first instruction at new_VBI above. That should not happen often, and will probably not cause any error anyway, as such interrupt routines should execute very quickly (to avoid system errors).

Hmm, Perhaps this could even fix the syncing problems I had in LaceScan.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3242. Joining MiNT mailing list?

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-01 00:00:00 UTC
From: Nicholas Steele <a@b.c>
Message-ID: <UjY43.3303$PC4.196@news.rdc1.bc.wave.home.com>
Source record: 2759

Can anyone tell me how to join the MiNT mailing list? I was on it but switched ISPs and I deleted the HowTo note. Any help would be appreciated. Thanks

Nicholas Steele

3243. Assembler tutorial / book

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-02 00:00:00 UTC
From: Geert Poels <Geert.Poels@village.uunet.be>
Message-ID: <3754EA46.179BFC6C@village.uunet.be>
Source record: 2760

Hello,

I'm looking for a Atari asm tutorial and some examples
to create sound, graphics, ...

Apart from several commercial-but-freely-downloadable assemblers,
can one obtain a GNU/freeware assembler ?

BTW : has there ever been a book written, tailored to the Atari, about
this ?

regards,

Geert

3244. Re: Joining MiNT mailing list?

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990602120603.173A-100000@hal.fishpool.fi>
Source record: 2761

> Can anyone tell me how to join the MiNT mailing list? I was on it but
> switched ISPs and I deleted the HowTo note. Any help would be appreciated.

mailto:majordomo@fishpool.fi

subscribe mint

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

3245. Re: Assembler tutorial / book

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-02 00:00:00 UTC
From: Felix Bohmann <yoda@vmol.de>
Message-ID: <375517D5.CB9A5047@vmol.de>
Source record: 2762

Geert Poels wrote:

> BTW : has there ever been a book written, tailored to the Atari, about
> this ?

in germany we have such books ... i have a "ST Intern" describing most of
the hardware in the ST's, and an assembler book called
"Das MaschienenspracheBuch" ... and of course the original motorola mc
68000 programmers reference and unsers manual ... :)

seers,
felix

3246. Re: Assembler tutorial / book

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-02 00:00:00 UTC
From: Geert Poels <Geert.Poels@village.uunet.be>
Message-ID: <020619992127249503%Geert.Poels@village.uunet.be>
Source record: 2763

Great ! Are these books still printed or only available as second-hand
?

> in germany we have such books ... i have a "ST Intern" describing most of
> the hardware in the ST's, and an assembler book called
> "Das MaschienenspracheBuch" ... and of course the original motorola mc
> 68000 programmers reference and unsers manual ... :)
>
> seers,
> felix

3247. Re: Assembler tutorial / book

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-03 00:00:00 UTC
From: Felix Bohmann <yoda@vmol.de>
Message-ID: <3755DDBD.C981CD84@vmol.de>
Source record: 2764

Geert Poels wrote:

> Great ! Are these books still printed or only available as second-hand ?

id say second hand .. nobody buys such books anymore :)
(anyway .. theire in german language ...)

seers,
felix

3248. AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-03 00:00:00 UTC
From: Daniel Augsburger <skydiver@jumpgates.com>
Message-ID: <37563ABB.2503E042@jumpgates.com>
Source record: 2765

Hello there

I'm writing a screen saver (with GNU C under MagiC 6.x on a TT) and now I'm looking for a way to ask all running apps to redraw their windows. I wrote the following code to send a redraw message to all owners of a window but none of the supposed receivers does any redraw. It seems as if they don't receive any message from me.

```
wind_get(-1, WF_TOP, &wind, &owner, &wind_below, &wind_above);
while (wind != -1)
{
wind_get(wind, WF_OWNER, &owner, &stat, &wind_above,
&wind_below);
m[0] = WM_REDRAW;
m[1] = gl_apid;
m[2] = 0;
m[3] = wind;
m[4] = sx;
m[5] = sy;
m[6] = sw;
m[7] = sh;
appl_write(owner, 16, m);
wind = wind_below;
}
```

Another question: wind_get() with WF_OWNER is recognised only by AES 4.00 or higher, what method could be used to retrieve the same information under older versions of AES (for example Single TOS)?

- Daniel

3249. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3756608033323b0@oden.se>
Source record: 2766

```
Hi Daniel,

on Thu 03-06-1999 10:20 Daniel Augsburger wrote:

----- snip ----- re: how to refresh windows of all other APPs
>
>Another question: wind_get() with WF_OWNER is recognised only by AES
>4.00 or higher, what method could be used to retrieve the same
>information under older versions of AES (for example Single TOS)?

I use AES form_dial for such things, and that works fine in all TOS.
Essentially I use a box that covers all of screen (except menu), and
that causes the AES itself to send update messages to all APPs that
have any windows on the visible screen.

Here is a code example from my devpac libs, that should give you an
idea of what I mean.
;-------
gem_aes wind_get,#0,#5 ;ask for desktop area info
move intout+2(pc),zz_wx ;copy X
move intout+4(pc),zz_wy ;copy Y
move intout+6(pc),zz_ww ;copy width
move intout+8(pc),zz_wh ;copy height
gem_aes form_dial,#0,#0,#0,#0,#0,zz_wx,zz_wy,zz_ww,zz_wh
gem_aes form_dial,#3,#0,#0,#0,#0,zz_wx,zz_wy,zz_ww,zz_wh
;-------

It is always best to let the AES itself choose which messages to use,
as that ensures that it will be done as best adapted to that AES.

NB:
I have seen some programs use only form_dial(3,...) to do this kind
of thing, but with severe compatibility problems. Such calls should
always be paired with some preceding form_dial(0,...) for exactly
the same area. Otherwise parts of AES, and/or loaded AES enhancers,
may become very confused as to what is going on.

--
------------------------------------------------------------------------
Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
------------------------------------------------------------------------
```

3250. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-03 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906031514.a61435@su.maus.de>
Source record: 2767

Hi Daniel!

DA>I'm writing a screen saver (with GNU C under MagiC 6.x on a TT) and
DA>now I'm looking for a way to ask all running apps to redraw their
DA>windows. I wrote the following code to send a redraw message to all
DA>owners of a window but none of the supposed receivers does any redraw.
Use this:

```
form_dial(FMD_FINISH, 0,0,0,0, sx, sy, sw, sh);
```

It will do anything you need and works with all versions of TOS and
compatible operating systems

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3251. Info on shel_write() and TOS return values

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-03 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <rLVJpDAlnuV3EwJI@my-ste.demon.co.uk>
Source record: 2768

Simple question really, I've a TOS program that is called using the
following call:

```
ret=shel_write(1,0,100,name,cmd_line);
```

The problem is, if there's any error value returned, I don't see it and
the calling program doesn't know anything about it. What I want to know
is, is there a way of getting at this return value?

--
David Bolt

3252. Re: Info on shel_write() and TOS return values

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-04 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906040741.a63691@su.maus.de>
Source record: 2769

Hi David!

DB>The problem is, if there's any error value returned, I don't see it
DB>and the calling program doesn't know anything about it. What I want to
DB>know is, is there a way of getting at this return value?
The GEMDOS return value is submitted by a CH_EXIT (90) message. msg[3] is the
id of the terminated process, msg[4] is the return value

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3253. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3766467e.9665728@news.demon.co.uk>
Source record: 2770

On Thu, 03 Jun 1999 10:20:12 +0200, Daniel Augsburger
<skydiver@jumpgates.com> wrote:

>Hello there
>
>I'm writing a screen saver (with GNU C under MagiC 6.x on a TT) and now
>I'm looking for a way to ask all running apps to redraw their windows. I
>wrote the following code to send a redraw message to all owners of a
>window but none of the supposed receivers does any redraw. It seems as
>if they don't receive any message from me.
>
> wind_get(-1, WF_TOP, &wind, &owner, &wind_below, &wind_above);
> while (wind != -1)
> {
> wind_get(wind, WF_OWNER, &owner, &stat, &wind_above,
>&wind_below);
> m[0] = WM_REDRAW;
> m[1] = gl_apid;
> m[2] = 0;
> m[3] = wind;
> m[4] = sx;
> m[5] = sy;
> m[6] = sw;
> m[7] = sh;
> appl_write(owner, 16, m);
> wind = wind_below;
> }
>
>Another question: wind_get() with WF_OWNER is recognised only by AES
>4.00 or higher, what method could be used to retrieve the same
>information under older versions of AES (for example Single TOS)?

Snippets from SdTidyUp ...

```
wind_get(WH_DESKTOP,WF_WORKXYWH,PRECT(desk));
menu_bar(menu,1);
menu_bar(menu,0);
form_dial(FMD_START,1,1,1,1,desk);
form_dial(FMD_FINISH,1,1,1,1,desk);
```

I noticed that the desktop can't always be convinced to redraw its
menu bar. Hence the above kludges in a temporary (blank) one, thus
forcing the desktop to replace its own when it is removed.

--
guy@swampdog.demon.co.uk

http://www.swampdog.demon.co.uk

3254. Re: Info on shel_write() and TOS return values

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-05 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <zwW$XHAk+FW3EwBv@my-ste.demon.co.uk>
Source record: 2771

In article <199906040741.a63691@su.maus.de>, Jï¿½rg Westheide
<Joerg_Westheide@su.maus.de> writes
>Hi David!
>
>DB>The problem is, if there's any error value returned, I don't see it
>DB>and the calling program doesn't know anything about it. What I want to
>DB>know is, is there a way of getting at this return value?
>The GEMDOS return value is submitted by a CH_EXIT (90) message. msg[3] is the
>id of the terminated process, msg[4] is the return value

That's exactly what I was looking for.

Thanks.

--
David Bolt

3255. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-05 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906050115.a64442@su.maus.de>
Source record: 2772

Hi Guy!

GH> form_dial(FMD_START,1,1,1,1,desk);
GH> form_dial(FMD_FINISH,1,1,1,1,desk);
IIRC it's only documented that a single form_dial(FMD_FINISH) will produce a redraw. A possible problem with your version might be that the AES or a tool may catch these calls, buffer the area at the form_dial(FMD_START) and simplyreplaces it at the form_dial(FMD_FINISH)

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3256. Re: random numbers in ml

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-05 00:00:00 UTC
From: mmontcha@OregonVOS.net
Message-ID: <7j9sfvkkj1@news2.OregonVOS.net>
Source record: 2773
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

```
|Jeffrey Coffin wrote:
|>> When you're trying to express an algorithm, C has the distinct
|>> advantage of being understandable to a wide variety of programmers.
|>> For writing the fastest possible programs, assembly language is a fine
|>> choice. For conveying algorithms, it's not nearly as universal.
|
|Davis Holz wrote:

Whoooooops! That's David with a 'd' --- not an 's' --- excuse the typo!!!

|>but the case that we have here is when we're trying to convey an
|>algorithm that takes advantage of the carry states of the 6502. Can't
|>really do that in C, because the language has no concept of the carry
|>flag, unless you use another variable for it.
|
|Speaking of which, did either the Atari or the Apple II play tricks with
|the Carry --- along the lines of the source code I posted earlier --- in
|order to generate a random number? Did all the 6502 based systems back in
|the 1980's resort to extensive multiplication/division just to generate
|random numbers? At least with the Commodore, there just wasn't that much
|real estate left in zero page to put aside for use as counters ('virtual'
|shift registers, for instance) for the random number generator...
--
```

3257. Re: Info on shel_write() and TOS return values

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3769537d.12992081@news.demon.co.uk>
Source record: 2774

On Thu, 3 Jun 1999 21:47:33 +0100, David Bolt
<dbolt@my-ste.demon.co.uk> wrote:

>Simple question really, I've a TOS program that is called using the
>following call:
>
>ret=shel_write(1,0,100,name,cmd_line);
>
>The problem is, if there's any error value returned, I don't see it and
>the calling program doesn't know anything about it. What I want to know
>is, is there a way of getting at this return value?

'ret' only fails here if shel_write fails (to launch the program or
something).

Your app will be sent a message when the child terminates - CH_EXIT.
The return code is in one of the message buffer entries.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3258. Lattice 5.5 v. Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FCvA48.M02@cix.compulink.co.uk>
Source record: 2775

Can anyone tell me the relative merits of the two versions of C? I understand that Lattice 5.5 is more or less standard for English-language programmers, but how does Prospero differ? Does it have any advantages at all?

The reason I ask is because I bought (used) copies of both (due to a misunderstanding with the vendor) and am wondering whether the Prospero is worth keeping or whether I should try and sell it.

Regards, /Peter/

3259. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3788dfd1.48916478@news.demon.co.uk>
Source record: 2776

On Sat, 5 Jun 1999 01:15:00 +0200, Joerg_Westheide@su.maus.de (Jï¿½rg Westheide) wrote:

>Hi Guy!

oo-er! ;-)

>GH> form_dial(FMD_START,1,1,1,1,desk);
>GH> form_dial(FMD_FINISH,1,1,1,1,desk);
>IIRC it's only documented that a single form_dial(FMD_FINISH) will produce a
>redraw. A possible problem with your version might be that the AES or a tool
>may catch these calls, buffer the area at the form_dial(FMD_START) and
>simplyreplaces it at the form_dial(FMD_FINISH)

That's exactly what you want. If you omit the FMD_START the AES may attempt to release an area it hadn't actually reserved. Better to waste a little bit of time rather than introduce an unknown factor!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3260. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-06 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906060609.a2036@su.maus.de>
Source record: 2777

Hi!
(Better? ;-))

GH>If you omit the FMD_START the AES may attempt to release an area it
GH>hadn't actually reserved. Better to waste a little bit of time rather
GH>than introduce an unknown factor!
That's not a matter of time.
If there is a tool that buffers/restores the area when doing a
form_dial(FMD_START/FMD_FINISH) you will get no redraw because the "wrong"
content of the area will simply be saved and then restored. If the
form_dial(FMD_START) is missing there is no chance to restore the area from a
buffer, so a redraw must be sent

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3261. Re: Lattice 5.5 v. Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-06 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <148FE7BCDD31FC64.55B68598AE2F854C.0674B1DD337F0DE2@library-proxy.airnews.net>
Source record: 2778

On 5 Jun 1999 18:31:19 G, "Peter A West" wrote:
>Can anyone tell me the relative merits of the two versions of C? I
>understand that Lattice 5.5 is more or less standard for
>English-language programmers, but how does Prospero differ? Does it have
>any advantages at all?
>
>The reason I ask is because I bought (used) copies of both (due to a
>misunderstanding with the vendor) and am wondering whether the Prospero
>is worth keeping or whether I should try and sell it.

For what it's worth, when I bought my copy of Lattice, I gave
away Prospero. Prospero's not nearly as powerful as Lattice,
lacks a number of features, and uses a very odd format of make
file. But, Prospero's editor is much better.

Michael White (michael@fastlane.net)

3262. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3766712b.11502299@news.demon.co.uk>
Source record: 2779

On Sun, 6 Jun 1999 06:09:00 +0200, Joerg_Westheide@su.maus.de (Jï¿½rg Westheide) wrote:

>Hi!
>(Better? ;-))
>
>GH>If you omit the FMD_START the AES may attempt to release an area it
>GH>hadn't actually reserved. Better to waste a little bit of time rather
>GH>than introduce an unknown factor!
>That's not a matter of time.
>If there is a tool that buffers/restores the area when doing a
>form_dial(FMD_START/FMD_FINISH) you will get no redraw because the "wrong"
>content of the area will simply be saved and then restored.

No tool should ever do this.

>If the
>form_dial(FMD_START) is missing there is no chance to restore the area from a
>buffer, so a redraw must be sent

That's why a tool shouldn't do it. It has no way of knowing where its buffer relates in comparison with everything else on the screen. To do it this way would require it to interrogate the window pile so that it only restored the bits of itself that would be visible by the time everything else had finished redrawing [wot a long sentence!] ;-)

If it were to do all that it may as well wait for a WM_REDRAW.

Besides, it couldn't actually use such a technique. The AES can be particularly stupid - it'll not always pass exact sizes for redraws. Sometimes they are bigger than necessary.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3263. Re: Lattice 5.5 v. Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37677463.12326724@news.demon.co.uk>
Source record: 2780

On Sat, 5 Jun 1999 18:31:19 GMT, xlator@cix.compulink.co.uk ("Peter A West") wrote:

>Can anyone tell me the relative merits of the two versions of C? I >understand that Lattice 5.5 is more or less standard for >English-language programmers, but how does Prospero differ? Does it have >any advantages at all?

For its time it was good. It uses the same environment as their Pascal compiler (I have both). Their Pascal was an extremely good implementation at the time - far better than the poly mainframe!

If their C had caught on it would probably be every bit as good as Lattice but it didn't and it isn't. The debugger is good (for its time), being the same as the Pascal one.

I haven't a clue about the quality of its code generation. What really matters is its Atari libraries. Old and out of date. It is of course possible to update them. I did toy with the idea of binning the lot and recompiling all my MWC ones (for which I have all the sources). Would have been a satisfying exercise but of no practical value.

>The reason I ask is because I bought (used) copies of both (due to a >misunderstanding with the vendor) and am wondering whether the Prospero >is worth keeping or whether I should try and sell it.

Keep Lattice.

General question to everybody ...

Don't suppose anybody ever hacked the ProC IDE to prevent it moaning about what rez it is in? [only likes high and medium, probably looking at Getrez()]

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3264. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-07 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906072352.a4996@su.maus.de>
Source record: 2781

Hi!

JW>If the form_dial(FMD_START) is missing there is no chance to restore the
JW>area from a buffer, so a redraw must be sent
GH>That's why a tool shouldn't do it. It has no way of knowing where its
GH>buffer relates in comparison with everything else on the screen. To do
GH>it this way would require it to interrogate the window pile so that it
GH>only restored the bits of itself that would be visible by the time
GH>everything else had finished redrawing [wot a long sentence!] ;-)
That's not neccessary. form_dial() is only used for modal dialogs where you
have to lock the screen with wind_update(). And if the screen is locked no
other application can change it's content. It really is no problem to save
the dialog background before drawing it and restore it for erasing it before
unlocking the screen

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3265. Re: Assembler tutorial / book

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-08 00:00:00 UTC
From: Daniel Hedberg <d.hedberg@swipnet.se>
Message-ID: <Rre73.7511$Nc.13800@nntpserver.swip.net>
Source record: 2782

Hi,

I think you still can order the Motorola reference and user's manuals (I have them all, and they are very useful). They are usually free of charge and shipping as well. Here's the titles of books that you may want to look into. I've included Motorola's "product id" too.
I think you can order them online at Motorola's website, and as I said, I think they still are free.

M68000 8- / 16- / 32-bit Microprocessor User's Manual - M68000UM/AD
M68020 Microprocessors User's Manual - M68020UM/AD
MC68030 Enhanced 32-Bit Microprocessor User's Manual - MC68030UM/AD
M68040 Microprocessors User's Manual - M68040UM/AD
M68060 Microprocessors User's Manual - M68060UM/AD
MC6881/MC68882 Floating Point Coprocessor User's Manual - MC68881UM/AD
M68000 Family Programmer's Reference Manual - M68000PM/AD
DSP56000/DSP56001 Digital Signal Processor User's Manual - DSP56000UM/AD

All the best,
Daniel Hedberg
New Beat - http://newbeat.atari.org

>Great ! Are these books still printed or only available as second-hand?
>
>> in germany we have such books ... i have a "ST Intern" describing most of
>> the hardware in the ST's, and an assembler book called
>> "Das MaschienenspracheBuch" ... and of course the original motorola mc
>> 68000 programmers reference and unsers manual ... :)

3266. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c0@oden.se>
Source record: 2783

on Sun 06-06-1999 01:27 Guy Harrison wrote:
>On Sat, 5 Jun 1999 01:15:00 +0200, Joerg_Westheide@su.maus.de (Jï¿½rg
>Westheide) wrote:
>
>>GH> form_dial(FMD_START,1,1,1,1,desk);
>>GH> form_dial(FMD_FINISH,1,1,1,1,desk);
>>IIRC it's only documented that a single form_dial(FMD_FINISH) will produce a
>>redraw. A possible problem with your version might be that the AES or a tool
>>may catch these calls, buffer the area at the form_dial(FMD_START) and
>>simplyreplaces it at the form_dial(FMD_FINISH)
>
>That's exactly what you want. If you omit the FMD_START the AES may
>attempt to release an area it hadn't actually reserved. Better to
>waste a little bit of time rather than introduce an unknown factor!

That's absolutely correct Guy.

There are several AES enhancers that get seriously confused if these calls
are not used correctly in 'pairs' as described above.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3267. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c1@oden.se>
Source record: 2784

Hi Jï¿½rg,

on Sun 06-06-1999 06:09 Jï¿½rg Westheide wrote:
>
>GH>If you omit the FMD_START the AES may attempt to release an area it
>GH>hadn't actually reserved. Better to waste a little bit of time rather
>GH>than introduce an unknown factor!
>That's not a matter of time.
>If there is a tool that buffers/restores the area when doing a
>form_dial(FMD_START/FMD_FINISH) you will get no redraw because the "wrong"
>content of the area will simply be saved and then restored. If the
>form_dial(FMD_START) is missing there is no chance to restore the area from a
>buffer, so a redraw must be sent

But any tool which attempts to buffer window areas in such a primitive way
is itself in error doing so. The correct way to redraw a window area is
to let the AES send window update messages to the APP that owns the window.
And ensuring that this is done correctly is the main purpose of form_dial
function calls, and that is why they *must* be 'paired' correctly.

AFAIK it is not legal for an APP to 'release' an area without first having
'reserved' that same area.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3268. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-09 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <WZy73.8030$Nc.14800@nntpserver.swip.net>
Source record: 2785

Hi again!

What about the DSP then?

/Peter

>>>YES... I knew there are people intressed....
>>>
>>>im working very hard... i now have the desktop emulated.. i must now
going
>>>to emulate the blitter..... and that's a though wone.... i think it may
>>take
>>>a week or 3 ... then it's finished....

3269. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-09 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906091931.a9922@su.maus.de>
Source record: 2786

Hi Ronald!

RA>But any tool which attempts to buffer window areas in such a primitive
RA>way is itself in error doing so.
Why?

RA>The correct way to redraw a window area is to let the AES send window
RA>update messages to the APP that owns the window.
The AES could use the buffer method too!
What do you think why there ist form_dial(FMD_START)? Just for sending a
redraw message form_dial(FMD_FINISH) would be enough

RA>And ensuring that this is done correctly is the main purpose of
RA>form_dial function calls, and that is why they *must* be 'paired'
RA>correctly.
The intention of form_dial() is to restore the screen after a dialog was
displayed. To send a redraw message is only one possible way of doing this

RA>AFAIK it is not legal for an APP to 'release' an area without first
RA>having 'reserved' that same area.
IIRC it's documented by ATARI to send a redraw message to all (affected)
applications by doing a single form_dial(FMD_FINISH). And as I mentioned
using a pair for doing so can cause problems

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3270. popups

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7jnbl2ip1@newshost.comnet.co.nz>
Source record: 2787

Where can I find some source code for doing popups?

I am aware that the menu_popup call is available from AES 3.30 - but I'd like to be able to use popups in earlier AES versions.

I tried to write my own, but problems arose when I tried to buffer the "dirtied" area of screen with vro_cpyfm - nothing got saved, and the dirtied area of screen remained "dirty" which is not very useful when called from a dialog box handler, or when popup extends outside the dialog borders.

(I am using a TT with TOS 3.05, AES 4.1 (singletasking), Speedo 4.1)

The offending code looked something like this:

```
screenram = (width * height * planes) / 8;

if( screen = calloc( screenram, 1 ) ) {
screenmfdb.fd_addr = NULL;

fill in memory mfdb

fill in coord array

// everything is OK up to here

vro_cpyfm( vhandle, S_ONLY, coord_array, &screenmfdb, &memmfdb )

// the memory buffer pointed to by screen var remains empty

hide mouse
draw popup
show mouse

interact with popup

fill in coord array #2

hide mouse
vro_cpyfm( vhandle, S_ONLY, coord_array2, &memmfdb, &sourcemfdb )
show mouse

free screen memory
}
```

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

3271. popups

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7jnujdhpd1@newshost.comnet.co.nz>
Source record: 2788

Where can I find some source code for doing popups?

I am aware that the menu_popup call is available from AES 3.30 - but I'd like to be able to use popups in earlier AES versions, so that means that I'll have to emulate popup menus.

I tried to write my own, but problems arose when I tried to buffer the "dirtied" area of screen with vro_cpyfm - nothing got saved, and the dirtied area of screen remained "dirty" which is not very useful when called from a dialog box handler, or when popup extends outside the dialog borders.

(I am using a TT with TOS 3.05, AES 4.1 (singletasking), Speedo 4.1)
(It was written in Lattice C 5.60)

The offending code looks like this:

```
#include "0/types.h" // "uint32", "sint16" ...

#include <stdlib.h> // calloc

#include <aes.h>
#include <vdi.h>

#include "popup.h" // prototypes

int Popup( MENU *srcmnu, int x, int y, MENU *destmnu )
{
GRECT desk; // desktop rectangle
uint32 screenram; // ram needed to buffer dirty screen
void *screenptr; // pointer to allocated screen buffer

sint16 vhandle, d; // VDI handle, dummy var

// used to open virtual workstation
static sint16 vwi[11] = { 1, 1, 1, 1, 1, 1, 1, 1, 1, 2 };
sint16 vwo[2][57];

// disable call to AES, force all code to "emulate" popups
// ADVANCE is a label that has not been #defined
#ifdef ADVANCE
if( _AESglobal[0] >= 0x330 )
return menu_popup( srcmnu, x, y, destmnu );
#endif

vhandle = graf_handle( &d, &d, &d, &d ); // get AES's VDI handle
v_opnvwk( vwi, &vhandle, vwo[0] ); // open virtual workstation
vq_extnd( vhandle, 1, vwo[1] ); // get extendeed info
```

```
// get desktop work area
wind_get( DESK, WF_WORKXYWH, &desk.g_x, &desk.g_y, &desk.g_w, &desk.g_h );

// center popup menu on coordinates x and y
srcmnu -> mn_tree[ROOT].ob_x = x - srcmnu -> mn_tree[srcmnu -> mn_item].ob_x;
srcmnu -> mn_tree[ROOT].ob_y = y - srcmnu -> mn_tree[srcmnu -> mn_item].ob_y;

//rc_constrain( &g, (GRECT *)&srcmnu -> mn_tree[ROOT].ob_x );

// calculate amount of scrren ram needed
screenram = ((vwo[0][0] + 1) * (vwo[0][1] + 1) * vwo[1][4]) >> 3;

// allocate it
screenptr = calloc( screenram, 1 );
if( screenptr ) {
MFDB srcmfdb, destmfdb; // MFDB's used in vro_cpyfm "blit"
sint16 arr[8+4]; // coordinate array
// sint16 mb, mx, my; // mouse button & coords

srcmfdb.fd_addr = NULL; // source is on screen

// fill in dest MFDB
destmfdb.fd_addr = screenptr; // addr of allocated RAM
destmfdb.fd_w = vwo[0][0] + 1; // width of RAM
destmfdb.fd_h = vwo[0][1] + 1; // height of RAM
destmfdb.fd_wdwidth = destmfdb.fd_w / 16; // word width
destmfdb.fd_stand = 0; // device specific
destmfdb.fd_nplanes = vwo[1][4]; // number of bitplanes
destmfdb.fd_r1 = 0;
destmfdb.fd_r2 = 0;
destmfdb.fd_r3 = 0;

// set coordinate array
// 0..3 = source rect
// 4..7 = dest rect
// 8..11 = source rect (copy of 0..3)
arr[8+0] = arr[0] = srcmnu -> mn_tree[ROOT].ob_x;
arr[8+1] = arr[1] = srcmnu -> mn_tree[ROOT].ob_y;
arr[8+2] = arr[2] = srcmnu -> mn_tree[ROOT].ob_x + srcmnu -> mn_tree[ROOT].ob_width - 1;
arr[8+3] = arr[3] = srcmnu -> mn_tree[ROOT].ob_y + srcmnu -> mn_tree[ROOT].ob_height - 1;
arr[4] = 0;
arr[5] = 0;
arr[6] = srcmnu -> mn_tree[ROOT].ob_width - 1;
arr[7] = srcmnu -> mn_tree[ROOT].ob_height - 1;

// "pop up" menu
// hide mouse, save "dirtied" area, draw menu, unhide mouse
v_hide_c( vhandle );
vro_cpyfm( vhandle, S_ONLY, &arr[0], &srcmfdb, &destmfdb );
objc_draw( srcmnu -> mn_tree, ROOT, MAX_DEPTH, srcmnu -> mn_tree[ROOT].ob_x, srcmnu ->
mn_tree[ROOT].ob_y, srcmnu -> mn_tree[ROOT].ob_width, srcmnu -> mn_tree[ROOT].ob_height );
v_show_c( vhandle, 1 );
```

```
// loop until mouse button clicked
//do {
//
//
// vq_mouse( vhandle, &mb, &mx, &my );
//} while( !mb );

// restore dirtied screen
// hide mouse, copy saved to screen, unhide mouse
v_hide_c( vhandle );
vro_cpyfm( vhandle, S_ONLY, &arr[4], &destmfdb, &srcmfdb );
v_show_c( vhandle, 1 );

// release ram
free( screenptr );
}

// deallocate VDI handle
v_clsvwk( vhandle );

// return result
return 0;
}
```

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

3272. Re: popups

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-10 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7jobqh$sr3$1@sun27.hrz.tu-darmstadt.de>
Source record: 2789

Hi!

In article <7jnujdhpd1@newshost.comnet.co.nz>,
gmiller@inca.co.nz (Gaven Miller) writes:
> v_opnvwk(vwi, &vhandle, vwo[0]); // open virtual workstation

Don't forget to ensure vhandle is non-zero afterwards.

> destmfdb.fd_wdwidth = destmfdb.fd_w / 16; // word width

This should be (destmfdb.fd_w + 15) / 16, as otherwise the value gets
one too low if the width isn't dividable by 16 (1 pixel already means a
word width of 1, not 0!)

> // hide mouse, save "dirtied" area, draw menu, unhide mouse
> v_hide_c(vhandle);

Uhh, do NOT use the VDI calls to influence or query the mouse! The AES
has its functions for that, so use them. Grab mouse control via

wind_update(BEG_MCTRL);

and use graf_mouse() to hide/unhide the mouse, and
evnt_button()/_multi() to query position and button states.

Btw, your code is also missing a

wind_update(BEG_UPDATE);

to reserve the screen for displaying a dialog. And of course, don'
forget to free both locks afterwards :)

> vro_cpyfm(vhandle, S_ONLY, &arr[4], &destmfdb, &srcmfdb);

Here, I'd re-initialize the screen's MFDB, i.e. srcmfdb.fd_addr = NULL;
Maybe that's the reason it doesn't work for you. The rest /looks/ OK,
but as I haven't tested it, I can't guarantee I haven't overlooked
something.

Another advice: Don't allocate memory for saving the whole screen
contents when there's only need to save the area for a small popup menu
- on larger displays, you easily end up allocating megabytes for the
whole screen!

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3273. Re: popups

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7jqlaqfbm1@newshost.comnet.co.nz>
Source record: 2790

Thomas Binder (gryf@hrzpub.tu-darmstadt.de) wrote:
> gmiller@inca.co.nz (Gaven Miller) writes:
> > // hide mouse, save "dirtied" area, draw menu, unhide mouse
> > v_hide_c(vhandle);

Thanks for the response.

Most of what you say is common sense - which I was sadly lacking at the time I wrote the code. I went and bought some more common-sense from my local supermarket today. {[:-)]

> Uhh, do NOT use the VDI calls to influence or query the mouse! The AES
> has its functions for that, so use them. Grab mouse control via

Wouldn't it be OK if they are called in pairs? I call v_hide_c and then do my stuff, and when I've finished I call v_show_c, passing the parameter 1 which means "show it only if the current hide depth is zero".

And, with the code shown, the only way out of the code is via the "cleanup" at the end of it, which unhides the mouse, deallocates the buffer etc.

> wind_update(BEG_MCTRL);

> and use graf_mouse() to hide/unhide the mouse, and
> evnt_button()/_multi() to query position and button states.

> Btw, your code is also missing a

> wind_update(BEG_UPDATE);

> to reserve the screen for displaying a dialog. And of course, don'
> forget to free both locks afterwards :)

Do wind_update calls nest? AFAIK, they just set and clear a flag.

I already use wind_update(BEG/END_UPDATE) as part of my do_form() dialog handler (from which the popups are called). I know the graf_mouse calls next, but am unsure of wind_update.

> > vro_cpyfm(vhandle, S_ONLY, &arr[4], &destmfdb, &srcmfdb);

> Here, I'd re-initialize the screen's MFDB, i.e. srcmfdb.fd_addr = NULL;
> Maybe that's the reason it doesn't work for you. The rest /looks/ OK,
> but as I haven't tested it, I can't guarantee I haven't overlooked
> something.

Every call prior to the vro_cpyfm blit into the offscreen buffer was OK while I was debugging, but when I use MON to inspect the allocated buffer,

it is still blank after the blit into it - it should have the FL3DBAK pattern (which is nonzero) in it, but no sign in the first 12-16k, even though I blit into the buffer at coord (0,0).

> Another advice: Don't allocate memory for saving the whole screen
> contents when there's only need to save the area for a small popup menu
> - on larger displays, you easily end up allocating megabytes for the
> whole screen!

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

3274. Re: popups

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-11 00:00:00 UTC
From: gribnif@pair.com
Message-ID: <gribnif-1106991150160001@wilga.mtholyoke.edu>
Source record: 2791

```
> > Btw, your code is also missing a
>
> > wind_update(BEG_UPDATE);
>
> > to reserve the screen for displaying a dialog. And of course, don'
> > forget to free both locks afterwards :)
>
> Do wind_update calls nest? AFAIK, they just set and clear a flag.
>
> I already use wind_update( BEG/END_UPDATE ) as part of my do_form() dialog
> handler (from which the popups are called). I know the graf_mouse calls
> next, but am unsure of wind_update.

Yes, they do. You can do 50 BEG_UPDATEs and you won't be returning control
until you've also done 50 END_UPDATEs.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779
```

3275. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3761ab34547f10@oden.se>
Source record: 2792

on Wed 09-06-1999 19:31 Jï¿½rg Westheide wrote:

>Hi Ronald!
>
>RA>But any tool which attempts to buffer window areas in such a primitive
>RA>way is itself in error doing so.
>Why?

Because it is neither the responsibility, nor the right, of a single utility,
not even of AES as a whole, to handle update of the entire screen normally.

GEM is based on the idea that several different APPs share the screen, and
that each such APP *must* take its own responsibility for updating the screen
areas that are used for the work areas of its windows. The AES itself only
has responsibility for refreshing window frames, desktop background, and to
some limited extent the current menu (responsibility shared with top APP).

Simple buffering of the entire screen is not a part of this concept.

>RA>The correct way to redraw a window area is to let the AES send window
>RA>update messages to the APP that owns the window.
>The AES could use the buffer method too!

As stated above, that would be a non-GEM method of implementation. Only a
few special screen operations should use that method, such as drop down
menus. In any case form_dial(FMD_FINISH) should always result in messages
being sent to the owners of windows underlying the specified rectangle.

>What do you think why there ist form_dial(FMD_START)? Just for sending a
>redraw message form_dial(FMD_FINISH) would be enough

form_dial(FMD_FINISH) should cause the same window update messages when used
alone, this much is true, but it is still not advisable to use it that way.

The AES can and should use the FMD_START call as a signal to buffer only
the parts of the screen that are normally owned by the AES, as stated above.
Many AES enhancements link into this call however, and add interpretations
of their own, and in most cases these *require* paired usage.

>RA>And ensuring that this is done correctly is the main purpose of
>RA>form_dial function calls, and that is why they *must* be 'paired'
>RA>correctly.
>The intention of form_dial() is to restore the screen after a dialog was
>displayed. To send a redraw message is only one possible way of doing this

Redraw messages are the only legal GEM method of redrawing the work areas
of windows belonging to other APPs. For its own windows any APP may use
whatever method it pleases (while screen is locked for updating), but not

for any other areas. Those must be handled through GEM.

>RA>AFAIK it is not legal for an APP to 'release' an area without first
>RA>having 'reserved' that same area.
>IIRC it's documented by ATARI to send a redraw message to all (affected)
>applications by doing a single form_dial(FMD_FINISH). And as I mentioned
>using a pair for doing so can cause problems

Atari have described separately the use of many functions, which even so are in many cases dependent on being used with other functions. That is the case here too. Putting it differently, the use of FMD_FINISH implies an earlier use of FMD_START. (else what is being finished ?)

Using paired form_dial calls as described can not cause any problem at all in a correct GEM implementation, as the FMD_FINISH call should always result in window update messages for the entire surface of the specified rectangle, or direct restoration of desktop background for those parts of that surface not owned by any APP.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3276. Re: popups

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3761ab34547f11@oden.se>
Source record: 2793

Hi Thomas and Gaven,

on Thu 10-06-1999 12:41 Thomas Binder wrote:
> gmiller@inca.co.nz (Gaven Miller) writes:
>> v_opnvwk(vwi, &vhandle, vwo[0]); // open virtual workstation
>
>Don't forget to ensure vhandle is non-zero afterwards.

Good point.
Checking error returns should really be done after all function calls that
can use such, and far too many programmers just ignore these possibilities.

>
>> destmfdb.fd_wdwidth = destmfdb.fd_w / 16; // word width
>
>This should be (destmfdb.fd_w + 15) / 16, as otherwise the value gets
>one too low if the width isn't dividable by 16 (1 pixel already means a
>word width of 1, not 0!)

Yes, rounding up is very important. Even more so when calculating sizes
of buffers that need to be allocated, as any mistake causing those to be
too short can cause bombs.

----- snip ----- re: some more stuff on which I simply agree

>Another advice: Don't allocate memory for saving the whole screen
>contents when there's only need to save the area for a small popup menu
>- on larger displays, you easily end up allocating megabytes for the
>whole screen!

For this kind of thing we really should apply the same reasoning that was
used for the design of GEM itself. This means that it is ok to use simple
buffering as long as the surface is a small portion of the total screen,
but if it is larger than a quarter of the full screen then it is better to
handle the redraw needs by AES window update messages.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3277. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-12 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906121243.a18883@su.maus.de>
Source record: 2794

Hi Ronald!

RA>Because it is neither the responsibility, nor the right, of a single
RA>utility, not even of AES as a whole, to handle update of the entire
RA>screen normally.
Again: why?

RA>GEM is based on the idea that several different APPs share the screen,
RA>and that each such APP *must* take its own responsibility for updating
RA>the screen areas that are used for the work areas of its windows. The
RA>AES itself only has responsibility for refreshing window frames,
RA>desktop background, and to some limited extent the current
RA>menu (responsibility shared with top APP).
Yes, but only if there is something that has to be restored because it wasn'
t buffered before (-> drop down menus)

RA>Simple buffering of the entire screen is not a part of this concept.
No one's talking about the whole screen (in general)

RA>As stated above, that would be a non-GEM method of implementation.
RA>Only a few special screen operations should use that method, such as
RA>drop down menus.
And why is the buffer method used there?
Think back when GEM was developed!
Memory was expensive. For drop down menus the fast redraw was neccessary
because the handling would have been much too slow ig it would have been done
by redraws. Buffering dialogs would have cost the expensive memory of another
buffer. As the speed of restoring the dialog background wasn't that time
critical they could use the more cheap redraw method.
IMHO the presence of form_dial(FMD_START) indicates that the buffering was
planned or at least DR didn't want to say no to the buffering method in
future, when memory would be cheaper

RA>In any case form_dial(FMD_FINISH) should always result in messages
RA>being sent to the owners of windows underlying the specified rectangle.
No, it should result in a redraw (it defines an aim, not a method)

RA>form_dial(FMD_FINISH) should cause the same window update messages
RA>when used alone, this much is true, but it is still not advisable to
RA>use it that way.
AFAIK Atari documented it that way. And this is not advisable then?

RA>The AES can and should use the FMD_START call as a signal to buffer
RA>only the parts of the screen that are normally owned by the AES, as
RA>stated above.
Why should the AES buffer something and the applications cannot?

This would be a too inconsequent design

RA>Many AES enhancements link into this call however, and add
RA>interpretations of their own, and in most cases these *require* paired
RA>usage.
Many software has bugs

RA>Redraw messages are the only legal GEM method of redrawing the work
RA>areas of windows belonging to other APPs.
Yes

RA>For its own windows any APP may use whatever method it pleases (while
RA>screen is locked for updating), but not for any other areas. Those
RA>must be handled through GEM.
form_dial() calls _are_ GEM (even if they are provided by a GEM extension
like a utility)

RA>Atari have described separately the use of many functions, which even
RA>so are in many cases dependent on being used with other functions.
RA>That is the case here too.
AFAIK this is not the case here

RA>Putting it differently, the use of FMD_FINISH implies an earlier use
RA>of FMD_START. (else what is being finished ?)
IMHO the documentation of the single use of form_dial(FMS_FINISH) is a hack
by Atari for sending a redraw message to all applications because of lacking
a broadcast. It certainly would have been better to implement a broadcast
insted but that wouldn't have been compatible with the first versions :-(

RA>Using paired form_dial calls as described can not cause any problem at
RA>all in a correct GEM implementation, as the FMD_FINISH call should
RA>always result in window update messages for the entire surface of the
RA>specified rectangle, or direct restoration of desktop background for
RA>those parts of that surface not owned by any APP.
form_dial() is a specification of an interface, not an implementation. And I
don't believe that you can find a documentation of the used algorithm. That's
simply because an interfacec is an abstraction from the algorithm behind it
with the advantage that you can change the algorithm

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3278. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37801311.26522707@news.demon.co.uk>
Source record: 2795

On Wed, 09 Jun 1999 06:22:26 GMT, dlanor@oden.se (Ronald Andersson)
wrote:

>on Sun 06-06-1999 01:27 Guy Harrison wrote:
>>On Sat, 5 Jun 1999 01:15:00 +0200, Joerg_Westheide@su.maus.de (Jï¿½rg
>>Westheide) wrote:
>>
>>>GH> form_dial(FMD_START,1,1,1,1,desk);
>>>GH> form_dial(FMD_FINISH,1,1,1,1,desk);
>>>IIRC it's only documented that a single form_dial(FMD_FINISH) will produce a
>>>redraw. A possible problem with your version might be that the AES or a tool
>>>may catch these calls, buffer the area at the form_dial(FMD_START) and
>>>simplyreplaces it at the form_dial(FMD_FINISH)
>>
>>That's exactly what you want. If you omit the FMD_START the AES may
>>attempt to release an area it hadn't actually reserved. Better to
>>waste a little bit of time rather than introduce an unknown factor!
>
>That's absolutely correct Guy.
>
>There are several AES enhancers that get seriously confused if these calls
>are not used correctly in 'pairs' as described above.

I'm surprised there aren't more.

I believe the original AES used a fixed buffer for this (perhaps I'm
thinking of the menu buffer - yes probably). Most likely the
"confused" AES enhancers are doing things gracefully via Malloc/Free?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3279. Re: popups

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37831bde.28775196@news.demon.co.uk>
Source record: 2796

On 10 Jun 1999 08:56:13 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Where can I find some source code for doing popups?
>
>I am aware that the menu_popup call is available from AES 3.30 - but I'd
>like to be able to use popups in earlier AES versions, so that means that
>I'll have to emulate popup menus.
>
>I tried to write my own, but problems arose when I tried to buffer the
>"dirtied" area of screen with vro_cpyfm - nothing got saved, and the
>dirtied area of screen remained "dirty" which is not very useful when
>called from a dialog box handler, or when popup extends outside the dialog
>borders.

If you feel like implementing it via a window rather than the VDI I
could go dig out the code in Pug. It did it dynamically - created and
opened a blank window, white G_BOX, required number of G_STRINGS
slapped on it.

I've got some VDI "grab/restore selected screen area dynamically" code
lurking about somewhere as well.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3280. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-14 00:00:00 UTC
From: d <cool@borg1101.freeserve.co.uk>
Message-ID: <7k1fd0tuc1@news8.svr.pol.co.uk>
Source record: 2797

Peter Persson <pep@NOSPAMmbox306.swipnet.se> wrote in message
news:WZy73.8030$Nc.14800@nntpserver.swip.net...
> Hi again!
>
> What about the DSP then?
>
> /Peter
>
> >>>YES... I knew there are people intressed....
> >>>
> >>>im working very hard... i now have the desktop emulated.. i must now
> going
> >>>to emulate the blitter..... and that's a though wone.... i think it may
> >>take
> >>>a week or 3 ... then it's finished....
>

Wow An Atari Falco030 Emulator!!!!!!!!!!!!
When you make your first beta version please E-Mail it to me!!!!!!!!!!

Daz (Borg1101) E-Mail Cool@Borg1101.Freeserve.Co.Uk

3281. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98d5@oden.se>
Source record: 2700

Hi Jï¿½rg,

on Sat 12-06-1999 12:43 Jï¿½rg Westheide wrote:

>RA>Because it is neither the responsibility, nor the right, of a single
>RA>utility, not even of AES as a whole, to handle update of the entire
>RA>screen normally.
>
>Again: why?

Because if every program was responsible for protecting the underlying surface of the screen for all their displays, then the entire system RAM would soon be used up for a lot of screen buffers, all of which would mainly be duplicates of each other, with minor update differencies. The same applies, with irrelevant variations, if the AES itself would do this same kind of primitive buffering when APPs open windows etc. In both cases this kind of approach leads to extreme waste of system RAM space, and for large resolutions the extensive buffer copying will consume more time than the overhead costs of a message system.

The methods of GEM were designed especially to avoid such inefficiencies by requiring only that each APP be able to redraw the information for those windows that it owns, and that appropriate messages are sent to allow all APPs involved to do their parts of this work. The AES itself works as the message center for this update work, ensuring that all APPs are told to update only the relevant portions of the screen.

The only exceptions (small dialogs, menus, popups) are for small areas of extremely temporary nature, where the savings would not motivate the overhead costs of the message system. (Could cause significant slowness)

These are the main design principles of GEM AES screen updating, and any method which abandons these principles is thereby a non-GEM method.

>RA>Simple buffering of the entire screen is not a part of this concept.
>
>No one's talking about the whole screen (in general)

But that was the subject of the original post.
How to cause GEM to refresh the entire screen !

And for that particular purpose it is definitely wrong for any part of the system to implement it by a simple buffering scheme.

>RA>As stated above, that would be a non-GEM method of implementation.
>RA>Only a few special screen operations should use that method, such as
>RA>drop down menus.

>
>And why is the buffer method used there?

Because they concern so small and temporary screen usage that their
incorporation in the rectangle lists would cause an unwarranted and
overly large overhead.

>Think back when GEM was developed!
>Memory was expensive. For drop down menus the fast redraw was neccessary
>because the handling would have been much too slow ig it would have been done
>by redraws. Buffering dialogs would have cost the expensive memory of another
>buffer. As the speed of restoring the dialog background wasn't that time
>critical they could use the more cheap redraw method.

I am aware of all that.

>IMHO the presence of form_dial(FMD_START) indicates that the buffering was
>planned

I don't see why. Proper reservation of update rectangles is meaningful
regardless of what scheme is used to restore the surface content later,
and that is why DR included it. To keep the interface symmetrical and
avoid dependency on any particular internal redraw implementation.

>or at least DR didn't want to say no to the buffering method in future,

They did not want to impose any limits for the future, this is true,
but I doubt that they considered simple buffering schemes suitable.

They were much more aware of multiprocess needs than Atari were, and
it is very clear even from the earliest GEM documentation that DR were
intending to make this into a real multitasking system. Unfortunately
Apple (who themselves had stolen most McIntosh ideas from 'Smalltalk')
threatened them with a costly lawsuit if they didn't drop those plans.

Those threats were not realistic, as Apple didn't really have a solid
case (like I said, they had stolen most ideas too), but DR could not
afford even a case they would win, so they backed down. That is why
GEM developments were frozen for so many years, until Atari managed
to 'mollify' Apple, who were no longer worried about PCs being given
GEM to outcompete McIntosh (as DR had originally planned).

>when memory would be cheaper

That is not really relevant. As RAM size increases at lowered prices, the
screen resolution sizes also rise, making 'simple buffering' as unsuitable
today as when GEM was newborn.

eg:
My normal work resolution is 960x720 pixels with 8 bitplanes. This means
that the screen size is 691200 bytes, and as (on all TOS systems) the max
ST-RAM size is 14680064 bytes, the screen size is appx 4.7% of total RAM,
meaning that the 'blittable' RAM can hold at most 21 such buffers.
(But then all DMA IO becomes blocked, as it too needs ST-RAM.)

GEM was originally designed for STs, where the screen size is 32000 bytes
for all original resolutions. The most common STs had a RAM size of just
one megabyte, which is 1048576 bytes, making the screen portion of that
size appx 3.05%, meaning that the RAM could hold at most 32 such buffers.
(Again ignoring all other RAM needs.)

As you can see, the situation is actually worse now on my expanded Falcon,
than it was in the old days on a 1040 STFM. Simple full-screen buffering
still leads to disastrous RAM waste. The same goes for buffer copying time
when the screen RAM size is now over twenty times larger.

Arguably, the 520 ST could have been used for the comparison instead,
but the numbers are not sufficiently different (max 16 buffers) to make
me feel that the situation has changed very much since then.

>RA>In any case form_dial(FMD_FINISH) should always result in messages
>RA>being sent to the owners of windows underlying the specified rectangle.
>
>No, it should result in a redraw (it defines an aim, not a method)

Nitpicking, but correct I suppose :-)
The form_dial call does only define that a redraw should be performed.
It is the design principles of GEM that defines that it should be done
by sending redraw messages to the window owners. This alters nothing.

>RA>form_dial(FMD_FINISH) should cause the same window update messages
>RA>when used alone, this much is true, but it is still not advisable to
>RA>use it that way.
>
>AFAIK Atari documented it that way. And this is not advisable then?

AFAIK they did not documented it that way. What they did was to describe
the functions as separate entitities, which they always did even for those
functions that are dependent on others having been called earlier. The need
for such things being used symmetrically is mostly inherent in the design.

eg:
appl_init and appl_exit are used to log in and later to log out an APP in
the GEM system. There is never any need to explicitly state the rule that
appl_exit should not be used without first having called appl_init, as the
dependency is implicit in the context.

The same (in a very different context) goes for FMD_START and FMD_FINISH.
The latter is used to finish a graphic process, so that the screen can be
restored to what it should be (according to AES and all GEM APPs), and it
is not sensible to finish something that was never started.

>RA>The AES can and should use the FMD_START call as a signal to buffer
>RA>only the parts of the screen that are normally owned by the AES, as
>RA>stated above.
>
>Why should the AES buffer something and the applications cannot?

Because they work on different system levels, this can sometimes be useful, without inconsistency. Thinking more deeply about it, however, I don't see that AES really does need to buffer anything in this particular case. But it should take note of the rectangle reservation.

>This would be a too inconsequent design

You mean 'inconsistent' in english. 'Inconsequent' is not a useful form, and the closest useful one ("inconsequential") does not have the same meaning as the german word you were probably thinking of. Instead it is more synonymous with 'unimportant', which I do not think that you meant.

Fortunately I know some german, and 'inkonsekvent' means the same thing in swedish too, but you should avoid using 'inconsequent' in discussions with people that only know english. They might feel insulted by it, as it does mean that you find what they said to be so unimportant as to lack any relevant meaning.

>RA>Many AES enhancements link into this call however, and add
>RA>interpretations of their own, and in most cases these *require* paired
>RA>usage.
>
>Many software has bugs

Yes, but I would hesitate to call this a bug. It is a dependency of a kind that I too would prefer for programmers to avoid, regardless of the screen update methods used. Nevertheless, much existing software does have such dependencies.

>RA>Redraw messages are the only legal GEM method of redrawing the work
>RA>areas of windows belonging to other APPs.
>
>Yes

I'm glad we agree on one basic premise at least :-)

>RA>For its own windows any APP may use whatever method it pleases (while
>RA>screen is locked for updating), but not for any other areas. Those
>RA>must be handled through GEM.
>
>form_dial() calls _are_ GEM (even if they are provided by a GEM extension
>like a utility)

That is true of course, and I did not mean to imply that they were not. What I referred to here was direct restoration from a screen buffer into screen areas owned by some other APP. That would be quite illegal.

>RA>Atari have described separately the use of many functions, which even
>RA>so are in many cases dependent on being used with other functions.
>RA>That is the case here too.
>
>AFAIK this is not the case here

That is a matter of opinion which can hardly be proven either way, nor is it even certain that any proof about Atari opinions would be strictly

relevant today anyway, since they dropped active development of GEM long ago (when they abandoned Falcon for concentrating on Jaguar).

The fact remains that used as I recommend, the function will not cause any known software to misbehave, whereas the method you recommend, of using FMD_FINISH alone, will cause some software to misbehave and/or even bomb. 'Right or wrong' aside, this does mean that programs using my recommended way of using form_dial will run problem free for a larger number of users.

>RA>Putting it differently, the use of FMD_FINISH implies an earlier use
>RA>of FMD_START. (else what is being finished ?)
>
>IMHO the documentation of the single use of form_dial(FMS_FINISH) is a hack
>by Atari for sending a redraw message to all applications because of lacking
>a broadcast. It certainly would have been better to implement a broadcast
>insted but that wouldn't have been compatible with the first versions :-(

And that 'hack' was written at at time when the current multitasking systems (not to mention their extensive enhancements) had not even been invented. It was also done by Atari themselves, who did not have the same insight into the needs of multiprocess systems that DR had.

If Atari had defined the system from the start, I doubt if FMD_START would have existed at all, nor the entire rectangle system, since these were the inventions of DR. DR did not define a symmetrical pair of functions with the intention that one half of that pair be used separately. That is not consistent with their methodology.

Needless to say (but I will anyway), I regard DR (rather than Atari) as being the real authorities on all original GEM functions.

>RA>Using paired form_dial calls as described can not cause any problem at
>RA>all in a correct GEM implementation, as the FMD_FINISH call should
>RA>always result in window update messages for the entire surface of the
>RA>specified rectangle, or direct restoration of desktop background for
>RA>those parts of that surface not owned by any APP.
>
>form_dial() is a specification of an interface, not an implementation. And I
>don't believe that you can find a documentation of the used algorithm. That's
>simply because an interfacec is an abstraction from the algorithm behind it
>with the advantage that you can change the algorithm

I fully agree with what you say here. The form_dial specification as such does not include any details on how AES should be implemented. But we are not dealing with an isolated function when we really use form_dial in our programs. Then we are dealing with that function as implemented in the running AES, and therefore the implementation of other AES functions does matter.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3282. Re: launch GEM processes

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-15 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37665c5611fd80@xs4all.nl>
Source record: 2701

on Tue 15-06-1999 09:11 Daniel Augsburger wrote:

>which method shall I use to launch another application (from a GEM
>application or ACC) that is executed in parallel.
>I've tried shel_write(0, ...) and shel_write(1, 1, ...) (MagiC 6)

Use

shel_write(1,1,100,...);

under MagiC and

shel_write(0,1,0,...);

under MiNT.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"my father moved through dooms of love
through sames of am through haves of give"
- e.e. cummings

3283. Getting the resource where I want it.

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-15 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <37667a16.36305@nntpserver.swip.net>
Source record: 2702

Hi.

I'm working on a routine so that when I press my right mousebutton a menu will be engaged.

The menu is written as a dialogue in a RSC file.

I use the following GFA code to do this:

```
RSRC_LOAD (FILE)
RSRC_GADDR (0,0,adr%)
FORM_CENTER (adr%,x,y,b,h)
FORM_DIAL (0,x,y,b,h,,x,y,b,h)
OJBC_DRAW (adr%,0,2,x,y,b,h)
--- evnt_multi loop here ---
FORM_DIAL (3,x,y,b,h,x,y,b,h)
```

The problem is that it is centered - as form-center does, but I want it to appear where my mousek/mousey is placed.

Can anyone please help me with a better routine?

Grettings
Jeppe Br&#65533;nnmark

3284. Re: Getting the resource where I want it.

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766ce0cbbde640@oden.se>
Source record: 2703

Hi Jeppe,

on Tue 15-06-1999 16:16 Jeppe Brï¿½nnmark wrote:

>I'm working on a routine so that when I press my right mousebutton a
>menu will be engaged.
>
>The menu is written as a dialogue in a RSC file.
>
>I use the following GFA code to do this:
>
>RSRC_LOAD (FILE)
>RSRC_GADDR (0,0,adr%)
>FORM_CENTER (adr%,x,y,b,h)

Here is where you need to insert the coordinate adjustments

>FORM_DIAL (0,x,y,b,h,,x,y,b,h)
>OJBC_DRAW (adr%,0,2,x,y,b,h)
> --- evnt_multi loop here ---
>FORM_DIAL (3,x,y,b,h,x,y,b,h)
>
>The problem is that it is centered - as form-center does, but I want
>it to appear where my mousek/mousey is placed.
>
>Can anyone please help me with a better routine?

I'd rather describe to you how to do it yourself, and in the long run
I'm sure you too will be much happier with a solution so achieved.

Note also that I am not so familiar with GFA coding, so I will use
C notation in my examples, and assume 16bit integer calculations
throughout. Adapting this to GFA will be up to you.

The essential needs are quite simple, in that you need to adjust the
coordinates calculated by form_center so as to match your mouse position
before you proceed with the first form_dial etc.

Now, the centered box is defined by (x,y,b,h) as used above, and I will
assume that you have some (mx,my) pair of variables for the mouse pos.

This means that the offsets you would have to add to (x,y) would be:

```
ox = mx-x-b/2;
oy = my-y-h/2;
```

But this will cause problems if the mouse is too close to a screen edge,
so it will have to be checked, and possibly limited towards the center.

So the simple calculation shown above is not suitable, and will be
replaced by better code incorporating the necessary checking.

In fact the form_center values for (x,y) are of no interest here, as we
really only care about (b,h) as it is these that represent the calculated
dialog size. (x,y) are only to be used as our new coordinate results.

To perform the check we also need variables for the limits, but those
values need to exclude the menu line, as dialog boxes are not allowed to
overlap the menu. Thus we must calculate the desktop work area.

So:

```
----- start of insertion -----
dummy = wind_get(0,4,&wx,&wy,&wb,&wh); /* calc desktop work area */
x = mx - b/2;
if ( x < wx ) /* wx 'should' be 0 but do it the generic way */
x = wx;
else
if ( (x + b) > (wx + wb) )
x = wx + wb - b;
y = my - h/2;
if ( y < wy )
y = wy;
else
if ( (y + h) > (wy + wh) )
y = (wy + wh) - h;
----- end of insertion -----
```

Translating the above to GFA syntax and inserting it at the point specified
above should give you the classical form of mouse centering limited so that
the entire dialog will always be visible on the legal part of the screen.

If the rez is to low for it, then the dialog will simply be based at the
first legal pixel in the work area.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3285. launch GEM processes

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-15 00:00:00 UTC
From: Daniel Augsburger <skydiver@jumpgates.com>
Message-ID: <3765FCBA.FEEABF0B@jumpgates.com>
Source record: 2798

which method shall I use to launch another application (from a GEM
application or ACC) that is executed in parallel.
I've tried shel_write(0, ...) and shel_write(1, 1, ...) (MagiC 6) but
nothing happend. I also tried shel_write(1, 0, ...) and then the GEM
application I wanted to launch was started as TOS process after my app
had finished, but this is clearly not the desired behaviour.
I'm wondering which method a desktop uses in a multi-task environment to
launch new applications, because this is exactly what I should use.

- Daniel

3286. Re: launch GEM processes

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-15 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7k5b1e$en5$1@sun27.hrz.tu-darmstadt.de>
Source record: 2799

Hi!

In article <3765FCBA.FEEABF0B@jumpgates.com>,
Daniel Augsburger <skydiver@jumpgates.com> writes:
> I've tried shel_write(0, ...) and shel_write(1, 1, ...) (MagiC 6) but
> nothing happend.

Unfortunately, MagiC's way to launch applications in parallel is a bit
different to the way it's done for fully AES 4.x compatible systems.
IIRC, the first parameter has to be 1, the third(?) 100. The parameter
that decides whether to launch a GEM or TOS app has its usual meaning.

If you want, I can look it up.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3287. Re: launch GEM processes

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-16 00:00:00 UTC
From: olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <37675218.F7ED27D@utbm.fr>
Source record: 2704

Hello

Daniel Augsburger a ï¿½crit :

> which method shall I use to launch another application (from a GEM
> application or ACC) that is executed in parallel.
> I've tried shel_write(0, ...) and shel_write(1, 1, ...) (MagiC 6) but
> nothing happend. I also tried shel_write(1, 0, ...) and then the GEM
> application I wanted to launch was started as TOS process after my app
> had finished, but this is clearly not the desired behaviour.
> I'm wondering which method a desktop uses in a multi-task environment to
> launch new applications, because this is exactly what I should use.

Here some explanations of shel_write()
int shel_write(int mode,int flag1,int flag2,*commande, *tail)
mode&0xFF must be 1 for launch imediatly
if mode&0xFF00 !=0 commande use:
typedef struct _shelw
{
char *newcmd;
long psetlimit;
long prenice;
char *defdir;
char *env;
}
I not explain is use.
flag1 : 1 -> GEM program, 0-> TOS program (for use Tos2Win or VT52 the
output text in GEM window (work only if instal))
flag2 : 100 -> parrallel launch , 101 -> single mode
if multitasking system use 100 because 101 work differently beetween Mint
and Magic (it not stop for the end of sun prog under mint)
if you work under monotasking system prefer Pexec()
commande : string of program to lunch or SHELW struct (see mode)
tail : argument for program (attention first caractere is the number of
caracters in string if you use GCC if PureC I think PureC calculate it)
For more informations see:
http://www.utbm.fr/les.personnes/olivier.landemarre/exec.htm
it's in french sorry, but there is good traductors.
It work well and I use shel_write() for GCCShell

>
>
> - Daniel

Olivier

3288. FS Jag System (U.S. only)

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990616081745.21512.00000117@ng-fl1.aol.com>
Source record: 2705

Hello All,
I have an Atari Jaguar+CD system for sale. The system includes to controllers, about 12 games, and the Atari Jaguar Gamer's Guide (I don't remember the exact title). I will entertain all reasonable offers.
If you are interested, you may email me at angief18@aol.com.
Thanks,
Sam Ferrer

3289. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-16 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906160032.a26395@su.maus.de>
Source record: 2706

Hi Ronald!

RA>Because if every program was responsible for protecting the underlying
RA>surface of the screen for all their displays, then the entire system
RA>RAM would soon be used up for a lot of screen buffers,
Em, we are talking about form_dial(), aren't we?

RA>and for large resolutions the extensive buffer copying will consume
RA>more time than the overhead costs of a message system.
If you compare that, you have to add the time fr redrawing to the time the
message system needs and then the copying will be (much) faster

RA>The methods of GEM were designed especially to avoid such
RA>inefficiencies by requiring only that each APP be able to redraw the
RA>information for those windows that it owns, and that appropriate
RA>messages are sent to allow all APPs involved to do their parts of this
RA>work. The AES itself works as the message center for this update
RA>work, ensuring that all APPs are told to update only the relevant
RA>portions of the screen.
Yes, that's right

RA>The only exceptions (small dialogs, menus, popups) are for small areas
RA>of extremely temporary nature, where the savings would not motivate
RA>the overhead costs of the message system. (Could cause significant
RA>slowness)
Isn't a dialog (we're talking about modal ones) something extremely temporal?
The only important difference I can see ist that it can exceed the quarter
screen buffer. And this is only a technical limit that could be eliminated by
increasing the buffer size

RA>>Simple buffering of the entire screen is not a part of this
RA>>concept.
JW>No one's talking about the whole screen (in general)
RA>But that was the subject of the original post. How to cause GEM to
RA>refresh the entire screen !
Yes, but this buffering of the whole screen could only occure, if you call a
pair of form_dial()s for refreshing the whole screen (or if you have a dialog
that has the extend of the screen)

RA>And for that particular purpose it is definitely wrong for any part of
RA>the system to implement it by a simple buffering scheme.
That's a reason why I say you shloud use a single form_dial() for refreshing
the whole screen

RA>Because they concern so small and temporary screen usage that their
RA>incorporation in the rectangle lists would cause an unwarranted and

RA>overly large overhead.
The larger size of a dialog (compared to an alert, drop down menu or popup) doesn't make the redrawing method faster than buffering. And the memory usage for buffering can be limited to the memory for 1 screen

RA>Proper reservation of update rectangles is meaningful regardless of
RA>what scheme is used to restore the surface content later, and that is
RA>why DR included it. To keep the interface symmetrical and avoid
RA>dependency on any particular internal redraw implementation.
Yes, and the task of form_dial(FMD_START); [...] form_dial(FMD_FINISH); is to restore the content of the screen/rectangle when doing the form_dial(FMD_START), isn't it?

RA>They did not want to impose any limits for the future, this is true,
RA>but I doubt that they considered simple buffering schemes suitable.
They did it for alerts and other things. Why shouldn't they do it for dialogs?
The only reason I can think of is the larger buffer that could be needed, which IMO is no real reason when having a machine with some megabytes

RA>They were much more aware of multiprocess needs than Atari were,
Yes, I think so too

RA>Those threats were not realistic, as Apple didn't really have a solid
RA>case (like I said, they had stolen most ideas too), but DR could not
RA>afford even a case they would win, so they backed down. That is why
RA>GEM developments were frozen for so many years, until Atari managed
RA>to 'mollify' Apple, who were no longer worried about PCs being given
RA>GEM to outcompete McIntosh (as DR had originally planned).
That's not correct.
Apple threatened DR with the lawsuit after DR has sold a version of GEM to Atari. That's the reason why Atari had a "good" desktop while PC-GEM got a crippled one

RA>That is not really relevant. As RAM size increases at lowered prices,
RA>the screen resolution sizes also rise, making 'simple buffering' as
RA>unsuitable today as when GEM was newborn.
But the size of the programs won't increase in the same extent. And as I said above: one buffer would be enough

RA>The same (in a very different context) goes for FMD_START and
RA>FMD_FINISH. The latter is used to finish a graphic process, so that
RA>the screen can be restored to what it should be (according to AES and
RA>all GEM APPs), and it is not sensible to finish something that was
RA>never started.
That's why I call the single form_dial() a hack. But it's a working one

RA>You mean 'inconsistent' in english. 'Inconsequent' is not a useful
RA>form, and the closest useful one ("inconsequential") does not have the
RA>same meaning as the german word you were probably thinking of.
Well, according to my dictionary 'inconsequent' and 'inconsistent' both mean the same

RA>Yes, but I would hesitate to call this a bug.
If an AES extension relies on a not explicitly documented relation between two calls and if it's not error resistant it IMO has a bug

RA>What I referred to here was direct restoration from a screen buffer
RA>into screen areas owned by some other APP. That would be quite
RA>illegal.
Why should it be illegal if the application is not able to change the content of the window inbetween?

RA>The fact remains that used as I recommend, the function will not cause
RA>any known software to misbehave,
Sorry, but you're wrong here. There are extensions that use the form_dial() calls to buffer/restore the background and with this extensions your recommendation will not cause a redraw

RA>And that 'hack' was written at at time when the current multitasking
RA>systems (not to mention their extensive enhancements) had not even
RA>been invented. It was also done by Atari themselves, who did not have
RA>the same insight into the needs of multiprocess systems that DR had.
The hack is to document the usage of a call in a way that could formerly considered to be a bug, to get a new feature and exploiting the implementation in older versions to assure compatibility

RA>If Atari had defined the system from the start, I doubt if FMD_START
RA>would have existed at all, nor the entire rectangle system, since
RA>these were the inventions of DR. DR did not define a symmetrical pair
RA>of functions with the intention that one half of that pair be used
RA>separately. That is not consistent with their methodology.
I think so too

RA>Needless to say (but I will anyway), I regard DR (rather than Atari)
RA>as being the real authorities on all original GEM functions.
Yes, but DR never said anything about how to redraw the whole screen

RA>Then we are dealing with that function as implemented in the running
RA>AES, and therefore the implementation of other AES functions does
RA>matter.
You are relying on the implementations you know. That's dangerous

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3290. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-17 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376923128568231@oden.se>
Source record: 2707

Hi Jï¿½rg,

on Wed 16-06-1999 00:32 Jï¿½rg Westheide wrote:
>
>RA>Because if every program was responsible for protecting the underlying
>RA>surface of the screen for all their displays, then the entire system
>RA>RAM would soon be used up for a lot of screen buffers,
>
>Em, we are talking about form_dial(), aren't we?

Yes and no.

Yes: We are talking of the form_dial function.
No: We were not really talking of its normal use in connection to forms.
Instead we were talking only of the correct way to use it in causing
a full screen redraw. That was what the original query concerned.
But discussions of this kind always tend to 'wander' a bit.

>RA>and for large resolutions the extensive buffer copying will consume
>RA>more time than the overhead costs of a message system.
>
>If you compare that, you have to add the time fr redrawing to the time the
>message system needs and then the copying will be (much) faster

Faster for most cases, but not necessarily correct. What should be redrawn
by a GEM APP at any given time is only up to that APP, not to the content of
any buffer. This is especially relevant to the kind of situation addressed
by the query, where the original screen data had been corrupted by non-GEM
operations.

>RA>The only exceptions (small dialogs, menus, popups) are for small areas
>RA>of extremely temporary nature, where the savings would not motivate
>RA>the overhead costs of the message system. (Could cause significant
>RA>slowness)
>
>Isn't a dialog (we're talking about modal ones) something extremely temporal?

Now I see your mistake. You thought we were discussing the normal usage of
the function in handling forms, but that was not the case. For such uses,
and for moderately sized dialog forms, I do agree with you, but only for
situations where the AES is in total control, so that no complexities can
occur that affect the validity of the buffering. That is often not so.

Also, if we are to discuss dialogs in general, then I will not restrict
myself to the modal ones. On a modern TOS machine both modal and non-modal
dialogs must coexist.

>The only important difference I can see ist that it can exceed the quarter
>screen buffer. And this is only a technical limit that could be eliminated by
>increasing the buffer size

But that can only be done safely by some TSR, not by a normal APP, and it is quite inapproprioate for any APP to use that buffer anyway, as it may already hold data placed there by the AES. Code outside of the AES should only access that pointer in order to enlarge the buffer, and that should only be done by a TSR. That is ok for a GEM enhancer, which is normally installed as a TSR anyway.

>RA>>Simple buffering of the entire screen is not a part of this
>RA>>concept.
>JW>No one's talking about the whole screen (in general)
>RA>But that was the subject of the original post. How to cause GEM to
>RA>refresh the entire screen !
>
>Yes, but this buffering of the whole screen could only occure, if you call a
>pair of form_dial()s for refreshing the whole screen

No, on no version whatever of TOS has that led to such a consequence. What I meant was simply that if you want buffering to replace AES redraw messages, like you seem to want, then the entire screen must exist in a buffer for cases like this one.

The query did ask for how to refresh the entire screen, in the most legal manner, and to me that means using form_dial calls properly paired.

>(or if you have a dialog that has the extend of the screen)

With your suggested method that would have such an effect too, but with normal TOS methods that will not happen. And the same is true of MTOS, Geneva, NAES, and MagiC. I'd say that a rather strong consensus exists in favor of the message-based redraw method among the implementors, and I heartily agree with them. It is a superior method.

>RA>And for that particular purpose it is definitely wrong for any part of
>RA>the system to implement it by a simple buffering scheme.
>
>That's a reason why I say you shloud use a single form_dial() for refreshing
>the whole screen

I disagree. I think form_dial calls should be used in symmetrical pairs.

>RA>Because they concern so small and temporary screen usage that their
>RA>incorporation in the rectangle lists would cause an unwarranted and
>RA>overly large overhead.
>
>The larger size of a dialog (compared to an alert, drop down menu or popup)
>doesn't make the redrawing method faster than buffering.

I never said so. What I spoke against was waste of RAM, and the inability to restore screen data after it has been corrupted. Simple buffering schemes can worsen the situation they should help, if corrupted data ends up in the

buffer. The message system is immune to all such effects.

>And the memory usage for buffering can be limited to the memory for 1 screen

We can implement a new system of rectangle lists in parallel to the one
already existing, but administrating them will not be instantaneous,
and the effect will not be as great as you think, as buffered areas can
overlap, and it must be possible to restore intermediate screen states.

Also, what this will mean is that we implement a centralized redraw system,
otherwise very similar to what we have, except that the individual APPs are
not asked to confirm that the data is valid. It is just taken from a buffer.

This means that when any screen part has become corrupted it can stay so,
even where the present system would have fixed it, as any corrupted data
that has made it into the buffer would be used to redraw the screen.
Only the APP that owns such a screen area can restore it properly.

>RA>Proper reservation of update rectangles is meaningful regardless of
>RA>what scheme is used to restore the surface content later, and that is
>RA>why DR included it. To keep the interface symmetrical and avoid
>RA>dependency on any particular internal redraw implementation.
>
>Yes, and the task of form_dial(FMD_START); [...] form_dial(FMD_FINISH); is to
>restore the content of the screen/rectangle when doing the
>form_dial(FMD_START), isn't it?

Essentially yes, but that is not the whole story. What should be restored is
not necessarily what did reside in the screen RAM at that time, but what the
AES and the GEM APPs would have *liked* to have on the screen.

A pure buffering scheme can not deal with that difference, but the message
system of GEM can. It will redraw the screen correctly regardless of what
corruption may have existed in the past. That is a very great strength.

>RA>They did not want to impose any limits for the future, this is true,
>RA>but I doubt that they considered simple buffering schemes suitable.
>
>They did it for alerts and other things. Why shouldn't they do it for
>dialogs?

They did it for things were AES itself is in full control of the operation.
That is not the case for dialogs handled by an APP. FMD_START itself does
not freeze the screen updating (and shouldn't do so).

In order for simple buffering to be valid, it is necessary that no other
APP can draw anything on that screen area until it has been restored from
the buffer again. AES imposes that rule for the menus, and alerts, so
they are never a problem (as long as GEM rules are obeyed by APPs), but
there is no way to impose such a rule for the general dialogs of multitasked
APPs. (or singleTOS ACCs)

>The only reason I can think of is the larger buffer that could be needed,

That is another valid reason, but the main reason is given above.

>which IMO is no real reason when having a machine with some megabytes

Perhaps, but if such buffering is done by many APPs at the same time,
which happens here now and then, the amounts of RAM used would grow.

----- snip ----- re: DR, their plans, and the threats that stopped them

>RA>Those threats were not realistic, as Apple didn't really have a solid
>RA>case (like I said, they had stolen most ideas too), but DR could not
>RA>afford even a case they would win, so they backed down. That is why
>RA>GEM developments were frozen for so many years, until Atari managed
>RA>to 'mollify' Apple, who were no longer worried about PCs being given
>RA>GEM to outcompete McIntosh (as DR had originally planned).
>
>That's not correct.
>Apple threatened DR with the lawsuit after DR has sold a version of GEM to
>Atari. That's the reason why Atari had a "good" desktop while PC-GEM got a
>crippled one

What you are saying is naturally true, but I don't see how it contradicts
what I told of. DR were already converting the code for PC use, when
Apple grew aware of what was happening, and they told DR to remove some
of the abilities of the PC version 'or else'. So DR removed the concept
of free numbers of freely movable windows, thus making PC-GEM useless.
(Compared to Atari GEM.)

It was the sale of GEM to Atari that drew Apple's attention to it, but it
was the plan to implement the same thing for PCs that scared Apple into
a fit. It would have been very interesting to see what would have happened
if DR could have afforded to 'call the bluff' of Apple, and go on to give
PCs a fully capable GEM, at a time when the main M$ products were still a
simple BASIC interpreter, and a badly botched early MSDOS.

>RA>That is not really relevant. As RAM size increases at lowered prices,
>RA>the screen resolution sizes also rise, making 'simple buffering' as
>RA>unsuitable today as when GEM was newborn.
>
>But the size of the programs won't increase in the same extent.

I never mentioned program size. I spoke of the RAM size needed for storage
of screen data in high resolutions.

>And as I said above: one buffer would be enough

No. Think about it. The total area needed for restoration of the screen
as it looked at one given point in time is only one full screen buffer.
But various parts of the screen may have been reserved at different times,
and it is perfectly legal for the areas to overlap. The only good way to
deal with that is to have the dialogs in windows, and use the AES messages
to restore window contents. That is the only method I know of that can
deal with successive redraw of all intermediate screen states.

A similar method could be designed based on buffering, rather than on asking each APP to regenerate the data, but there would be many drawbacks to it, not least the complexity of that code (a new rectangle system), and the inability to avoid buffering any screen corruption that may have occurred.

>RA>The same (in a very different context) goes for FMD_START and
>RA>FMD_FINISH. The latter is used to finish a graphic process, so that
>RA>the screen can be restored to what it should be (according to AES and
>RA>all GEM APPs), and it is not sensible to finish something that was
>RA>never started.
>
>That's why I call the single form_dial() a hack. But it's a working one

But what is the problem you see in using the paired form ?
That too works excellently, and it does work with utilities that are 'allergic' to the unpaired form. I still don't see your point.

You seem to want someone to reinvent GEM to use only buffering instead of redraw messages, and it seems to be for this reason that you want to reserve FMD_START for use only in saving buffer data.

I, on the other hand, do not think this will ever happen, and would not be in favor of such an implementation anyway. The present one is better.

>RA>Yes, but I would hesitate to call this a bug.
>
>If an AES extension relies on a not explicitly documented relation between
>two calls and if it's not error resistant it IMO has a bug

All AES enhancements invented since Atari stopped developing are also undocumented by their 'official' documents, and no software at all can be completely resistant to errors, but I hesitate to call them bugged even so.

In this particular case I do consider the tie between FMD_START and FMD_FINISH to be implicitly clear, even if not explicitly stated.

>RA>What I referred to here was direct restoration from a screen buffer
>RA>into screen areas owned by some other APP. That would be quite
>RA>illegal.
>
>Why should it be illegal if the application is not able to change the content
>of the window inbetween?

And how do you know that, considering that reservations can overlap, and we do have multitasking (even under singleTOS, for the ACCs) ? The answer is that it can only be known for some special cases, but not for all cases. For those other cases it is is illegal, and since they can't be recognized easily the method as such is inappropriate.

>RA>The fact remains that used as I recommend, the function will not cause
>RA>any known software to misbehave,
>
Sorry, but you're wrong here. There are extensions that use the form_dial()

>calls to buffer/restore the background and with this extensions your
>recommendation will not cause a redraw

Aha, so we have two conflicting groups of enhancers. One which does use
the message system of GEM compatibly, and one which disables part of it,
so that messages are no longer generated for paired form_do's, but only
(very inconsistently) for unpaired form_do(FMD_FINISH...)

I consider the latter implementation inconsistent and inappropriate,
and I see many situations where it will not do its job correctly. Its
main strength is that it can help some badly written old APPs that lack
proper redraw capability (like many old APPs do) to work a little better
when other programs open dialogs on top of them.

But the same goal could be achieved without mutilating the consistency
of form_dial.

>RA>And that 'hack' was written at at time when the current multitasking
>RA>systems (not to mention their extensive enhancements) had not even
>RA>been invented. It was also done by Atari themselves, who did not have
>RA>the same insight into the needs of multiprocess systems that DR had.
>
>The hack is to document the usage of a call in a way that could formerly
>considered to be a bug, to get a new feature and exploiting the
>implementation in older versions to assure compatibility

What you have described above is not what I consider compatibility.

Also, you yourself rely on an undocumented assumption that you evidently
consider implicit to what Atari said (though I disagree).

Just because Atari said that a single FMD_FINISH call will broadcast the
messages, you seem to have assumed that paired ones shouldn't.

Actually the natural implication is the opposite. The statement that the
use of a single FMD_FINISH call will broadcast the messages doesn't exclude
the possibility that it was preceded by an FMD_START call. Thus it is very
clear that the FMD_FINISH calls should always result in redraw messages for
the given rectangle, regardless of whether they are paired with a preceding
FMD_START call or not.

>RA>Needless to say (but I will anyway), I regard DR (rather than Atari)
>RA>as being the real authorities on all original GEM functions.
>
>Yes, but DR never said anything about how to redraw the whole screen

AFAIK that is true, but then, they didn't 'stay with us' very long,
and they didn't foresee all future needs, though they were good at it.

>RA>Then we are dealing with that function as implemented in the running
>RA>AES, and therefore the implementation of other AES functions does
>RA>matter.
>
>You are relying on the implementations you know. That's dangerous

No, you exaggerate.
Relying on the fact that a paired use of FMD_START and FMD_FINISH will
redraw the specified area can never ever cause any harm at all. The
very worst thing that can happen, and even that only with the extensions
you mentioned, is that the area does not get redrawn as it should.
That is not what I call 'dangerous'.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3291. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-17 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906172009.a32011@su.maus.de>
Source record: 2708

Hi Ronald!

RA>Now I see your mistake. You thought we were discussing the normal
RA>usage of the function in handling forms, but that was not the case.
What was the case then?

RA>For such uses, and for moderately sized dialog forms, I do agree with
RA>you, but only for situations where the AES is in total control, so
RA>that no complexities can occur that affect the validity of the
RA>buffering. That is often not so.
Example?

RA>Also, if we are to discuss dialogs in general, then I will not
RA>restrict myself to the modal ones. On a modern TOS machine both modal
RA>and non-modal dialogs must coexist.
We're talking about form_dial() and therefore about modal dialogs. There
certainly are unmodal dialogs, but you don't need form_dial() for them so
that they are not relevant here

RA>But that can only be done safely by some TSR, not by a normal APP, and
RA>it is quite inapproprioate for any APP to use that buffer anyway, as
RA>it may already hold data placed there by the AES.
I thought about increasing the buffer by the AES programers

RA>Code outside of the AES should only access that pointer in order to
RA>enlarge the buffer, and that should only be done by a TSR. That is ok
RA>for a GEM enhancer, which is normally installed as a TSR anyway.
Is there such a pointer?
Well, that doesn't matter because I think that no application has to deal
with it

RA>No, on no version whatever of TOS has that led to such a consequence.
What not is can never be?

RA>What I meant was simply that if you want buffering to replace AES
RA>redraw messages, like you seem to want, then the entire screen must
RA>exist in a buffer for cases like this one.
The entire screen must fit in the buffer, yes

RA>The query did ask for how to refresh the entire screen, in the most
RA>legal manner, and to me that means using form_dial calls properly
RA>paired.
I know. And you know that and why I disagree with you in that point

RA>With your suggested method that would have such an effect too, but
RA>with normal TOS methods that will not happen. And the same is true of
RA>MTOS, Geneva, NAES, and MagiC.

I know that no currently available OS implements the buffering method

RA>I'd say that a rather strong consensus exists in favor of the message-
RA>based redraw method among the implementors,
These method needs no memory for a buffer and since all these operating
systems have to be able to run no machines with 512KB or 1MB they have to
take care about the memory usage of the system

RA>It is a superior method.
No.
That clearly depends on the point of view (what's more important to you,
spped or low memory usage)

RA>What I spoke against was waste of RAM, and the inability to restore
RA>screen data after it has been corrupted.
And how do you restore "corupted data" if you have no dialog?
Sorry, but this argument is really silly

RA>Simple buffering schemes can worsen the situation they should help,
RA>if corrupted data ends up in the buffer.
Can you explain how that could happen?

RA>We can implement a new system of rectangle lists in parallel to the
RA>one already existing, but administrating them will not be
RA>instantaneous, and the effect will not be as great as you think, as
RA>buffered areas can overlap, and it must be possible to restore
RA>intermediate screen states.
Since when is it possible to nest form_dial()?
And how could that work with the redraw mehtod?

RA>This means that when any screen part has become corrupted it can stay
RA>so, even where the present system would have fixed it, as any
RA>corrupted data that has made it into the buffer would be used to
RA>redraw the screen.
Please tell me how corrupted data can originate and how the can make it into
the buffer

RA>What should be restored is not necessarily what did reside in the
RA>screen RAM at that time, but what the AES and the GEM APPs would have
RA>*liked* to have on the screen.
In this case the result is a restore from the buffer with a following redraw
induced by the AES or App. This rare case might be not optimal, but there's
no problem with that

RA>FMD_START itself does not freeze the screen updating (and shouldn't do
RA>so).
Yes it's not neccessary (but won't hurt) because you first have to lock the
screen with wind_update() before doing your dialog stuff

RA>In order for simple buffering to be valid, it is necessary that no
RA>other APP can draw anything on that screen area until it has been
RA>restored from the buffer again. AES imposes that rule for the menus,
RA>and alerts, so they are never a problem (as long as GEM rules are

RA>obeyed by APPs), but there is no way to impose such a rule for the
RA>general dialogs of multitasked APPs. (or singleTOS ACCs)
Just embrace your dialog stuff with wind_update(). This ensures that no other app draw onto the screen while your dialog is displayed

RA>Perhaps, but if such buffering is done by many APPs at the same time,
RA>which happens here now and then, the amounts of RAM used would grow.
Many apps display modal dialogs at the same time?
I've never seen that. And I don't believe you have

RA>So DR removed the concept of free numbers of freely movable windows,
Only in the desktop. The apps continued to have movable windows

RA>I never mentioned program size. I spoke of the RAM size needed for
RA>storage of screen data in high resolutions.
Yes. And I mentioned another thing memory is used for (the programs) to show that the relations between the amounts of memory used for the different tasks changes when the total memory size increases

RA>No. Think about it. The total area needed for restoration of the
RA>screen as it looked at one given point in time is only one full screen
RA>buffer.
Since there can be only one modal dialog at a time and form_dial() cannot be nested, a buffer of 1 screen size is enough. Think about it

RA>But what is the problem you see in using the paired form ?
Aren't you reading my mails?

RA>You seem to want someone to reinvent GEM to use only buffering instead
RA>of redraw messages, and it seems to be for this reason that you want
RA>to reserve FMD_START for use only in saving buffer data.
I said:
FMD_START _could_ be used to save the dialog background and FMD_FINISH with a foregoing FMD_START to restore the saved background

RA>All AES enhancements invented since Atari stopped developing are also
RA>undocumented by their 'official' documents,
No comment to this "argument"

RA>In this particular case I do consider the tie between FMD_START and
RA>FMD_FINISH to be implicitly clear, even if not explicitly stated.
For normal use you're right, but redrawing (the wohl screen) is not the normal use

RA>considering that reservations can overlap
They cannot if you do not nest dialogs and nesting dialogs will not work with the redraw method, too

RA>Just because Atari said that a single FMD_FINISH call will broadcast
RA>the messages, you seem to have assumed that paired ones shouldn't.
You do not want to understand me, do you?
I never said paired ones shouldn't broadcast redraws. I said it is possible that there will not be a broadcast of a redraw message

RA>Actually the natural implication is the opposite. The statement that
RA>the use of a single FMD_FINISH call will broadcast the messages
RA>doesn't exclude the possibility that it was preceded by an FMD_START
RA>call. Thus it is very clear that the FMD_FINISH calls should always
RA>result in redraw messages for the given rectangle, regardless of
RA>whether they are paired with a preceding FMD_START call or not.
You seem to have understand nothing

RA>That is not what I call 'dangerous'.
Replace it with 'likely to produce problems' if you like

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3292. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2da10@oden.se>
Source record: 2709

Hi Jï¿½rg,

Having read your post fully I can only come to the conclusion that this our discussion is no longer productive.

The fact that we have different opinions on how some system functions should best be used should not be taken 'personally' by either party, and it seems clear to me that you have taken it so, from some of your responses.

I'm not going to answer in kind, as I still have not taken it as you, but I will mention here, that saying that my arguments are silly, that I don't want to understand you, and that I have understood nothing, is not a good way to clarify anything. And it does mean that further discussion is not meaningful.

There have been misunderstandings on both sides in earlier posts, and there are some in your latest one too, where you misquote something I said into something I did not mean, and then say that my argument was silly. I am prepared to assume that all misunderstandings by both of us were honest ones, but it seems that you are not prepared to do so, and then nothing can be achieved by further discussion.

Also, my original post on this subject was intended merely as some quick advice to a guy with a problem. Somehow this has now developed into a lengthy debate of a kind I never wanted, and really have no time for.

I'm not thereby saying that I disregard all your arguments, for many of the points you made were valid. But some other 'points' you made were merely directed at your mistaken idea of what I meant, rather than against what I really intended. In some of those cases we probably even agree on the real facts, though our different ways of expressing them causes these misunderstandings to hide such agreement.

Possibly it would be better to discuss these things again at some future date, when we have both figured out how to express what we mean clearly enough to avoid the frequent misunderstandings that have affected this present discussion many times.

I suggest that we cut this thread for now, as I'm sure we both have better things to do than to discuss this stuff over and over. It is quite clear in any case, regardless of all the other issues brought up, that you and I disagree completely on the paired/unpaired use of form_dial, and that neither of us is likely to change his view on that subject. For either of us to attempt to 'convert' the other would merely be wasted time.

I can accept that situation as it stands, and I hope you can to.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3293. Re: AES-Messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-20 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906201348.a35259@su.maus.de>
Source record: 2710

Hi Ronald!

RA>Having read your post fully I can only come to the conclusion that
RA>this our discussion is no longer productive.
That's my impression too

RA>The fact that we have different opinions on how some system functions
RA>should best be used should not be taken 'personally' by either party,
RA>and it seems clear to me that you have taken it so, from some of your
RA>responses.
I have not taken anything personal.
My partly offending answers are a result of some comments/arguments from you
that either had nothing to do with what we were talking about, were unlogical
or just stating your point of view again with ignoring what I've said which
lengthens the discussion without being of any use. And I have more importsant
things to do than superfluous discussions

RA>saying that my arguments are silly, that I don't want to understand
RA>you, and that I have understood nothing, is not a good way to clarify
RA>anything.
I got the impression that you are not interested in a clarification

RA>Also, my original post on this subject was intended merely as some
RA>quick advice to a guy with a problem.
i did so too and I also mentioned a possible problem of your quick advice and
how to make it better

RA>Somehow this has now developed into a lengthy debate of a kind I never
RA>wanted, and really have no time for.
Same with me

RA>But some other 'points' you made were merely directed at your mistaken
RA>idea of what I meant, rather than against what I really intended.
I cannot guess your intention

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3294. Re: Lattice 5.5 v. Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-20 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kjgn3$7tn$1@news8.svr.pol.co.uk>
Source record: 2711

On 5 Jun 1999 18:31:19 G, "Peter A West" wrote:
:>Can anyone tell me the relative merits of the two versions of C? I
:>understand that Lattice 5.5 is more or less standard for
:>English-language programmers, but how does Prospero differ? Does it have
:>any advantages at all?

You'l find that most prog'in examples are in LC5 in the likes of
Atari Compendium and Modern Atari Software. If Mark Baines was still
about he'd jump in here probably in defence of LC5.

Did you get all the bibles with LC?.

:>The reason I ask is because I bought (used) copies of both (due to a
:>misunderstanding with the vendor) and am wondering whether the Prospero
:>is worth keeping or whether I should try and sell it.

Prospero came on a C/disk didnt it??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3295. How do I install GNU C++?

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-21 00:00:00 UTC
From: Marcel De Meester <mdemeester@village.uunet.be>
Message-ID: <929989960-324601AEicMi@village.uunet.be>
Source record: 2712

Hello,

I have troubles installing GNU C++. I have the 'SDK Atari Software Developement Kit - Upgrade 1999' CD-rom, with GNU C++ on it. I'm not using Mint, so I suppose I have to use version 2.72. There is a folder on the CD named 'GCC272'. I've copied it and unpacked everything. But when I try to compile something, the compiler says he can't find the include files. So I searched on the CD and I found the folder 'G'. I unpacked the file 'GPINCL20.ZIP' to my harddisk. After setting the right path in 'AGNUS', a development environment, the compiler finds some of the include files, but he can't find others. Sometimes, I get errormessages in the include-files.
Does anyone know a solution for this? What am I doing wrong??

Thanks in advance,

Wim De Meester
mdemeester@village.uunet.be
http://welcome.to/universum/

MicroSoft :
More Intelligent Customers Realise Our
Software is Only for Fools and Teenagers.

3296. Re: ATARI FALCON030 EMU!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-22 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7kmi4qkjo1@news7.svr.pol.co.uk>
Source record: 2713

What is the Atari Falcon030 Emulator being built for PC or Mac or Both?

Daz (Borg1101) E-Mail Cool@Borg1101.Freeserve.Co.Uk

3297. Re: Lattice 5.5 v. Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-22 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7knc76$or6$3@news8.svr.pol.co.uk>
Source record: 2714

On 20 Jun 1999 19:50:59 , Steve Sweet wrote:
>On 5 Jun 1999 18:31:19 G, "Peter A West" wrote:
>:>Can anyone tell me the relative merits of the two versions of C? I

>:>The reason I ask is because I bought (used) copies of both (due to a
>:>misunderstanding with the vendor) and am wondering whether the Prospero
>:>is worth keeping or whether I should try and sell it.
>
>Prospero came on a C/disk didnt it??.

It did, and the manuals were on sale at one of the Atari shows many years ago from Prospero themselves at a knock-down price. I know, for I bought a set.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3298. Re: Lattice 5.5 v. Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kr1mh$605$3@news8.svr.pol.co.uk>
Source record: 2715

On 22 Jun 1999 06:58:46 , Derryck Croker wrote:
:>On 20 Jun 1999 19:50:59 , Steve Sweet wrote:
:>>On 5 Jun 1999 18:31:19 G, "Peter A West" wrote:
:>>:>Can anyone tell me the relative merits of the two versions of C? I
:>
:>>:>The reason I ask is because I bought (used) copies of both (due to a
:>>:>misunderstanding with the vendor) and am wondering whether the Prospero
:>>:>is worth keeping or whether I should try and sell it.
:>>
:>>Prospero came on a C/disk didnt it??.
:>
:>It did, and the manuals were on sale at one of the Atari shows many years
:>ago from Prospero themselves at a knock-down price. I know, for I bought a
:>set.

I hope you have a table with a short leg, so's they wont get wasted.
8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3299. Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-24 00:00:00 UTC
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>
Source record: 2716

Hi!

I'm writing an program, which uses dynamic variables (structures). I'm using PureC
and standard Falcon with 16MB.
It's a database of word (dictionary). But...
Loading goes very well. But when I'm looking through the database the computer
takes memory. Why??

3300. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-24 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7kt341$992$1@sun27.hrz.tu-darmstadt.de>
Source record: 2717

Hi!

In article <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>,
Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> Loading goes very well. But when I'm looking through the database the
> computer takes memory. Why??

I'm afraid nobody will be able to help you with that vague description
of your problem ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3301. Sound question (compatibility)

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-25 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7kvfsv$v72$1@nnrp1.deja.com>
Source record: 2718

Greetings all,

I wonder what solution is best if I want to play notes by using built in
hardware, to make it as compatible as possible?

Which way to go? Any suggestions?

--
WWW: http://hem1.passagen.se/gokmase/atari

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3302. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-25 00:00:00 UTC
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37736084.87617BC2@elektryk.ie.pwr.wroc.pl>
Source record: 2719

Thomas Binder wrote:

> Hi!
>
> In article <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>,
> Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> > Loading goes very well. But when I'm looking through the database the
> > computer takes memory. Why??
>
> I'm afraid nobody will be able to help you with that vague description
> of your problem ...
>
> Ciao

OK. I'll try to explain it a little...In my program I have structures like:

```
typedef struct options{
int i;
char *name;
....
struct options *next;
struct options *prev;
}options;
```

Loading goes like this:

```
struct options *start_bla, *end_bla;
{
struct options *bla;

bla = Malloc(sizeof(options));

start_bla = bla;
..... /* Loading functions - works fine */
end_bla = bla;
}

void search(void)
{
struct options *bla;

bla = start_bla;

while(bla!=end_bla)
{
if(strcmp(bla->name,....)
/* something */
```

```
else
bla = bla->next; !!!!!!!
}
....
}
```

It's only an idea of my program. Is it enough.
OK. While executing function 'search' computer uses more and more memory!!!!

BTW. How can I subscribe this list (give the email adress)?

Thanks

Rafal Kawecki

http://kawecki.atari.org
email: kawecki@atari.org

3303. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37739497.73B4BE56@directprovider.REMOVETHECAPITALS.net>
Source record: 2720

```
Rafal Kawecki a ï¿½crit :
>
> Thomas Binder wrote:
>
> > Hi!
> >
> > In article <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>,
> > Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> > > Loading goes very well. But when I'm looking through the database the
> > > computer takes memory. Why??
> >
> > I'm afraid nobody will be able to help you with that vague description
> > of your problem ...
> >
> > Ciao
>
> OK. I'll try to explain it a little...In my program I have structures like:
>
> typedef struct options{
> int i;
> char *name;
> ....
> struct options *next;
> struct options *prev;
> }options;
>
> Loading goes like this:
>
> struct options *start_bla, *end_bla;
> {
> struct options *bla;
>
> bla = Malloc(sizeof(options));
>
> start_bla = bla;
> ..... /* Loading functions - works fine */
> end_bla = bla;
> }
>
> void search(void)
> {
> struct options *bla;
>
> bla = start_bla;
```

```
>
> while(bla!=end_bla)
> {
> if(strcmp(bla->name,....)
> /* something */
> else
> bla = bla->next; !!!!!!!
> }
> ....
> }
>
> It's only an idea of my program. Is it enough.
> OK. While executing function 'search' computer uses more and more
> memory!!!!
>
> BTW. How can I subscribe this list (give the email adress)?
>
```

Erm... This isn't a list, it's a newsgroup. You're already subscribed to it, since you're reading it with Netscape.


```
Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

3304. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-25 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3773FACD.789AF787@cable.A2000.nl>
Source record: 2721

```
Hello

Rafal Kawecki wrote:
>
> Thomas Binder wrote:
>
> > Hi!
> >
> > In article <37720AB8.7705C213@elektryk.ie.pwr.wroc.pl>,
> > Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> > > Loading goes very well. But when I'm looking through the database the
> > > computer takes memory. Why??
> >
> > I'm afraid nobody will be able to help you with that vague description
> > of your problem ...
> >
> > Ciao
>
> OK. I'll try to explain it a little...In my program I have structures like:
>
> typedef struct options{
> int i;
> char *name;
> ....
> struct options *next;
> struct options *prev;
> }options;
>
> Loading goes like this:
>
> struct options *start_bla, *end_bla;
> {
> struct options *bla;
>
> bla = Malloc(sizeof(options));
>
> start_bla = bla;
> ..... /* Loading functions - works fine */
> end_bla = bla;
> }
>
> void search(void)
> {
> struct options *bla;
```

```
>
> bla = start_bla;
>
> while(bla!=end_bla)
> {
> if(strcmp(bla->name,....)
> /* something */
> else
> bla = bla->next; !!!!!!!
> }
> ....
> }
>
> It's only an idea of my program. Is it enough.
> OK. While executing function 'search' computer uses more and more
> memory!!!!
```

I am very sorry, but your examples do not look like something that really has run in a computer. ;-)

The following though can be said:
Malloc's effect is !NOT! block structured. The pointer will disappear at the end of a block, the allocated memory will remain allocated and becomes inaccessible. Before leaving a block, you must explicitly 'free' the allocated memory, by Free(bla), if bla is a local variable within the block.

In general every 'malloc'd chunk must always be explicitely 'free'd.

Another very important advice is: Use malloc for small pieces, not Malloc.
Malloc is a system call, malloc a library call.
malloc is faster and reduces chances of heap fragmentation.
The opposite of malloc is free. :-)

Henk

3305. Need a binding for appl_search()

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-25 00:00:00 UTC
From: atari@bright.net
Message-ID: <7l0vtajuv1@cletus.bright.net>
Source record: 2722

I need a functional binding for appl_search() as the one in
The Atari Compendium fails to work. Yet another typo in this
book I suspect? I almost works. ;-)

Anyone have one, or can point to some place to find the
proper binding?

Thanks...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3306. Re: Need a binding for appl_search()

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-26 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37741280.83BE98D8@cable.A2000.nl>
Source record: 2723

```
Hi.

Lonny Pursell wrote:
>
> I need a functional binding for appl_search() as the one in
> The Atari Compendium fails to work. Yet another typo in this
> book I suspect? I almost works. ;-)
>
> Anyone have one, or can point to some place to find the
> proper binding?

I found the following in MT_AES.H (A. Kromke himself)

WORD appl_search(WORD mode, char *name, WORD *type, WORD *id);

control[]={18,0,1,0,0}

which is probably wrong and should be

control[]=18,1,3,1,0}

intin[0]=mode
addrin[0]=name

call the aes in a suitable manner ....

*type=intout[1]
*id=intout[2]

return intout[0]

Sometimes I wonder...

We go to great lengths to fill in all those "no of entries in ..." in control[]
Are these really checked, or even used?

Greetings
Henk
```

3307. Re: Need a binding for appl_search()

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-26 00:00:00 UTC
From: atari@bright.net
Message-ID: <7l177h$o47$1@cletus.bright.net>
Source record: 2724

```
On 26 Jun 1999 01:36:32 , Henk Robbers wrote:
>Hi.
>
>Lonny Pursell wrote:
>>
>> I need a functional binding for appl_search() as the one in
>> The Atari Compendium fails to work. Yet another typo in this
>> book I suspect? I almost works. ;-)
>>
>> Anyone have one, or can point to some place to find the
>> proper binding?
>
>I found the following in MT_AES.H (A. Kromke himself)
>
>WORD appl_search(WORD mode, char *name, WORD *type, WORD *id);
>
>
>control[]={18,0,1,0,0}
>
>which is probably wrong and should be
>
>control[]=18,1,3,1,0}
>
>intin[0]=mode
>addrin[0]=name
>
>call the aes in a suitable manner ....
>
>*type=intout[1]
>*id=intout[2]
>
>return intout[0]

Yes this one works, thanks

I dunno about the extra 0's

-------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

3308. Re: Need a binding for appl_search()

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-26 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906260135.a48825@su.maus.de>
Source record: 2725

```
Hi Lonny!

LP>I need a functional binding for appl_search()
LP>Anyone have one, or can point to some place to find the proper binding?
This one is from my own AES binding I use for my TSRs. The parameter aespb is
only used to for setting the global array (which I need in the TSRs).
Normally you won't need that unless your binding shall be reentrant...

-------------------------------- >8 schnipp 8<
--------------------------------
extern int applsearch_control[]; /* = { 18, 1, 3, 1, 0} */

int appl_search(AESPB *aespb,
int ap_mode, char *ap_name, int *ap_type, int *ap_id)
{
AESPB aes_pb;
int intin[1];
void *addrin[1];
int intout[3];

intin[0] = ap_mode;
addrin[0] = ap_name;

aes_pb.pb_control = applsearch_control;
aes_pb.pb_global = aespb->pb_global;
aes_pb.pb_intin = intin;
aes_pb.pb_intout = intout;
aes_pb.pb_addrin = addrin;
aes_pb.pb_addrout = NULL;

_aes(&aes_pb);

*ap_type = intout[1];
*ap_id = intout[2];

return(intout[0]);
}
-------------------------------- >8 schnapp 8<
--------------------------------

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
```

3309. Re: Need a binding for appl_search()

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-26 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199906261029.a48928@su.maus.de>
Source record: 2726

Hi Henk!

HR>control[]={18,0,1,0,0}
HR> which is probably wrong
It's definitively wrong

HR>and should be
HR> control[]=18,1,3,1,0}
Correct

HR>We go to great lengths to fill in all those "no of entries in ..." in
HR>control[]
Pushing 5 ints at each call is really nothing.

HR>Are these really checked, or even used?
They are needed to for call extensions. for example Atari could have used the
function number of fsel_input() to implement fsel_exinput(). They only had to
check wether there is the additional parameter in the addrin array.
And with setting of the values for the output arrays you tell the system the
minimum size of the array. If a call's return values are extended by some new
ones the system can determine wheter it is allowed to place these values
there

The only problem with that is, that there are many bindings that do not
properly fill the control array. But that's no reason not to do it correctly

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3310. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <377575ee.1617245@news.demon.co.uk>
Source record: 2727

On Thu, 24 Jun 1999 12:38:48 +0200, Rafal Kawecki
<kawecki@elektryk.ie.pwr.wroc.pl> wrote:

>Hi!
>
>I'm writing an program, which uses dynamic variables (structures). I'm
>using PureC
>and standard Falcon with 16MB.
>It's a database of word (dictionary). But...
>Loading goes very well. But when I'm looking through the database the
>computer
>takes memory. Why??

Your descriptions is a bit vague!

Basically, if you use dynamically allocated variables then the space
is obtained from the system free memory. If you are using GemDos
Malloc each call should be noticable with a memory watching tool,
whereas if you're using stdio malloc/calloc/realloc then for
performance reasons they only tend to do a Malloc every so often (when
they have to).

Now, if your program is slowly (or not so slowly) eating away at the
free memory without reaching a kind of "maximum" then it most likely
has a memory leak. This is nothing more complex than your code has
allocated memory and hasn't deallocated it when done with it.

This will leak...

```
typedef struct {
char *search_text;
...
} DB_SEARCH_REC;

DB_SEARCH_REC*
SearchDataBase(char name[])
{DB_SEARCH_REC *dbr;

/* no error checking for clarity! */
dbr = malloc(sizeof DB_SEARCH_REC);
dbr->search_text = strdup(name);

/* do search */

return dbr;
}
```

```
int
SearchMyList()
{char *list[] ={"fred","jim","bob",NULL};

for (i = 0; list[i]; i++) {
if (SearchDataBase(list[i])) return 1;
}
return 0;
}
```

...whereas this doesn't...

```
int
SearchMyList()
{char *list[] ={"fred","jim","bob",NULL};
DB_SEARCH_REC *p;

for (i = 0; list[i]; i++) {
if (NULL != (p = SearchDataBase(list[i]))) {
free(p->search_text);
free(p);
return 1;
}
free(p->search_text);
free(p);
}
return 0;
}
```

I used strdup() because it is one function that uses malloc. It is up to you to free() it when done. There aren't many of them (tmpnam etc are the only others I can think of offhand) but do make a point of checking the docs on functions that give you data "out of thin air" iyswim!

Hope that gives you an idea of what to look for. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3311. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-26 00:00:00 UTC
From: binder@hog.hrz.tu-darmstadt.de
Message-ID: <mu31l7.fh1.ln@hog.hrz.tu-darmstadt.de>
Source record: 2728

Hi!

In article <37736084.87617BC2@elektryk.ie.pwr.wroc.pl>,
Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> bla = Malloc(sizeof(options));

Better use the library's malloc(), not the GEMDOS function. TOS's GEMDOS has a limited pool of memory handles, so calling Malloc() too often can cause it to stop with an error message. Under MiNT, with active memory protection, each call to Malloc() allocates a block that fits a 8k boundary (the page size used), so Malloc(1L) will actually allocate 8K.

The C library's malloc() allocates larger chunks via Malloc() and then uses an internal management to split these into the blocks requested by the user.

> OK. While executing function 'search' computer uses more and more
> memory!!!!

Well, as your search function itself does not contain any [Mm]alloc()-calls, there's either another part in your program that does so, or the implementation of strcmp() in your C library is totally broken.

Have you tried tracing the GEMDOS calls via Sys-Mon, to see if, when, and which process calls Malloc()?

> BTW. How can I subscribe this list (give the email adress)?

As Nicholas already pointed out, this is a newsgroup, not a mailing list. If you want answers, read them here, there's no need to subscribe anything but comp.sys.atari.programmer in your newsreader (apparently Netscape Communicator). Asking for private replies only is commonly disliked in the UseNet, btw.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

3312. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-28 00:00:00 UTC
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37771C53.B5D2BACC@elektryk.ie.pwr.wroc.pl>
Source record: 2729

Thomas Binder wrote:

> Hi!
>
> In article <37736084.87617BC2@elektryk.ie.pwr.wroc.pl>,
> Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> > bla = Malloc(sizeof(options));
>
> Better use the library's malloc(), not the GEMDOS function. TOS's GEMDOS
> has a limited pool of memory handles, so calling Malloc() too often can
> cause it to stop with an error message. Under MiNT, with active memory
> protection, each call to Malloc() allocates a block that fits a 8k
> boundary (the page size used), so Malloc(1L) will actually allocate 8K.

OK. I'll try with malloc.

> > OK. While executing function 'search' computer uses more and more
> > memory!!!!
>
> Well, as your search function itself does not contain any
> [Mm]alloc()-calls, there's either another part in your program that does
> so, or the implementation of strcmp() in your C library is totally
> broken.

What you mean broken?This part with Malloc() is used only ones (at the
beginning of my program).

> Have you tried tracing the GEMDOS calls via Sys-Mon, to see if, when,
> and which process calls Malloc()?

Yes. I used PureDegugger, and I know that malloc is called only on start.

Thanks

Rafal Kawecki

3313. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-28 00:00:00 UTC
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37771CFD.C144705F@elektryk.ie.pwr.wroc.pl>
Source record: 2730

Guy Harrison wrote:

> On Thu, 24 Jun 1999 12:38:48 +0200, Rafal Kawecki
> <kawecki@elektryk.ie.pwr.wroc.pl> wrote:
>
> >Hi!
> >
> >I'm writing an program, which uses dynamic variables (structures). I'm
> >using PureC
> >and standard Falcon with 16MB.
> >It's a database of word (dictionary). But...
> >Loading goes very well. But when I'm looking through the database the
> >computer
> >takes memory. Why??
>
> Your descriptions is a bit vague!
>
> Basically, if you use dynamically allocated variables then the space
> is obtained from the system free memory. If you are using GemDos
> Malloc each call should be noticable with a memory watching tool,
> whereas if you're using stdio malloc/calloc/realloc then for
> performance reasons they only tend to do a Malloc every so often (when
> they have to).
>
> Now, if your program is slowly (or not so slowly) eating away at the
> free memory without reaching a kind of "maximum" then it most likely
> has a memory leak. This is nothing more complex than your code has
> allocated memory and hasn't deallocated it when done with it.
>
> This will leak...
>
> typedef struct {
> char *search_text;
> ...
> } DB_SEARCH_REC;
>
> DB_SEARCH_REC*
> SearchDataBase(char name[])
> {DB_SEARCH_REC *dbr;
>
> /* no error checking for clarity! */
> dbr = malloc(sizeof DB_SEARCH_REC);
> dbr->search_text = strdup(name);
>

```
> /* do search */
>
> return dbr;
> }
>
> int
> SearchMyList()
> {char *list[] ={"fred","jim","bob",NULL};
>
> for (i = 0; list[i]; i++) {
> if (SearchDataBase(list[i])) return 1;
> }
> return 0;
> }
>
> ...whereas this doesn't...
>
> int
> SearchMyList()
> {char *list[] ={"fred","jim","bob",NULL};
> DB_SEARCH_REC *p;
>
> for (i = 0; list[i]; i++) {
> if (NULL != (p = SearchDataBase(list[i]))) {
> free(p->search_text);
> free(p);
> return 1;
> }
> free(p->search_text);
> free(p);
> }
> return 0;
> }
>
> I used strdup() because it is one function that uses malloc. It is up
> to you to free() it when done. There aren't many of them (tmpnam etc
> are the only others I can think of offhand) but do make a point of
> checking the docs on functions that give you data "out of thin air"
> iyswim!
>
> Hope that gives you an idea of what to look for. ;-)
```

Yes. I gave me an idea...
Thanks. I'll try all of this afternoon, when I'll be back at home :))

--
Thanks

Rafal Kawecki

```
**************************
* Atari Falcon 030
* kawecki@atari.org
* http://kawecki.atari.org
*
```

3314. Geneva and running non-GEM apps with Pexec

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-28 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37775628b814c0@xs4all.nl>
Source record: 2731

I'm having problems launching .TTP and .TOS programs with Pexec from within a GEM application under Geneva. The programs run fine and the GEM application returns correctly, but after that, any attempt to run a program from the desktop results in a severe crash. I don't have that problem when launching another GEM application, so I must be doing something wrong when clearing the screen etc. that causes a GEM error.

This is what I do:

```
v_hide_c(vdi_handle);
graf_mouse(M_OFF,0); /* to make sure */
v_clrwk(vdi_handle);
v_enter_cur(vdi_handle);
appl_exit();

Pexec(0,prg,param,env);

ap_id=appl_init();
v_exit_cur(vdi_handle);
v_show_c(vdi_handle,0);
graf_mouse(M_ON,0);
```

It only causes problems under Geneva.

```
--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I used to kill for money, but you are my friend, so I kill you
for nothing." - Groucho Marx
```

3315. Re: Geneva and running non-GEM apps with Pexec

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-28 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7l7kik$djt@newstoo.ericsson.se>
Source record: 2732

```
In article <37775628b814c0@xs4all.nl>, josdb@xs4all.nl (Jos den Bekker) writes:
>I'm having problems launching .TTP and .TOS programs with Pexec from
>within a GEM application under Geneva. The programs run fine and the
>GEM application returns correctly, but after that, any attempt to run a
>program from the desktop results in a severe crash. I don't have that
>problem when launching another GEM application, so I must be doing
>something wrong when clearing the screen etc. that causes a GEM error.
>
>This is what I do:
>
> v_hide_c(vdi_handle);
> graf_mouse(M_OFF,0); /* to make sure */
> v_clrwk(vdi_handle);
> v_enter_cur(vdi_handle);
> appl_exit();
>
> Pexec(0,prg,param,env);
>
> ap_id=appl_init();
> v_exit_cur(vdi_handle);
> v_show_c(vdi_handle,0);
> graf_mouse(M_ON,0);
>
>It only causes problems under Geneva.

If it is plain TOS applications you are starting you do not need
to do appl_exit().

If you like to keep the appl_exit do it like this:

graf_mouse(M_OFF,NULL);
v_clrwk(vdi_handle);
appl_exit();

Pexec(0,prg,param,env);

ap_id=appl_init();
graf_mouse(M_ON,NULL);

Best Regards
Erik Hall
```

3316. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-28 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <7l7tulaou1@jair.pressenter.com>
Source record: 2733

On 25 Jun 1999 16:39:19, Nicholas Bales wrote:
>
>
>Rafal Kawecki a ?crit :
>>

```
>> It's only an idea of my program. Is it enough.
>> OK. While executing function 'search' computer uses more and more
>> memory!!!!
>>
>> BTW. How can I subscribe this list (give the email adress)?
>>
>
>Erm... This isn't a list, it's a newsgroup. You're already subscribed to
>it, since you're reading it with Netscape.
>
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||================================================
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net
>.

Someone may give you better advice, but for dynamic memory allocation
why not use calloc instead of Malloc. That's what it is designed
for. Then use "free" to release that memory when you are done with
it. That always works fine for me.

--Terry Kelly
```

3317. Re: Geneva and running non-GEM apps with Pexec

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <377b8fb9.48165298@news.demon.co.uk>
Source record: 2734

On 28 Jun 1999 12:07:12 +0200, josdb@xs4all.nl (Jos den Bekker) wrote:

>I'm having problems launching .TTP and .TOS programs with Pexec from
>within a GEM application under Geneva. The programs run fine and the
>GEM application returns correctly, but after that, any attempt to run a
>program from the desktop results in a severe crash. I don't have that
>problem when launching another GEM application, so I must be doing
>something wrong when clearing the screen etc. that causes a GEM error.
>
>This is what I do:
>
> v_hide_c(vdi_handle);
> graf_mouse(M_OFF,0); /* to make sure */
> v_clrwk(vdi_handle);
> v_enter_cur(vdi_handle);
> appl_exit();
>
> Pexec(0,prg,param,env);
>
> ap_id=appl_init();
> v_exit_cur(vdi_handle);
> v_show_c(vdi_handle,0);
> graf_mouse(M_ON,0);
>
>It only causes problems under Geneva.

I'm not at all sure about entering and exiting text mode! I have a
philosophy - the less code you write, the less there is to go wrong.
Why not...

```
graf_mouse(M_OFF);
Pexec()
graf_mouse(M_ON);
```

...? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3318. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-29 00:00:00 UTC
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37786E00.D27D7454@elektryk.ie.pwr.wroc.pl>
Source record: 2735

Hi!

Thanks for all suggestions.
The real problem was STRDUP.
It uses the malloc function and now I solved that problem :)
After using strdup I have to use free() or instead of strdup
it is possible to use strcpy.

--
Thanks

Rafal Kawecki

****
* Atari Falcon 030
* kawecki@atari.org
* http://kawecki.atari.org
*

3319. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-30 00:00:00 UTC
From: binder@hog.hrz.tu-darmstadt.de
Message-ID: <15gbl7.p7.ln@hog.hrz.tu-darmstadt.de>
Source record: 2736

Hi!

In article <37771C53.B5D2BACC@elektryk.ie.pwr.wroc.pl>,
Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> writes:
> What you mean broken?This part with Malloc() is used only ones (at the
> beginning of my program).

Read again. I wrote that either your library's strcmp() function must be
broken (as it seems to call Malloc()), or you haven't really shown as
all the code or how it's actually (going to be) used.

> Yes. I used PureDegugger, and I know that malloc is called only on start.

Pure Debugger is not the right thing to use here for the first stage,
you need a system monitor that traces GEMDOS calls, first. Furthermore,
what you "know" is not what really happens, so an inspection with e.g.
Sys-Mon should help to track the problem down.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

3320. Re: Dynimic variables

Newsgroup: comp.sys.atari.programmer
Date: 1999-06-30 00:00:00 UTC
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <3779C1F3.D5BDA6A3@elektryk.ie.pwr.wroc.pl>
Source record: 2737

> > What you mean broken?This part with Malloc() is used only ones (at the
> > beginning of my program).
>
> Read again. I wrote that either your library's strcmp() function must be
> broken (as it seems to call Malloc()), or you haven't really shown as
> all the code or how it's actually (going to be) used.
>
> > Yes. I used PureDegugger, and I know that malloc is called only on start.
>
> Pure Debugger is not the right thing to use here for the first stage,
> you need a system monitor that traces GEMDOS calls, first. Furthermore,
> what you "know" is not what really happens, so an inspection with e.g.
> Sys-Mon should help to track the problem down.
>
> Ciao
>
> Thomas
>
> --
> Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
> PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

Thaks again for all your suggestions.
The real problem was the function STRDUP, because it uses malloc().
Now I know how to solve the problem.
Ones again thank you very much.

--
Thanks

Rafal Kawecki

****
* Atari Falcon 030
* kawecki@atari.org
* http://kawecki.atari.org
*

3321. GEM Programming Contest

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-01 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <rEze3.1000$k3.73893@news1.telusplanet.net>
Source record: 2738

Hello all, on advice from Tony Greenwood, who told me this is where this message belongs, here is information about the the first anual MGC99.

The Goal:

The goal is to create the best possible conversion of a classic game. Possible conversions can range from Asteroids to Elite Frontier. Some examples for real classics can be found at http://bengy.atari.org/list.htm. The catch is however, that the game must be created to run perfectly under MagiC (TOS/MiNT support of course not excluded) in a GEM window.

The judges will be the Atari community. All entries will be available for download on December 5th, 1999. At this time, voting sheets will be made available to the general public. The winner(s) will be notified on Christmas Day, December 25th, 1999. This means that all nominations must be recieved by December 24, 1999.

The Prizes

General Prizes:

First, Second, and third place winners will all recieve the upcoming N.AES 2.0. The first place winner will also receieve the latest PAPYRUS OFFICE.

First place: *Atleast* 250$ American In Cash and Prizes
Second place: *Atleast* 150$ American In Cash and Prizes
Third place: *Atleast* 100$ American In Cash and Prizes

Thanks to AtariComputing Magazine, Every applicant will recieve free magazine(s) and/or renegade CD's!!
We are working very hard trying to get a prize for all entries. Producing a game is a very long and difficult proccess, and we believe every attempt at it should be recognized!
Further sponsorship might possibly add more prizes to this list.

The Rules:ï¿½

* All interested programmers and/or groups which feel that they might be interested in entering this competition must e-mail one of the organizers (Bengy Collins, Jan Daldrup) and confirm their registration. Remember, registration is free, but we need it in order to set up prizes and determine if this competition should be cancelled or not. The Entry deadline is September 15th 1999! NO REGISTRATIONS WILL BE ACCEPTED AFTER THIS DATE.
* The new system calls in NVDI can be used only as enhancements to the game. The game must be fully functional on bare (Standard) MagiC configurations. However, the game is allowed to take advantage of system

extensions as long as the extensions are freely available. Example: BubbleGEM
* The game must either be shareware or freeware. However, if the shareware path is chosen, the game can not be crippled in any way.
* The game must come with documentation. ST-Guide and Text versions are acceptable.
* Game control will be one or more of the following: Keyboard, Mouse, Joystick, Joypad.
* GEMJing can be used for sound output.
* The game can not be officially released until Competition judging (December 5th, 1999). Games which are released before the end of the competition and games which already exist are disqualified.
* Any individual or crew may submit as many programs as desired.

The Deadlines!
Entry Deadline (All this requires is an e-mail!) September 15th, 1999
Competition Closes on December 5th, 1999. All Games must be received by this time!

Sponsors

This contest would not be possible if it were not for:

Woller GmbH for 3 copies of N.AES 2.0 (approx 200$)

ROM Logic for Papyrus Office (150$)

M.u.C.S for almost $200 in software

Atari Computing Magazine!! (Willing to give as many copies/cd's as there are entries! Wow!)

June Audio for sponsoring 6 Radium CDs (Radium CD's include tracks from dexter.d and m.pire (produced with Ataris), raytraced animations, a comic, paintings, starmaps and more. Each CD is worth about 22$)

If you want to enter, just send us an email (or use the form on the official contest pages) telling us your name and which game you might want to do (If you know ..)

Official English Pages:

3322. DRI library files

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-03 00:00:00 UTC
From: atari@bright.net
Message-ID: <7ljkn1$33j$1@cletus.bright.net>
Source record: 2739

Does anyone have any info on the DRI Library files?

Specifically I need to know the format of the *.NDX files.
Any docs or source code would be most help full.

I have found a program called make_ndx.prg but I'd like to make
a new one if at all possible.

Thanks...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3323. Re: DRI library files

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-04 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <377E8DDA.29C4E25@cable.A2000.nl>
Source record: 2740

Hi Lonny

Lonny Pursell wrote:
>
> Does anyone have any info on the DRI Library files?
>

I have no docs. You can try to find the original Sozobon distribution (v1)
there is a compiler, assembler, linker and ar program, all with sources.
I have no URL.

It is old, but so is the DRI format.
If there is no URL, I can make a zip file for you.

Henk.

3324. Reading from the parallel (printer) port

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-04 00:00:00 UTC
From: kopittke@ozlinx.com.au
Message-ID: <kopittke-0407992214350001@dialup-035b.tsat01.ozlinx.com.au>
Source record: 2741

Dear experts,

On a number of postings, I see people referring to the ST's printer port as being bidirectional.

I have seen a number of DIY electronic circuits designed to be connected to PC printer ports to allow interfacing of the computer with the outside world. These obviously transmit to and receive data from the PC printer port.

I want to know whether it is feasible to use these circuits with the Atari ST (which should be a machine superior to the PCs for which these circuits were originally designed).

I have not been able to see any C or Basic functions which seem to allow reading from the printer port. Am I overlooking something obvious or does one have to be a bit more devious? What function(s) should be called to allow reading from this port?

Greetings from Brisbane in Australia

Eric Kopittke

3325. Free old mags!

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-04 00:00:00 UTC
From: Robert Casey <Robert.Casey@tesco.net>
Message-ID: <7lo6t8$f5$1@epos.tesco.net>
Source record: 2742
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

I have a pile of old computer mags - mainly Computer & Video Games but some other bits and pieces. Due to be filed under 'bin' unless anyone wants to come and get them (location Manchester UK)!

Rob

3326. Re: Reading from the parallel (printer) port

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-05 00:00:00 UTC
From: Rafal Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37805E58.49A1B19@elektryk.ie.pwr.wroc.pl>
Source record: 2743

Hi

>
>
> I have not been able to see any C or Basic functions which seem to allow
> reading from the printer port. Am I overlooking something obvious or does
> one have to be a bit more devious? What function(s) should be called to
> allow reading from this port?
>

I don't know nothing about this electronic circuits, but I know something
about
programming.
Well, there is one (maybe 2) functions, which lets you read the parallel port.

This are:
int d;
Bconout(0, d); - output (0 - parallel port)
d = Bconin(0);

I used it with my Falcon030 and it works.

--
Thanks

Rafal Kawecki

****
* Atari Falcon 030
* kawecki@atari.org
* http://kawecki.atari.org
*

3327. Re: Reading from the parallel (printer) port

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-05 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3780ceaa1b1af90@mail.otenet.gr>
Source record: 2744

>Dear experts,
>
Hmm, I think I'm not one of them ;-)

>On a number of postings, I see people referring to the ST's printer port
>as being bidirectional.
>
Yes, they are, even on the oldest STs AFAIK.

>I have seen a number of DIY electronic circuits designed to be connected
>to PC printer ports to allow interfacing of the computer with the outside
>world. These obviously transmit to and receive data from the PC printer
>port.
>
There are several implementations on the PC, newer are EPP (enhanced
parallel port) older are write only, so one has to read LptCtrl bits to
read something (4 bits only) and some are bidirectional, like for ATARI.

>I want to know whether it is feasible to use these circuits with the Atari
>ST (which should be a machine superior to the PCs for which these circuits
>were originally designed).
>
Unfortunately ATARI left out several pins from the 25pin connector, they
should be found somewhere if the circuit needs them. It's possible to
use the extra joystik ports of STE and Falcon, or use a cartridge to
parallel interface. For the latter check my homepage (Ethernet project).

>I have not been able to see any C or Basic functions which seem to allow
>reading from the printer port. Am I overlooking something obvious or does
>one have to be a bit more devious? What function(s) should be called to
>allow reading from this port?
>
I need to check for libs, but ATARI's printer port is connected to the
YAMAHA sound chip, it contains 16 registers that can be read or written to.

Hope this helps a little...
--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

3328. Re: DRI library files

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-05 00:00:00 UTC
From: atari@bright.net
Message-ID: <7lqm71kff1@cletus.bright.net>
Source record: 2745

On 4 Jul 1999 00:25:30 +, Henk Robbers wrote:
>Hi Lonny
>
>Lonny Pursell wrote:
>>
>> Does anyone have any info on the DRI Library files?
>>
>
>I have no docs. You can try to find the original Sozobon distribution (v1)
>there is a compiler, assembler, linker and ar program, all with sources.
>I have no URL.
>
>It is old, but so is the DRI format.
>If there is no URL, I can make a zip file for you.

I am sure I can find this on some ftp site.
I had no idea Sozobon used DRI format also, thanks for this info

---
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3329. Re: Free old mags!

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-05 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1duhfv6.1l2mqgjt7bzy8N@max02-058.enterprise.net>
Source record: 2746
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

Robert Casey <Robert.Casey@tesco.net> wrote:

> I have a pile of old computer mags - mainly Computer & Video Games but some
> other bits and pieces. Due to be filed under 'bin' unless anyone wants to
> come and get them (location Manchester UK)!

Where abouts in Manchester, Rob?

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3330. Re: Reading from the parallel (printer) por

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-05 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <931200472.9295.0.nnrp-12.9e983130@news.demon.co.uk>
Source record: 2747

On 4 Jul 1999 22:14:35 +, Eric Kopittke wrote:
>Dear experts,
>
>On a number of postings, I see people referring to the ST's printer port
>as being bidirectional.
>
>I have seen a number of DIY electronic circuits designed to be connected
>to PC printer ports to allow interfacing of the computer with the outside
>world. These obviously transmit to and receive data from the PC printer
>port.
>
>I want to know whether it is feasible to use these circuits with the Atari
>ST (which should be a machine superior to the PCs for which these circuits
>were originally designed).
>
>I have not been able to see any C or Basic functions which seem to allow
>reading from the printer port. Am I overlooking something obvious or does
>one have to be a bit more devious? What function(s) should be called to
>allow reading from this port?
>

As I understand it, I may be wrong, the problem with using PC cards with
the printer port is the shortage of I/O lines. There are 8 data lines
that in theory are birectional but probably need buffering (probably ok
for most pico type A to D attachments). There is however only one
output line (pin 1 to strobe the printer) and 1 input line(Busy on pin 11
and activated by the printer. The BUSY line goes to the 68901 chip.
There is an unused I/O line available on pin 3 of the video connector.
This is controlled on bit 6 of port A of the sound chip. The sound chip is
a standard Yamaha AY-3-8910 and should be controllable using the
equivalents of BASIC's PEEK/POKE commands, or even a machine code
subroutine.

However if the card needs an address you could hard wire the address lines
to permanently select it, but you'd only be able to use one card at a time
It really depends on how many lines the card needs to render it operable.

(All the cards I've used have been simple to use, all you do is use an IN
statement to read the data & an OUT statement to set the port. It will be
a little more difficult with the ST as the the will need to be configured
either for input or output using the appropriate registers on the sound
chip. Quite simple but tedious)

Hope this is as incomprehensible to you as it is to me :-)

If I can help/confuse you further let me know

Regards

Mike Bedford

3331. Re: Free old mags!

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-07 00:00:00 UTC
From: Robert Casey <Robert.Casey@tesco.net>
Message-ID: <7m0dp4$n3c$1@barcode.tesco.net>
Source record: 2600
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

>Where abouts in Manchester, Rob?

Fallowfield!

3332. Wanted: The Atari Diagnostic Cartridge

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pTrcrgARp6g3Ewh0@steverosie.demon.co.uk>
Source record: 2748
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,uk.adverts.computer,demon.adverts

Hi

I am after the diagnostic cartridge that Atari did for the Atari ST
series. Ideally with manuals etc.

Thanks

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3333. Rebuilding an Atari TT .. I need your help!

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3783A08B.4A8E@geocities.com>
Source record: 2749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,stgt.atari

I recently bought a puzzle for $15. I'm not much one for puzzles, but this type I like....

It is a Atari TT, and this is what I've got so far....

"An Atari TT030 computer that is DEAD, NON-WORKING, INCOMPLETE, being sold FOR PARTS. Is missing keyboard, floppy drive, TOS ROMs, Hard Drive, Hard Drive Mount/shell, and a few other chips/components. Also does NOT inlcude any cords, mouse, or other cables. *Does include* the 68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. While there may be a chance that this computer could be fixed, I am selling it as a PARTS MACHINE ONLY."

Alright, the way I see it, the parts list is looking like this:

Missing list:

keyboard - I have a Mega ST keyboard. Would this be compatible?
floppy drive - No problem.. common.
TOS ROMs - Possible problem... anyone know of anyone who burns these?
Hard Drive - no problem.. common.. though the cables from the motherboard to the hard drive might be a problem.
Hard Drive Mount/shell - One could be fashioned to fit... might be challenging.
and a few other chips/components - again, possible problem, since more than likely these chips taken
were probably rare. Anyone deal
in ST/TT components?

cords - From computer to monitor/hard drive.. little problem
mouse - absolutely no problem.
other cables - "other" cables? Internal? Possible problem.

As for what's included... "68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. "

I'm relieved that the processor is there, and power supply... my only question is how good the motherboard and power supply is.

So these are the parts of the puzzle. I'm curious to sources for TT computer components, and where I can find specs so I can know what other parts I need to look for.

Thank folks for your helpon this savenger hunt!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3334. How detect MIDI-hardware?

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-08 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7m2iii$ff2$1@nnrp1.deja.com>
Source record: 2601

Greetings all,

As usually you can probably guess by the subject line what I am looking for here. I want a way to look if MIDI-hardware is present, but that at the same time DOES NOT lock up the computer if no MIDI-hardware is found. It wouldn&#65533;t be to much use else, eh?

Another question, that I recently posted here but got no response to, is if there is a known way to playback sounds (notes) that will work on both original Ataris as well as emulators like MagiC-Mac/PC and such?

And also, is it possible to whether or not a system has ST-compatible sound?

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3335. FS: Atari Portfolio + Portfolio Serial Interface

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-09 00:00:00 UTC
From: Martin Lessmeister <mhl10@cornell.edu>
Message-ID: <7m467p$8t4@newsstand.cit.cornell.edu>
Source record: 2602
Cross-posted to: alt.ads.forsale.computers,comp.sys.laptops,comp.sys.atari.advocacy,comp.sys.atari.programmer,alt.os.linux

For complete information please check out:

http://www.classifieds2000.com/cgi-cls/ad.exe?P1+C222+R108591

3336. Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-09 00:00:00 UTC
From: Joakim H�gberg <gokmase@my-deja.com>
Message-ID: <7m5lva$k7b$1@nnrp1.deja.com>
Source record: 2603
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Greetings all,

I wonder if there is any reason why using copy raster (vdi-function 109)
wouldn�t work with MagiC-Mac? (The routines I use are taken
from ictari-10 if somebody still got these lying around somewhere)

I use this function to enable fast redraws in a program I have been
working on for a while now, and have been told that my blit-redraws
won�t work at all with MagiC-Mac.

This sounds very strange to me, as I myself have verified that
everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
something special about MagiC-Mac that can cause problems like this?

I would really, really appreciate help on this one!

Ok, all for now!
Have a nice summer,

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3337. Re: How detect MIDI-hardware?

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-10 00:00:00 UTC
From: atari@bright.net
Message-ID: <7m6cok$b68$1@cletus.bright.net>
Source record: 2604

On 8 Jul 1999 16:11:08 G, Joakim H�gberg wrote:
>Greetings all,
>
>As usually you can probably guess by the subject line what I am looking
>for here. I want a way to look if MIDI-hardware is present, but that at
>the same time DOES NOT lock up the computer if no MIDI-hardware is
>found. It wouldn�t be to much use else, eh?
>
>Another question, that I recently posted here but got no response to,
>is if there is a known way to playback sounds (notes) that will work on
>both original Ataris as well as emulators like MagiC-Mac/PC and such?
>
>And also, is it possible to whether or not a system has ST-compatible
>sound?

```
In the cookie jar the cookie _SND will tell you if there is
yamaha chip available.

-----------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

3338. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7m6v2v$qv4$1@nyheter.chalmers.se>
Source record: 2605
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m5lva$k7b$1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:
>Greetings all,
>
>I wonder if there is any reason why using copy raster (vdi-function 109)
>wouldn&#65533;t work with MagiC-Mac? (The routines I use are taken

I know for a fact that vro_cpyfm() works on my Mac at work under the
MagiCMac demo, since I've run MGIF in quick VDI mode just fine.
This is in 256 colours, though.

>I use this function to enable fast redraws in a program I have been

Depending on what you mean by 'redraws', blitting may not be the way
to go on machines with graphics acceleration.

It can be very slow to copy data from the screen to RAM and back again,
while normal drawing operations can be fast as lightning.
(fVDI/mach64 does it's best to optimize such things, though, by actually
not doing the copy to normal RAM. Instead it uses free internal memory
on the card. I'm not aware of any other VDI that does this, however.)
If you're rather talking about creating a complex image of some kind in
RAM (such as for a game, perhaps), there isn't much choice, obviously,
but at least you won't need to blit from the screen.

>working on for a while now, and have been told that my blit-redraws
>won&#65533;t work at all with MagiC-Mac.

I assume you are aware of the usual problems with true colour graphics
modes using vro_cpyfm()? That is, the bit order may differ from card
to card and the only thing you can do with the normal VDI (NVDI and
fVDI have a special function) is to set test pixels, blit them into
normal RAM and see how they look (there's a nice library out there
somewhere that will do all this for you, but I can't recall the name).

Do not assume that you can access the screen directly in any way.
The screen address you can get from the Xbios may not necessarily
have anything to do with the one the VDI uses (with a graphics card,
the screen may not have an addressable frame buffer at all).

>This sounds very strange to me, as I myself have verified that
>everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
>something special about MagiC-Mac that can cause problems like this?

The main difference between MagiCMac and the rest you mention is that
the others have an original Atari screen mode or emulate one.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3339. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-10 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7m74qe$33n$1@nnrp1.deja.com>
Source record: 2606
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) wrote:

> I know for a fact that vro_cpyfm() works on my Mac at work under the
> MagiCMac demo, since I've run MGIF in quick VDI mode just fine.
> This is in 256 colours, though.
>
> >I use this function to enable fast redraws in a program I have been
>
> Depending on what you mean by 'redraws', blitting may not be the way
> to go on machines with graphics acceleration.

Ok this is how it is done:

Before opening a window I reserve memory through MALLOC for the
blit-image. I have restricted colour-depth to a maximum of 16, since I
believe the first 16 are supposed to never change due to being system
colours. (Unless restricted in this way, huge amounts of memory will be
reserved on setups with great colour resolutions.) Right/wrong?

Objects will be redrawed for the first time with a standard OBJC_DRAW.
As soon as it is written, a copy of this is placed by the VDI-function
in the previously reserved memory. After this, all redraws will use the
VDI-function to restore areas when needed.

Is this a bad way to do things? I know for a fact that using OBJC_DRAW
all the way is fast enough on newer machines, but on older computers I
feel that the blitting really makes a difference that makes it worth it.
And furthermore, I have worked a lot with these routines, and I would
hate to have to drop them at this point. Especially as it seems to work
so well on everything but MagiC-Mac.

> I assume you are aware of the usual problems with true colour graphics
> modes using vro_cpyfm()? That is, the bit order may differ from card

Ok, but the first 16 should be the same, right?

> >everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is
there
> >something special about MagiC-Mac that can cause problems like this?
>
> The main difference between MagiCMac and the rest you mention is that
> the others have an original Atari screen mode or emulate one.

Which calls will be affected by this, and in what way?

Sorry if some questions seems to be to simple or silly, but since I don't have a clue to these things the only way to find out is to ask. :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3340. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-10 00:00:00 UTC
From: atari@bright.net
Message-ID: <7m7re9jue1@cletus.bright.net>
Source record: 2607

On 10 Jul 1999 09:46:55 , Joakim H&#65533;gberg wrote:
>In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) wrote:

[snip]

>Is this a bad way to do things? I know for a fact that using OBJC_DRAW
>all the way is fast enough on newer machines, but on older computers I
>feel that the blitting really makes a difference that makes it worth it.
>And furthermore, I have worked a lot with these routines, and I would
>hate to have to drop them at this point. Especially as it seems to work
>so well on everything but MagiC-Mac.

If it works ok on all the actual Atari models then is there really
a problem? Send ASH and bug report about magic-mac.

[snip]

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3341. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7m86m4shg1@nyheter.chalmers.se>
Source record: 2608
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m74qe$33n$1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:
>In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) wrote:
...
>> Depending on what you mean by 'redraws', blitting may not be the way
>> to go on machines with graphics acceleration.
...
>Before opening a window I reserve memory through MALLOC for the
>blit-image. I have restricted colour-depth to a maximum of 16, since I

How do you do that? Restrict the colour depth, I mean?
I don't think I understand what you mean here.

>believe the first 16 are supposed to never change due to being system

The actual colours shown should normally be the same, but the pixels
will look very different in the frame buffer if you compare for example
the normal Atari 4 bit mode and a graphics card 16 bit mode.

>colours. (Unless restricted in this way, huge amounts of memory will be
>reserved on setups with great colour resolutions.) Right/wrong?

I don't see how you intend to get around reserving that huge amount
of memory.

>Objects will be redrawed for the first time with a standard OBJC_DRAW.
>As soon as it is written, a copy of this is placed by the VDI-function
>in the previously reserved memory. After this, all redraws will use the
>VDI-function to restore areas when needed.

OK. On a system with a graphics accelerator, your blitting is quite
likely to be slower, but it depends on what you're drawing and how much
you need to blit.

In a 16 bit mode you'll need to blit (and of course allocate memory for)
two bytes per pixel. An 8 bit mode would be one byte per pixel and a
24 bit mode three or four bytes (such modes are often really 32 bit)
per pixel.

>Is this a bad way to do things? I know for a fact that using OBJC_DRAW
>all the way is fast enough on newer machines, but on older computers I
>feel that the blitting really makes a difference that makes it worth it.

It should be relatively easy to do redraws instead of blits only in
graphics modes with 'large' pixels.

You could also do a small test to figure out if the machine is 'fast enough'.

>And furthermore, I have worked a lot with these routines, and I would
>hate to have to drop them at this point. Especially as it seems to work
>so well on everything but MagiC-Mac.

vro_cpyfm() really must work under MagiC-Mac, but perhaps some of your
code uses it in the wrong way. Your comments earlier about only using
a few colours points in that direction.

Have you tried your program in for example FalconTC, or on an Atari
with a colour graphics card of some kind?

>> I assume you are aware of the usual problems with true colour graphics
>> modes using vro_cpyfm()? That is, the bit order may differ from card
>
>Ok, but the first 16 should be the same, right?

The colours, yes, but not their actual representation.

>> The main difference between MagiCMac and the rest you mention is that
>> the others have an original Atari screen mode or emulate one.
>
>Which calls will be affected by this, and in what way?

The VDI should really insulate you from this, if you use it correctly.
That isn't entirely simple (an understatement) when dealing with colour
images in true colour modes, though.

If you never need to touch the things you blit from the screen, and
don't intend to display any colour images (as opposed to drawing things
with lines etc), you don't have to worry about any of this. The VDI will
take care of everything.
Naturally, you need to supply large enough buffers for the blits, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3342. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7m8770$si7$1@nyheter.chalmers.se>
Source record: 2609

In article <7m7re9jue1@cletus.bright.net>,
Lonny Pursell <atari@bright.net> wrote:
>On 10 Jul 1999 09:46:55 , Joakim H�gberg wrote:
>>In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
>> rand@cd.chalmers.se (Johan Klockars) wrote:
...
>>hate to have to drop them at this point. Especially as it seems to work
>>so well on everything but MagiC-Mac.
>
>If it works ok on all the actual Atari models then is there really

The only Atari machine that has a graphics mode that could cause the
same kind of problem (if I understand the original poster correctly)
is the Falcon, with its 16 bit true colour mode (well, if its only
a matter of the buffer size, the Falcon or TT 8 bit modes might also
cause problems).
Even testing there doesn't necessarily mean that the code is correctly
written to deal with any graphics card, though.

>a problem? Send ASH and bug report about magic-mac.

This isn't very likely to be a bug in MagiC-Mac. It probably only has
to do with the graphics mode used there and could be fixed with proper
coding.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3343. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-12 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <7mbqc3bkm1@jair.pressenter.com>
Source record: 2610

On 9 Jul 1999 20:27:37 , Joakim H�gberg wrote:
>Greetings all,
>
>I wonder if there is any reason why using copy raster (vdi-function 109)
>wouldn�t work with MagiC-Mac? (The routines I use are taken
>from ictari-10 if somebody still got these lying around somewhere)
>
>I use this function to enable fast redraws in a program I have been
>working on for a while now, and have been told that my blit-redraws
>won�t work at all with MagiC-Mac.
>
>This sounds very strange to me, as I myself have verified that
>everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
>something special about MagiC-Mac that can cause problems like this?
>
>I would really, really appreciate help on this one!
>
>Ok, all for now!
>Have a nice summer,
>
>
>/Joakim
>

Vro_cpyfm does work on MagiCmac. I use it for screen redraws in a
scoring package I wrote for the Atari and that package runs without a
hitch on my PowerMac at work under MagiCMac. Maybe someone was
thinking of the actual blitter chip when they said that blits
wouldn't work on the Mac?

--Terry Kelly

3344. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <3789A740.602C0A11@NO.SPAM.emw.ericsson.se>
Source record: 2611
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Johan Klockars wrote:

> >Objects will be redrawed for the first time with a standard OBJC_DRAW.
> >As soon as it is written, a copy of this is placed by the VDI-function
> >in the previously reserved memory. After this, all redraws will use the
> >VDI-function to restore areas when needed.
>
> OK. On a system with a graphics accelerator, your blitting is quite
> likely to be slower, but it depends on what you're drawing and how much
> you need to blit.
>
> In a 16 bit mode you'll need to blit (and of course allocate memory for)
> two bytes per pixel. An 8 bit mode would be one byte per pixel and a
> 24 bit mode three or four bytes (such modes are often really 32 bit)
> per pixel.

I guess if fVDI had a function for allocating this memory on the GFX card
instead of using "system" memory this would be _very_ fast on a graphics card
as well. So maybe it's time for you to make this call availabl, Johan? Then
it's just a matter of checking the cookie for fVDI and then use a malloc
provided by fVDI instead and off we go. :-)

//MK

3345. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-12 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7mdgin$8df$1@nyheter.chalmers.se>
Source record: 2612
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <3789A740.602C0A11@NO.SPAM.emw.ericsson.se>,
Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>Johan Klockars wrote:
>
>> >Objects will be redrawed for the first time with a standard OBJC_DRAW.
>> >As soon as it is written, a copy of this is placed by the VDI-function
>> >in the previously reserved memory. After this, all redraws will use the
>> >VDI-function to restore areas when needed.
...
>I guess if fVDI had a function for allocating this memory on the GFX card
>instead of using "system" memory this would be _very_ fast on a graphics card
>as well. So maybe it's time for you to make this call availabl, Johan? Then

Such a function is coming in some form, but since very few applications
would ever use it, I do my best to automate these things instead.

In the Eclipse/mach64 driver, the AES background buffering (menus etc)
is already covered and that doesn't seem to cause problems for any
programs. I've also made it possible for screen->RAM blits of ordinary
applications to be done locally on the card, on the assumption that such
a blit will always be followed (soon) by one (might be extended in the
future) RAM->screen blit of the same area, and that the application
didn't really need access to the actual data.

I've not yet run into any application that actually uses the screen
data for any other purpose than to blit it back (except for the special
case of programs that write test pixels to the screen and then blit the
data back to figure out how to deal with a specific graphics mode (often
done by programs that can display images in true colour graphics modes),
but fVDI recognizes all variants I've run across of that and handles
them in another way), but two (plus the one we're talking about here,
it seems) 'reblits' the blitted area several times.

Naturally, none of this caching or memory allocation can be done if
there's not enough memory free on the card.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3346. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7mennsand1@nnrp1.deja.com>
Source record: 2613
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m74qe$33n$1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:

> > I assume you are aware of the usual problems with true colour
graphics
> > modes using vro_cpyfm()? That is, the bit order may differ from card
>
> Ok, but the first 16 should be the same, right?

Hmmm, it's a long time since I did that kind of programming -- but I
thought that vro_xxx needs the same number planes for both source and
destination...

> > >everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is
> there
> > >something special about MagiC-Mac that can cause problems like
this?
> >
> > The main difference between MagiCMac and the rest you mention is
that
> > the others have an original Atari screen mode or emulate one.
>
> Which calls will be affected by this, and in what way?
>
> Sorry if some questions seems to be to simple or silly, but since I
> don&#65533;t have a clue to these things the only way to find out is to
ask. :)

The first thing to check is how the MFDB for the screen is filled. It
is wrong to use XBIOS to find any values here -- just set the screen
address to 0 and let VDI worry about the rest..

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3347. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-14 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <378c0c5ab8cfc41@mail.otenet.gr>
Source record: 2614

on Fri 09-07-1999 20:27 Joakim HoΩ½gberg wrote:

>Greetings all,
>
>I wonder if there is any reason why using copy raster (vdi-function 109)
>wouldnoΩ½t work with MagiC-Mac? (The routines I use are taken
>from ictari-10 if somebody still got these lying around somewhere)
>
>I use this function to enable fast redraws in a program I have been
>working on for a while now, and have been told that my blit-redraws
>wonoΩ½t work at all with MagiC-Mac.
>
>This sounds very strange to me, as I myself have verified that
>everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
>something special about MagiC-Mac that can cause problems like this?
>
>I would really, really appreciate help on this one!
>
I don't know if this helps, but using vro_cpyfm on MagiC-PC, everything
is OK up to 8 planes (256 colors) but draws black backgrounds at >=32k
colors! Checking the HTML docs (hmm, they're in German) it says to
use mode 5 (D_ONLY) with graphic cards, which is rather wrong, it worked
for me with mode 15 (ALL_BLACK) so I have again good white (!)
backgrounds in list windows.

```
Library used is the good old E_GEM 2.20, function "rs_sc_copy" which
calls "vro_cpyfm (_rc_handle, mode, pxy, screen, screen);"
```

```
--
----------------------------------------------------------------------
Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/
----------------------------------------------------------------------
```

3348. INDIRECT

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7mh6a3$e22$1@newshost.comnet.co.nz>
Source record: 2615

What is the point of the INDIRECT ob_flag?

From the way it is documented, the ob_spec is treated as a pointer to the real ob_spec.

Why would one want to do this?

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

3349. printer problems with Milan040

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-14 00:00:00 UTC
From: Jo'ogn <ASC-Administration@vorlonempire.com>
Message-ID: <378C9AFA.9C2F7D18@vorlonempire.com>
Source record: 2616

hi, i have some trouble with printing from e.g. papyrus7, or pixart4.5.
normal ascii-text from editors are no problem, but on images, or TTF
i'm not sure if just the APP is wrongly configured, or if i need some
additional drivers for the milan !?

any ideas ?
--
! Reply-Address Invalid ! Please manually mailto:juergen@contrib.org
==
Anaconda Space Center NGC0417 We're closer than you might Imagine !
Disable data-compression before jumping into Time-Space-Transmission
==
"We apologize for the inconvenience" http://www.joogn.de

3350. Re: Rebuilding an Atari TT .. I need your h

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-14 00:00:00 UTC
From: saif@zetnet.co.uk
Message-ID: <378cda72$0$161@news.zetnet.co.uk>
Source record: 2617

On 7 Jul 1999 14:46:35 -, Doctor Clu wrote:
>I recently bought a puzzle for $15. I'm not much one for puzzles, but
>this type I like....

You lucky sod!!

> So these are the parts of the puzzle. I'm curious to sources for TT
>computer components, and where I can find specs so I can know what other
>parts I need to look for.
>

Try Best Electronics...they have everything you mention and more
including the TOS ROMS. e-mail Brad Koda at bestelec@concentric.net

Saif

3351. Re: INDIRECT

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-15 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <378D11DA.68CFEA90@cable.A2000.nl>
Source record: 2618

Gaven Miller wrote:
>
> What is the point of the INDIRECT ob_flag?
>
> From the way it is documented, the ob_spec is treated as a pointer to the
> real ob_spec.
>
> Why would one want to do this?
>
1:
Objects that have the same specification can point to a single variable.
2:
If you want more information (probably your own) in a object, you can let
the ob_spec point to a structure of which the first element contains the
original ob_spec and the remainder your private information.

Henk.

3352. Re: printer problems with Milan040

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-15 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.9907151450530.119-100000@milan>
Source record: 2619

Hi!

> hi, i have some trouble with printing from e.g. papyrus7, or pixart4.5.
> normal ascii-text from editors are no problem, but on images, or TTF
> i'm not sure if just the APP is wrongly configured, or if i need some
> additional drivers for the milan !?
>
> any ideas ?

Can you tell me more informations? Do you installed NVDI?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

3353. Re: INDIRECT

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37944051.51767067@news.demon.co.uk>
Source record: 2620

On 14 Jul 1999 05:13:38 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>What is the point of the INDIRECT ob_flag?

That would be telling!

>From the way it is documented, the ob_spec is treated as a pointer to the
>real ob_spec.

Seems so.

>Why would one want to do this?

For the sheer joy of it. <G>

Could be handy in a rom based resource file. Nothing else comes to
mind (aside from an urge to eat crisps I don't have).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3354. Re: INDIRECT

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-15 00:00:00 UTC
From: Patrick Betremieux <bpat@accessone.com>
Message-ID: <hcxj3.49$ce.2331@sea-read.news.verio.net>
Source record: 2621

Gaven Miller wrote in message <7mh6a3$e22$1@newshost.comnet.co.nz>...
>What is the point of the INDIRECT ob_flag?
>
>From the way it is documented, the ob_spec is treated as a pointer to the
>real ob_spec.
>
>Why would one want to do this?

Well, I haven't programmed the ST in a long while (Like, 6 years. I'm just getting back into it with emulation), but I remember it being useful for things such as changing icons on the fly (By changing where the bitmap object pointed to, and forcing the whole thing to redraw), or to save space when you have dialogs that look alike (You can have the part that looks the same points indirectly to the part that changes, and modify the pointer based on which one you want to show)

But that was a long time ago... I do remember it being extremely useful at times... Probably will be useless to you 99% of the time, but someday you'll be happy it's there :)

Patrick.

3355. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-16 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7mmotp$3fa$1@nyheter.chalmers.se>
Source record: 2622

In article <378c0c5ab8cfc41@mail.otenet.gr>,
Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:
>on Fri 09-07-1999 20:27 Joakim H�gberg wrote:
...
>I don't know if this helps, but using vro_cpyfm on MagiC-PC, everything
>is OK up to 8 planes (256 colors) but draws black backgrounds at >=32k

Backgrounds?

>colors! Checking the HTML docs (hmm, they're in German) it says to
>use mode 5 (D_ONLY) with graphic cards, which is rather wrong, it worked

It might depend on the device driver which blit modes are available,
but generally I think they all would be. Their effect may not be quite
what you expect, though, since graphics cards usually aren't using
Atari style bit planes.

>for me with mode 15 (ALL_BLACK) so I have again good white (!)
>backgrounds in list windows.

I see what you mean now, but _please_ don't do that!

Mode 15 has never meant ALL_BLACK. It means all 1's, which in turn
happens to show the colour with highest index in paletted modes, ie
normally black.
In true colour modes, the maximum possible number is usually white
(max intensity red, green and blue)...

Why don't you use one of the obvious functions, that is v_bar or
vr_recfl? That way you can actually choose what colour to use and
expect it to work on any graphics hardware whatsoever.

I don't know about the various other VDIs, but in the current fVDI
mach64 drivers I've actually made blit mode 0 write all 1's and
mode 15 all 0's because quite a few programs erroneously seemed to
rely on these being white and black, respectively.
Now, if your program does the opposite (which _is_ more correct,
but still not a good idea), it won't work as you want, and if I
change the blit modes back to the way they should be, the other
programs will look wrong instead...

Once again, _please_ don't use vro_cpyfm for something it wasn't
intended to do (that is, filling with a specific colour)!

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se

| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3356. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-17 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3790c3464798793@mail.otenet.gr>
Source record: 2623

on Fri 16-07-1999 08:02 Johan Klockars wrote:

>>I don't know if this helps, but using vro_cpyfm on MagiC-PC, everything
>>is OK up to 8 planes (256 colors) but draws black backgrounds at >=32k
>
>Backgrounds?
>
Hmm, sorry, I mean the window work area ;-)

>>colors! Checking the HTML docs (hmm, they're in German) it says to
>>use mode 5 (D_ONLY) with graphic cards, which is rather wrong, it worked
>
>It might depend on the device driver which blit modes are available,
>but generally I think they all would be. Their effect may not be quite
>what you expect, though, since graphics cards usually aren't using
>Atari style bit planes.
>
Yes, and what is strange with NVDI is that although it treats 8 and up
bit planes as graphics card oriented (I mean the 256 color mode is NOT
TT or Falcon compatible) it fills an area with white in 256 colors mode
and with black from 32k colors or more. The call in both cases is the
same, ie "vro_cpyfm (handle, ALL_WHITE, pxy, screen, screen);" !

>>for me with mode 15 (ALL_BLACK) so I have again good white (!)
>>backgrounds in list windows.
>
>I see what you mean now, but _please_ don't do that!
>
Well, I did nothing ;-), it's E_GEM library that uses this call !
(and to be honest I have little experience using any VDI).

>Mode 15 has never meant ALL_BLACK. It means all 1's, which in turn
>happens to show the colour with highest index in paletted modes, ie
>normally black.
>In true colour modes, the maximum possible number is usually white
>(max intensity red, green and blue)...
>
Aha, things start to clear now.

>
>Why don't you use one of the obvious functions, that is v_bar or
>vr_recfl? That way you can actually choose what colour to use and
>expect it to work on any graphics hardware whatsoever.
>
Fortunately E_GEM contains the sources, so I can change that. But
please note that the above call is used for clearing a part of a

window (normally during redraw) and I thought it's faster than any
other method (no clipping, pxy preparation etc). Is it so ?

>I don't know about the various other VDIs, but in the current fVDI
>mach64 drivers I've actually made blit mode 0 write all 1's and
>mode 15 all 0's because quite a few programs erroneously seemed to
>rely on these being white and black, respectively.
>
Not much to say, you know better! The only problem (?) I can see is
that on /* bit blt rules */ of Pure C's VDI.H it defines ALL_WHITE
as 0 and ALL_BLACK as 15. This is confusing, but now it's fine with
me, thanks to your explanation above.

>Now, if your program does the opposite (which _is_ more correct,
>but still not a good idea), it won't work as you want, and if I
>change the blit modes back to the way they should be, the other
>programs will look wrong instead...
>
Ok, I have no problem to adapt, but I have no idea how many users
are using the E_GEM lib (I know it's been used in Papyrus !)
The change needed in rc_sc_copy is simple of course and anyone can
do it (in file TOOL.C).

>Once again, _please_ don't use vro_cpyfm for something it wasn't
>intended to do (that is, filling with a specific colour)!
>
Tell it to Christian Grunenberg ;-)
My tests were made under MagiC-PC/NVDI and the graphics card is a
QDI V2200 AGP 5096Q (?!). Having followed your discussions with
Ronald (and others) I'm really interested in testing fVDI. I'll
do it soon and let you know the results.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

'

3357. Calling modern fileselectors

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-18 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7mt4c6$72u$1@nnrp1.deja.com>
Source record: 2624

Greetings all,

I wonder if someone has some example or source code (GFA prefered) that
describes how to call for newer fileselectors? (freedom, boxkite and
others)

Do all/some of them use the same calls?

Thanks in advance,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3358. Re: Calling modern fileselectors

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-19 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37925D24.CE6316E5@cable.A2000.nl>
Source record: 2625

Joakim Hï¿½gberg wrote:
>
> Greetings all,
>

Same to you.

> I wonder if someone has some example or source code (GFA prefered) that
> describes how to call for newer fileselectors? (freedom, boxkite and
> others)
>
> Do all/some of them use the same calls?
>

Yes. They all basicly replace the AES call "fsel_input", in GFA: Fileselect.
Most of them implement the newer "fsel_exinput" as well (The one to which
you can pass a title line.)

You do not have to do anything special.

Henk.

3359. Re: Calling modern fileselectors

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-19 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7mvda5$g3r$1@sun27.hrz.tu-darmstadt.de>
Source record: 2626

Hi!

In article <37925D24.CE6316E5@cable.a2000.nl>,
Henk Robbers <H.Robbers@cable.A2000.nl> writes:
> You do not have to do anything special.

... unless you want to support their special features, like selection of multiple files, non-modal activation, etc. There are several different procotols for that (Selectric, Freedom, Boxkite, MagiC-xfsl(), where Boxkite also supports xfsl() now), so a simple answer how to support these features is impossible.

However, as Boxkite also offers the MagiC xfsl()-interface (which is based on additional AES calls, detectable using appl_getinfo()), it might be a good idea to start with that.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3360. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-20 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7n1e4l$m4s$1@nyheter.chalmers.se>
Source record: 2627

In article <3790c3464798793@mail.otenet.gr>,
Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:
>on Fri 16-07-1999 08:02 Johan Klockars wrote:
...
>Yes, and what is strange with NVDI is that although it treats 8 and up
>bit planes as graphics card oriented (I mean the 256 color mode is NOT
>TT or Falcon compatible) it fills an area with white in 256 colors mode

In what way is the 256 colour mode not TT/Falcon compatible?

It will of course be using packed pixels (one byte per pixel rather than
the bitplanes used by Atari 1/2/4/8 bit modes), but that shouldn't cause
problems for anything but colour image display (and not even then for
reasonably well written programs).

>>I see what you mean now, but _please_ don't do that!
>>
>Well, I did nothing ;-), it's E_GEM library that uses this call !

:-(

>>Why don't you use one of the obvious functions, that is v_bar or
>>vr_recfl? That way you can actually choose what colour to use and
>>expect it to work on any graphics hardware whatsoever.
>>
>Fortunately E_GEM contains the sources, so I can change that. But
>please note that the above call is used for clearing a part of a
>window (normally during redraw) and I thought it's faster than any
>other method (no clipping, pxy preparation etc). Is it so ?

If you're filling anything larger than a few pixels, the setup overhead
won't matter. It's even possible that the internal operation done will
be exactly the same in both cases.

>>I don't know about the various other VDIs, but in the current fVDI
>>mach64 drivers I've actually made blit mode 0 write all 1's and
>>mode 15 all 0's because quite a few programs erroneously seemed to
>>rely on these being white and black, respectively.
>>
>Not much to say, you know better! The only problem (?) I can see is

It certainly would have helped if the VDI had been documented better...

>that on /* bit blt rules */ of Pure C's VDI.H it defines ALL_WHITE
>as 0 and ALL_BLACK as 15. This is confusing, but now it's fine with

It certainly is.
Before there were Atari machines with true colour graphics modes, it was (somewhat) true, though.

>Ok, I have no problem to adapt, but I have no idea how many users
>are using the E_GEM lib (I know it's been used in Papyrus !)

As long as everyone is using those modes in the same way, a VDI can take care of it. Hopefully, anyone who thinks long enough to realize the differences between paletted and true colour modes will not use those blit types at all. ;-)

>QDI V2200 AGP 5096Q (?!). Having followed your discussions with
>Ronald (and others) I'm really interested in testing fVDI. I'll
>do it soon and let you know the results.

Thanks.
I hope to get a final v0.94 released soon.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3361. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-20 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n2595vdt1@nnrp1.deja.com>
Source record: 2628

In article <7mmotp$3fa$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) wrote:

> Mode 15 has never meant ALL_BLACK. It means all 1's, which in turn
> happens to show the colour with highest index in paletted modes, ie
> normally black.
> In true colour modes, the maximum possible number is usually white
> (max intensity red, green and blue)...

Yup... Try running older E-Gem apps (like the otherwise excellent LZH-
Shell) in truecolour :-(

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
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3362. Falcon 030 for sale with extras.

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-23 00:00:00 UTC
From: Thunder <thunder@busprod.com>
Message-ID: <37989c5d.0@news.busprod.com>
Source record: 2629

Check it out on Ebay!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=135845171

3363. S'il reste des coders ataristes qui ont le temps...

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-23 00:00:00 UTC
From: "Daniel.Streit" <Daniel.Streit@wanadoo.fr>
Message-ID: <7nabujspe1@wanadoo.fr>
Source record: 2630

Je cherche :
- des coders asm qui puisses r?pondrent ? qques unes de mes questions et ?ventuellement m'aider pour qques bugs dans qques uns de mes sources asm pour...
- la Japemo : une m?gad?mo pour 1040 ST th?me Japanimation. Ainsi, je cherche des groupes encore actifs ou d?sireux de le redevenir ou bien ses coders seuls (j'ai d?j? fait une tonne de GFX ST th?me Japanim) pour contrib.

Hylst (hylst@wanadoo.fr)

And remember ST scene will never die !!

3364. atari interupts

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-23 00:00:00 UTC
From: crumbhound@aol.com
Message-ID: <19990723192954.13368.00000680@ng-bd1.aol.com>
Source record: 2631

Q... If you redirect an interrupt{ in this case, from the midi port}, and the handler has to operate in sytem mode, what happens? Does the 68000 enter interupts in system or the current mode? I ask because it means a lot of program overhead if you have to switch modes before and after the routine.
From Jim Yale
E-mail to Crumbhound@AOL.COM

3365. Re: atari interupts

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-23 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7ncscu$9gf$1@barcode.tesco.net>
Source record: 2632

All interrupts occur in Supervisor mode (you do not have to write code to put the 68000 into supervisor mode in your own ISR routine).

The IRQ that services the midi ports does other things than just midi. On your own ISR routine you can check the stack to see if the IRQ was caused by a midi device, if not jump back to the original ISR vector.

Mark
MSD/POV

CRUMBHOUND <crumbhound@aol.com> wrote in message news:19990723192954.13368.00000680@ng-bd1.aol.com...
> Q... If you redirect an interrupt{ in this case, from the midi port}, and the
> handler has to operate in sytem mode, what happens? Does the 68000 enter
> interupts in system or the current mode? I ask because it means a lot of
> program overhead if you have to switch modes before and after the routine.
> From Jim Yale
> E-mail to Crumbhound@AOL.COM
>

3366. Re: atari interupts

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-24 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199907241528.a54198@su.maus.de>
Source record: 2633

Hi Jim!

C>Does the 68000 enter interupts in system or the current mode?
The 68000 always switches to supervisor mode if an interrupt occurs and
switches back when interrupt processing ends

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!

3367. Experience with SoundPool AudioTracker wanted !!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-26 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <OWSm3.17$Wu4.100@news.get2net.dk>
Source record: 2634

```
Experience with SoundPool AudioTracker wanted !!!
Have you been - or are you using - the 8 track HardDisk
Recording software from SoundPool called AudioTracker
running on the Atari Falcon 030 then .... please ...... let me know.

Thanks
Preben Sloth, Denmark

psloth@post2.tele.dk
```

3368. Re: S'il reste des coders ataristes qui ont le temps...

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379C2D57.A1264717@online.TAKE.THIS.OUT.fr>
Source record: 2635

```
"Daniel.Streit" a ï¿½crit :
>
> Je cherche :
> - des coders asm qui puisses r?pondrent ? qques unes de mes questions et
> ?ventuellement m'aider pour qques bugs dans qques uns de mes sources asm
> pour...

Pour le franï¿½ais, merci d'utiliser fr.comp.sys.atari.
Ensuite, tu toucheras les programmeurs plus dans
comp.sys.atari.programmer, mais lï¿½, c'est anglais obligatoire, tout
comme ici.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=======================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3369. TT-Digger V6

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-26 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <379CBE31.A80232A8@cable.A2000.nl>
Source record: 2636
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi everybody.

1: This version is a better one than V5.4 :-)

2: At last I put in the few special 040 & 060 instructions.

Visit my web site:

http://people.A2000.nl/hrobbers/Homepage.html

Met vriendelijke groeten
Regards.

Henk Robbers.

3370. ST>TT-Digger V6 interactive disassembler released

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-27 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <27071999205106712l%H.Robbers@cable.A2000.nl>
Source record: 2637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.announce

```
The new version is a better one than V5.4 :-)

At last I put in the few special 040 & 060 instructions.

new since 5.3: (Forget V5.4 That one was a bit premature :-)
Marking of jumptables for label generating.
Find jmp's and jsr's with indirect operand.
Give names to absolute word addresses.
Options in the config file related to the above.
Give names to standard labels.
Attach a short comment to an address.
More flexible index file.
At last! Full 68040 & 68060 support.

Visit my web site:
http://people.A2000.nl/hrobbers/Homepage.html

Met vriendelijke groeten
Regards.
Henk Robbers.
```

3371. GEM redraw problems (yet a new one!)

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-28 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7nn15bsvo1@nnrp1.deja.com>
Source record: 2638

Greetings all,

I hope I can explain this problem so you can fully understand what happens. I have experienced problems with GEM-redraws, when I want to redraw object trees that have a filling pattern included. It seems to me like if the background pattern does not move like all the other visual content of the tree, but instead lies like a "watermark". I have been looking for days at my redraw code, but I really can't find any bugs that can cause this. Since all other content (text strings, buttons, boxes and everything else) is placed correctly I wonder if this is a feature (bug) in GEM, or a problem with my program? It makes redraws look really ugly. I guess the only solution I can see right now is to redraw the WHOLE window, and not just the parts that has been previously covered. Right/wrong?

Please help me!

(If you think you CAN help, but understood nothing mentioned above, please contact me, and I can mail you my program, so you can see what I mean)

I'm not sure this will get posted as I have been having difficulties accessing deja.com lately, but I'll give it a try...

Best regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3372. Re: GEM redraw problems (yet a new one!)

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-28 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <379F7574.9E0336AC@cable.A2000.nl>
Source record: 2639

Hi Joakim

Joakim Hï¿½gberg wrote:
>
> Greetings all,
>
[snipped clear and well recognized description].

The only thing you can do about this is:
Snap the horizontal movement of your window on the smallest common multiple of repetition sizes of all the patterns you use. I'll hope you know what I mean :-)
But 16 will always do.

--
Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3373. FS: Lattice C 5.5

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-29 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <NiRn3.38076$ga.54262@news21.bellglobal.com>
Source record: 2640

Best offer

Toronto

3374. Re: GEM redraw problems (yet a new one!)

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-29 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7npqtqloq1@nyheter.chalmers.se>
Source record: 2641

In article <7nn15bsvo1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:
>Greetings all,
>
>I hope I can explain this problem so you can fully understand what
>happens. I have experienced problems with GEM-redraws, when I want to
>redraw object trees that have a filling pattern included. It seems to me
>like if the background pattern does not move like all the other visual

That's indeed true for all pattern fills in GEM.
For some things it can be a real pain, but for others it's very nice.

>feature (bug) in GEM, or a problem with my program? It makes redraws
>look really ugly. I guess the only solution I can see right now is to

This should only be a problem if your tree has actually moved on the
screen, but I guess that's what you're talking about.

>redraw the WHOLE window, and not just the parts that has been previously
>covered. Right/wrong?

Aligning to some minimum safe number of pixels as suggested by another
answer will of course work, but may not be what you want.
Another solution is to have a user defined pattern and change it to
reflect the movement.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3375. Gfa Basic RESERVE problem with FS_INPUT

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-31 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <37a2a53e.38337@nntpserver.swip.net>
Source record: 2642

Hello.

I'm having problem with load and save options in my current project
(control theaterlighting with atari computer).

I'm using Gfa Flying dialogues, and when I'm trying to call the
FS_INPUT (and EX_FSINPUT) I must reserve at least 4 kb.
If I don't my TOS (both interpreter and compiled program) respones
that I don't have enough memory for this library.

I've earlier been adviced to stay away from reserve in GFA-basic,
since it's not working very well.

I would like to find another way to get the FS_INPUT working,
has anyone got some idea?

/Jeppe Br&#65533;nnmark

3376. WTB:CAB 3.0 !!

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-31 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nulra$l8o$2@news1.xs4all.nl>
Source record: 2643

>Hi,
>I want to buy Cab 3.0 , the superfast version of the only neat
>browser for Atari. It only has to be programmed by alexander Clauss
>I cannot imagine i'm the only one who wants it, so come on guys,
>let's give alex a signal that we want his update for atari and not
>for that ugly Imac, a computer which is bound to drop of the store
>shelves within a few months......
>So let's visit his homepage and send him an email.
>his homepage can be found on http://www.tu-darmstadt.de/~aclauss/
>If we all react, he cannot ignore our wish and of course we want to
>pay for it, cause good work has to be paid.
>So react in this newsgroup and to Alexander in person.
>Let's hope he'll do it !

>Hi Jos
>
>Well spoken couldn't agree more. I'll definitly send an e-mail to Alexander.
>And as you said if we all do it maybe he'll react.
>
>Cheer's J�rgen

It seemed a good idea to me as well - I sent Alexander an e-mail this
afternoon.

Cheers

Paul

3377. shutdown

Newsgroup: comp.sys.atari.programmer
Date: 1999-07-31 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8813_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2644

Hi Koos, I am working a bit on NOS and my system this summer, so here is question for you. Net2Net is GFA, so my system has to be resetted from time to time, or I've seen it's enough to close all programs and call an application in "single mode" to "reset" memory for N2N, I'm using MagiC with the MANAGER.

How can I make an event to start a program in "single mode" and/or one event to properly shutdown and restart the system once a day ? I've tryed different ways, but none is working at the moment, I'm doing something like:

```
#include <stdio.h>
#include <tos.h>
#include <stdlib.h>
#include <aes.h>

int main()
{
char *cmdline, tail[2]={0};
Pdomain(1);

/* creat("u:\\etc\\fastboot");*/

cmdline = getenv("SDMASTER");
puts(cmdline);
if (cmdline != NULL) shel_write(0, 1, 1, cmdline, tail);
OR->>
shel_write( 4, 0, 0, NULL, NULL);
shel_write( 4, 1, 0, NULL, NULL);

return 0;
}
```

ideas ?

--

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3378. some MagiC programming questions

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-02 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8834_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2645

Again on the MagiC subject:

- how do I call a program in "Single Mode" ? I tryed the shel_write call with SHW_SINGLE but I get bombs, I think it works only for the shell (app_id=0), any way to call it from my program ? Can I make the shell to do it for me ? How ?

- how do I make MagiC close all opened applications ? I think to a program like shutdown but without closing the shell, should I make a loop finding all ap_ids>0 and send an AES message to close them ? How ?

- What are the current version and state_of_the art of MagiCMac and MagiCPC ? I think to leave off my TT and use my Quadra800 insted, but I am wandering about possible problems, first of all what's better, use HSF on the hard disk seen by MagiCMac or use an Atari formatted SCSI drive ? I think performance is better with the Atari partitioned disk, but it may be better to see the filesystem from the "mac world" also, and use those nice backup and repair disk/file utilities for the Apple thing....

- What about networking in MagiCMac and MagiCPC ? is all going well on the serial and parallel ports ?

- Is there a way to communicate to the "parent" OS ? I mean, in MagiCMac can I write programs that access the Mac resources, or at least can communicate with programs running in the Apple system ? How ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3379. What Language?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-03 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7o5ccq$6j9$1@news8.svr.pol.co.uk>
Source record: 2646

Hi ,

I have limited programming experience , but hope to study it as part
of my university degree.

Of course most of this work will be done on a PeeCee but what Language
would be best if I also wanted to use my new-found knowlege to do some tinkering
on my ST?

thanks for all replies,

Paul Mac
---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

3380. Re: What Language?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-03 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7o6nbh$9qp$1@news7.svr.pol.co.uk>
Source record: 2647

Paul Mac <paul_mc@atariste.freeserve.co.uk> wrote in message
news:7o5ccq$6j9$1@news8.svr.pol.co.uk...
> I have limited programming experience , but hope to study it as part
> of my university degree.
>
> Of course most of this work will be done on a PeeCee but what Language
> would be best if I also wanted to use my new-found knowlege to do some
tinkering
> on my ST?

Best to ask the university department what they use. Most standardise on C
but there are some who use Modula. Both of these are supported on the ST.

3381. "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-05 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8861_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2648

How do I write a function to tell the system (MagiC) to position the mouse somewhere and do a click, exactly like it is done by a user input ? I would like to automate some functions of programs I can't control from my C code.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Butta il PiCcione e prendi un FALCONe !

--

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3382. Re: What Language?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-05 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.changeme.co.uk>
Message-ID: <azWHNbACJWq3lwsx@shaw1.freeserve.co.uk>
Source record: 2649

The Phantom Menace told me that Paul Mac posted a message about What
Language? to comp.sys.atari.programmer at 00:16:26, Tue, 3 Aug 1999:

>Hi ,
>
>I have limited programming experience , but hope to study it as part
>of my university degree.

With university, you're best off learning Pascal. I don't know it myself
(I am now officially unable to learn another language.. After trying
Java and C -- both failed) but apparently it's easy to learn and most
programming houses look for people who know Pascal

>
>Of course most of this work will be done on a PeeCee but what Language
>would be best if I also wanted to use my new-found knowlege to do some tinkering
>on my ST?

Since Pascal is hard/impossible to get hold of for the Atari, you're
best off learning either C or BASIC. I recommend you learn BASIC because
it's the easiest one.

--
Clair D. Shaw | mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws | mailto:SeedieS@yahoo.com
Student + Atari/PC Programmer| New email address coming at September
---
Paramount UK has stopped showing the Letterman Show! IT'S UNFORGIVABLE!

3383. Write CPX from GFA -Possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-06 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7oehri$1ab$1@nnrp1.deja.com>
Source record: 2650

Greetings all,

As the subject indicates I wonder if anyone know if it possible to write
CPX-modules from within GFA-basic, and if so, is there any source code
available somewhere on ftps or other?

Thanks in advance,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3384. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-06 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7ofg0m$876$1@sun27.hrz.tu-darmstadt.de>
Source record: 2651

Hi!

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
> How do I write a function to tell the system (MagiC) to position the
> mouse somewhere and do a click, exactly like it is done by a user
> input ? I would like to automate some functions of programs I can't
> control from my C code.

Take a look at appl_tplay(), but note that for a full /click/, you have
to play a press /and/ a release event.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3385. from TOS to GEM

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-07 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8878_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2652

Is there anybody who can suggest a good/experienced/skeleton/already
done/systematic way to "convert" a TOS program (printf, getch etc.) to a GEM
one ? I mean just avoiding the VT52.PRG in MagiC, opening a "text" GEM
window, send all text output in the window and catch keyboard input.

I think I should add:

appl_init
open the window

all printf etc., become print_in_window
getch etc. become evnt_keyb or evnt_multi (to handle the window itself)

close the window
appl_exit

No VDI, no graphics, should be simple, but what I want is an already made
source to "cut&paste" directly as I dot want to reinvent the thing.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

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3386. Re^2: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-07 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8891_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2653

In uno strano messaggio del 06 Aug 99 Bjoern Spruck (2:333/608.1) scrisse al
povero Mike De.Petris:
BS> appl_tplay

Good suggestion, but how do I use it without appl_trecord ? What is the
format of the buffer data ? Say for example I want to send the mouse pointer
to a point X,Y and do a single click, how do I use appl_tplay ?

--

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3387. Re: some MagiC programming questions

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b44b52.36632184@news.demon.co.uk>
Source record: 2654

On Mon, 02 Aug 99 19:36:04,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>Again on the MagiC subject:
>
>- how do I call a program in "Single Mode" ? I tryed the shel_write call with
>SHW_SINGLE but I get bombs, I think it works only for the shell (app_id=0),
>any way to call it from my program ? Can I make the shell to do it for me ?
>How ?

iirc you are correct - only (app_id=0) can issue SHW_SINGLE. My memory
is vague after this amount of time so I'm not sure one way or the
other. However, it may be worth trying the SHW_CHAIN or whatever it is
called (equivilent to the only singletos option).

It might just work out that as your app quits, the shell invokes the
chained program, and if that is registered with it as being "Single
Mode" then ... well, fingers crossed it still runs single iyswim!

>- how do I make MagiC close all opened applications ? I think to a program
>like shutdown but without closing the shell, should I make a loop finding all
>ap_ids>0 and send an AES message to close them ? How ?

appl_search() and appl_find() - again iirc, this will allow you to
iterate the running applications. Send them a WM_QUIT and hope they
take notice.

>- What are the current version and state_of_the art of MagiCMac and MagiCPC ?
>I think to leave off my TT and use my Quadra800 insted, but I am wandering
>about possible problems, first of all what's better, use HSF on the hard disk
>seen by MagiCMac or use an Atari formatted SCSI drive ? I think performance
>is better with the Atari partitioned disk, but it may be better to see the
>filesystem from the "mac world" also, and use those nice backup and repair
>disk/file utilities for the Apple thing....
>
>- What about networking in MagiCMac and MagiCPC ? is all going well on the
>serial and parallel ports ?
>
>- Is there a way to communicate to the "parent" OS ? I mean, in MagiCMac can
>I write programs that access the Mac resources, or at least can communicate
>with programs running in the Apple system ? How ?

Good question. I asked that about MagicPC ages ago and still haven't
got an answer.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3388. Re: What Language?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b54fa9.37743572@news.demon.co.uk>
Source record: 2655

On Thu, 5 Aug 1999 11:06:58 +0100, "Clair D. Shaw"
<Clair@shaw1.changeme.co.uk> wrote:

>The Phantom Menace told me that Paul Mac posted a message about What
>Language? to comp.sys.atari.programmer at 00:16:26, Tue, 3 Aug 1999:
>
>>Hi ,
>>
>>I have limited programming experience , but hope to study it as part
>>of my university degree.
>
>With university, you're best off learning Pascal. I don't know it myself
>(I am now officially unable to learn another language.. After trying
>Java and C -- both failed) but apparently it's easy to learn and most
>programming houses look for people who know Pascal
>
>>
>>Of course most of this work will be done on a PeeCee but what Language
>>would be best if I also wanted to use my new-found knowlege to do some tinkering
>>on my ST?
>
>Since Pascal is hard/impossible to get hold of for the Atari, you're
>best off learning either C or BASIC. I recommend you learn BASIC because
>it's the easiest one.

Prospero Pascal, whilst old, is still very good. After all Pascal
never changes!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3389. Re: What Language?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b64ff6.37820983@news.demon.co.uk>
Source record: 2656

On 3 Aug 1999 00:16:26 GMT, paul_mc@atariste.freeserve.co.uk (Paul Mac) wrote:

>Hi ,
>
>I have limited programming experience , but hope to study it as part
>of my university degree.
>
>Of course most of this work will be done on a PeeCee but what Language
>would be best if I also wanted to use my new-found knowlege to do some tinkering
>on my ST?

Well C is always a good bet, though if your ST is powerful enough you might consider C++.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3390. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b7520f.38357334@news.demon.co.uk>
Source record: 2657

On Thu, 05 Aug 99 19:23:58,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>How do I write a function to tell the system (MagiC) to position the mouse
>somewhere and do a click, exactly like it is done by a user input ? I would
>like to automate some functions of programs I can't control from my C code.

You could modify your click routines so that the app issues itself a
message saying what object got clicked. Then all you have to do is
issue those messages elsewhere and the app will be none the wiser.

Whilst I haven't used appl_tplay() under MagiC, I assume it works
because Thomas recommended it. Note though, that this call and its
counterpart appl_record() are buggy as hell under older Gem versions.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3391. Re^2: What Language?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-09 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8909_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2658

```
In uno strano messaggio del 05 Aug 99 Clair@shaw1.changeme.co.uk
(2:333/608.1) scrisse al povero All :
C> Since Pascal is hard/impossible to get hold of for the Atari, you're
C> best off learning either C or BASIC. I recommend you learn BASIC
C> because it's the easiest one.

I'm sue I've seen PurePascal is still supported on ASH homepage, and
compatible with TurboPascal 7.0, this is really good for beginners, tought
people generally choose one of two ways: BASIC for simple approach accepting
limitations, C for hard coding and full control 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

3392. Re: from TOS to GEM

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-09 00:00:00 UTC
From: Erik Meltzer <ermel@gmx.de>
Message-ID: <37AEB89C.83FC05FD@gmx.de>
Source record: 2659

Mike,

"Mike De.Petris" wrote:
> Is there anybody who can suggest a good/experienced/skeleton/already
> done/systematic way to "convert" a TOS program (printf, getch etc.) to a GEM
> one ? I mean just avoiding the VT52.PRG in MagiC, opening a "text" GEM
> window, send all text output in the window and catch keyboard input.

Please allow me a question: why would you want to?

All the following is MHO, no flames please (though a good
discussion might help liven things up a bit around here).

Either your program is a text-mode application, or it is a GEM
application. You ought to decide which it should be.

There's nothing wrong with text-mode applications (.TOS and .TTP
programs) -- every operating system can handle them. TOS runs
them fullscreen, multi-tasking OSs such as MagiC open a window.
The user can configure that window's appearance, copy and paste
to and from it, etc. You can even use them from MiNT without
a GEM running, or in an X console window. You can easily port
them to any computer on Earth. All is well.

Now comes an application that is text-mode, but acts as if it's
GEM. It opens a window of its own (which looks different from
the console window that's opened for text-mode apps), but that's
as GEM as it gets. You still have to operate it by keyboard.
You need a GEM to run them on, and lose portability and
flexibility in the process. And you have nothing to gain for it.

That's my impression however. Either rewrite into real GEM
applications, or stick to text-mode. Don't create a "bastard".

Or alternatively, tell me (us) why you want to. :-) No offence
meant!

Yours,
Erik.

3393. Graphics routines 8 bp to 16 +

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-09 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7omsfl$ft1$1@athena.netset.com>
Source record: 2660

Anyone have any C code for translating a MFDB from 8 or less bit planes to 16 and up? I have code that kind of does this, but it doesn't display the colors properly and there must be someway to do this fairly quickly.

Any pointers etc.? I plan on releasing all the code to the project I'm working on when I distribute it, so if you don't want me to share your code, could you at least give me a few pointers as to what to try.

Thanks,

Dan Ackerman
aka baldrick@netset.com

3394. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-10 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37aff41413cf290@xs4all.nl>
Source record: 2661

on Thu 05-08-1999 19:23 Mike De.Petris wrote:

>How do I write a function to tell the system (MagiC) to position the mouse
>somewhere and do a click, exactly like it is done by a user input ? I would
>like to automate some functions of programs I can't control from my C code.

Dead easy:

```
int dummy;

form_button(object_tree,object_nr,1,&dummy);
```

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"my father moved through dooms of love
through sames of am through haves of give"
- e.e. cummings

3395. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-10 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7op0llrmj1@sun27.hrz.tu-darmstadt.de>
Source record: 2662

Hi!

In article <37aff41413cf290@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:
> Dead easy:
> [...]

Erm, he wanted to automate functions of /other programs/, not his own
...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3396. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-10 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7op1cjrmj3@sun27.hrz.tu-darmstadt.de>
Source record: 2663

Hi!

In article <8891_mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) writes:
> Good suggestion, but how do I use it without appl_trecord ? What is
> the format of the buffer data ? Say for example I want to send the
> mouse pointer to a point X,Y and do a single click, how do I use
> appl_tplay ?

I can look that up for you, I haven't got the docs here.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3397. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-10 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7op11vrmj2@sun27.hrz.tu-darmstadt.de>
Source record: 2664

Hi!

In article <37b7520f.38357334@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:
> Whilst I haven't used appl_tplay() under MagiC, I assume it works
> because Thomas recommended it. Note though, that this call and its
> counterpart appl_record() are buggy as hell under older Gem versions.

No, appl_tplay() works OK (it's used in Maus-Window to move the mouse
pointer and simulate a click when wind_get(WF_OWNER) isn't available)
under all versions of (Atari-)GEM. It's just appl_trecord() that has
some problems, so that you can't easily use a combination of record and
play to repeat a sequence of actions.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3398. GFA Basic and MFP's Timer B

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-11 00:00:00 UTC
From: St&#65533;phane Perez <sperez@club-internet.fr>
Message-ID: <37B0CF03.E8616DDD@club-internet.fr>
Source record: 2665

```
Hello !

I'm "converting" an assembly source into GFA and I would
like to know how putting a routine in Timer B using GFA ?

Here is a part of the original source :

move.l #timer_b,$120

timer_b:
jsr player+4
bclr #0,$FFFFFA0F

I've tried this in GFA, into a loop :
SLPOKE $120,player%+4
~BCLR($FFFFFFFA0F,0)

but it doesn't work...

Who can help me please ???

(for more info, it's the Sid Sound designer player source)

Thanks !!

-----------------------------------------------------
Lisez le Toxic Mag / Read the Toxic Mag
http://www.chez.com/toxicmag/index.html

||| Atari Falcon - 1.7 GB - 14 MB RAM
||| Visitez ma Maison Page :
/ | \ http://www.multimania.com/toxicmag
-----------------------------------------------------
```

3399. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b35f9b.1474890@news.demon.co.uk>
Source record: 2666

On 10 Aug 1999 11:05:35 GMT, gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

>Hi!
>
>In article <37b7520f.38357334@news.demon.co.uk>,
> guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> Whilst I haven't used appl_tplay() under MagiC, I assume it works
>> because Thomas recommended it. Note though, that this call and its
>> counterpart appl_record() are buggy as hell under older Gem versions.
>
>No, appl_tplay() works OK (it's used in Maus-Window to move the mouse
>pointer and simulate a click when wind_get(WF_OWNER) isn't available)
>under all versions of (Atari-)GEM. It's just appl_trecord() that has
>some problems, so that you can't easily use a combination of record and
>play to repeat a sequence of actions.

Ah, I see.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3400. Re: GFA Basic and MFP's Timer B

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-11 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <Aaz1AAA4Kbs3Ew0N@my-ste.demon.co.uk>
Source record: 2667

```
In article <37B0CF03.E8616DDD@club-internet.fr>, Sti¿½phane Perez
<sperez@club-internet.fr> writes
>Hello !
>
>I'm "converting" an assembly source into GFA and I would
>like to know how putting a routine in Timer B using GFA ?
>
>Here is a part of the original source :
>
> move.l #timer_b,$120
>
>timer_b:
> jsr player+4
> bclr #0,$FFFFFA0F
>
>I've tried this in GFA, into a loop :
>SLPOKE $120,player%+4
>~BCLR($FFFFFFFA0F,0)

What you're trying to do is clear bit 0 at address $FFFFFA0F but what
you are actually doing is clearing bit 0 of the value $FFFFFA0F.
Replacing the ~BCLR() with

SPOKE $FFFFFA0F,BCLR(PEEK($FFFFFA0F),0)

will get the value at $FFFFFA0F, clear bit 0 and write it back again.

--
David Bolt
```

3401. MALLOC, PTERMRES and DiskOP Please help!

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-12 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <37b299de.72281@nntpserver.swip.net>
Source record: 2668

Hello.
I'm currently woking on a project to control theatrelighting with the
Atari.

Sofar everything has worked out well exept multitasking.
So I've decided to make the program into smaller pieces.
My problem now is that I all the smaller programs need to
share one common memory address.
In this address there is supposed to be 120 bytes, that any
program can change at any time.

This is how I decided to build the program:

* Program init
* APPL_INIT
* Reserve 120 bytes (is there a really good way of doing this?)
* Open a file called EXPOSURE.QQQ in the root.
* Save a longword containing the address I got for the 120 bytes
(how do you save a memoryaddress and how to do as a longword?)
* Close the file
* GEMDOS 49 (PTERMRES) quit and stay resident.

My problem is in the reservation of 120 bytes and saving of that
longword containing the address.

Would appriciate a fast answer!
Thanks
Jeppe Br&#65533;nnmark
jesper.brannmark@swipnet.se

3402. Re: GFA Basic and MFP's Timer B

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: St&#65533;phane Perez <sperez@club-internet.fr>
Message-ID: <37B349DC.B5A2EE8A@club-internet.fr>
Source record: 2669

```
Hello

David Bolt a ï¿½crit:
>
> What you're trying to do is clear bit 0 at address $FFFFFA0F but what
> you are actually doing is clearing bit 0 of the value $FFFFFA0F.
> Replacing the ~BCLR() with
>
> SPOKE $FFFFFA0F,BCLR(PEEK($FFFFFA0F),0)
>
> will get the value at $FFFFFA0F, clear bit 0 and write it back again.

Oh... OK I made a mistake !
Thanks !!!

------------------------------------------------------
Lisez le Toxic Mag / Read the Toxic Mag
http://www.chez.com/toxicmag/index.html

||| Atari Falcon - 1.7 GB - 14 MB RAM
||| Visitez ma Maison Page :
/ | \ http://www.multimania.com/toxicmag
------------------------------------------------------
```

3403. Re: MALLOC, PTERMRES and DiskOP Please help!

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b30812.110137629@news.demon.co.uk>
Source record: 2670

On Thu, 12 Aug 1999 10:03:30 GMT, jesper.brannmark@swipnet.se (Jeppe Bri¿½nnmark) wrote:

>Hello.
>I'm currently woking on a project to control theatrelighting with the
>Atari.
>
>Sofar everything has worked out well exept multitasking.
>So I've decided to make the program into smaller pieces.
>My problem now is that I all the smaller programs need to
>share one common memory address.
>In this address there is supposed to be 120 bytes, that any
>program can change at any time.
>
>This is how I decided to build the program:
>
>* Program init
>* APPL_INIT

Ah, a Gem prog. That makes it a bit easier.

>* Reserve 120 bytes (is there a really good way of doing this?)

Any kind of dynamic memory allocation will do, so malloc/free in C or simply the OS one: Malloc/Free.

Alternatively, use a 'static' block declared within your program. From APPL_INIT am I correct in thinking you are using GFA and not C?

I don't know any GFA but what you want for 'static' is a GFA method whereby you can reserve a block of 120 bytes whose address will never change once the program has loaded.

>* Open a file called EXPOSURE.QQQ in the root.
>* Save a longword containing the address I got for the 120 bytes
> (how do you save a memoryaddress and how to do as a longword?)

Dunno for GFA but for C doing it via the 'static' way would go something like this...

```
static char common_block[120];

fp = fopen("EXPOSURE.QQQ","wb");
fwrite(common_block,sizeof(char*),1,fp);
fclose(fp);
```

The above saves the start address into the file. This'll only remain valid whilst the current program remains running of course.

>* Close the file
>* GEMDOS 49 (PTERMRES) quit and stay resident.

And this keeps it running, fine.

>My problem is in the reservation of 120 bytes and saving of that
>longword containing the address.

If all the programs are Gem ones (ie they use APPL_INIT) then you may consider using messages. The program that reserves the memory can send a message to all the others telling them the address of the block it has reserved.

Alternatively, with a slight adjustment you could have the "memory reserver" be a desktop accessory. This of course will automatically remain resident (you will have to use the 'static' method - malloc is problematic for DA's) and it can just sit there waiting for messages to be sent to *it*. Replacement Gem's make it even easier. Just launch multiple processes, one of which is the memory reserver.

Naturally one message it can expect is...

WM_WTF_IS_THAT_MEMORY :-))

... to which it will respond...

WM_ITS_ADDRESS_IS_IN_THIS_MESSAGE_HERE

Send messages via appl_write. Await them in the usual manner - event_multi for instance.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3404. Re: Graphics routines 8 bp to 16 +

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b70bbc.111075988@news.demon.co.uk>
Source record: 2671

On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
wrote:

> Anyone have any C code for translating a MFDB from 8 or less bit
>planes to 16 and up? I have code that kind of does this, but it doesn't
>display the colors properly and there must be someway to do this fairly
>quickly.

Dunno, I've never done it. I've one thought (possibly useless)...

What about an in-place transform? Convert to the standard "portable"
VDI format where the planes are split one after the other, add some
more planes, then convert back to device dependant format.

> Any pointers etc.? I plan on releasing all the code to the
>project I'm working on when I distribute it, so if you don't want me to
>share your code, could you at least give me a few pointers as to what to
>try.
>
>
> Thanks,
>
> Dan Ackerman
> aka baldrick@netset.com

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3405. Re: new user

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b60a1c.110659299@news.demon.co.uk>
Source record: 2672

On Thu, 12 Aug 99 03:27:53 GMT, "jombo69@hotmail.com"
<jombo69@hotmail.com> Posted To:

>Newsgroups:
>comp.sys.amstrad.8bit,
>comp.sys.apollo,
>comp.sys.apple2,
>comp.sys.apple2.comm,
>comp.sys.apple2.gno,
>comp.sys.apple2.marketplace,
>comp.sys.apple2.programmer,
>comp.sys.apple2.usergroups,
>comp.sys.arm,
>comp.sys.atari.8bit,
>comp.sys.atari.advocacy,
>comp.sys.atari.programmer,
>comp.sys.atari.st,
>comp.sys.atari.st.tech,
>comp.sys.att,
>comp.sys.be.advocacy,
>comp.sys.be.help,
>comp.sys.be.misc,
>comp.sys.be.programmer,
>comp.sys.cbm,
>comp.sys.cdc,
>comp.sys.convex,
>comp.sys.dec,
>comp.sys.dec.micro,
>comp.sys.encore

>Hi I am new on this group, do you know where i can fine the newuser FAQ?

Crossposting in this manner isn't going to win you any friends. Try
posting to each group individually if the FAQ for it hasn't turned up
after a couple of weeks lurking.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3406. Re: GFA Basic and MFP's Timer B

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37b80d71.111512196@news.demon.co.uk>
Source record: 2673

On Wed, 11 Aug 1999 03:16:51 +0200, "Sti¿½phane Perez"
<sperez@club-internet.fr> wrote:

>Hello !
>
>I'm "converting" an assembly source into GFA and I would
>like to know how putting a routine in Timer B using GFA ?
>
>Here is a part of the original source :
>
> move.l #timer_b,$120

The above is putting the address of the timer_b routine into memory
location $120.

>timer_b:
> jsr player+4
> bclr #0,$FFFFFA0F
>
>I've tried this in GFA, into a loop :
>SLPOKE $120,player%+4

As I don't use GFA I haven't the foggiest idea what that GFA statement
is attempting to do. Doesn't make sense whatever meaning I try and
give it.

>~BCLR($FFFFFFFA0F,0)
>
>but it doesn't work...
>
>Who can help me please ???

Such details are slipping from my mind over time - but are you sure
TimerB can be called from a language? What cpu register and stack
usage does it have? Put it this way, if it turns out to be impossible
to write TimerB routines in C then it will definately be impossible
with GFA, thus assembler may have to be used for the TimerB routine
itself.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3407. Re: Write CPX from GFA -Possible?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: atari@bright.net
Message-ID: <QUKs3.205$i42.4966@cletus.bright.net>
Source record: 2674

On 6 Aug 1999 11:44:51 G, Joakim H�gberg wrote:
>Greetings all,
>
>As the subject indicates I wonder if anyone know if it possible to write
>CPX-modules from within GFA-basic, and if so, is there any source code
>available somewhere on ftps or other?

I've wondered this myself.
I have not run into any such info yet though.

3408. Re: GFA Basic and MFP's Timer B

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: atari@bright.net
Message-ID: <_YKs3.207$i42.4966@cletus.bright.net>
Source record: 2675

On 11 Aug 1999 03:16:51 , "St&#65533;phane Perez" wrote:
>Hello !
>
>I'm "converting" an assembly source into GFA and I would
>like to know how putting a routine in Timer B using GFA ?
>
>Here is a part of the original source :
>
> move.l #timer_b,$120
>
>timer_b:
> jsr player+4
> bclr #0,$FFFFFA0F
>
>I've tried this in GFA, into a loop :
>SLPOKE $120,player%+4
>~BCLR($FFFFFFFA0F,0)
>
>but it doesn't work...
>
>Who can help me please ???

On my web page you will find some source code for locating the start address of a gfa procedure or function.

That might help?

3409. Re: MALLOC, PTERMRES and DiskOP Please help

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: atari@bright.net
Message-ID: <v2Ls3.209$i42.4966@cletus.bright.net>
Source record: 2676

On 12 Aug 1999 10:03:30 , Jeppe Br&#65533;nnmark wrote:
>Hello.
>I'm currently woking on a project to control theatrelighting with the
>Atari.
>
>Sofar everything has worked out well exept multitasking.
>So I've decided to make the program into smaller pieces.
>My problem now is that I all the smaller programs need to
>share one common memory address.
>In this address there is supposed to be 120 bytes, that any
>program can change at any time.
>
>This is how I decided to build the program:
>
>* Program init
>* APPL_INIT
>* Reserve 120 bytes (is there a really good way of doing this?)
>* Open a file called EXPOSURE.QQQ in the root.
>* Save a longword containing the address I got for the 120 bytes
> (how do you save a memoryaddress and how to do as a longword?)
>* Close the file
>* GEMDOS 49 (PTERMRES) quit and stay resident.
>
>
>My problem is in the reservation of 120 bytes and saving of that
>longword containing the address.

```
in gfa it would be something like:

adr%=malloc(120)
if adr%<=0
'some error!
endif
open "O",#1,"buffer.dat"
out% #1,adr%
close #1

to get pointer back:
open "I",#1,"buffer.dat"
adr%=inp%(#1)
close #1

to free ram later:
~mfree(adr%)
```

that is if you was refering to gfa ;-)

3410. Re^2: from TOS to GEM

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8956_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2677

In uno strano messaggio del 09 Aug 99 U_Kaiser@t-online.de (2:333/608.1)
scrisse al povero Mike De.Petris:
UK> The gemlib I've been just talking of does not simplify GEM, but
UK> CF-GEMLIB (http://www.tu-harburg.de/~smcf1605/) does and it is free as

Thank you, grazie, I'm starting to write now, and I do not want VT52 to
manage the text window, but simply change actual output to do writes on
program's own window. I want to use a library just to handle those nonmodal
dialogs and things that changes from normal TO to MagiC or other systems with
enhanced AES functions and so.

I do not know what those libraries do, so I will consider your opinion and
then get a recent release to have a look, thanks for suggestions.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3411. Re: new user

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <oX$cqBAxg+s3Ewhc@steverosie.demon.co.uk>
Source record: 2678

On Fri, 13 Aug 1999 at 01:46:49 a message from Guy Harrison was created
on the subject of new user.
>On Thu, 12 Aug 99 03:27:53 GMT, "jombo69@hotmail.com"
><jombo69@hotmail.com> Posted To:
>
>>Newsgroups:
>>comp.sys.amstrad.8bit,
>>comp.sys.apollo,
>>comp.sys.apple2,
>>comp.sys.apple2.comm,
>>comp.sys.apple2.gno,
>>comp.sys.apple2.marketplace,
>>comp.sys.apple2.programmer,
>>comp.sys.apple2.usergroups,
>>comp.sys.arm,
>>comp.sys.atari.8bit,
>>comp.sys.atari.advocacy,
>>comp.sys.atari.programmer,
>>comp.sys.atari.st,
>>comp.sys.atari.st.tech,
>>comp.sys.att,
>>comp.sys.be.advocacy,
>>comp.sys.be.help,
>>comp.sys.be.misc,
>>comp.sys.be.programmer,
>>comp.sys.cbm,
>>comp.sys.cdc,
>>comp.sys.convex,
>>comp.sys.dec,
>>comp.sys.dec.micro,
>>comp.sys.encore
>
>>Hi I am new on this group, do you know where i can fine the newuser FAQ?
>
>Crossposting in this manner isn't going to win you any friends. Try
>posting to each group individually if the FAQ for it hasn't turned up
>after a couple of weeks lurking.

Thanks Guy

I keep forgetting to check for crossposting, every now and then!

I wonder what the original poster meant by 'new on this group"! as they
seem to have newsgroup experience!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3412. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7p0to1nbi1@nnrp1.deja.com>
Source record: 2679
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <7op2ep$sv8$1@sun27.hrz.tu-darmstadt.de>,
gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

> So, basically do this:
>
> wind_get(0, WF_TOP, &win);
> while (win)
> {
> if (wind_get(win, WF_OWNER, &owner, &below, &above))
> {
> /* Do something with window win and the owner id */
> win = below;
> }
> else
> break;
> }

This code does not work under MagiC6, atleast not on my TT... Btw., the wind_get-call should be "wind_get(win, WF_OWNER, &owner, &open, &below, &above)", but this doesn't help much either ;-)

Basically the problem is that while wind_get(0, WF_TOP...) returns the correct handle, the following wind_get-call only returns the same values every time (owner 1, open 0, below 11, above 1...). It also never returns FALSE, so the loop never ends.

I have a lot of small, but annoying problems like this with MagiC, especially the SM_M_MESSAGES to the screenmanager is giving me headaches. They *definitively* don't work as documented!

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3413. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7p18u1$lf5$1@sun27.hrz.tu-darmstadt.de>
Source record: 2680
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi!

In comp.sys.atari.programmer joska@nuts.edu wrote:
> This code does not work under MagiC6, atleast not on my TT...

Does Thing's topping of already running applications work? I.e., run a non-AV-Client (e.g. Pure C) open some windows in it, switch back to Thing and run the program again. Answer "No" to the question whether you want to run the app again, and it should get topped, including its menu bar.

If that works, the code is OK.

> Btw., the wind_get-call should be "wind_get(win, WF_OWNER, &owner,
> &open, &below, &above)", but this doesn't help much either ;-)

Well, I wrote it from memory, so errors are to be expected ;)

> Basically the problem is that while wind_get(0, WF_TOP...) returns the
> correct handle, the following wind_get-call only returns the same
> values every time (owner 1, open 0, below 11, above 1...). It also
> never returns FALSE, so the loop never ends.

It does in Thing, with MagiC 6.x on the Falcon, as with MagiC Milan (and N.AES, of course). Just a guess: You aren't using Pure C here? It doesn't work correctly for new wind_get/wind_set() opcodes, as it has an internal table telling how many parameters each opcode returns/expects. With new opcodes, the original PCGEMLIB code either crashes or does nonsense. You'll need your own wind_get() implementation, even for WF_TOP of you want to use its extended output.

If you're not using Pure C, I can't tell you what the problem could be.

> I have a lot of small, but annoying problems like this with MagiC,
> especially the SM_M_MESSAGES to the screenmanager is giving me
> headaches. They *definitively* don't work as documented!

At least the message to activate an app's menu bar does work correctly, Maus-Window successfully uses it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

Vote against SPAM: http://www.politik-digital.de/spam/

3414. Re: Graphics routines 8 bp to 16 +

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7p1eda$hd7$1@athena.netset.com>
Source record: 2681

In article <37b70bbc.111075988@news.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>wrote:
>
>What about an in-place transform? Convert to the standard "portable"
>VDI format where the planes are split one after the other, add some
>more planes, then convert back to device dependant format.
>

Well that isn't hard have that bit done. Problem is coming in
with the mapping of the colors properly in high resolutions. I can
translate the images up, but then the colors are completely wrong.

Dan Ackerman
aka baldrick@netset.com

3415. Re: GFA Basic and MFP's Timer B

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199908131335.a41569@su.maus.de>
Source record: 2682

Hi!

GH>but are you sure TimerB can be called from a language?
The important questions therefore (and for interrupts in general) are:
- How can I asure that no register is modified by the interrupt routine?
- How can I generate the rte instruction to finish the interrupt?

This is rather difficult to impossible (and compiler dependant) in C and I
don't think it's possible in basic.

Another point you have to pay attention to is that you do not use any non
reentrant code (function) which is used by your main program

IMO interrupts should only be programmed in assembler because it's the only
language where you have full control over the generated code which is
absolutely neccessary for interrupts

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

3416. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-13 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199908132211.a42086@su.maus.de>
Source record: 2683

Hi Jo!

J>This code does not work under MagiC6, atleast not on my TT...
I have a programm that uses similar code and it works

J>Basically the problem is that while wind_get(0, WF_TOP...) returns the
J>correct handle, the following wind_get-call only returns the same
J>values every time
That sounds like the Pure-C wind_get() problem (which Thomas already
explained)

J>I have a lot of small, but annoying problems like this with MagiC,
J>especially the SM_M_MESSAGES to the screenmanager is giving me
J>headaches. They *definitively* don't work as documented!
I am working on a small tool which provides the N.AES function appl_control()
under MagiC. If that would fit your need: I am looking for beta testers which
are able to use this function in an own program

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

3417. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p2cf3$2b6$1@snipp.uninett.no>
Source record: 2684
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In comp.sys.atari.st.tech Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> N.AES, of course). Just a guess: You aren't using Pure C here? It

That's it :-) I'm using the original GEM-bindings for this project, that's
the problem. Thanks for reminding me ;-)

>> I have a lot of small, but annoying problems like this with MagiC,
>> especially the SM_M_MESSAGES to the screenmanager is giving me
>> headaches. They *definitively* don't work as documented!

> At least the message to activate an app's menu bar does work correctly,
> Maus-Window successfully uses it.

My problem is that while it will hide an application without problems, it
might (or might not!) show a completely different application even when
I'm using the same apid... Or it will hide the wrong application and
display the correct one. Or get both wrong. Occasionally it will actually
get both right. And yes - I *am* checking the parameters :-/

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3418. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p3lkm$8m8$3@snipp.uninett.no>
Source record: 2685

Jï¿½rg Westheide <Joerg_Westheide@su.maus.de> wrote:

> J>I have a lot of small, but annoying problems like this with MagiC,
> J>especially the SM_M_MESSAGES to the screenmanager is giving me
> J>headaches. They *definitively* don't work as documented!
> I am working on a small tool which provides the N.AES function appl_control()
> under MagiC. If that would fit your need: I am looking for beta testers which
> are able to use this function in an own program

Sounds like me :-) I'm using appl_control() in Taskbar under N.AES, it
would make things a lot easier if I could use it under MagiC as well.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3419. Re: MALLOC, PTERMRES and DiskOP Please help!

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-14 00:00:00 UTC
From: Martin Elsässer <Martin.Elsaesser@T-Online.de>
Message-ID: <37B57AA4.EBF0015@T-Online.de>
Source record: 2686

Hello,

> * Program init
> * APPL_INIT
> * Reserve 120 bytes (is there a really good way of doing this?)
> * Open a file called EXPOSURE.QQQ in the root.
> * Save a longword containing the address I got for the 120 bytes
> (how do you save a memoryaddress and how to do as a longword?)
> * Close the file
> * GEMDOS 49 (PTERMRES) quit and stay resident.

You can write a simple TSR-Program for the AUTO-Folder, which allocates the memory, writes the address of the memory in a cookie and terminates staying resident. All your little Programs can use the Cookie to get the adress of the memory. If the cookie doesn't exist,you can start the TSR-Program or quit your program with an error message. For this little TSR you must not use any AES call, since the AES are not initialized. In C your programm can look like

```
int main( void )
{
void *memory=Mxalloc(<amount>, <global>);

create_cookie('myID', memory);
stay_resident();
}
```

but this work is done much better in an assembler program with less overhead.

Greetings

Martin Elsässer

3420. Re: Graphics routines 8 bp to 16 +

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-15 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7p50k4$n8h$1@nyheter.chalmers.se>
Source record: 2687

In article <7p1eda$hd7$1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <37b70bbc.111075988@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>>wrote:
>>
>>What about an in-place transform? Convert to the standard "portable"
>>VDI format where the planes are split one after the other, add some
>>more planes, then convert back to device dependant format.
>
> Well that isn't hard have that bit done. Problem is coming in
>with the mapping of the colors properly in high resolutions. I can
>translate the images up, but then the colors are completely wrong.

The only reasonable answer to your question is: Do it yourself!
(Or rather, find a library that does it for you.)

I've only done this the other way around (for fVDI), but what I do
there is at least compatible with the Falcon desktop.
Unfortunately, it seems like Atari couldn't decide on how vr_trnfm
was supposed to work in true colour modes. The Falcon desktop always
does a vr_trnfm, but it has specialized pre- and post-processing code
for the 16 bit case.

In short, 16 bit vr_trnfm is only supposed to combine the bits into
words (it's apparently up to the caller to make sure that those bits
somehow correspond to the correct colours), but 24/32 bit vr_trnfm
must also do a translation via the (software) 256 entry VDI palette to
give a valid colour value (I seem to recall that I had to reverse the
bit order too).
Then of course, the normal desktop can't display icons in any other
true colour mode than 16 bit in any case...
(It simply assumes that anything that isn't 16 bit can be treated as
a palette based mode, which isn't very smart when it comes to masking
the background in 24/32 bit. (To get any icons to display at all in
32 bit mode, fVDI can be told to do all blits in D=S mode.))

If you want to see how fVDI does the reverse of what you're looking
for, just let me know. As I said earlier, you shouldn't go the
vr_trnfm way at all, though, for true colour modes.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3421. Anthony Jacques site

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-15 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7p6f99$4ml$1@news7.svr.pol.co.uk>
Source record: 2688

Could someone tell me where his site is, all the links I find are broken to Zetnet server thanks.

chris.swinson@mega-disczine.freeserve.co.uk

3422. Re: NEW FREE YOUNG AMATEURS 74108

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-15 00:00:00 UTC
From: Dr Paul Langtry <dr_pee@jpel.demon.co.uk>
Message-ID: <5Dk05uA2Ltt3Ew6O@jpel.demon.co.uk>
Source record: 2689
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <15089914.1013@hornyslut.net>, fuckme@hornyslut.net writes
>This is the best BRAND NEW AMATEUR SITE ever.
>
>Some of my girlfriends and I decided to put together an amateur sex site, we get
>up to all sorts of really naughty things. And its all FREE - It makes us so
>horny to know that you are watching us, you will come and watch won't you
>babe...
>
>http://website.lineone.net/~bluescreen/aa/welcome.htm

Repent,

Judgement Day is nigh

dr_pee
--
Dr Paul Langtry

3423. ST NEWBIE

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-15 00:00:00 UTC
From: STATIC <static@scenegods.com>
Message-ID: <7p7h27$2dme@enews4.newsguy.com>
Source record: 2690

I've been coding in x86 asm and c/c++. I just found this cool atari st in my closet but it has no software and only a floppy drive. I started playing around with tos for a bit. But anyways, I want to know if there is any freeware/shareware atari st assemblers or a c/c++ compiler for atari st. Or if there is one available for purchasing, where I could get it. I really want to do some graphics programming and see how fast I can get this beast to run in 3d. Which reminds me, I guess I would somehow need to find information on the graphic card (video modes, software interrupts, etc.) so i could do graphics programming. Anyways peace out, and any help is defintely appreciated.

3424. Re: Graphics routines 8 bp to 16 +

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-16 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7p98tv$ce8$1@athena.netset.com>
Source record: 2691

```
In article <7p50k4$n8h$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <7p1eda$hd7$1@athena.netset.com>,
>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>In article <37b70bbc.111075988@news.demon.co.uk>,
>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>>>wrote:
>>>
>>>What about an in-place transform? Convert to the standard "portable"
>>>VDI format where the planes are split one after the other, add some
>>>more planes, then convert back to device dependant format.
>>
>> Well that isn't hard have that bit done. Problem is coming in
>>with the mapping of the colors properly in high resolutions. I can
>>translate the images up, but then the colors are completely wrong.
>
>The only reasonable answer to your question is: Do it yourself!
>(Or rather, find a library that does it for you.)
>
>I've only done this the other way around (for fVDI), but what I do
>there is at least compatible with the Falcon desktop.
>Unfortunately, it seems like Atari couldn't decide on how vr_trnfm
>was supposed to work in true colour modes. The Falcon desktop always
>does a vr_trnfm, but it has specialized pre- and post-processing code
>for the 16 bit case.
>
>In short, 16 bit vr_trnfm is only supposed to combine the bits into
>words (it's apparently up to the caller to make sure that those bits
>somehow correspond to the correct colours), but 24/32 bit vr_trnfm
>must also do a translation via the (software) 256 entry VDI palette to
>give a valid colour value (I seem to recall that I had to reverse the
>bit order too).
>Then of course, the normal desktop can't display icons in any other
>true colour mode than 16 bit in any case...
>(It simply assumes that anything that isn't 16 bit can be treated as
> a palette based mode, which isn't very smart when it comes to masking
> the background in 24/32 bit. (To get any icons to display at all in
> 32 bit mode, fVDI can be told to do all blits in D=S mode.))

I'm not certain I get your meaning here. What I have does work at
least partially in all the tests I've done. I guess my sticking point is
above. "It's apparently up to the caller to make sure that those bits
somehow correspond to the correct colours". This is the part I'm stuck
```

on. I'm used to the Falcon vr_trnfm bug. I can't remember exactly what it is at the moment, but basically clearing an mfdb on a falcon in 16 bit color doesn't work correctly (or at least something along those lines). I used to use a Falcon all the time, so had the routines fixed for that years ago.

The resulting bitmaps look correct except for the colours. So I guess what I am looking for is how to properly get these colors to appear on the screen. I thought I had someway to do it about 5-6 years ago, but I can't find the code anywhere and it's just been too long since I played around with those routines.

I imagine it's something fairly simple in effect. A matter of order in the definition of the colors. Of course I could be completely wrong on this.

Right now my process is in the following manner.

```
save_current_screen_colors();

uncompress_ximg_pallette();

load_ximg_pallette();

uncompress_ximg();

vro_cpyfm_ximg to screen();

free_temporary_decompression_for_ximg();

...

restore_screen_colors();
```

I would have thought that this would have been the correct method since the vdi pens in 16bit color and up only apply to the drawing of pixels and don't actually change any colors already on the screen. However this doesn't seem to do the trick.

Do I have to manually go through the resulting image and redraw all the pixels into the correct colors?

Dan Ackerman
aka baldrick@netset.com

>
>
>If you want to see how fVDI does the reverse of what you're looking
>for, just let me know. As I said earlier, you shouldn't go the

I might just do that if I can't figure out where to go from here.

3425. Re^2: some MagiC programming questions

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-17 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8983_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2692

AREA [N.PROG]
In uno strano messaggio del 08 Aug 99 Rory Street (90:102/153) scrisse al
povero Mike De.Petris:
RS> When you say single mode. Are you refering to when you set MagiC to
RS> single tasking mode and run a program?

Yes, Thing desktop can execute programs in single mode, for example keeping
SHIFT pressed.

RS> Ahh with some programs it is best to let them close themselves down. For
RS> example the program Manager by Koos Kuil actually uses a menu call to
RS> shut down Semper. Forcing a program to shutdown usually means you have
RS> to clear up after it all the resources it was using.

Yes but I want to auto-reboot my BBS each night to avoid freezing in the
morning after some sessions/users.

RS> Not sure about that one ... anyone?

I think it will be safer to use an HFS disk that I can see from MacOS, even
if slower, and also easier to backup and repair.

MDP>> - What about networking in MagiCMac and MagiCPC ? is all going well
MDP>> on the serial and parallel ports ?
RS> I know it is possible to network a PC and an ST with the Parralel ports.
RS> I am not sure if the Mac has the same functions..

Nono, I was asking about using serial connections in MagiCMac and MagiCPC for
STiNG, IConnect and so on, not to connect to a "real" Atari 8^) this is what
I am doing now.

RS> One thing that would be nice. Is if someone could create a networking
RS> client for MagiC just like the Novell client..

My NOS can connect ppp or slip, that you access all tcp/ip world, actually I
have a serial ppp connection to a win95 PC that acts as a router for the TT
on my LAN.

RS> Oooh thats a hard one. Anyone?

Yes I found myself some docs about MagiCMac and communications to the MacOS,
you can do Mac calls from MagiCMac Atari programs and communicate with the
MacOS, very interesting, tought a bit hard to build and test I think.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3426. Re: some MagiC programming questions

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-17 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8984_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2693

```
AREA [N.PROG]
In uno strano messaggio del 08 Aug 99 Steve Sweet (90:102/105) scrisse al
povero Mike De.Petris:
MDP>> - how do I call a program in "Single Mode" ?
SS> It souds like you need the recently translated Magic Programmings
SS> Doc's.

Yes I have it but it is not clear about this point. Seems that only
application 0 (the shell/Thing) can do the single mode call, freezing all
other applications and releasing memory, this is the SINGLE.TXT, but does not
say what to do if I am not application 0:

Description of "single mode" of Mag!X
=====================================

Position: Mag!X 1.12
Andreas Kromke, 4.3.93
English translation: Peter West, April 99

Mag!X distinguishes between three differently paired types of applications:

a) The application #0
b) Accessories
c) Other applications (ap_id > 0)

The following call serves for launching programs under Mag!X:

*
* int shel_write(int doex, int isgr, int isover, char *cmd, char *tail)
*

Warning: MultiTOS works in a way that is completely incompatible to
previous TOS versions. The new calls are controled via <doex>
(0 here is program launch with automatic isgr-identifier and
1 with manual isgr-identifier, etc.) while "isover", which is
called "iscr" here, controls the ARGV passing.

Thre are 5 different possibilities to launch applications from within
others ("magx.h"). Here are the parameter values for <isover>:

* #define SHW_IMMED 0 /* PC-GEM 2.x */
* #define SHW_CHAIN 1 /* TOS */
* #define SHW_DOS 2 /* PC-GEM 2.x */
* #define SHW_PARALLEL 100 /* MAGIX */
* #define SHW_SINGLE 101 /* MAGIX */

Of these, modes 0 and 2 are not supported by Mag!X. <doex> must always
be 1, otherwise only previous shel_write() calls will be revoked (as in
```

TOS 1.04).

1. SHW_PARALLEL
A new application will be created. It inherits all standard paths and files from the current application. The new application runs in parallel to the previous one. One will only get an error code if a memory shortage occured during set-up. There is no message at the termination of the new application (no "death-of-child").
2. SHW_CHAIN
This is the procedure under TOS. The program makes the call, and after terminating itself the AES launches the new program. SHW_CHAIN does not work with desk accessories, as these must never be permitted to terminate.
The new program inherits the standard paths and files that the previous program had at the time of its launch. In general these are in turn the ones that the program had that earlier launched the "ancestor" of the application with SHW_PARALLEL. In the case of application #0 therefore the new program gets the standard paths of the AES.
If DESKTOP.APP (shell of GEM 2.2) is installed as a shell, then Mag!X will insert the current path and drive before the filename.
3. SHW_SINGLE
Works like SHW_CHAIN, with the exception that before calling the program all applications apart from application #0 and #1 (SCRENMGR) are frozen. The programs are unfrozen once more after the program terminates as long as it did not make a new shel_write() call with SHW_SINGLE on its part.
One should add that from Mag!X 2.00 onward when calling shel_write in SHW_SINGLE mode the current paths of the caller are passed to the parent and hence to the new program. Warning: The paths of the calling program are destroyed after this, though this is not critical as the call following shel_write is generally a Pterm.

The loops for SHW_CHAIN and SHW_SINGLE look like this:

For application with ap_id > 0:

```
while(doex)
start(isgr, cmd, tail);
```

For application #0:

```
while(world_is_turning)
{
start_desktop();
while(doex)
{
if (single_mode && single_mode_not_yet_activated)
activate_single_mode;
else unfreeze_programs_if_appropriate;
start(isgr, cmd, tail);
}
```

```
unfreeze_programs_if_appropriate;
}
```

How do I launch a program in "single mode"?:

a) Ensure that I am application #0 (i.e. ap_id == 0).
b) Set paths and drive for the new program.
c) shel_write(TRUE, isgr, SHW_SINGLE, cmd, path);
d) All important settings to temporary file or shell-buffer.
e) appl_exit()/v_clsvwk()/Pterm0.

How do I launch a program in "chain mode"?:

a) If appropriate set paths and drive for the new program and make a
call
shel_write(TRUE, dummy, SHW_SINGLE, dummy2, dummy3);
in order to set the paths for the new program (incompatible to TOS).
b) shel_write(TRUE, isgr, SHW_CHAIN, cmd, path);
d) All important settings to temporary file or shell-buffer.
d) appl_exit()/v_clsvwk()/Pterm0.

After the program terminates the shell will be reloaded automatically.
When calling the shell one gets in the command line (->shel_read) the
"magic" sequence (magx.h):

```
/* tail for default shell */

typedef struct
{
int dummy; /* a null-word */
long magic; /* 'SHEL', if it's a shell */
int isfirst; /* first call of the shell */
long lasterr; /* last error */
int wasgr; /* program was a graphic-app. */
} SHELTAIL;
```

If <isfirst> is set then the status is to be read from something like
DESKTOP.INF, if <isfirst> is not set then one takes the temporary file or
shell-buffer.
<lasterr> is the return value of the program running previously. If this
was a GEM program then the error will already have been displayed in an
alert box. It is well known that the longword is negative if the error
occurred with Pexec itself; a program return value always has the high
word 0.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3427. Disk formatting in Gfa-basic

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-17 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7pb3ul$5u9$1@rubens.telebyte.nl>
Source record: 2694

Can anyone tell me how I can format a (standard 720K DS/DD TOS and/or
DOS format) floppydisk from within a Gfa-Basic program. Some source code examples
would be welcome. Please send your email to: mt@telebyte.nl.
Thank you.

3428. Re: Re^2: some MagiC programming questions

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-17 00:00:00 UTC
From: olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <37B94886.8F7B1495@utbm.fr>
Source record: 2695

>

Hello Mike

>
>
> Yes I found myself some docs about MagiCMac and communications to the MacOS,
> you can do Mac calls from MagiCMac Atari programs and communicate with the
> MacOS, very interesting, tought a bit hard to build and test I think.
>

Do you have some examples to call directly MacOS witout use XCMD? I'm interesting
to see it.

Thanks
Olivier

3429. Re: Graphics routines 8 bp to 16 +

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37c12638.75866760@news.demon.co.uk>
Source record: 2696

On 13 Aug 1999 15:42:34 GMT, baldrick@dilbert.netset.com (Dan
Ackerman) wrote:

>In article <37b70bbc.111075988@news.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>>wrote:
>>
>>What about an in-place transform? Convert to the standard "portable"
>>VDI format where the planes are split one after the other, add some
>>more planes, then convert back to device dependant format.
>>
>
>
> Well that isn't hard have that bit done. Problem is coming in
>with the mapping of the colors properly in high resolutions. I can
>translate the images up, but then the colors are completely wrong.

Then I haven't a clue, perhaps one of the replacement VDI's has a
function to help, unless there is some way to temporarily open another
workstation fooling it into using the "other res" and pinch its
mappings iyswim.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3430. Re: GFA Basic and MFP's Timer B

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37c22717.76089120@news.demon.co.uk>
Source record: 2697

On Fri, 13 Aug 1999 13:35:00 +0200, Joerg_Westheide@su.maus.de (Jï¿½rg Westheide) wrote:

>Hi!
>
>GH>but are you sure TimerB can be called from a language?
>The important questions therefore (and for interrupts in general) are:
>- How can I asure that no register is modified by the interrupt routine?
>- How can I generate the rte instruction to finish the interrupt?
>
>This is rather difficult to impossible (and compiler dependant) in C and I
>don't think it's possible in basic.

Ah yes, your two question above make that clear. Would require an asm front-end to reconstruct a C environment. Not impossible but hardly any point for a timer!

>Another point you have to pay attention to is that you do not use any non
>reentrant code (function) which is used by your main program
>
>IMO interrupts should only be programmed in assembler because it's the only
>language where you have full control over the generated code which is
>absolutely neccessary for interrupts

Offhand, I seem to recall the deferred vertical blanking list can have a "standard C call" shoved in. As you state, there is little point - asm is best. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3431. Re: Graphics routines 8 bp to 16 +

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-17 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7pc9vm$3i9$1@sun27.hrz.tu-darmstadt.de>
Source record: 2698

Hi!

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> Then I haven't a clue, perhaps one of the replacement VDI's has a
> function to help

NVDI 5 has vr_transfer_bits() to handle all sorts of transformations,
even with dithering, color palette optimizations, and so on.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3432. Re: Graphics routines 8 bp to 16 +

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-18 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7pd62k$m71$1@nyheter.chalmers.se>
Source record: 2500

```
In article <7p98tv$ce8$1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <7p50k4$n8h$1@nyheter.chalmers.se>,
>Johan Klockars <rand@cd.chalmers.se> wrote:
>>In article <7p1eda$hd7$1@athena.netset.com>,
>>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>>In article <37b70bbc.111075988@news.demon.co.uk>,
>>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>>On 9 Aug 1999 15:35:17 GMT, baldrick@dilbert.netset.com (Dan Ackerman)
>>>>wrote:
...
>>The only reasonable answer to your question is: Do it yourself!
>>(Or rather, find a library that does it for you.)
...
>>In short, 16 bit vr_trnfm is only supposed to combine the bits into
>>words (it's apparently up to the caller to make sure that those bits
>>somehow correspond to the correct colours), but 24/32 bit vr_trnfm
...
> I'm not certain I get your meaning here. What I have does work at
>least partially in all the tests I've done. I guess my sticking point is
>above. "It's apparently up to the caller to make sure that those bits
>somehow correspond to the correct colours". This is the part I'm stuck
>on. I'm used to the Falcon vr_trnfm bug. I can't remember exactly what

What vr_trnfm bug?

>it is at the moment, but basically clearing an mfdb on a falcon in 16 bit
>color doesn't work correctly (or at least something along those lines). I

If you're talking about the fill with zeroes/ones blits, that is not a
bug in FalconTC but in some documentation and header files.

> The resulting bitmaps look correct except for the colours. So I

It would.

The normal work of a standard to device specific vr_trnfm is to reorder
the separate bit planes into the Atari interleaved layout. Graphics
cards, and FalconTC for that matter, don't use bit planes, however, so
something else needs to be done.

In a byte per pixel mode there's still a palette, so the only thing
that's needed is to combine eight words at a time into 16 separate 8 bit
pixel values. There's nothing for you to worry about there.

In 16 bit mode there's still a need to combine bits into 'chunky'
pixels, in this case a word per pixel. Unfortunately, it's not possible
```

to use this combined value on the display since it's only a palette
index and you need the actual colour value (RGB components). It would
have been nice if the VDI had done this for you (preferably using the
palette for the workstation in question), but for some reason Atari
decided that the Falcon vr_trnfm should only do the bit combining.
The conversion to a real colour value is done afterwards by the AES
using a look-up-table (with the 256 16 bit values of the normal palette).
IIRC, vr_trnfm delivered the bits in the opposite order to what the AES
wants so there was some bit reversal going on before the table look-up.
Also, for proper masking of icons in true colour, the 'transparent'
background needs to be black (colour value 0) rather than white (palette
index 0), so the AES (again, IIRC) does some pre-processing to modify
the white and black pixels.

Finally, there has never been an Atari TOS machine with 24/32 bit colour,
so the AES doesn't know that it may need to treat this similarly to
16 bit. It simply does a straight vr_trnfm and expects the resulting
values to be directly usable. This means that the VDI has to do the
palette look-up itself in this case.

This is all a mess and I intend to add support in fVDI for the new
NVDI 5 things someone mentioned so that we don't have to worry about
it in the future.

>guess what I am looking for is how to properly get these colors to appear
...
> I imagine it's something fairly simple in effect. A matter of

Not quite.

> I would have thought that this would have been the correct method
>since the vdi pens in 16bit color and up only apply to the drawing of
>pixels and don't actually change any colors already on the screen.

The problem is that those pens aren't used by vr_trnfm either in 16 bit.

> Do I have to manually go through the resulting image and redraw
>all the pixels into the correct colors?

You could do that. Positive Image does this in its 'VDI mode', but it's
very slow.

A much better way is to draw test pixels with suitable red, green and
blue values (one at a a time), blit them back to a table and then do
some ORing for each pixel while writing to an MFDB that can then be
blitted to the screen. Done properly, that will deal with any bit
layout without problems.
There is a library that does this for you. Wasn't it written by Guido
something?

>>If you want to see how fVDI does the reverse of what you're looking
...
> I might just do that if I can't figure out where to go from here.

Well, I've added the relevant parts below in any case.
Perhaps they can make a few things clearer. Note especially the
differences between the 16 bit and 32 bit versions.

The following code snippets are run after the initial word reordering
that is the same for all bit depths. For the bit plane modes, no more
work is needed.
This code is used right now and seems to be completely compatible with
the normal AES and desktop. If anyone discovers any problems with it,
please let me know.

I'm well aware that the code is quite slow, but I needed something that
was easy to hack around in while I was trying to figure out how this
was supposed to work. It'll all be rewritten later on.

```
* 16 bit vr_trnfm post-processing (we're still inside vr_trnfm)
move.l mfdb_address(a2),a4
move.w mfdb_height(a1),d0

subq.w #1,d0
.l0:
move.w mfdb_wdwidth(a1),d1
subq.w #1,d1
.l1:
movem.l (a4),d2-d7/a5-a6 ; Copy a batch of words to a
movem.l d2-d7/a5-a6,(a3) ; temporary buffer to simplify
moveq #15,d3 ; things a bit
.l2:
moveq #30,d4
.l3:
move.w 0(a3,d4),d5 ; Rotate out a new set of bits
add.w d5,d5
; addx.w d6,d6
roxr.w #1,d6 ; This _is_ the right one!
move.w d5,0(a3,d4)
subq.w #2,d4
bpl .l3
move.w d6,(a4)+ ; Another pixel completed
.skip:
dbra d3,.l2
dbra d1,.l1
dbra d0,.l0

* 8 bit vr_trnfm post processing
* This is only needed for byte per pixel 8 bit modes.
* See above for a few comments. The only major difference is that
* the bit order is reversed. Don't ask me why...
move.l mfdb_address(a2),a4
move.w mfdb_height(a1),d0

subq.w #1,d0
0$:
move.w mfdb_wdwidth(a1),d1
```

```
subq.w #1,d1
1$:
movem.l (a4),d2-d5
movem.l d2-d5,(a3)
moveq #15,d3
2$:
moveq #14,d4
3$:
move.w 0(a3,d4),d5
add.w d5,d5
addx.b d6,d6
; roxr.b #1,d6 ; This _is_ the right one!???
move.w d5,0(a3,d4)
subq.w #2,d4
bpl 3$
move.b d6,(a4)+
4$:
dbra d3,2$
dbra d1,1$
dbra d0,0$

* Finally, the 32 bit post-processing
* The main part is the same as for 8 bit,
* but at the end comes some palette look-up.
move.l mfdb_address(a2),a4
move.w mfdb_height(a1),d0

subq.w #1,d0
0$:
move.w mfdb_wdwidth(a1),d1
subq.w #1,d1
1$:
movem.l (a4),d2-d5 ; Well, this doesn't really take
movem.l d2-d5,(a3) ; much time, anyway, and I needed
movem.l 16(a4),d2-d5 ; a couple of extra free registers
movem.l d2-d5,16(a3)
movem.l 32(a4),d2-d5
movem.l d2-d5,32(a3)
movem.l 48(a4),d2-d5
movem.l d2-d5,48(a3)
moveq #15,d3
2$:
moveq #62,d4
3$:
move.w 0(a3,d4),d5
add.w d5,d5
addx.l d6,d6
; roxr.l #1,d6 ; This _is_ the right one!
move.w d5,0(a3,d4)
subq.w #2,d4
bpl 3$
```

```
and.w #$00ff,d6 ; Turn VDI palette indices into TOS ones
cmp.b #16,d6 ; Not nice, but it works for now
blo 5$ ; 0-15
cmp.b #255,d6
bne 6$ ; 16-254
moveq #1,d6
bra 6$
5$:
move.b 0(a6,d6),d6 ; Get new index for 0-15
6$:

lsl.w #4,d6 ; 16 byte palette entries
move.l 12(a5,d6),d5
ror.w #8,d5 ; Need to do some byte swapping
swap d5 ; Should probably be different in the
ror.w #8,d5 ; palette instead
swap d5
move.l d5,(a4)+
4$:
dbra d3,2$
dbra d1,1$
dbra d0,0$

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
```

3433. Re: MiNT coprocessor violation error

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-18 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.9908181109220.115-100000@milan>
Source record: 2501

Hi Mikey!

> Is it possible to loosen up or disable what ever MiNT does to check
> the return data from the FPU? I know that my FPU isn't as stable as on
> a stock machine, sometimes causing Gembench or FPB Bench to lockup,
> but this only occurs under MiNT. TOS (4.04) seems to let the dirty
> data go and not complain. Photoline and Phoenix crash quite a bit
> under MiNT with the error, but work fine under TOS. The image
> processing results are the same AFAIK.

MiNT must save and restore the FPU registers on every context switch. If
your hardware isn't really stable that can cause problems. But it'S a
hardware problem.

You can compile a MiNT kernel for yourself and completly disable the FPU
register saving :-).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

3434. The HRD format

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-18 00:00:00 UTC
From: Class 4 / Centek <vxp@imaginet.fr>
Message-ID: <7pepj0qlg1@news.imaginet.fr>
Source record: 2502

Hi there !

Does one of you know how works the .HRD file format ?

It seems that before the name of an object there's its number,
but I don't understand how to know the offset betwen objects...

I'd be realy interested also on the international (multilangue) file
format of Ressource Master, so I could include that in my own
RSC editor.

BFN,

Thomas (the autor of the RSC editor for Dolmen : Fashion)

--
CLASS 4 / CENTEK
42, rue Delegorgue
F-62970 Courcelles-les-Lens
Phone : +33 (0) 3-2-1-409-400
Fax : +33 (0) 3-2-1-746-449
Hotline : +33 (0) 3-2-1-746-039
WEB : www.centek.fr

3435. Re: The HRD format

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-18 00:00:00 UTC
From: atari@bright.net
Message-ID: <BpFu3.87$g54.3331@cletus.bright.net>
Source record: 2503

On 18 Aug 1999 13:26:38 , "Class 4 / Centek" wrote:
>
> Hi there !
>
> Does one of you know how works the .HRD file format ?
>
>It seems that before the name of an object there's its number,
>but I don't understand how to know the offset betwen objects...
>
>I'd be realy interested also on the international (multilangue) file
>format of Ressource Master, so I could include that in my own
>RSC editor.

This format is documented in my WERCS editor manual.

It says the object names vary in size and are terminated by a null
byte. The object name ends the record for that object.

So each object record could be different size.

That help?

3436. Re: Disk formatting in Gfa-basic

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37ba8e4b.57581127@news.demon.co.uk>
Source record: 2504

On 17 Aug 1999 07:45:25 GMT, mt@telebyte.nl (Martin Tarenskeen) wrote:

>Can anyone tell me how I can format a (standard 720K DS/DD TOS and/or
>DOS format) floppydisk from within a Gfa-Basic program. Some source code examples
>would be welcome. Please send your email to: mt@telebyte.nl.
>Thank you.

Some psuedocode for formatting one side. Just bung the lot in a loop
for the number of sides (2 strangely enough)...

```
side = 0;
MAGIC = $87654321;
BLANK = $E5E5;

//buffer
BYTE p[];
p = Malloc(9 * 1024);

//format each track
for track = 0 to 79
status = Flopfmt(p,1,9,track,side,1,MAGIC,BLANK);

if status <> 0
failed;
fi
rof

//blank the whole buffer...
for i = 0 to 79
p[i] = 0;
rof

//...cos that'll now clear the FAT etc
for track = 0 to 1
status = Flopwr(p,0,1,1,track,0,9);

if status <> 0
failed;
fi
rof

//have system construct bootsector
//One of the args for both funcs below
//is the 'side', I forget which
//[hence reason it isn't a DS example]
Protobt(p,Random(),2,0);
status = Flopwr(p,0,1,1,0,0,1);
```

```
if status <> 0
failed;
fi

//hand back buffer
Mfree(p);

//[may want to Flopver() here]

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

3437. MiNT coprocessor violation error

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-18 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <rrk095rk3uk80@corp.supernews.com>
Source record: 2699

Is it possible to loosen up or disable what ever MiNT does to check the return data from the FPU? I know that my FPU isn't as stable as on a stock machine, sometimes causing Gembench or FPB Bench to lockup, but this only occurs under MiNT. TOS (4.04) seems to let the dirty data go and not complain. Photoline and Phoenix crash quite a bit under MiNT with the error, but work fine under TOS. The image processing results are the same AFAIK.

TIA,

Mike

3438. message problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-19 00:00:00 UTC
From: root <ossi@machine.ruhr.de>
Message-ID: <37BBE851.364802C8@machine.ruhr.de>
Source record: 2505

Hello everybody!

I started GEM-Programming a few months ago and I have a problem
with the slider-handling.
Following situation:
My Program opened a window and jumped into a event-loop (using
evnt_multi or evnt_mesag).
When I click an arrow the Program recieves the messages such as
WA_DNPAGE, WA_UPPAGE etc
twice. So that my Program scrolls up/down/left/right two pages.
With Magic everything works fine.
I did test it on a MegaSTE with TOS 2.06 and a Falcon with TOS 4.04. On
both Computers all
Messages depending the Sliders are sent twice. Now I want to ask: Is it
a bug in TOS or
is there a way to handle the sliders in a "correct" way?
I simply did something like this:

```
[...]
switch msg_buff[4]
{
case WA_UPPAGE:
---scroll up---
break;
case WA_DNPAGE:
---scroll down---
break;
[...]
```

By the way: I use Lattice C 5.60.

Thanks for tips and tricks
Heiko

3439. Re: message problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-19 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7ph359$88h$1@sun27.hrz.tu-darmstadt.de>
Source record: 2506

Hi!

In article <37BBE851.364802C8@machine.ruhr.de>,
root <ossi@machine.ruhr.de> writes:
> Now I want to ask: Is it a bug in TOS or is there a way to handle the
> sliders in a "correct" way?

It is a bug in the AES (fixed by WINX), but there's an easy way to work
around it: Simply wait for double clicks in your event loop, whether you
actually need them or not.

Ciao

Thomas

P.S. You should check your settings, writing as "root
<ossi@machine.ruhr.de>" isn't a really bright idea, IMO ;)

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3440. Re: message problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-19 00:00:00 UTC
From: root <ossi@machine.ruhr.de>
Message-ID: <37BC6DDE.D4B802BE@machine.ruhr.de>
Source record: 2507

Thomas Binder wrote:

> It is a bug in the AES (fixed by WINX), but there's an easy way to work
> around it: Simply wait for double clicks in your event loop, whether you
> actually need them or not.

Ok, I will try it. Thank you

> P.S. You should check your settings, writing as "root
> <ossi@machine.ruhr.de>" isn't a really bright idea, IMO ;)

Ooops.... Sorry.

Heiko

3441. Re: message problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-19 00:00:00 UTC
From: Heiko Ossowski <ossi@machine.ruhr.de>
Message-ID: <37BC7142.89F07001@machine.ruhr.de>
Source record: 2508

```
> > P.S. You should check your settings, writing as "root
> > <ossi@machine.ruhr.de>" isn't a really bright idea, IMO ;)
>
> Ooops.... Sorry.
>
> Heiko

Now the Sender is set corrctly (hopefully)

Heiko
```

3442. Re: Disk formatting in Gfa-basic

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-19 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <1f7$rHA97Gv3Ewaz@my-ste.demon.co.uk>
Source record: 2509

In article <7pb3ul$5u9$1@rubens.telebyte.nl>, Martin Tarenskeen
<mt@telebyte.nl> writes
>Can anyone tell me how I can format a (standard 720K DS/DD TOS and/or
>DOS format) floppydisk from within a Gfa-Basic program. Some source code
>examples would be welcome.

No problem, here's the source for one that will do standard DOS/TOS
discs, marking out any bad sectors found during the format

>Please send your email to: mt@telebyte.nl.

If you ask the question in a newsgroup, please read it for replies.

```
***** Start of source code *****
DIM track|(10240) ! enough for DD, double for HD
DIM fat|(2560) ! as above
'
spt|=9 ! sectors per track
tracks|=79 ! number of tracks ( starts with track 0 )
sides|=1 ! number of sides ( -1 )
'
bad_sectors&=0 ! number of bad sectors found during format
'
' calculate the number of sectors on the disc
'
sectors&=(spt|*(1+tracks|))*2^sides|
'
' sets the FAT size the minimum required using 12 bit FAT with 2 sector clusters
' for TOS this is usually 5. DOS is usually 3.
'
fatsize&=1+INT(sectors&/2/341.3333)
'
fat|(1)=&HFF
fat|(2)=&HFF
'
FOR track&=tracks| DOWNTO 0 ! gives a chance to break it before too much damage is done
PRINT AT(1,1);track&'
FOR side|=0 TO sides| ! double sided discs only
PRINT AT(1,2);side|
error&=XBIOS(10,L:V:track|(0),L:0,0,spt|,track&,side|,1,L:&H87654321,0)
IF error&
IF track&
@mark_bad(track&,side|) ! mark any bad sectors in the FAT
ELSE
~FORM_ALERT(1,"[3][Format error on track 0][Abort]")
```

```
END
ENDIF
ENDIF
NEXT side|
NEXT track&
'
' this part sets up the boot sector values
'
ARRAYFILL track|(),0 ! fill the array with 0's. saves changing some settings
track|(0)=&HEB
track|(1)=&H34
track|(2)=&H90
CHAR{V:track|(3)}="MSDOS3.3" ! make disc DOS compatible
track|(12)=2
track|(13)=2
track|(14)=1
track|(16)=2
track|(17)=112
track|(19)=MOD(sectors&,256)
track|(20)=DIV(sectors&,256)
track|(21)=&HF9-sides|
fat|(0)=track|(21) ! makes the disc DOS compatible
track|(22)=fatsize&
track|(24)=spt|
track|(26)=2^sides|
~XBIOS(18,L:V:track|(0),L:-1,-1,-1)
'
' write the boot sector
'
IF XBIOS(9,L:V:track|(0),L:0,0,1,0,0,1)
~FORM_ALERT(1,"[3][Error writing boot sector][Abort]")
END
ENDIF
'
' write FAT 1
'
IF XBIOS(9,L:V:fat|(0),L:0,0,2,0,0,fatsize&)
~FORM_ALERT(1,"[3][Error writing FAT 1][Abort]")
END
ENDIF
'
' write FAT 2
'
IF XBIOS(9,L:V:fat|(0),L:0,0,2+fatsize&,0,0,fatsize&)
~FORM_ALERT(1,"[3][Error writing FAT 2][Abort]")
END
ENDIF
'
~FORM_ALERT(1,"[1][Finished format][Okay]")
'
```

```
END
'
'
'
PROCEDURE mark_bad(track&,side&)
LOCAL i&,j&,k&,l&
i&=track&*2^sides|*spt|+spt|*side&
l&=0
DO
k&=track|(l&)*256+track|(l&+1)
EXIT IF k&=0
INC bad_sectors&
PRINT AT(1,3);bad_sectors&'''
'
ADD l&,2
'
' the following line works out which cluster is affected by the bad sector
'
j&=(((i&+k&)-(1+2*fatsize&+7))-2)/2*1.5+3
PRINT AT(1,5);j&'''
'
' and this part marks it bad in the FAT
'
IF MOD(j&,2)
fat|(j&)=OR(fat|(j&),&HF7)
INC j&
fat|(j&)=OR(fat|(j&),&HF)
INC j&
ELSE
fat|(j&)=OR(fat|(j&),&H70)
INC j&
fat|(j&)=OR(fat|(j&),&HFF)
INC j&
ENDIF
STOP
LOOP
RETURN
***** End of source code *****
```

--
David Bolt

3443. ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-20 00:00:00 UTC
From: TEW <thomas.waite@eml.ericsson.se>
Message-ID: <7pjjkd$6qd@newstoo.ericsson.se>
Source record: 2510
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have some Atari StE's, and am interested in accquiring a hard drive.
Either proper Atari ones or a nice cheap solution using something else (?).
By cheap, I mean I don't want to spend more than 100UKP at most.

Thanks!

3444. Re: message problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-20 00:00:00 UTC
From: Stefan H�ter <hueter@bost.de>
Message-ID: <7pk592$q2g$1@newsread.do.de.uu.net>
Source record: 2511

```
Hi Heiko,

you did it right. It's a bug in TOS (AES).

You should get the timerticks of your systemclock between two events and
"eat" the second message if it comes too fast.

oldticks = 0;
switch msg_buff[4]
{
case WA_UPPAGE:
if ( nowticks() > (oldticks + 50) ) // is the last message older than 50
timerticks (0.25 seconds) ?
oldticks = nowticks();
---scroll up---
break;
case WA_DNPAGE:
---scroll down---
break;
}

There is no Bios function to use for nowticks(), but I would read the
system variable at address $0004BA (_hz_200). The value of this address
increments 200 times per second.

long nowticks()
{
long *lptr;

lptr = 0x4BA;

return( *lptr );
};

My C-knowlegde is a bit old, but it may work.

good luck

Stefan

root <ossi@machine.ruhr.de> schrieb in im Newsbeitrag:
37BBE851.364802C8@machine.ruhr.de...
> Hello everybody!
>
> I started GEM-Programming a few months ago and I have a problem
> with the slider-handling.
> Following situation:
> My Program opened a window and jumped into a event-loop (using
```

> evnt_multi or evnt_mesag).
> When I click an arrow the Program recieves the messages such as
> WA_DNPAGE, WA_UPPAGE etc
> twice. So that my Program scrolls up/down/left/right two pages.
> With Magic everything works fine.
> I did test it on a MegaSTE with TOS 2.06 and a Falcon with TOS 4.04. On
> both Computers all
> Messages depending the Sliders are sent twice. Now I want to ask: Is it
> a bug in TOS or
> is there a way to handle the sliders in a "correct" way?
> I simply did something like this:
>
> [...]
> switch msg_buff[4]
> {
> case WA_UPPAGE:
> ---scroll up---
> break;
> case WA_DNPAGE:
> ---scroll down---
> break;
> [...]
>
> By the way: I use Lattice C 5.60.
>
> Thanks for tips and tricks
> Heiko

3445. Re: message problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-20 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37BDCF19.A4EB883A@cable.A2000.nl>
Source record: 2512

```
Stefan Hï¿½ter wrote:
>
> Hi Heiko,
>
> you did it right. It's a bug in TOS (AES).
>
>

I use a slightly simpler solution for years now
(On a 1040, TT030 tos & Magic, PC Tos2win)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

case WM_ARROWED:
{
static int old=0;

/* We dont do it if mp[2] changes to > 0.
Why this all is necessary is not found in any documentation, but it works.

If mp[2] never changes to >0 there is no problem and it works normal.

It seems that if you hold the button down on an arrow, mp[2] becomes >0,
but that in some TOSes the wait time is so short that you get 2 events
on what seems to be only 1 click; one event with 0 and one with x20 in mp[2].
*/
if ( ! (mp[2] > 0 && old == 0) )
arrowed(mt); /* do the arrow */
old = mp[2];
}
break;
```

3446. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-21 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37be0055.2160416@news.jax.bellsouth.net>
Source record: 2513
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 20 Aug 1999 15:21:29 +0200, "TEW"
<thomas.waite@eml.ericsson.se> wrote:

>Hello,
>
>I have some Atari StE's, and am interested in accquiring a hard drive.
>Either proper Atari ones or a nice cheap solution using something else (?).
>By cheap, I mean I don't want to spend more than 100UKP at most.
>
>
>
>Thanks!
>
>
You might look for a used Syquest drive (44, 88 or 135 meg drives and
something like a ICD Link 1 or 2 as a host adaptor.) Works great on
an ST.

Mike

3447. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-21 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <935221214.250655@Chaos.es.co.nz>
Source record: 2514
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

<thomas.waite@eml.ericsson.se> wrote:
>I have some Atari StE's, and am interested in accquiring a hard drive.
>Either proper Atari ones or a nice cheap solution using something else
(?).
>By cheap, I mean I don't want to spend more than 100UKP at most.

Mario Becroft at http://www.ak.planet.gen.nz/~mario/ sells an adaptor which will allow an IDE drive to be fitted to an ST. The driver is $NZ150, which is around 50 pounds, plus postage. On top of that, you have the cost of a drive. Using Mario's adaptor a 2.5" laptop drive can be fitted inside the STe's case, or you can use a free standing unit outside the case. The adaptor fits in the cpu socket and comes with an upgrade to tos 2.6

3448. Re: message problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-23 00:00:00 UTC
From: Heiko Ossowski <ossi@machine.ruhr.de>
Message-ID: <37C11D1A.80BCAD03@machine.ruhr.de>
Source record: 2515

Henk Robbers wrote:

> It seems that if you hold the button down on an arrow, [...]
> but that in some TOSes the wait time is so short that you get 2 events
> on what seems to be only 1 click;

I hat the same Idea, too. The time the mouse-button is held down might
be so
long that the computer sends 2 messages. But I thought that this should
happen
by other events too. But WM_CLOSED, FULLED etc are sent correctly. So I
thought this
could not be the reason.
But Thomas Binders suggestion to wait for a doubleclick works fine. I
used evnt_multi only
only with the MU_MESAG flag. (I think its funny that MU_MESAG alone is
buggy, but if you wait for mouseclicks AND message-events everything
works fine :-))

I think I will wait for mouseclicks until I have more experience in
programming
Ataris.

Thanks to all who helped me!!!
Heiko

3449. Can anyone help?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-25 00:00:00 UTC
From: RN <not@available.yet>
Message-ID: <7q0o6f$9bk$2@nnrp01.ops.uunet.co.za>
Source record: 2516

Hey all!

Please read quick and see if you can help!

There is an Atari ST running an automated mailer machine, and
the company want to replace it with a PC. I am now trying to get
an emulator to work well under Win95, that allows for communication
via the serial port to the mailer machine.

I have tried WinSTon, TOSBox etc etc but when I use the original
ST disks to boot up in the PC, the second disk causes 3 BOMB
icons to appear on the screen and it hangs.....

So now I dont know what to do! Any suggestions????

Thanks
RN

3450. Re: ST NEWBIE

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-25 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7q0rk6$q1u$1@nnrp1.deja.com>
Source record: 2517

In article <7p7h27$2dme@enews4.newsguy.com>,
"STATIC" <static@scenegods.com> wrote:
> freeware/shareware atari st assemblers or a c/c++ compiler for atari
Get both at ftp://ftp.lip6.fr/pub/atari/Programming/
(get 1st its index(es):
ftp://ftp.lip6.fr/pub/atari/Programming/Index

> if there is one available for purchasing, where I could get it.
AFAIK there are no more to purchase...

> want to do some graphics programming and see how fast I can get this
> beast to run in 3d. Which reminds me, I guess I would somehow need
Calm down guy, the "beast" has only a 8MHz 68000... so don't expect
too much from it...

> to find information on the graphic card (video modes, software
> interrupts, etc.) so i could do graphics programming. Anyways peace
Video modes :
- basic ones available: 320x200x16c(colors, not bits) or 640x200x4c or
640x400x2c (monochrom B&W, this one needs a special monitor whereas the
two others works on a TV or standard monitor)
- AFAIR you can extend it by various software dirty incompatible time-
consuming tricks up to 448x272x16 (max I think, very tricky, needs half
processor power to sustain it... and lots more to fill it with
pixels...)
Software interrupts:
On Atari system, you do not need them for graphic programming (apart
from color rasters :)...).

> out, and any help is defintely appreciated.
Hope this helps.
--
Guillaume D&#65533;flache
mailto:guillaumed@europe.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3451. v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q1mj6$6o1$1@snipp.uninett.no>
Source record: 2518

Can somebody explain why the following doesn't work under Geneva?

```
int work_in[11]={1,1,1,1,1,1,1,1,1,1,2};
int work_out[57], vw_handle;

work_in[0] = Getrez() + 2;
v_opnvwk(work_in, &vw_handle, work_out);
```

Under N.AES and MagiC this works fine, but under Geneva wv_handle is
always 0, which indicates that the call failed.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3452. Re: v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-26 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7q29n1$8bf$2@news.campuscwix.net>
Source record: 2519

```
On 25 Aug 1999 21:18:30 , Jo Even Skarstein wrote:
->Can somebody explain why the following doesn't work under Geneva?
->
->int work_in[11]={1,1,1,1,1,1,1,1,1,1,2};
->int work_out[57], vw_handle;
->
->work_in[0] = Getrez() + 2;
->v_opnvwk(work_in, &vw_handle, work_out);
->
->Under N.AES and MagiC this works fine, but under Geneva wv_handle is
->always 0, which indicates that the call failed.
->
->--
->
->/*
->** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
->**
->** beer - maria mckee - atari falcon - babylon 5
->*/
->.
```

Jo, e-mail Dan Wilga directly, and he'll probably help you
any way that he can. He has a very good reputation for this.

Try:

Gribnif Software
P.O Box 779
Northhampton, MA (USA) 01061
Home phone: 413-247-5620
Fax line: 413-247-5622
E-mail: dwilga@mtholyoke.edu
URL: http://www4.pair.com/gribnif/

Good luck!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3453. Re: v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-26 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199908260244.a9020@su.maus.de>
Source record: 2520

```
Hi Jo!

JES>Can somebody explain why the following doesn't work under Geneva?
JES>
JES>int work_in[11]={1,1,1,1,1,1,1,1,1,1,2};
JES>int work_out[57], vw_handle;
JES>
JES>work_in[0] = Getrez() + 2;
JES>v_opnvwk(work_in, &vw_handle, work_out);
You have to initialize vw_handle with the handle of the physical workstation
(not only workin[0]). vw_handle is an input _and_ output parameter

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)
```

3454. Find out number of trees in RSC-file

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-26 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7q3khnqnv1@nnrp1.deja.com>
Source record: 2521

Greetings all,

I wonder if it is possible to determine how many object trees that exists
in a RSC-file? I anyone knows how to do this from GFA I would be even
happier! :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

(http://hem1.passagen.se/gokmase/atari)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3455. DMA-sound question

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-26 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7q3kn2qph1@nnrp1.deja.com>
Source record: 2522

Greetings all,

Is it easy to create a sine wave that can be played by DMASOUND?
How?

Thanks,

Joakim

--
WWW: http://gokmase.atari.org
(http://hem1.passagen.se/gokmase/atari)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3456. pep@hms.se

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-26 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <iqdx3.1251$fi.2868@nntpserver.swip.net>
Source record: 2523

http://www.ntcweb.com/public/uploads/misc/TamponMouth.jpg

3457. DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-26 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7q3q4f$mv5$1@news8.svr.pol.co.uk>
Source record: 2524

Hi,

Are there any tools, libraries etc for programming the
DSP on the Falcon?

Cheers

Bob.

3458. Re: v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-26 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q45fp$m9s$2@snipp.uninett.no>
Source record: 2525

Jï¿½rg Westheide <Joerg_Westheide@su.maus.de> wrote:

> You have to initialize vw_handle with the handle of the physical workstation
> (not only workin[0]). vw_handle is an input _and_ output parameter

I know, and I did. The problem appeared to be Thing, *all* applications
failed this way when I ran Thing under Geneva.... Sorry for the
inconvenience folks.

Taskbar now works fine under Geneva, have a look at
http://atari.nvg.org/Taskbar/ for proof :-)

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3459. Re: v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-26 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7q4dvn$mr2$1@sun27.hrz.tu-darmstadt.de>
Source record: 2526

Hi!

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> work_in[0] = Getrez() + 2;

You don't want to do that ... Always supply 1 here, which means "use the current driver/resolution". Getrez() in a GEM application is a Bad Thing (TM). I know this is stated in some docs, but it's for v_opnwk() (i.e. a PHYSICAL workstation), when you want to have a workstation with other than the current resolution. Forget it when using v_opnvwk().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3460. Re: DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-27 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7q5pcpagu1@nnrp1.deja.com>
Source record: 2527

```
> Are there any tools, libraries etc for programming the
> DSP on the Falcon?
(Almost) all you need is here:
http://wombat.ludvika.se/dhs/files.html#misc
The fastest DSP-assembler (lacks some preprocessing features though):
ftp://ftp.lip6.fr/pub/atari/Falcon/Programming/qdspv010.lzh
And probably some more things at:
ftp://ftp.lip6.fr/pub/atari/Falcon/Programming/
```

Bye,
G.
--
Guillaume D&#65533;flache
mailto:guillaumed@europe.com

```
Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

3461. system layers' availaibility during boot process

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-27 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7q5upbdrd1@nnrp1.deja.com>
Source record: 2528

```
Is this possible in a program designed to run from the AUTO folder:
- call M(x)alloc & Mfree
- launch child processes with Pexec
- make file i/o (Fread, Fwrite, etc.)
- and as a whole use GEMDOS?

And also: can GEMDOS be used in the boot sector? for file i/o?
```

Thanks in advance for your answers,
G.
--
Guillaume D&#65533;flache (mailto:guillaumed@europe.com)
Go to the RTS Y Party (http://www.rtsy.org)!
Falcon competitions' 1st price: a Centurbo 2 accelerating board!
Learn more about it at CenTek's website: http://www.centek.fr.

```
Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

3462. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-27 00:00:00 UTC
From: SEVIN Roland <upsis@club-internet.fr>
Message-ID: <7q5ngg$m31$1@front1.grolier.fr>
Source record: 2529

```
Hi!

Try This (Pure ASM), OK with MagiC, MagicPC,...

EXPORT SetmouseXY
EXPORT Setmousek

;------------------------- Setmousek -----------------------------------
;
; ACTION : simule un Click de la souris
; ENTREE : D0.W click souris
; SORTIE : neant
; APPELC : prototype void Setmousek(int k);
; appel Setmouse(k);
Setmousek:
MOVEM.L D0-D7/A0-A6,-(A7)
MOVEM.L D0,-(A7) ; sauver etat souris
DC.W $A000 ; appel ligne A pour en retirer les variables
LEA LIGNE_A,A6 ; A6 pointe sur sauvegarde adresse VARligneA
MOVEM.L A0-A1,(A6) ; stocker les adresses ligne A
MOVEM.L (A7)+,D6 ; recuperer etat souris en D6
PEA setmksexec(PC) ; empiler adresse routine superexec
MOVE.W #$26,-(A7) ; code de super exec
TRAP #14 ; execution
ADDQ.L #6,A7 ; correction de la pile
MOVEM.L (A7)+,D0-D7/A0-A6
RTS
setmksexec:
;----- executer routine utilisateur ligne_A ----
MOVE.W D6,D0
MOVEA.L (A6),A0 ; A0 pointe sur VAR ligne A
MOVEA.L -$3A(A0),A0 ;en -58 ligne_A se trouve routine souris
ORI.W #$700,SR ; utilisateur pour test click souris
JSR (A0) ; donc l'executer
;------ replacer le nouvel etat souris---
MOVEA.L (A6),A0 ;recuperer adresse VAR ligne_A
MOVE.W D0,-$596(A0) ;placer nouvel etat en VAR ligne A
OR.B #160,D0
MOVE.B D0,-348(A0)
RTS

;-----------------------
SetmouseXY ----------------------------------
;
; ACTION : place la souris  l'endroit convenu
```

```
; ENTREE : D0.W D1.W coordonnees X & Y de la souris
; SORTIE : neant
; APPELC : prototype void SetmouseXY(int x, int y);
; appel SetmouseXY(x,y);

SetmouseXY:
MOVEM.L D0-D7/A0-A6,-(A7)
MOVEM.L D0-D1,-(A7) ; sauver les coordonnees X&Y
DC.W $A000 ; appel ligne A pour en retirer les variables
LEA LIGNE_A,A6 ; A6 pointe sur sauvegarde adresse VARligneA
MOVEM.L A0-A1,(A6) ; stocker les adresses ligne A
MOVEM.L (A7)+,D6-D7 ; recuperer les coordonnees X&Y en D6 D7
PEA setmsexec(PC) ; empiler adresse routine superexec
MOVE.W #$26,-(A7) ; code de super exec
TRAP #14 ; execution
ADDQ.L #6,A7 ; correction de la pile
MOVEM.L (A7)+,D0-D7/A0-A6
RTS
setmsexec:
MOVEA.L (A6),A0 ; A0 pointe sur VAR ligne A
MOVEM.W -$2B4(A0),D0-D1 ; WORK_OUT[0] et WORK_OUT[1] en D0 D1
;----- coord X ajust? au min et max de l'ecran -----
TST.W D6
BPL.S ok_Xpositif
MOVEQ #0,D6
ok_Xpositif:
CMP.W D0,D6
BLS.S ok_Xinf_maxX
MOVE.W D0,D6
ok_Xinf_maxX:
;----- coord Y ajust? au min et max de l'ecran -----
TST.W D7
BPL.S ok_Ypositif
MOVEQ #0,D7
ok_Ypositif:
CMP.W D1,D7
BLS.S ok_Yinf_maxY
MOVE.W D1,D7
ok_Yinf_maxY:
;----- executer routine utilisateur ligne_A ----
MOVE.W D6,D0
MOVE.W D7,D1
MOVEA.L -$32(A0),A0 ;en -50 ligne_A se trouve routine souris
ORI.W #$700,SR ; utilisateur pour deplacement souris
JSR (A0) ; donc l'executer
;------ replacer les nouvelles valeurs X&Y---
MOVEA.L (A6),A0 ; recuperer adresse VAR ligne_A
MOVEM.W D6-D7,-$25A(A0) ;placer new X&Y en -602 VAR ligne A
MOVEM.W D6-D7,-$158(A0) ;reserv? que fait la police !!
```

RTS

--
.=============== Roland Sevin ================.
| upsis@REMOVE_THISclub-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.===.

3463. Re: "simulating" a click

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-27 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7q6453$313$1@sun27.hrz.tu-darmstadt.de>
Source record: 2530

Hi!

SEVIN Roland <upsis@club-internet.fr> wrote:
> Try This (Pure ASM), OK with MagiC, MagicPC,...

> [LineA-Code snipped]

I hope you'll /never/ use this in an application, especially if it's supposed to work on machines with a graphics card. LineA is _obsoleted_, furthermore Atari has _never_ allowed _writing_ to the negative offset variables.

appl_tplay() works OK on all machines, it's just appl_trecord() that has problems, but this isn't necessary for positioning the mouse cursor or simulating any other AES event.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3464. SV: pep@hms.se

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-27 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <UYxx3.2405$fi.4204@nntpserver.swip.net>
Source record: 2531

Haha very funny. I�ll kill the guy who did this.

3465. Re: v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q6fde$7gu$1@snipp.uninett.no>
Source record: 2532

```
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>> work_in[0] = Getrez() + 2;

> You don't want to do that ... Always supply 1 here, which means "use the
> current driver/resolution". Getrez() in a GEM application is a Bad Thing
> (TM). I know this is stated in some docs, but it's for v_opnwk() (i.e. a
> PHYSICAL workstation), when you want to have a workstation with other
> than the current resolution. Forget it when using v_opnvwk().

Thanks, I wasn't aware of this. The Atari Compendium tells me to use it,
so I did ;-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3466. Re: Find out number of trees in RSC-file

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-27 00:00:00 UTC
From: atari@bright.net
Message-ID: <IvDx3.147$q_6.3482@cletus.bright.net>
Source record: 2533

On 26 Aug 1999 14:55:58 , Joakim H�gberg wrote:
>Greetings all,
>
>I wonder if it is possible to determine how many object trees that exists
>in a RSC-file? I anyone knows how to do this from GFA I would be even
>happier! :)

```
After you load your RSC file with rsrc_load() the starting adress of
the block of ram used to load the RCS file is placed into one
of the AES global arrays. You can look there as the header to the
resource file contains the total trees.

I wrote this from memory but I think it will work. If you need
some actual code to do this maybe I can find it.
```

3467. Re: Find out number of trees in RSC-file

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7q7ri1$5ae$1@newshost.comnet.co.nz>
Source record: 2534

Joakim H&#65533;gberg (gokmase@my-deja.com) wrote:
> Greetings all,

```
> I wonder if it is possible to determine how many object trees that exists
> in a RSC-file? I anyone knows how to do this from GFA I would be even
> happier! :)

It's the 12th 16-bit word in the RSC file header.

(Sorry its not in GFA, but this C code should suffice)

#include <osbind.h>

// return number of OBJECT trees in resource file
// INPUT filename (pointer to string of 8-bit signed chars)
// OUTPUT answer (number of trees) or zero if an error occurs
uint16 num_trees( schar8 *filename )
{
sint16 handle; // file handle (signed 16-bit integer)
sint16 header[18]; // file header (array of 16-bit ints)

// use GEMDOS to open file
handle = Fopen( filename, READ );
if( handle < 0 ) // error - return zero
return 0;

// read header into memory
Fread( handle, sizeof( header ), header );

// don't forget to close the file!
Fclose( handle );

// return word 12 of array (offset 24)
// note: C arrays are indexed from zero, so array[11] is 12th
// array member
return header[11];
}

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.
```

3468. Re: v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37cc936d.2622891@news.demon.co.uk>
Source record: 2535

On 26 Aug 1999 19:44:57 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>Jï¿½rg Westheide <Joerg_Westheide@su.maus.de> wrote:
>
>> You have to initialize vw_handle with the handle of the physical workstation
>> (not only workin[0]). vw_handle is an input _and_ output parameter
>
>I know, and I did. The problem appeared to be Thing, *all* applications
>failed this way when I ran Thing under Geneva.... Sorry for the
>inconvenience folks.

Like Thomas says, it'll be the "Getrez()+2" section then. I've had it
fail (unexpected at the time) myself, which implies MagiC 2 rejects it
also. Can't be sure - simply that at some time it *must* have failed
under something else I'd never had known!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3469. Re: Find out number of trees in RSC-file

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37cd94f9.3018450@news.demon.co.uk>
Source record: 2536

On Thu, 26 Aug 1999 14:55:58 GMT, Joakim Hï¿½gberg <gokmase@my-deja.com>
wrote:

>Greetings all,
>
>I wonder if it is possible to determine how many object trees that exists
>in a RSC-file?

From MWC gemdefs.h ...

```
typedef struct rshdr
{
int rsh_vrsn; /* Resource structure version # */
unsigned int rsh_object; /* Offset to first object */
unsigned int rsh_tedinfo; /* Offset to first tedinfo */
unsigned int rsh_iconblk; /* Offset to first iconblk */
unsigned int rsh_bitblk; /* Offset to first bitblk */
unsigned int rsh_frstr; /* Offset to free string index */
unsigned int rsh_string; /* Offset to string data */
unsigned int rsh_imdata; /* Offset to image data */
unsigned int rsh_frimg; /* Offset to free image index */
unsigned int rsh_trindex; /* Offset to tree index */
unsigned int rsh_nobs; /* Number of objects */
unsigned int rsh_ntree; /* Number object trees */
unsigned int rsh_nted; /* Number of tedinfo structs */
unsigned int rsh_nib; /* Number of iconblk structs */
unsigned int rsh_nbb; /* Number of bitblk structs */
unsigned int rsh_nstring; /* Number of free strings */
unsigned int rsh_nimages; /* Number of free images */
unsigned int rsh_rssize; /* total bytes in resource */
} RSHDR;
```

I don't have the extended rsc-file format to hand. :-|

>I anyone knows how to do this from GFA I would be even
>happier! :)

Both 'int' and 'unsigned int' above are 16 bit values, so you could
Fopen(),Fseek(),Fread() on the rsc-file.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3470. Re: v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-28 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q8cfe$i3l$2@snipp.uninett.no>
Source record: 2537

Guy Harrison <guy@swampdog.demon.co.uk> wrote:

>>I know, and I did. The problem appeared to be Thing, *all* applications
>>failed this way when I ran Thing under Geneva.... Sorry for the
>>inconvenience folks.

> Like Thomas says, it'll be the "Getrez()+2" section then. I've had it

It wasn't. If I didn't run Thing it worked fine, if I ran Thing *all*
applications would fail the same way.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3471. Number of trees in RSC-file

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7qa9ll$4vu$1@newshost.comnet.co.nz>
Source record: 2538

```
(Oops... my earlier reply had a small error in it, so please disregard
it, and use this response instead)
```

Joakim H�gberg (gokmase@my-deja.com) wrote:
> Greetings all,

```
> I wonder if it is possible to determine how many object trees that exists
> in a RSC-file? I anyone knows how to do this from GFA I would be even
> happier! :)

It's the 12th 16-bit word in the RSC file header.

(Sorry its not in GFA, but this C code should suffice)

// include GEMDOS definitions
#include <osbind.h>

// return number of OBJECT trees in resource file
// INPUT filename (pointer to string of 8-bit signed chars)
// OUTPUT answer (number of trees as unsigned 16-bit integer)
uint16 num_trees( schar8 *filename )
{
sint16 handle; // file handle (signed 16-bit integer)
uint16 header[18]; // file header (array of 16-bit ints)

// use GEMDOS to open file
handle = Fopen( filename, 0 );
if( handle < 0 ) // error - return zero
return 0;

// read header into memory
Fread( handle, sizeof( header ), header );

// don't forget to close the file!
Fclose( handle );

// return word 12 of array (offset 22)
// note: C arrays are indexed from zero, so array[11] is 12th
// array member (at address array+22 bytes)
return header[11];
}

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.
```

3472. Re: system layers' availaibility during boot process

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37de51c7.51352571@news.demon.co.uk>
Source record: 2539

On Fri, 27 Aug 1999 12:02:54 GMT, Guillaume Dï¿½flache
<Guillaume.Deflache@depinfo.enseeiht.fr> wrote:

>Is this possible in a program designed to run from the AUTO folder:
> - call M(x)alloc & Mfree
> - launch child processes with Pexec
> - make file i/o (Fread, Fwrite, etc.)
> - and as a whole use GEMDOS?

Yes, iirc the whole system is valid except for (of course) the Gem
parts, AES,VDI,GDOS. LineA is up also - for the console and (again
iirc) a mouse can be brought into life via the LineA without too much
work (probably needs sprite and handler).

>And also: can GEMDOS be used in the boot sector? for file i/o?

If by that you mean Rwabs(), GetBpb() etc then yes.

Oh, one side-issue that may be relevent if you're planning a TSR: file
accesses that add to the "40 folder bug" will persist for the life of
the system (so scanning the whole hard disk structure with
FsFirst/Fsnext is bad news). If the auto folder prog quits then it
isn't an issue (provided the bug never "triggers") because it all gets
handed back on process termination.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3473. Re: system layers' availaibility during boot process

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7qb4rs$3lf$1@snipp.uninett.no>
Source record: 2540

Guy Harrison <guy@swampdog.demon.co.uk> wrote:

> Yes, iirc the whole system is valid except for (of course) the Gem
> parts, AES,VDI,GDOS. LineA is up also - for the console and (again

Actually, the VDI is available as well, but you have to open the physical
workstation yourself. I don't know about GDOS. I wouldn't recommend using
LineA, most graphics-cards doesn't support it.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3474. Re: v_opnvwk under Geneva

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-30 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7qddjpflu1@sun27.hrz.tu-darmstadt.de>
Source record: 2541

Hi!

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> It wasn't. If I didn't run Thing it worked fine, if I ran Thing *all*
> applications would fail the same way.

Well, it sounds you're victim to the Psetlimit()-bug in Geneva without
MiNT. Read http://www.deja.com/=dnc/getdoc.xp?AN=483949820 for details
and how to patch Thing to make this problem go away - but with losing
the ability to limit memory on installed applcations.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3475. Re: Find out number of trees in RSC-file

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-30 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7qdot5$g8d$1@nnrp1.deja.com>
Source record: 2542

In article <IvDx3.147$q_6.3482@cletus.bright.net>,
atari@bright.net (Lonny Pursell) wrote:

> After you load your RSC file with rsrc_load() the starting adress of
> the block of ram used to load the RCS file is placed into one
> of the AES global arrays. You can look there as the header to the
> resource file contains the total trees.
>
> I wrote this from memory but I think it will work. If you need
> some actual code to do this maybe I can find it.

If you do find some code that can do this I would be very interested to
see it!

Best regards,

Joakim

WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3476. Re: DMA-sound question

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-30 00:00:00 UTC
From: TEW <thomas.waite@eml.ericsson.se>
Message-ID: <7qdltu$680@newstoo.ericsson.se>
Source record: 2543

Hi Joakim,

If you just want your ST to play a sine wave, I'd tend towards using the onboard sound chip rather than the DMA sound. To play a sinewave through DMA sound, you'd first need a sample of a sine wave, whereas (I think!) the Yamaha PSG chip will play one for you. Have a look around the net for documentation on the sound chip.

3477. Re: DMA-sound question

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-30 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7qdr1bhlv1@nnrp1.deja.com>
Source record: 2544

Hello,

> If you just want your ST to play a sine wave, I'd tend towards using the onboard sound chip rather than the DMA sound.

The method I use ATM is the SOUND command (which I believe uses the sound chip) in GFA-basic, but people have reported that this causes problems with MagiC-Mac and have requested support for DMA-sound instead.

The program I am writing is a hear trainer (hEARCoach), and the sound thus represents notes. Originally I only intended to have support for MIDI-devices but it turned out that many users without MIDI-equipment was interested in such a program. Therefore I decided to add some basic sound support.

My idea was then that a sine simple would not be impossible to create directly in memory.

Best regards,

Joakim

--
WWW: http://gokmase.atari.org

(http://hem1.passagen.se/gokmase/atari)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3478. Re: Find out number of trees in RSC-file

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-30 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <3bQGtDA4nty3EwDh@my-ste.demon.co.uk>
Source record: 2545

```
In article <IvDx3.147$q_6.3482@cletus.bright.net>, Lonny Pursell
<atari@bright.net> writes
>On 26 Aug 1999 14:55:58 , Joakim Hï¿½gberg wrote:
>>Greetings all,
>>
>>I wonder if it is possible to determine how many object trees that exists
>>in a RSC-file? I anyone knows how to do this from GFA I would be even
>>happier! :)
>
>After you load your RSC file with rsrc_load() the starting adress of
>the block of ram used to load the RCS file is placed into one
>of the AES global arrays. You can look there as the header to the
>resource file contains the total trees.

If the resource file is already loaded, it may be simpler to use
something like this:

treecount()
{
int count;
OBJECT *tree;

for(i=0;TRUE;i++)
{
rsrc_gaddr(R_TREE,i,&tree);
if(tree==NULL)
break;
}
return(i++);
}

--
David Bolt
```

3479. Re: DSP

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-31 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7qgd55$60m$1@news6.svr.pol.co.uk>
Source record: 2546

Thanks

Guillaume D�flache wrote in message <7q5pcpagu1@nnrp1.deja.com>...
>
>> Are there any tools, libraries etc for programming the
>> DSP on the Falcon?
> (Almost) all you need is here:

3480. Re: DMA-sound question

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-31 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7qggsecsq1@nyheter.chalmers.se>
Source record: 2547

In article <7qdr1bhlv1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:
>Hello,
>
>> If you just want your ST to play a sine wave, I'd tend towards using the onboard sound chip rather than the DMA sound.
>
>The method I use ATM is the SOUND command (which I believe uses the sound
>chip) in GFA-basic, but people have reported that this causes problems
>with MagiC-Mac and have requested support for DMA-sound instead.
...
>My idea was then that a sine simple would not be impossible to create
>directly in memory.

If you create it, it won't be a sample. ;-)

Anyway, most programming languages that support floating point numbers
have trigonometric functions. Surely GFA Basic must have SIN()?

Then it's just a matter of calculating a proper step value for the
frequency you want and build a table for values from 0->PI (most trig
functions expect their parameter in radians). Then invert those numbers
to get the PI->2PI interval and copy as many times as you want
(depending on how much RAM you are prepared to use (you'll have to reset
the DMA address more often for a shorter waveform)).
Naturally, you can build more of the table using SIN() directly, but
those functions aren't very fast and there isn't any point, anyway.

The values you get from SIN() will be in the [-1,1] range, so you'll
have to scale them to the 8 bit integers used by the DMA sound.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3481. Re: system layers' availaibility during boot process

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-31 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7qgpc7$m9q$1@nnrp1.deja.com>
Source record: 2548

> >And also: can GEMDOS be used in the boot sector? for file i/o?
> If by that you mean Rwabs(), GetBpb() etc then yes.
Well I really meant GEMDOS. Can I do F* GEMDOS-calls?

Thanks to you and Jo for your answers.

My AUTO-program aims at doing some (Falcon) resolution changes.
There is a problem though: IIRC the resolution change is effectively
done only when the amount of memory taken by the new screen is lower
that the one of the current system-screen (otherwise it hangs). That's
why I thought it was a memory-allocation problem.

I have let VSetScreen handle this, but it seems it's not the right
way to do it... Should I use VSetMode, VGetSize and Malloc instead? But
this way I think I'll lose the memory allocated for the first screen by
the system, which is really annoying as my program deals with launching
memory-hungry programs (demos/games)... Or does anyone know how to use
Srealloc (which I think allows reallocating the screen memory)?
BTW I am also looking for the calling procedure of the other unofficial
XBIOS function that allows VIDEL registers loading & saving...

> Oh, one side-issue that may be relevent if you're planning a TSR: file
> accesses that add to the "40 folder bug" will persist for the life of
> the system (so scanning the whole hard disk structure with
> FsFirst/Fsnext is bad news). If the auto folder prog quits then it
> isn't an issue (provided the bug never "triggers") because it all gets
> handed back on process termination.
Not relevant here but nice to know anyway (for future bugs...).
--
Guillaume D&#65533;flache
mailto:guillaumed@europe.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3482. undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-31 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7qgqhr$n88$1@nnrp1.deja.com>
Source record: 2549

Anyone has remembering of an undocumented feature of TOS which allows (sort of) "short resident routines" put before GEM starts in the memory between the end of system variables and the start of the OS to be kept there and executed in some way (if they had some sort of code checksum value or marker)?
I know it is very vague but I have already read this in some doc I cannot remember either its name or location. Any clues?
--
Guillaume D&#65533;flache (mailto:guillaumed@europe.com)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3483. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-31 00:00:00 UTC
From: Tommy Andersen <tommya@post3.tele.dk>
Message-ID: <7qh8oe$js5$1@news.inet.tele.dk>
Source record: 2550

"Guillaume Dï¿½flache" wrote:

> I know it is very vague but I have already read this in some doc I
> cannot remember either its name or location. Any clues?

It's undocumented, but the bios will look at each 512 byte block in
memory. If a block starts with the long $12123456, followed by a pointer
to the current 512 byte block and the checksum of all the bytes in the
block is $5678 - the bios will execute the code in the block.

More in "Atari Profibuch ST-STE-TT" Sybex-Verlag GmbH. 12. Auflage/1992.

--
CU Tommy

3484. Re: system layers' availaibility during boot process

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-31 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7qhfsa$lv9$1@sun27.hrz.tu-darmstadt.de>
Source record: 2551

Hi!

> My AUTO-program aims at doing some (Falcon) resolution changes.
> There is a problem though: IIRC the resolution change is effectively
> done only when the amount of memory taken by the new screen is lower
> that the one of the current system-screen (otherwise it hangs). That's
> why I thought it was a memory-allocation problem.

Of course, as the Falcon's Video RAM needs aren't fixed. Best way is to
Srealloc() the amount of bytes returned by VGetSize, and then use
VSetScreen with the address returned by Srealloc() for the physical and
logical screen address (provided it was non-null, otherwise an error
occured).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3485. GFA code for total trees in RSC file

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-31 00:00:00 UTC
From: atari@bright.net
Message-ID: <QZZy3.95$28.4639@cletus.bright.net>
Source record: 2552

```
Lost the original post, but here is the small bit of code in GFA
to fetch the total trees.

total_trees%=CARD{LONG{LONG{GB+4}+14}+22}

That's in, one line, not file access, loops or condition checks.
Just make sure that you indeed have called RSRC_LOAD() before
uning this bit if code.
```

3486. ATARI SERIAL MIDI?

Newsgroup: comp.sys.atari.programmer
Date: 1999-08-31 00:00:00 UTC
From: AMBER C LANGLEY <BLADE2050@prodigy.net>
Message-ID: <7qibah$8lbk$1@newssvr04-int.news.prodigy.com>
Source record: 2553

I am looking to expand my midi outputs thru the serial port rs232. I am using cubase 3.10 and it includes drivers to do so but the devices for this are not available.Does anyone know of a device that I can do this with for the 1040. I really need to expand my midi output.

Thank You!!!

BLADE2050@prodigy.net

3487. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <XxQunDA8HHz3Ewtv@my-ste.demon.co.uk>
Source record: 2554

In article <7qgqhr$n88$1@nnrp1.deja.com>, Guillaume Dï¿½flache <Guillaume.
Deflache@depinfo.enseeiht.fr> writes
> Anyone has remembering of an undocumented feature of TOS which
>allows (sort of) "short resident routines" put before GEM starts in the
>memory between the end of system variables and the start of the OS to
>be kept there and executed in some way (if they had some sort of code
>checksum value or marker)?

If I understand what you meant, you're describing the way TOS searches
for reset resident programs between _phystop and the end of the system
variables ($0600). If this is the case, then here's some pseudo code of
how TOS finds this type of reset resident program.

```
address = contents of _phystop
while (address > 0x600)
{
address = address - 0x0400
if( contents of address == 0x12123456)
if( contents of address+4 == address)
if( (sum of words at address to address+510) == 0x5678)
execute code at address+8
}
```

IIRC this type of program is executed after bootsectors are checked and,
if required, executed.

As a small example, here's a small program that sets up a reset resident
program. I've added some comments (which is rare for me ;) to try and
show how it works.

```
; start of code

_phystop equ $42e

start
clr.l -(sp) ; into supervisor mode
move #$20,-(sp)
trap #1
addq.l #6,sp
move.l _phystop,a5 ; get end of physical RAM
move.l d0,-(sp)
move #$20,-(sp)
trap #1
addq.l #6,sp

set_up
sub.l #$8400,a5 ; _phystop-33k bytes (puts it below the
```

```
screen memory)
move.l a5,a1 ; use A1 as temp address pointer
move.l #$12123456,(a1)+ ; here's the flag
move.l a5,(a1)+ ; and the address of the block
lea reset_prg(pc),a0
move #(end-reset_prg)/2,d0

.loop1
move (a0)+,(a1)+
dbra d0,.loop1

calc_checksum
move.l a5,a0
clr d0 ; clear D0 for checksum calculation
move #$fe,d1 ; 255 words ($00 to $fe)

.loop2
add (a0)+,d0
dbra d1,.loop2

move #$5678,d1 ; the value required
sub d0,d1 ; subtract checksum from required value.
move d1,(a0) ; and store at the end of the block

exit
clr.l -(sp)
trap #1

; this is the resident code. It must be less than 502 bytes to fit in
; one block. If the code won't fit, a 'bra.s' can be used to jump over
; the checksum word.
reset_prg
pea prg(pc) ; use PC relative code so it can be
move.w #$9,-(sp) ; so it can start at any address
trap #1
addq.l #6,sp
rts
even
prg
dc.b 'If you see this line, my reset '
dc.b 'resident program was executed'
dc.b 13,10
dc.b 0
even

end equ *

; end of code

--
David Bolt
```

3488. Re: GFA code for total trees in RSC file

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7qijt3$1k1$1@nnrp1.deja.com>
Source record: 2555

```
> Lost the original post, but here is the small bit of code in GFA
> to fetch the total trees.
>
> total_trees%=CARD{LONG{LONG{GB+4}+14}+22}

Thank you very, very much for taking the time to help! :)

Best regards,

Joakim

--
WWW: http://gokmase.atari.org
(http://hem1.passagen.se/gokmase/atari)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

3489. Re: system layers' availaibility during boot process

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37d5c887.74083546@news.demon.co.uk>
Source record: 2556

On 29 Aug 1999 11:17:16 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
>> Yes, iirc the whole system is valid except for (of course) the Gem
>> parts, AES,VDI,GDOS. LineA is up also - for the console and (again
>
>Actually, the VDI is available as well, but you have to open the physical
>workstation yourself.

Sorry. I forgot about that!

>I don't know about GDOS. I wouldn't recommend using
>LineA, most graphics-cards doesn't support it.

I doubt LineA is "unsupported" as it appears (GDOS for instance,
plonks itself into the LineA font ring). No matter, I agree using
LineA when there is any other alternative is just making trouble for
yourself.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3490. Re: system layers' availaibility during boot process

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37d6cb60.74812334@news.demon.co.uk>
Source record: 2557

On Tue, 31 Aug 1999 14:38:00 GMT, Guillaume Dï¿½flache
<Guillaume.Deflache@depinfo.enseeiht.fr> wrote:

>
>> >And also: can GEMDOS be used in the boot sector? for file i/o?
>> If by that you mean Rwabs(), GetBpb() etc then yes.
> Well I really meant GEMDOS. Can I do F* GEMDOS-calls?
>
> Thanks to you and Jo for your answers.
>
> My AUTO-program aims at doing some (Falcon) resolution changes.
>There is a problem though: IIRC the resolution change is effectively
>done only when the amount of memory taken by the new screen is lower
>that the one of the current system-screen (otherwise it hangs). That's
>why I thought it was a memory-allocation problem.
>
> I have let VSetScreen handle this, but it seems it's not the right
>way to do it... Should I use VSetMode, VGetSize and Malloc instead? But
>this way I think I'll lose the memory allocated for the first screen by
>the system, which is really annoying as my program deals with launching
>memory-hungry programs (demos/games)... Or does anyone know how to use
>Srealloc (which I think allows reallocating the screen memory)?
>BTW I am also looking for the calling procedure of the other unofficial
>XBIOS function that allows VIDEL registers loading & saving...

I'm afraid I've never had a Falcon so I can't help. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3491. Re: Can anyone help?

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37d7cc60.75068763@news.demon.co.uk>
Source record: 2558

On Wed, 25 Aug 1999 14:40:55 +0200, "RN" <not@available.yet> wrote:

>Hey all!
>
>Please read quick and see if you can help!
>
>There is an Atari ST running an automated mailer machine, and
>the company want to replace it with a PC. I am now trying to get
>an emulator to work well under Win95, that allows for communication
>via the serial port to the mailer machine.
>
>I have tried WinSTon, TOSBox etc etc but when I use the original
>ST disks to boot up in the PC, the second disk causes 3 BOMB
>icons to appear on the screen and it hangs.....
>
>So now I dont know what to do! Any suggestions????

I thought about it for a while, then a a longer while, and now a whole
week has gone by! Tbh I can't think of any reason to replace the ST in
the first place. It'll be running long after the PC that replaces it
has expired, and even if it doesn't there are still plenty of ST's
about to replace a busted one.

Finally, if ever the software wanted upgrading, unless you've got the
sources for the ST app then it'll have to be written from scratch or
replaced with a PC app anyway.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3492. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7qim3jkei1@sun27.hrz.tu-darmstadt.de>
Source record: 2559

Hi!

David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> while (address > 0x600)
^

Just a small correction: That should be a >=, not a >.

> address = address - 0x0400
^

And another one: That should be a 0x0200, not a 0x0400.

> As a small example, here's a small program that sets up a reset resident
> program. I've added some comments (which is rare for me ;) to try and
> show how it works.
> [Source code snipped]

Substracting a fixed value from _phystop and assuming it's no longer
screen memory is likely to fail on machines like the Falcon. A better
way is to use Malloc() to allocate 1024 bytes, align the addres returned
to a 512-byte-boundary, and then use Ptermres() on exit (if you're not
planning to trigger a reset right away).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3493. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7qjouo$tk4$1@nnrp1.deja.com>
Source record: 2560

```
In article <7qim3j$kei$1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
[some corrections]
That's nice to have so many responses! It seems that at the end the
programming community here alwass gives the right complete answer :) !
Oh and I guess the code here should be relocatable :)... And the
usual question: is this a "bad undocumented but widely used and
accepted" feature? Does it work on all TOSes?
BTW Tommy: Leider werden keine Atari-ST Profibuecher in Frankreich
verkauft! (AFAIK) Ist dieser besser als das Kompendium?
```

Again thanks to you all there!
--
Guillaume D&#65533;flache (mailto:guillaumed@europe.com)

```
Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

3494. Re: Can anyone help?

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <37CD3B74.E3229BEB@plano.net>
Source record: 2561

> On Wed, 25 Aug 1999 14:40:55 +0200, "RN" <not@available.yet> wrote:
>
> >Hey all!
> >
> >Please read quick and see if you can help!
> >
> >There is an Atari ST running an automated mailer machine, and
> >the company want to replace it with a PC. I am now trying to get
> >an emulator to work well under Win95, that allows for communication
> >via the serial port to the mailer machine.
> >
> >I have tried WinSTon, TOSBox etc etc but when I use the original
> >ST disks to boot up in the PC, the second disk causes 3 BOMB
> >icons to appear on the screen and it hangs.....
> >
> >So now I dont know what to do! Any suggestions????
>
Okay, here's what you do: Go out and buy a midi-tower PC
case. Remove the Atari 1040 ST motherboard and put it in the
PC case. Now, tell your boss it's a PC--and run the same old
software on it that has been working all along.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

3495. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: Tommy Andersen <tommya@post3.tele.dk>
Message-ID: <7qjvsk$b0$1@news.inet.tele.dk>
Source record: 2562

"Guillaume Dï¿½flache" wrote:

> BTW Tommy: Leider werden keine Atari-ST Profibuecher in Frankreich
> verkauft! (AFAIK) Ist dieser besser als das Kompendium?

IMHO yes.

--
CU Tommy

3496. CGG under Magic PC

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: SEVIN Roland <upsis@club-internet.fr>
Message-ID: <7qk4bt$37n$1@front1.grolier.fr>
Source record: 2563

```
Hi!
Is there someone who has succeed with
GCC and G++ on Magic PC ?

Thanks
--
.=============== Roland Sevin ================.
| upsis@REMOVE_THISclub-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.============================================.
```

3497. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <OsJ4wBAYeaz3Ewfw@my-ste.demon.co.uk>
Source record: 2564

In article <7qim3jkei1@sun27.hrz.tu-darmstadt.de>, Thomas Binder
<gryf@hrzpub.tu-darmstadt.de> writes
>Hi!
>
>David Bolt <dbolt@my-ste.demon.co.uk> wrote:

<snip corrections>

I thought I'd checked everything thoroughly before I posted, but they
seemed to slip through :|

>> As a small example, here's a small program that sets up a reset resident
>> program. I've added some comments (which is rare for me ;) to try and
>> show how it works.
>> [Source code snipped]
>
>Substracting a fixed value from _phystop and assuming it's no longer
>screen memory is likely to fail on machines like the Falcon. A better
>way is to use Malloc() to allocate 1024 bytes, align the addres returned
>to a 512-byte-boundary, and then use Ptermres() on exit (if you're not
>planning to trigger a reset right away).

That would be a much better way of doing things. You can almost tell the
code was developed with an ST in mind. I found a description of this in
an old ST World (January 1989 for the curious) and I made sure the
example code worked on the ST before posting it. Not having a Falcon,
any extra memory used by the screen wasn't taken into account.

--
David Bolt

3498. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-01 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <pM3xYGAi4az3EwYV@my-ste.demon.co.uk>
Source record: 2565

In article <7qjouo$tk4$1@nnrp1.deja.com>, Guillaume Dï¿½flache <Guillaume.
Deflache@depinfo.enseeiht.fr> writes

> Oh and I guess the code here should be relocatable :)... And the

Yep.

>usual question: is this a "bad undocumented but widely used and
>accepted" feature? Does it work on all TOSes?

It seems to be in the versions of TOS I've seen (TOS 1.00 and 1.62)
and it's in Magic 5.11 so I'd guess it's in all TOS versions.

--
David Bolt

3499. Problem to install SCSI HD on MEGA STE !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-02 00:00:00 UTC
From: David ROCHE <DROCHE@SOFTHOME.NET>
Message-ID: <7qj698jqn1@jaydee.iway.fr>
Source record: 2566

Hello,

I have a MEGA STE and the hard disk inside don't works fine but it is
recognised !!

Thus i trying to install an other SCSI disk MAXTOR LXT213SY (200Mo) and the
MEGA STE don't recognize it with the HDX.PRG and HDINSTALL.PRG utilities.

How can i do ?
Is there a special disk for MEGA STE ? (i don't think because the interface
is SCSI)

HELP HELP HELP !!!

best regards, David

DROCHE@SOFTHOME.NET

a+

3500. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-02 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7qlio9$3th$1@sun27.hrz.tu-darmstadt.de>
Source record: 2567

Hi!

David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> That would be a much better way of doing things. You can almost tell the
> code was developed with an ST in mind. I found a description of this in
> an old ST World (January 1989 for the curious) and I made sure the
> example code worked on the ST before posting it. Not having a Falcon,
> any extra memory used by the screen wasn't taken into account.

Well, even with my "solution" there's no guarantee the memory address
returned my Malloc() isn't located too close to the current screen
memory - but it's not very likely.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3501. !!!!! BUY A FALCON 030 !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-03 00:00:00 UTC
From: David ROCHE <DROCHE@SOFTHOME.NET>
Message-ID: <7qlrsn$2ja$1@jaydee.iway.fr>
Source record: 2568

I would to buy a FALCON 030
Make proposition at :

DROCHE@SOFTHOME.NET

best regartds, David

3502. Re: 18 AND OVER 24169

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-03 00:00:00 UTC
From: Earl Malmrose <earl@nospam.malmrose.com>
Message-ID: <iYZz3.5912$R84.158425@typ12.nn.bcandid.com>
Source record: 2569
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy

```
<adam91998@aol.com> wrote in message news:030999171600@aol.com...
> free xxx pics:
>
> http://207.240.225.250$Oi\A"&I

That URL looks hosed. Try again.
```

3503. CD-ROM

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-05 00:00:00 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <dCxA3.277$vE6.1452039@nnrp3.proxad.net>
Source record: 2570

I'm looking for the structure of the "physical interface"
drivers for MetaDos (.BOS files)

I'm also looking for all docs about
ATA and ATAPI
ISO9660 and Joliet CD formats

Please help !

J&#65533;r&#65533;me

3504. MultiTOS/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-06 00:00:00 UTC
From: Bob F <BobF@techsoftware.demon.co.uk>
Message-ID: <01bef849$ba647780$02c809c0@purple>
Source record: 2571

Hi,

Im trying to get MiNT up and running on a Falcon and
wondered what the best current (English if possible)
distribution is. Ive tried MultiTOS and various magazine
disk versions (!) in the past, but found it tricky to get
working.

Regards

Bob.

3505. Re: MultiTOS/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7r35fp$qv9$3@news.campuscwix.net>
Source record: 2572

On 6 Sep 1999 09:25:37 G, "Bob F" wrote:
->Hi,
->
->Im trying to get MiNT up and running on a Falcon and
->wondered what the best current (English if possible)
->distribution is. Ive tried MultiTOS and various magazine
->disk versions (!) in the past, but found it tricky to get
->working.
->
->Regards
->
->Bob.
->
->
->.

Bob, grab K. Ellis's "KEMD Revision 2" archive from:

http://kellis.atari.org

Read the accompanying docs very carefully, send E-mail
to me or post here if/when you need help. ;-)

Catch ya later!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3506. FS: Programs inexpensive

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-10 00:00:00 UTC
From: Vladislav Belov <vlad@melitopol.net>
Message-ID: <936997614.481942@zebra.mlt.dnepr.net>
Source record: 2573
Cross-posted to: comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,com

Hello to all interested in getting inexpensive, but current
software.
Have over 1000 different programs of all kinds. Below is a small list of
programs, just to see how inexpensive they are. Have graphic sofware, 3D
Building sofware, Architecture software, Programming software, etc.
For the list, and any question YOU MAY HAVE , please e-mail.

- Adobe Illustrator 8.0 = 20$
- Adobe Pagemaker 6.5 = 18$
- Adobe Photodelux = 18$
- Adobe photoshop 5 = 20$
- Adobe Premiere 5.0 = 18$
- Corel Draw 9 = 20$
- Corel Photos: Professional 5000 photos = 15$
- Corel Xara 2.0 = 20$
- Macromedia Authorware = 18$
- AutoCAD 14 = 20$
- ArchiCAD 6.0, ACAD 14.5 = 22$
- architectCAD = 18$
- Arhicad 6.0 = 20$
- AutoCAD 15 (AutoCad 2000) = 25$
- MathCAD 9 Professional = 25$;
- Borlad Delphi 3.02 = 18$;
- Borland C++ 5.02 = 20$
- Borland C++ Bilder = 25$
- Borland Delphi 4.0 (4.2) + libraries = 20$
- C++ Builder 3.0 Borland = 20$
- Cd-recorders = 20$
- Linux 5.0 = 18$
- LINUX OFFICE '98 = 20$
- Linux Red Hat 5.1 = 20$
- Mathlab 5.2 = 20$
- Microsoft Office 2000 = 25$

and others !!!!!!!!!!

These CD's are not copies, with all pictures, tools and everything.
E-mail me if interested. And if you buy several CD's, the price
will
be less.
When you reply me, please, tell me the kind of programs in which you
are interested.
I also have a lot of games.

Thank you.
Vlad

3507. Get a lot of $$$ - it is easy!

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-12 00:00:00 UTC
From: s <js@micro.com>
Message-ID: <7remsq$le3$1@inep.net>
Source record: 2574

Do you want get cash thru e-mail?
Go here:

http://www.sendmoreinfo.com/id/56837

Then
i) Click on "FREE sign up" and sign up.
ii) follow HELP istructions and get a lot of many.
:-)

3508. Re: MultiTOS/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-12 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <M2CC3.43680$m7.555667@quark.idirect.com>
Source record: 2575

On 6 Sep 1999 09:25:37 G, "Bob F" wrote:
:Hi,
:Im trying to get MiNT up and running on a Falcon and
:wondered what the best current (English if possible)
:distribution is. Ive tried MultiTOS and various magazine
:disk versions (!) in the past, but found it tricky to get
:working.
:Regards
:Bob.
:
A pretty easy way to install MiNT is to use TAF's 7 DD
floppy disk set, available at fine ftp sites everywhere.
However,
(there's always a 'however' isn't there?)
this installs Xwindows, and an old MiNTnet,you will have
to start replacing old files with newer ones. Mind you,
you have to do that also with the KGMD(KEMD with kellis's
translation) as it is an old distribution.
Martin-Eric Racine (see his TT pages) is working on a
new installation program(NMD), and there is also the CD
MiNT distribution (MiNT'99) from Whiteline, with an
installation program. good price I think.
this should get you going! :-)

Are you going to produce the 'Atarian' using MiNT? <grin>
ken
the TAF guy

3509. Re: ST NEWBIE

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-12 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <X2CC3.43681$m7.555667@quark.idirect.com>
Source record: 2576

:> if there is one available for purchasing, where I could get it.
: AFAIK there are no more to purchase...

I think HiSoft is still selling Devpack??

:> want to do some graphics programming and see how fast I can get this
:> beast to run in 3d. Which reminds me, I guess I would somehow need
: Calm down guy, the "beast" has only a 8MHz 68000... so don't expect
:too much from it...

nicely said! :-)

:> to find information on the graphic card (video modes, software
:> interrupts, etc.) so i could do graphics programming. Anyways peace
:Video modes :
: - basic ones available: 320x200x16c(colors, not bits) or 640x200x4c or
:640x400x2c (monochrom B&W, this one needs a special monitor whereas the
:two others works on a TV or standard monitor)

you can get a S/VGA adaptor which allows you to use a SVGA or VGA monitor
for monochrome with the ST from Mario Becroft.
Also Mario Becroft is working on a VME card/adaptor which will give you
1280x1024 in 16bit (65,000) colurs.not much good for an ST, but he's working
on that also!:-)

: - AFAIR you can extend it by various software dirty incompatible time-
:consuming tricks up to 448x272x16 (max I think, very tricky, needs half
:processor power to sustain it... and lots more to fill it with
:pixels...)
:Software interrupts:
:On Atari system, you do not need them for graphic programming (apart
:from color rasters :)...).
:
:> out, and any help is defintely appreciated.
:Hope this helps.
:--
:Guillaume D&#65533;flache
:mailto:guillaumed@europe.com

ken
the TAF guy

3510. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-12 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <D2CC3.43679$m7.555667@quark.idirect.com>
Source record: 2577

On 20 Aug 1999 15:21:29 , "TEW" wrote:
:Hello,
:I have some Atari StE's, and am interested in accquiring a hard drive.
:Either proper Atari ones or a nice cheap solution using something else (?).
:By cheap, I mean I don't want to spend more than 100UKP at most.
:Thanks!

hey.no problemo! (I think)
Check out Mario Becroft web site.
He makes a ST and STe IDE board for a good price.
I have a STe IDE board in my STe (~60ukp)
a 120 MB IDE 2.5" notebook drive (~20ukp)my cost-Toronto
with a 2.5" IDE cable (~5ukp)my cost-Mario Becroft
PLUS
I get TOS 2.06!
I think Chris Crosskey is the dealer in the UK.
but I can't speak for his prices, I don't know them.
He is a good head though, fast and reliable AFAIK
check mario's web site for his address
which is:
http://www.pl.net/~mario/
mb@tos.pl.net

3511. Re: undocumented "short resident routines"???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-12 00:00:00 UTC
From: FROGGYlandon@best.com
Message-ID: <37dbc2b9$0$218@nntp1.ba.best.com>
Source record: 2578

Guillaume Dï¿½flache <Guillaume.Deflache@depinfo.enseeiht.fr> wrote:
:> That's nice to have so many responses! It seems that at the end the
:>programming community here alwass gives the right complete answer :) !
:> Oh and I guess the code here should be relocatable :)... And the
:>usual question: is this a "bad undocumented but widely used and
:>accepted" feature? Does it work on all TOSes?

that feature has been in there since day 1 -- i don't know if it has
ever been taken out. it was originally intended as a way to do some
kind of power or reset recovery from an application (e.g., save
critical data, or wipe ones self, for copy protection)

-landon

3512. C++ & GEM++

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-14 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7rkpso$vm6$1@nnrp1.deja.com>
Source record: 2579

Hi All,

I have recently installed GCC v2.7.2 onto my Hades KGMD setup. This works just fine and I can write and compile C++ programs without any problems.

I would really like to write GEM applications in C++ so I have been trying to install the GEM++ class libraries to help me do this, but I have been having a few problems.

One of the compilation errors I have been receiving is a cannot find file error from the linker. It's looking for gemlib++.a (or was it libgem++.a) which I do not have. I know that GEM++ needs either GEMLIB or MINTLIB to run which I thought I had installed.

So, my question is, could anybody out there who programs using the GNU C++ compiler and the GEM++ libraries please tell me how to setup GCC, and GEM++ and let me know if there are any other programs required in the setup so that I can at least compile the example programs that come with GEM++.

Any help would be greatly appreciated.

Thanks.

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3513. Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-14 00:00:00 UTC
From: Rafa³ Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37DE173A.E2A7E954@elektryk.ie.pwr.wroc.pl>
Source record: 2580

Hi there!

I'm looking for good and fast function for sorting dynamic variables in
Pure C.
Can anyone help me?

Thanks

Rafal Kawecki

3514. Re: Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-14 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7rlobvmtq1@sun27.hrz.tu-darmstadt.de>
Source record: 2581

Hi!

Rafaï¿½ Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> wrote:
> I'm looking for good and fast function for sorting dynamic variables in
> Pure C.
> Can anyone help me?

Depends on what kind of "dynamic variables" you mean. For variable sized
arrays of arbitrary type elements, there's the function qsort(), the
prototype should be in stdlib.h. qsort() implements - as the name
suggests - the quicksort algorithm, which is (one of) the fastest
general sorting method(s) currently known.

Ciao

Thomas

P.S.: I'm not absolutely sure whether the Pure C libraries contain this
function, as it's POSIX, not ANSI.

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3515. Re: Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-14 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37DE7EEC.3A3FD4DD@cable.A2000.nl>
Source record: 2582

Hi

Thomas Binder wrote:

> Depends on what kind of "dynamic variables" you mean. For variable sized
> arrays of arbitrary type elements, there's the function qsort(), the
> prototype should be in stdlib.h. qsort() implements - as the name
> suggests - the quicksort algorithm, which is (one of) the fastest
> general sorting method(s) currently known.
>
> P.S.: I'm not absolutely sure whether the Pure C libraries contain this
> function, as it's POSIX, not ANSI.
>

Dont fear, it is in stdlib. The (original) Turbo C book claims it is ANSI.
It certainly is in the ISO standard C library, which thinks it is a copy of ANSI.
But who cares? A good reason for including a function in a library is because
it's USEFULL. ;-)

Beware: The sorted elements must be all the same size. If they are not, built a
array of pointers and sort them.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3516. Re: Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-15 00:00:00 UTC
From: Rafa³ Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37DF32AA.21B93F5D@elektryk.ie.pwr.wroc.pl>
Source record: 2583

Henk Robbers wrote:

> Hi
>
> Thomas Binder wrote:
>
> > Depends on what kind of "dynamic variables" you mean. For variable sized
> > arrays of arbitrary type elements, there's the function qsort(), the
> > prototype should be in stdlib.h. qsort() implements - as the name
> > suggests - the quicksort algorithm, which is (one of) the fastest
> > general sorting method(s) currently known.
> >
> > P.S.: I'm not absolutely sure whether the Pure C libraries contain this
> > function, as it's POSIX, not ANSI.
> >
>
> Dont fear, it is in stdlib. The (original) Turbo C book claims it is ANSI.
> It certainly is in the ISO standard C library, which thinks it is a copy of ANSI.
> But who cares? A good reason for including a function in a library is because
> it's USEFULL. ;-)
>
> Beware: The sorted elements must be all the same size. If they are not, built a
> array of pointers and sort them.
>

To use qsort() I have to build an array with pointers?
But I don't habe such array, and I don't want to have it.
It's like this:

```
typedef struct bla{
char *....
....
struct bla *next;
struct bla *prev;
}
```

For example I have a base with about 10000 such structures and I want to sort
this 10000 structures.
Can I make it with qsort???

3517. Research source code ATARI IDE & SCSI

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-15 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <37DF4B46.5F44A73@club-internet.fr>
Source record: 2584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,maus.computer.atari.hardware,pl.comp.sys.atari,maus.computer.atari.falcon,maus.computer.atari.talk

Hello,

I'm research source code in C or assembleur for programming the IDE and
SCSI bus of a Falcon 030 (and TT for the SCSI). Could you help me ?

Thank's for your answer.
Best regard

Florent

lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/index.html
author of HARDWARE 2.0 for Falcon 030

3518. Re: Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-15 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7rnq3n$2nc$1@sun27.hrz.tu-darmstadt.de>
Source record: 2585

Hi!

Rafaï¿½ Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> wrote:

> typedef struct bla{
> char *....
> ....
> struct bla *next;
> struct bla *prev;
> }
> Can I make it with qsort???

No, not directly. Either build a temporary array, then use qsort(), and
then adapt all next and prev pointers. Or implement quicksort yourself,
though the approach is quite fixed to be used on arrays.

How does your linked list get filled? Wouldn't it be better to switch to
AVL trees? These are balanced binary trees (i.e. they have a root node,
and each node has two leaf nodes, the left being less than its parent,
the right greater or equal, and each branch is almost of the same
height), and sorting/balancing is done at insertion time.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3519. Re: Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-15 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37DF9D07.384A2837@cable.A2000.nl>
Source record: 2586

Hi

Rafaï¿½ Kawecki wrote:

>
> To use qsort() I have to build an array with pointers?
> But I don't habe such array, and I don't want to have it.
> It's like this:
>
> typedef struct bla{
> char *....
> ....
> struct bla *next;
> struct bla *prev;
> }
>
> For example I have a base with about 10000 such structures and I want to sort
> this 10000 structures.
> Can I make it with qsort???

If all these 10000 bla's are in an array, you can. If not you must make one.
qsort sorts arrays. Building a pointer array make's qsort extremely fast, because
it needs only move the pointers around. It's a very good idee, whether you want it
or not. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3520. Re: C++ & GEM++

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-15 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7rovk5$2nf$1@SOLAIR2.EUnet.yu>
Source record: 2587

On 14 Sep 1999 06:27:44 , ben@imperial.co.uk wrote:

>I have recently installed GCC v2.7.2 onto my Hades KGMD setup.
>This works just fine and I can write and compile C++ programs
>without any problems.

By the way, can the Gnu C++ (is there any other C++ for us??) be installed
to work without MiNT and its filesystem- under plain TOS, I mean?

Regards;

3521. Command line?

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-15 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <af42d5b290B802A1.46@nest.ftn>
Source record: 2588

Hi everybody,

My stupid question of the week: Is it possible to have a command line longer than 126 characters?

I wrote a tiny TTP that do nothing but catching the command line. Up to 126 characters, no problem.

Beyond 126 characters, we're supposed to use the ARGV protocol but it seems not to work the right way under MiNT/N.AES/Jinnee. Under plain TOS (3.06), a too long command line leads to bombs.

What I know about ARGV is that the command line length is set to 127 (that's what my TTP can read) and the content is (supposed to be) inserted before the environment string. But it never happens. My TTP reads the long word at basepage+44 which is a pointer to the environment string. Right? All right, I got a pretty long environment string (because of MiNT) but the command line has

disappeared in the mean time! At the normal command line address (basepage+128), there is only the length byte (127 according to ARGV protocol) and nothing beyond (0, 0, 0, ...). The environment string is correct but there is no command line anymore, neither before, nor after the environment string. And I never find an "ARGV" string anywhere like I was supposed to.

So... What's wrong? Is it Jinnee's fault that poorly handles the command line? Is it definitively impossible to have a long command line? Or is it me that don't understand the ARGV protocol? Or is it once again one of these bl**dy MagiC-only things?

Last thing to say: I'm talking about GFA.

==============================
Remi Villatel
E-mail: maxilys@normandnet.fr
==============================

Via *FiST* v2.56M2 beta Gateway

3522. Re: Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-16 00:00:00 UTC
From: Rafa³ Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <37E09CCB.5B253BAB@elektryk.ie.pwr.wroc.pl>
Source record: 2589

```
> > To use qsort() I have to build an array with pointers?
> > But I don't habe such array, and I don't want to have it.
> > It's like this:
> >
> > typedef struct bla{
> > char *....
> > ....
> > struct bla *next;
> > struct bla *prev;
> > }
> >
> > For example I have a base with about 10000 such structures and I want to sort
> > this 10000 structures.
> > Can I make it with qsort???
>
> If all these 10000 bla's are in an array, you can. If not you must make one.
> qsort sorts arrays. Building a pointer array make's qsort extremely fast, because
> it needs only move the pointers around. It's a very good idee, whether you want it
> or not. :-)
>

OK. Thanks.
I'll try to make it with qsort (I'll make an array with pointers).
Thanks very much.
During this week I'll see how it's working :))

Thanks

Rafal Kawecki
```

3523. Re: Command line?

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-16 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7rqhpo$rk3$1@sun27.hrz.tu-darmstadt.de>
Source record: 2590

Hi!

Remi Villatel <maxilys@normandnet.fr> wrote:
> So... What's wrong? Is it Jinnee's fault that poorly handles the command line?
Well, AFAIR the TOSRUN mechanism found in N.AES 1.x doesn't correctly
handle ARGV, i.e. the TOSRUN manager already doesn't receive the ARGV
environment string, so that any TTP hasn't got a chance to evaluate it.

I'm not sure whether this is the correct reason, but at least one stage
before the actual TTP is run drops ARGV= - so it's not your fault. For a
test, just rename your .ttp to .app and let it print the environment. It
should then contain ARGV=.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3524. Re: Command line?

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-16 00:00:00 UTC
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <37E0CEE3.72935EA5@utbm.fr>
Source record: 2591

Remi Villatel a ï¿½crit :
Hello Remi

You can find explanation in French on my page:
http://www.utbm.fr/les.personnes/olivier.landemarre/argument.htm

Long ARGV don't supposed the system you use, it depend only of the the startup of your
compiler. For GCC no problem, I think for PureC, Lattice too. For other I don't know and
perhaps it need to change the startup.

Donc en francais peut etre un peu plus correct que mon anglais, les arguments longs tels qu'ils
ont ete definis officiellement (et qui est une rustine au probleme!), specifie que au dela de 125
il faut passer l'argument en environnement avec ARGV=..... C'est le header du programme
qui se charge de faire la popote! pour le transmettre au main(). Heureusement que l'environnement
n'etait pas limite! Cela marche tres bien et je te conseil d'aller lire ce que j'ai ecrit la dessus (cf adresse
plus haut). Comme tu semble utiliser GFA je ne sais pas si ca marche il faut que le code de demarrage
le supporte. Si ce n'est pas le cas ca serait bien un monde qu'il n'y ai pas quelque part un patch.
Aussi le code de demarrage bien fait retourne le ARGV dans la commande standard (qui n'est en fait
pas limite a la reception et l'elimine de l'environnement)

> Hi everybody,
>
> My stupid question of the week: Is it possible to have a command line longer
> than 126 characters?
>
> I wrote a tiny TTP that do nothing but catching the command line. Up to 126
> characters, no problem.
>
> Beyond 126 characters, we're supposed to use the ARGV protocol but it seems
> not to work the right way under MiNT/N.AES/Jinnee. Under plain TOS (3.06), a
> too long command line leads to bombs.
>
> What I know about ARGV is that the command line length is set to 127 (that's
> what my TTP can read) and the content is (supposed to be) inserted before the
> environment string. But it never happens. My TTP reads the long word at

> basepage+44 which is a pointer to the environment string. Right? All right, I
> got a pretty long environment string (because of MiNT) but the command line has
>
> disappeared in the mean time! At the normal command line address
> (basepage+128), there is only the length byte (127 according to ARGV protocol)
> and nothing beyond (0, 0, 0, ...). The environment string is correct but there
> is no command line anymore, neither before, nor after the environment string.
> And I never find an "ARGV" string anywhere like I was supposed to.
>
> So... What's wrong? Is it Jinnee's fault that poorly handles the command line?
> Is it definitively impossible to have a long command line? Or is it me that
> don't understand the ARGV protocol? Or is it once again one of these bl**dy
> MagiC-only things?
>
> Last thing to say: I'm talking about GFA.
>
>

Olivier

3525. Research source code ATARI IDE & SCSI

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-16 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <37E0E4DB.767B8673@club-internet.fr>
Source record: 2592
Cross-posted to: maus.computer.atari.hardware,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

Hello,

I'm research source code in C or assembleur for programming the IDE and
SCSI bus of a Falcon 030 (and TT for the SCSI). Could you help me ?

Thank's for your answer.
Best regard

Florent

lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/index.html
author of HARDWARE 2.0 for Falcon 030

3526. Re: C++ & GEM++

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37f5c1a1.35415634@news.demon.co.uk>
Source record: 2593

On 15 Sep 1999 20:29:57 GMT, vdjole@EUnet.yu (Djordje Vukovic) wrote:

>On 14 Sep 1999 06:27:44 , ben@imperial.co.uk wrote:
>
>>I have recently installed GCC v2.7.2 onto my Hades KGMD setup.
>>This works just fine and I can write and compile C++ programs
>>without any problems.
>
>
>By the way, can the Gnu C++ (is there any other C++ for us??) be installed
>to work without MiNT and its filesystem- under plain TOS, I mean?

I don't know, but to add to your question...

Are the complete compiler sources available, and where?

[then I may have an answer for you] :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3527. Linux on a Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-17 00:00:00 UTC
From: A User <godfreym@hotmail.com>
Message-ID: <37E27342.1E1D9D9E@hotmail.com>
Source record: 2594
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

If anyone has installed Linux on a Falcon030 I could use your guidance.

I am looking for HowTos and FAQ's/Walkthroughs on installing and make a
stable build of Linux on a Falcon030

Thanks in Advance

--
I Accept the things that I can not change.
I have the courage to change the things I can change.
AND I have the wisdom to know the difference.

3528. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37E2937E.DE9425E5@cfc.dnd.ca>
Source record: 2595
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

A User wrote:
> If anyone has installed Linux on a Falcon030 I could use your guidance.
> I am looking for HowTos and FAQ's/Walkthroughs on installing and make a
> stable build of Linux on a Falcon030
> Thanks in Advance
> --
> I Accept the things that I can not change.
> I have the courage to change the things I can change.
> AND I have the wisdom to know the difference.

what brand
netBSD?
debian?
other?

ken
the TAF guy

3529. Magical MU* coder sought! (C/Linux)

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-17 00:00:00 UTC
From: quaeris@*removethis*bb2.betterbox.net
Message-ID: <quaeris-1709991847080001@adsl-209-76-109-186.dsl.snfc21.pacbell.net>
Source record: 2596

Greetings,

I began playing a MU* about two years ago, after playing pen/paper games for years. With the right group of people, a real magic can arise between the players. Everywhere I have looked for something similar, I have found tired echoes of that magic. It's time there was a really mythic, literate, serious, joyful, fantasy roleplaying game. Something intricate enough to keep people fascinated, and give them a place to really -explore- the possibilities of text-based online role playing.

We want to create a place like that; a place that is magical, and intricate, and fascinating. A place that doesn't grow old, but grows. A place where people can interact with the mythical fantasy world in a way that's rewarding and fun.

We are seeking creative, inspired programmers to help us in the creation of a text-based MUD environment. We have been at work on this project for about a year and a half, and have a stable development environmnet running on an Intel linux box. Coding can be done on a home PC, but having knowledge and access to Linux is preferred, and our server can be used by all team members.

(A mud is a text-based, self-running adventure system, based on a database and rules of interaction - telnetable, where people create characters and interact with each other and the virtual environment. A good working knowledge of C is required, a sense of teamwork, and the ability to work a minimum of about 2 hrs/week on the project.)

Our Platform:

We have an always up server, a majordomo, running on Red Hat Linux (intel). We use a DCS code tracking system and have a good organizational structure within the project, meaning there is web based record-keeping and things are kept closely updated within it, creating a resource for our coders. Mordor is a fairly primitive codebase, familiarity with C is a must.

Our Goals:
We want to create an inspired and inspiring team that will allow us to grow a fantasy-based role-playing environment that is rich, rewarding, and fun to be a part of.

If you're looking to join a team with some interesting goals, and help us create a great text-based mud, please send me some info on yourself, what you're looking for, etc and we'll quickly set up some time to chat.

Remove asterisks to reply...

Thanks!
q*uaeris@bb2.be*tterbox.net

3530. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-18 00:00:00 UTC
From: mgodfrey@waca.com
Message-ID: <7s05r4$2bq$1@nnrp1.deja.com>
Source record: 2597
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

Really it dont matter.

What I would like to do is use the Falcon to run Linux and Linux apps
(ie ftp services, mail, www, net scape, etc)

And maybe Wine (Windows emulation under Linux, said to be faster then
Windows itself)

I use AIX 3.2 on an IBM Risc machine at work, so I am fairly familure
with Unix, and to keep my Falcon Alive I just thing that Linux would be
cool to have on there.

Thanks

In article <37E2937E.DE9425E5@cfc.dnd.ca>,
macdonald@cfc.dnd.ca wrote:
> A User wrote:
> > If anyone has installed Linux on a Falcon030 I could use your
guidance.
> > I am looking for HowTos and FAQ's/Walkthroughs on installing and
make a
> > stable build of Linux on a Falcon030
> > Thanks in Advance
> > --
> > I Accept the things that I can not change.
> > I have the courage to change the things I can change.
> > AND I have the wisdom to know the difference.
>
> what brand
> netBSD?
> debian?
> other?
>
> ken
> the TAF guy
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3531. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-18 00:00:00 UTC
From: David Knight <david@ritter.demon.co.uk>
Message-ID: <m3ogf09nfp.fsf@ritter.demon.co.uk>
Source record: 2598
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

mgodfrey@waca.com writes:

> What I would like to do is use the Falcon to run Linux and Linux apps
> (ie ftp services, mail, www, net scape, etc)
>
> And maybe Wine (Windows emulation under Linux, said to be faster then
> Windows itself)

Wine Is Not an Emulator. (hence WINE) Unless something has changed very recently it will only work on x86 machines, which rules out the Falcon.

David

--
The superior man understands what is right;
the inferior man understands what will sell.
-- Confucius

3532. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-20 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <7s4lgo$ug2$1@nnrp1.deja.com>
Source record: 2599
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

Hi,

> If anyone has installed Linux on a Falcon030 I could use your
guidance.
>
> I am looking for HowTos and FAQ's/Walkthroughs on installing and make
a
> stable build of Linux on a Falcon030
>
> Thanks in Advance
>

Well, I have not installed Linux on a Falcon, but I am in the process
of installing it on my Hades, so the process should be the same.

Although there is now an unofficial port of Red Hat to the M68K
platform there are currently no installation utilities for the
Atari so your best bet would be to install the Debian distribution.

You will find information on installing Debian on the Atari platform
on their WEB site. http://www.debian.org

You will also find a list of suppliers on their WEB site so you
shouldn't have any problems getting hold of a copy. You could also
look at the Whiteline Linux CD's which are basically Debian.

http://www.atari-world.com

Hope this helps.

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3533. The G4's are here...

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-21 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7s75jk$3th$1@newshost.comnet.co.nz>
Source record: 2450

[Article crossposted from comp.sys.atari.advocacy]
[Author was Alien]
[Posted on Sat, 4 Sep 1999 15:20:50 +0200]

Dennis Vermeire wrote in message <936381998-79534AEicMi@online.be>...
>Alien <jvdg36.nospam@nospam.hotmail.com> wrote:
>
>Hi Alien :-)
>>Before people go into denial, think about this: The Apple PowerMac G4's
>>are so fast, that the US government doesn't allow them to be exported to
>>certain countries because it is classified as a supercomputer. So there!
>
>Come on, be serious. The PowerMac is fast because of the G4 processor, so
>if I put a G4 "soon to be here" upgrade card in a Amiga or Atari, these
>will be classified as supercomputers also?

Probably, yes. I'd really like to see that. But I'll keep my Atari's stock now.

>Supercomputer? my ***!! there's nothing super at all about the Apple, there
>never has been and there never will be. All you get is a nice bubble full of
>marketing hype. Once you switch on the flashy box it's the same old hat...

No it isn't.It's a well-designed case with a high-quality computer inside
running an OS that allows me to get my work done without crashing constantly.
Unlike a certain widespread OS from a certain Redmond software company.

>BTW: what the US government allows or not is ridiculous... If for example
>Saddam wants a truckload full of G4 processors, he'll have them tomorrow.
>As an exemple: I live in Belgium, and as a Belgian citizen have nothing to
>do with the laws of the US Government. If I buy a G4 tomorrow, and decide
>to sell it next week to one of the "certain countries" I'm not doing
>anything illegal. Just "free trade" :-)

I wasn't saying that the US export restrictions aren't ridiculous. I know that
people that want these machines will get them, one way or the other. There are
discussions going about raising the specs. All I said was that these
restrictions apply to the PowerMac G4, because by US government standards,
they're supercomputers. A stock Atari, Amiga, or any Wintel machine isn't.
According to these standards.

As for free trade, trade is not always as free as think. If you buy a G4 in
Belgium, wether or not you are allowed to export it to Saddam Hussein depends on
Belgian export law. There might just be some restrictions on that. Of course,
you could just do it anyway without registering the export, but that would still
be illegal.

>Apple, IBM and Motorola are Multi nationals designing and producing chips,
>processors and parts all over the world. How do you control a Multi
>national firm? What makes you so sure that the G4 is a 100% developed in
>the US processor? Ever heard of India? I wouldn't be suprised if that
>country in on the "certain list" also :-))

I don't think that IBM and Motorola have their processors produced in countries like India. Maybe a lot of more "mundane" chips are produced there, but not the cream of the crop. And I'll bet that their top designers are in the US also.

Apple has outsourced production of the iMac to companies in Taiwan and Korea, but the PowerMacs are being produced by Apple at Apple's factories in the US, Singapore and Ireland.

>Times have changed, we live in a global community, ever thought about the
>fact that your bank account is not administered in the US, but possibly
>somewhere on a server in the Phillipines. That famous export list is nothing
>more then a way to control economies and protect the home market.
>To use the words of the Great Guru himself: "Let's think different"

My bank account is most certainly not administered in the US, it's on a huge mainframe in Amsterdam. That mainframe runs software that I have written. Contrary to what you may think, if you have a bank account, it is probably administered on a big mainframe that is fully owned by the actual bank itself. Not on a big server in the phillipines. Banks are very (*VERY*) privacy-sensitive operations. They develop most of their software in-house and run it on their own mainframes.

>Cheers from Belgium

>Dennis

Groeten uit Holland :-)
Joost.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

3534. [GCC] gawk 304 ???

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-21 00:00:00 UTC
From: rpascal <rpascal@atos-group.com>
Message-ID: <37E73B3A.1C8BB5BC@atos-group.com>
Source record: 2451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

Any wizard here having had made the generation of gawk 3.0.4 exes ?
(For TOS &| Magic , in TTP or GTP [or APP or PRG ??? , any GEM GUI
somewhere ?])
Or would and could make it and put it on a ftp ?

Thanx in advance, and BTW, if anyone had also : sed, tar, and so on
...-)

3535. [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-21 00:00:00 UTC
From: Simon <simon@webprecinct.co.uk>
Message-ID: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
Source record: 2452
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!), so I can put screenshots of my old games on my website. I can load the palette information correct, then next is the screen information.

What I can remember is each byte is two nibbles(4 bits) - the high one gives the colour (palette index) of one (even numbered) pixel, the low nibble gives the colour of the next (odd numbered) pixel. Yet when I run my code, it looks like I've tried to load the picture in the wrong resolution! (black vertical stripes & distorted graphics)

Now is this anything to do with the fact the atari & PC stores bytes the in different ways (big & little endian) - I dont know if they do, but I should imagine it would cause a problem anyway!

Or is it anything to do with something not being aligned on a word boundary (erk - faint memories of atari programming!)

Please let me know if you can help!

Cheers,
Simon.

Here is a snippet of code (in VB - should make sense!) I'm using to display the image:

```
nCCount = 1
For nYLoop = 0 To 199
For nXLoop = 0 To 319 Step 2
nCPointer = Asc(Mid(strImage, nCCount, 1)) And 15
imgScreen.PSet (nXLoop + 1, nYLoop), RGB(nPalette(nCPointer, 0),
nPalette(nCPointer, 1), nPalette(nCPointer, 2))
nCPointer = (Asc(Mid(strImage, nCCount, 1)) And 240) / 16
imgScreen.PSet (nXLoop, nYLoop), RGB(nPalette(nCPointer, 0),
nPalette(nCPointer, 1), nPalette(nCPointer, 2))
nCCount = nCCount + 1
Next
Next
```

3536. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-21 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7s8sf6$nh4$1@epos.tesco.net>
Source record: 2453
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

A PI1 has the format

1*word (usually 00 to indicate low rez)
16*word for the palette
32000 byes for the picture data

The low rez screen is in words for each plane.
1st word = plane 1
2nd word = plane 2
3rd word = plane 3
4th word = plane 4

the 5th word is the next word across the screen (screen base + 8).
This sequence carries on until the screen is filled.

Mark
MSD/POV

Simon <simon@webprecinct.co.uk> wrote in message
news:937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk...
> Hi,
>
> I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!),
so
> I can put screenshots of my old games on my website. I can load the
palette
> information correct, then next is the screen information.
>
> What I can remember is each byte is two nibbles(4 bits) - the high one
gives
> the colour (palette index) of one (even numbered) pixel, the low nibble
> gives the colour of the next (odd numbered) pixel. Yet when I run my
code,
> it looks like I've tried to load the picture in the wrong resolution!
> (black vertical stripes & distorted graphics)
>

3537. [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-22 00:00:00 UTC
From: vezz@freeREMOVEMEweb.org
Message-ID: <37e95f2e.3590103@news.nettuno.it>
Source record: 2454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Tue, 21 Sep 1999 22:11:12 +0100, "Mark Davies" <pov@tesco.net>
wrote:

>A PI1 has the format
>1*word (usually 00 to indicate low rez)
>16*word for the palette
>32000 byes for the picture data

This is one of the pi1 formats.

Degas Elite format saves files of 32066 bytes in size, because they
contain palette animation.
So
1*word (00 low rez, 01 mid rez, 02 high rez)
16*word palette
16*word palette animation
32000 bytes picture data.

A small hint... try run some picture conversion program on your st,
like picfib or Gemview. You can make a batch, generating all the .gif
you need.

Greetings

Marcello Vezzelli

Visit my homepage: http://vezz.freeweb.org

3538. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-23 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <3VeG3.19689$UL5.243499@quark.idirect.com>
Source record: 2455

On 18 Sep 1999 13:59:04 , mgodfrey@waca.com wrote:
:Really it dont matter.
:What I would like to do is use the Falcon to run Linux and Linux apps
:(ie ftp services, mail, www, net scape, etc)
:Thanks

OK
well try http://www.netbsd.org/Ports/atari/index.html
good luck.bonne chance
ken

3539. Help with Colour Icon Format (*.CIC)

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-24 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7sfn76$sl6$1@nnrp1.deja.com>
Source record: 2456
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Greetings all,

I wonder if any of you have got information on the colour icon file (*
.CIC) created by Ataris resource editor? How does it handle bitplanes,
mask and stuff?

Thanks in advance! :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3540. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37f09052.17760638@news.demon.co.uk>
Source record: 2457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Tue, 21 Sep 1999 09:36:39 +0100, "Simon" <simon@webprecinct.co.uk>
wrote:

>Hi,
>
>I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!), so
>I can put screenshots of my old games on my website. I can load the palette
>information correct, then next is the screen information.
>
>What I can remember is each byte is two nibbles(4 bits) - the high one gives
>the colour (palette index) of one (even numbered) pixel, the low nibble
>gives the colour of the next (odd numbered) pixel. Yet when I run my code,
>it looks like I've tried to load the picture in the wrong resolution!
>(black vertical stripes & distorted graphics)
>
>Now is this anything to do with the fact the atari & PC stores bytes the in
>different ways (big & little endian) - I dont know if they do, but I should
>imagine it would cause a problem anyway!

That may (or may not) depend on the source and target formats. The
conversion, should it need applying, is simple provided you are
dealing with whole word and longwords. (ie if you want a real headache
try and deal with 12 bit FAT's as used by floppies).

16 bit word: exchange hi and lo bytes (eg $1234 -> $3412). Job done.

32 bit longword: exchange ho and lo words, then do word conversion on
each word (eg $12345678 -> $78563412).

To clarify:
$1234 5678
$5678 1234 <- word exchange
$7856 3412 <- byte exchange on each word.

>Or is it anything to do with something not being aligned on a word boundary
>(erk - faint memories of atari programming!)
>
>Please let me know if you can help!

From "picfmt.doc" on (iirc) umich...
<<PICFMT.DOC>>...

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

```
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color
numbers)
4 words right color animation limit table (ending color
numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2
= right)
4 words 128 - animation channel delay in 1/60's of a second.
[0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a
second.)
-----------
32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color
numbers)
4 words right color animation limit table (ending color
numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2
= right]
4 words 128 - animation channel delay in 1/60's of a second.
[0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a
second.)
-----------
```

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is
compressed
separately; i.e., all data for a given scan line appears before any
data
for the next scan line. The scan lines are specified from top to
bottom
(i.e., 0 is first). For each scan line, all the data for a given bit
plane
appears before any data for the next higher order bit plane. Note
that this
is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the
lowest
order bit plane of scan line zero, followed by the data for the next
higher
order bit plane of scan line zero, etc., until all bit planes have
been
specified for scan line zero. The next data in the file will be the
data
for the lowest order bit plane of scan line one, followed by the data
for
the next higher order bit plane of scan line one, etc., until all bit
planes
have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on
compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being
decompressed.

o Whenever a control command is encountered, bytes are stuffed
in this buffer.

o The buffer is only emptied when there are EXACTLY 40
characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40
bytes in it. In other words, all control commands must end on
or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus
error when the picture is loaded.

...<</PICFMT.DOC>>

>Cheers,
>Simon.
>
>Here is a snippet of code (in VB - should make sense!) I'm using to display
>the image:
>
> nCCount = 1
> For nYLoop = 0 To 199
> For nXLoop = 0 To 319 Step 2
> nCPointer = Asc(Mid(strImage, nCCount, 1)) And 15
> imgScreen.PSet (nXLoop + 1, nYLoop), RGB(nPalette(nCPointer, 0),
>nPalette(nCPointer, 1), nPalette(nCPointer, 2))
> nCPointer = (Asc(Mid(strImage, nCCount, 1)) And 240) / 16
> imgScreen.PSet (nXLoop, nYLoop), RGB(nPalette(nCPointer, 0),
>nPalette(nCPointer, 1), nPalette(nCPointer, 2))
> nCCount = nCCount + 1
> Next
> Next

eek! Basic! run away - run away! :-)

Looks something like you're drawing directly on a canvas above (I
dunno any VB btw). Have you considered a direct file conversion? I had
a quick peek at the Win95 programmer's docs. A direct conversion
doesn't seem wholly impossible. These datatypes are worth perusing...

BITMAPFILEHEADER
BITMAPINFOHEADER
RGBQUAD

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3541. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7smme4$pr5$1@newshost.comnet.co.nz>
Source record: 2458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> eek! Basic! run away - run away! :-)

... at least it wasn't LINE-NUMBERED basic - that would be a criminal offense punishable by death. {[:-)]

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

3542. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-27 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <37EF2327.D54E6023@student.canterbury.ac.nz>
Source record: 2459

Gaven Miller wrote:
>
> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> > eek! Basic! run away - run away! :-)
>
> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
> offense punishable by death. {[:-)]

Ooooh, but GOSUB and GOTO commands were such fun. ;-)

Hail Spaghetti code.

3543. wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-28 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37f0ba6832e2cb0@xs4all.nl>
Source record: 2460

I just discovered that wind_set(handle,WF_KIND,kind) doesn't work. I'm using PureC and it's GEM library. Is it a bug in GEM or in PureC's GEM bindings? Anyone any info on this?

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Nothing can be moister than the tears of an oyster."

3544. Re: wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-28 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37F0B610.510AE334@cable.A2000.nl>
Source record: 2461

Hi Jos

Jos den Bekker wrote:
>
> I just discovered that wind_set(handle,WF_KIND,kind) doesn't work. I'm
> using PureC and it's GEM library. Is it a bug in GEM or in PureC's GEM
> bindings? Anyone any info on this?

I think the WF_KIND is a dummy for wind_ser. You must specify the window gadgets
in wind_create's first parameter.
You cannot remove or add window gadgets dynamicly once the window is created.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3545. FS: Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-28 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <Nr7I3.398$Va.1002@news21.bellglobal.com>
Source record: 2462

For sale

HiSoft Lattice C v5.6 w all manuals, disks $ neg

3546. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37ff24fd.317963046@news.demon.co.uk>
Source record: 2463

On Mon, 27 Sep 1999 19:56:23 +1200, Karl Ashton
<kma54@student.canterbury.ac.nz> wrote:

>Gaven Miller wrote:
>>
>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>> > eek! Basic! run away - run away! :-)
>>
>> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>> offense punishable by death. {[:-)]
>
>Ooooh, but GOSUB and GOTO commands were such fun. ;-)
>
>Hail Spaghetti code.

And BBC Basic! Them were the days... ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3547. Re: wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <38002672.318336033@news.demon.co.uk>
Source record: 2464

On 28 Sep 1999 13:53:30 +0200, josdb@xs4all.nl (Jos den Bekker) wrote:

>I just discovered that wind_set(handle,WF_KIND,kind) doesn't work. I'm
>using PureC and it's GEM library. Is it a bug in GEM or in PureC's GEM
>bindings? Anyone any info on this?

I never thought to try it outside of wind_create(). If it does work
then it would require a new message to "update the app" would it not?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3548. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37fe24ad.317883131@news.demon.co.uk>
Source record: 2465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On 27 Sep 1999 02:57:08 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>> eek! Basic! run away - run away! :-)
>
>... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>offense punishable by death. {[:-)]

Even mentioning it could warrant a lengthy sentence!!! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3549. Re: wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-30 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37f33b5c1711020@xs4all.nl>
Source record: 2466

on Tue 28-09-1999 14:35 Henk Robbers wrote:

>I think the WF_KIND is a dummy for wind_ser. You must specify the window gadgets
>in wind_create's first parameter.
>You cannot remove or add window gadgets dynamicly once the window is created.

OK, but I wonder why not. And what is WF_KIND for, then? It's a dummy,
you say, but what does that mean? PureC's documentation suggests
otherwise:

WF_KIND legt wi_sw1 als neue Fensterkomponenten fest, Format
wie bei wind_create.

(wi_sw1 is the first parameter after WF_KIND).

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Revenge is a feast for the gods! And if they have reserved it,
as priests tell us, to themselves, it is because they hold it
an enjoyment too precious for the possession of mortals."
- Sir Brian de Bois-Guilbert

3550. patching a GFA program

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-30 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <9479_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2467

Ok, sources of net2net are lost, so I want to try this way, going on patching
it until I find a start (a PC C source) to replace it completely.
There are only few problems in net2net so I this samll patches will be enough.

So: HOW TO PATCH THIS GFA .TTP program ? I am ready to listen from your
experience about:

- how to disassemble/trace the code to locate where in the program is the
part of the code that has to bee patched

- the way to redirect the calls to new routines

- how to add the new code to the program

- all other hints that can help me

The first thing I need is to make net2net write the headers in a different
way to fix the file attach programs, no you can't just change the strings
with an hex editor, because the string are not null terminated, I need longer
strings and avoid some CR/LF.

PLEASE HELP ME, this will be useful to the Atarians world I hope 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3551. Re: wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-30 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37F3D772.FA8035E3@cable.A2000.nl>
Source record: 2468

Jos den Bekker wrote:
>
> on Tue 28-09-1999 14:35 Henk Robbers wrote:
>
> >I think the WF_KIND is a dummy for wind_ser. You must specify the window gadgets
> >in wind_create's first parameter.
> >You cannot remove or add window gadgets dynamicly once the window is created.
>
> OK, but I wonder why not. And what is WF_KIND for, then? It's a dummy,
> you say, but what does that mean? PureC's documentation suggests
> otherwise:
>
> WF_KIND legt wi_sw1 als neue Fensterkomponenten fest, Format
> wie bei wind_create.
>
> (wi_sw1 is the first parameter after WF_KIND).

I used 'think' in one of its meanings: "could as well be wrong". :-)
But one never knows, you could try if it has effect when you close the window after
the wind_set, and then open it again. May I have a guess what you are trying?
Remove sliders when they would be set to full size. ?

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3552. Re: patching a GFA program

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-30 00:00:00 UTC
From: atari@bright.net
Message-ID: <mBRI3.67$oK.2062@cletus.bright.net>
Source record: 2469

hmm, I'm not sure what you are trying to do but I have
some GFA releated stuff on my webpages.

On 30 Sep 99 12:16:28, Mike De.Petris wrote:
>Ok, sources of net2net are lost, so I want to try this way, going on patching
>it until I find a start (a PC C source) to replace it completely.
>There are only few problems in net2net so I this samll patches will be enough.
>
>So: HOW TO PATCH THIS GFA .TTP program ? I am ready to listen from your
>experience about:
>
>- how to disassemble/trace the code to locate where in the program is the
>part of the code that has to bee patched
>
>- the way to redirect the calls to new routines
>
>- how to add the new code to the program
>
>- all other hints that can help me
>
>The first thing I need is to make net2net write the headers in a different
>way to fix the file attach programs, no you can't just change the strings
>with an hex editor, because the string are not null terminated, I need longer
>strings and avoid some CR/LF.
>
>PLEASE HELP ME, this will be useful to the Atarians world I hope 8^)
>
>Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
>--
>Vuelan mariposas, cantan grillos la piel se me pone negra...
>
>--
>
>Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
>.

3553. Re: patching a GFA program

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-30 00:00:00 UTC
From: atari@bright.net
Message-ID: <NCRI3.68$oK.2062@cletus.bright.net>
Source record: 2470

I see my signature file was missing, should be present in this post.
Sorry.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3554. Re: wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-09-30 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199909302003.a35980@su.maus.de>
Source record: 2471

Hi Jos!

JDB>OK, but I wonder why not. And what is WF_KIND for, then? It's a
JDB>dummy, you say, but what does that mean? PureC's documentation
JDB>suggests otherwise:
JDB>
JDB>WF_KIND legt wi_sw1 als neue Fensterkomponenten fest, Format
JDB> wie bei wind_create.
Only a suspicion (I have no experinence with that):
Have you tried to close the window, do the wind_set(WF_KIND) and then open it
again?

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

3555. Re: wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-01 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37f48ba6c4fc20@xs4all.nl>
Source record: 2472

on Thu 30-09-1999 20:03 Jï¿½rg Westheide wrote:

>Only a suspicion (I have no experinence with that):
>Have you tried to close the window, do the wind_set(WF_KIND) and then open it
>again?

Do you mean wind_close() only? No, I haven't tried that. But as far as
I know, wind_open() after wind_close() tops the window, and that I
don't want. In that case I might as well use wind_delete() and
wind_create(); wind_open(); which allows me to change gadgets as I
please anyway.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Who am I, for God's sake, that I should be kind?"
- Miss Havisham

3556. Re: wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-01 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37f48ba6c4fc21@xs4all.nl>
Source record: 2473

on Thu 30-09-1999 23:34 Henk Robbers wrote:

>I used 'think' in one of its meanings: "could as well be wrong". :-)
>But one never knows, you could try if it has effect when you close the window after
>the wind_set, and then open it again.

See my reply to Jï¿½rg Westheide.

May I have a guess what you are trying?
>Remove sliders when they would be set to full size. ?

Something like that. I would like to be able to set or remove sliders
in alle open windows, not just the top one.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I reaffirm with emphasis that the sun is real, and also that it is
hot - in fact as hot as Hell, and that if the metaphysicians doubt
it they should go there and see."
- Winston Churchill

3557. wind_set() revisited

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-01 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37f4e8523460000@xs4all.nl>
Source record: 2474

```
I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
desktop, but how do I get rid of it and go back to GEM's desktop
during program run?

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"He who can, does. He who cannot, teaches." - George Bernard Shaw
```

3558. Re: wind_set() revisited

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-01 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199910011929.a38204@su.maus.de>
Source record: 2475

Hi Jos!

JDB>I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
JDB>desktop, but how do I get rid of it and go back to GEM's desktop
JDB>during program run?
wind_set(0, WF_NEWDESK, NULL, 0);

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

3559. Re: wind_set(handle,WF_KIND,...)

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-01 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199910011924.a38203@su.maus.de>
Source record: 2476

Hi Jos!

JDB>Do you mean wind_close() only?
Yes

JDB>But as far as I know, wind_open() after wind_close() tops the window,
JDB>and that I don't want.
OK, then that's no possibility for you (if that works)

JDB>In that case I might as well use wind_delete() and wind_create();
JDB>wind_open(); which allows me to change gadgets as I please anyway.
True

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

3560. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-01 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.changeme.co.uk>
Message-ID: <FLvATBA4QO93Iw1L@shaw1.freeserve.co.uk>
Source record: 2477

At 19:56:23, Mon, 27 Sep 1999, Karl Ashton <Karl Ashton <kma54@student.c
anterbury.ac.nz>> stood in the Suicide Booth at
comp.sys.atari.programmer and shouted

>Gaven Miller wrote:
>>
>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>> > eek! Basic! run away - run away! :-)
>>
>> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>> offense punishable by death. {[:-)]
>
>Ooooh, but GOSUB and GOTO commands were such fun. ;-)
You can still use goto if you give a section a label, eg:
start:

Long live the gosubs!
>
>Hail Spaghetti code.

--
Clair D. Shaw (aka. CDS) | mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws | mailto:SeedieS@yahoo.com
ICQ messages to: 1043359 | New email address coming MONDAY (3rd)

Microsoft's created a virus: It's called Windows

3561. Re: patching a GFA program

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37f50a36.991565@news.demon.co.uk>
Source record: 2478

On Thu, 30 Sep 99 12:16:28,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>Ok, sources of net2net are lost, so I want to try this way, going on patching
>it until I find a start (a PC C source) to replace it completely.
>There are only few problems in net2net so I this samll patches will be enough.
>
>So: HOW TO PATCH THIS GFA .TTP program ? I am ready to listen from your
>experience about:

Horrible job, however you look at it! That said, I'd try for an
approach whereby you disassemble the whole thing in such a way that an
assembler can reproduce the exact binary you started with.

>- how to disassemble/trace the code to locate where in the program is the
>part of the code that has to bee patched

Others will know of specific programs. Something called "MON" comes to
mind - iirc its a system monitor that'll trap selected OS calls, set
breakpoints etc.

>- the way to redirect the calls to new routines

Find out as much as you can about GFA's compiler. Does it generate
absolute or PC relative code, under what circumstances does it do
each, etc. You'll need to know how it treats its "stack frame" and
register usage to do anything effective.

If you have GFA then perhaps you could figure out a rough guide
yourself by compiling various bits of test code - see how it generates
a function call - that kind of thing.

>- how to add the new code to the program

A decision made based on the asm you're trying to hack at the time.
You'll need space to insert a JSR (possibly a BSR). In some
circumstances you might be able to get away with just slapping a JSR
over some code, doing your stuff, then tagging the overwritten code
onto the end of your routine before it returns. Compilers are
inefficient. You should easily be able to spot "optimisations" which
allow you to get the job done in less bytes, and thus be able to
obtain space to insert a JSR. You must know enough about the compiler
though - no good doing that if miles away there is code that jumps
directly to something you've altered (or does something even more
subtle).

>- all other hints that can help me

Given that...

1)
You can disassemble the prog such that an assembler can rebuild a byte
identical copy

2)
You've sussed enough about the compiled code to know your changes have
no side-effects

...then you can make changes to the dissassembled code. Your JSR's can
jump to code tagged onto the end of the disassembly.

Figuring out how GFA constructs function calls would be my first
approach. This at least would allow you to follow the program flow,
search for calls to "this" function and may even lead to you being
able to "hijack" a chosen function - ie pull the whole lot out of the
program body and put it elsewhere, whereby the original function space
just has a JSR/JMP to wherever you've moved it. When you can reliably
do that then you're on a winner - because you can then construct a
stack frame for your compiler and start adding the intended patch
code.

>The first thing I need is to make net2net write the headers in a different
>way to fix the file attach programs, no you can't just change the strings
>with an hex editor, because the string are not null terminated, I need longer
>strings and avoid some CR/LF.

Another thing to be figured - how GFA generates string handling code!

>PLEASE HELP ME, this will be useful to the Atarians world I hope 8^)

Good Luck!! :-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3562. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37f6129e.3143209@news.demon.co.uk>
Source record: 2479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 29 Sep 1999 18:01:40 GMT, tony@webscripts.org (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison)
>>On 27 Sep 1999 02:57:08 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:
>>
>>>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>>> eek! Basic! run away - run away! :-)
>>>
>>>... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>>>offense punishable by death. {[:-)]
>>
>>Even mentioning it could warrant a lengthy sentence!!! :-)
>
>I have your name in my little black book you hairy little swamp
>thing!:)

Please get your facts right Tony! I'm a *fat* hairy little swamp
thing! :-)))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3563. Re: patching a GFA program

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37F55AC1.618B5BD@cable.A2000.nl>
Source record: 2480

Hi Guy

Guy Harrison wrote:
>
> On Thu, 30 Sep 99 12:16:28,
> mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
> wrote:
>
> >Ok, sources of net2net are lost, so I want to try this way, going on patching
> >it until I find a start (a PC C source) to replace it completely.
> >There are only few problems in net2net so I this samll patches will be enough.
> >
> >So: HOW TO PATCH THIS GFA .TTP program ? I am ready to listen from your
> >experience about:
>
> Horrible job, however you look at it! That said, I'd try for an
> approach whereby you disassemble the whole thing in such a way that an
> assembler can reproduce the exact binary you started with.

[...]

Excellent explanation. The disassembler that can do this? See my sig.
Have fun.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3564. searching free c compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-03 00:00:00 UTC
From: Cyrille M&#65533;nard <tcheg@club-internet.fr>
Message-ID: <7t7f80fmf1@front7.grolier.fr>
Source record: 2481

I would like to program in C language on my ATARI STE1040. Where can I find
a compiler

Thanks.

3565. Re: searching free c compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-04 00:00:00 UTC
From: Grega Bremec <gregab@gbsoft.net>
Message-ID: <37F837FA.F4E4B957@gbsoft.net>
Source record: 2482

"Cyrille Mďż˝nard" wrote:

> I would like to program in C language on my ATARI STE1040. Where can I find
> a compiler
>
> Thanks.

Hello,

You might want to try ftp://atari.archive.umich.edu/, subdirs
~/Programming and ~/Languages. There are quite a lot of free C compilers in
binary form, but if you're looking for a *free* C compiler, there is gcc
(GNU C Compiler) for ST available in source. It is command-line, though.

Good luck,

Grega

--

Grega Bremec
Vrbnje 60
4240 Radovljica
Slovenija
+386 64 710 267

3566. Re: searching free c compiler

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-04 00:00:00 UTC
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <37F846A3.C1DA1CD1@utbm.fr>
Source record: 2483

"Cyrille Mï¿½nard" a ï¿½crit :

> I would like to program in C language on my ATARI STE1040. Where can I find
> a compiler

The best free compiler for Atari STE1040 is the SozobonX. The GCC is not
avaible for this computer
it need to much memory!

>
>
> Thanks.

Olivier

3567. GFA and mouse

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-04 00:00:00 UTC
From: Grzegorz Pawlik <gp23@box43.gnet.pl>
Message-ID: <37F84E71.64C1FACD@box43.gnet.pl>
Source record: 2484

Hi

I have a little problem with my GFA BASIC program,
I wonder if you could help me. I would be *very*
grateful. The whole thing is that I cannot detect
doubleclick under TOS 2.06 (everything works
perfectly OK with TOS 1.0, though.) I'm doing it like
this:

```
-- cut here --
ON MENU BUTTON 3,1,1 GOSUB click
DO
ON MENU
LOOP
PROCEDURE click
SELECT MENU(15)
CASE 1
(singleclick occured - do.something)
CASE 2
(doubleclick occured - do.something.else)
ENDSELECT
RETURN
-- cut here ---
```

In the manual it is clearly said that in MENU(15) I should
find the number of mouseclicks. But under TOS 2.06 there
is just 0 or 1 (never 2); under GENEVA it is always
zero there.... Yes, my program does not recognise ANY
mouseclicks under Geneva. Why? I cannot resign from using
the mouse :) or even just form doubleclicks. There is nothing
wrong w/ my TOS 2.06 or Geneva, since applications like QED ,CAB
or any other work OK. In fact under GENEVA even

```
-- cut here---
ON KEY GOSUB keybp
DO
ON MENU
LOOP
--cut here---
```

does not work at all (procedure keybp is never executed.)
Those bugs happen both under the interpreter, and after
compiling the program. Please, help me, I dont know what
am I doing wrong, and I would like my program to work
not only under TOS 1.0 (who uses it now?) but also
with other systems. Please. ;)

Pozdrawiam,
Grzesiek

--
May The Force Be With You
Grzesiek (mailto:gp23@box43.gnet.pl)

3568. Re: wind_set() revisited

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-04 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <40u2o7wr6s.fsf@garibaldi.ptc.ubi.se>
Source record: 2485

```
josdb@xs4all.nl (Jos den Bekker) writes:
> I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
> desktop, but how do I get rid of it and go back to GEM's desktop
> during program run?

Try wind_set(0, WF_NEWDESK, NULL, 0); I think that will work.

/Christer
```

3569. MC68K SBC C Programming System

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-04 00:00:00 UTC
From: "Arthur H. Millhouse" <arthur@desy3-4.desy.de>
Message-ID: <37F86DA5.E58C2905@desy3-4.desy.de>
Source record: 2486

For over 10 years I have been programming VME Single Board Computers
(SBCs) having MC68K cpus
using the Atari. The system compiles and links a C program using the old
Megamax compiler and linker.
Another program changes the header in the compiled and linked program
and produces relocatible code.
Another program then produces an S-record file for loading into the SBC.
The system can and has been
modified for a variety of SBCs from different manufacturers. A macro
library also exists to allow
programming the MC68881/2 floating point coprocessor. I was wondering if
anyone else has interest in
such a system.

3570. Guerre des robots (robot war)

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-04 00:00:00 UTC
From: Max CHEVALIER <max.chevalier@freesbee.fr>
Message-ID: <7ta7h1$ami@irit1.irit.fr>
Source record: 2487

Hi..
i'm looking for a source code (ithink published in ST-mag) called Robot war
(la guerre des robots in french).
This was a game in GFA Basic where you must create a robot... The goal is to
p�t it in a maze with other robot and the war is started... If you were the
lastest one u won...

```
Anyone got it ????
please e-mail chevalier_max@yahoo.fr
```

3571. Re: GFA and mouse

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-04 00:00:00 UTC
From: atari@bright.net
Message-ID: <f6aK3.143$1M2.2201@cletus.bright.net>
Source record: 2488

Interesting problems indeed. Only suggestion I have is to not
use the built in GFA event calls "ON MENU xxx" instead you can
accomplish the same with the EVNT_MULTI() call. The difference
being that internally GFA uses evnt_multi() anyway and it may not
be handled correctly. I alway use EVNT_MULTI() and the "ON MENU"
commands and I've not seen any problems here like you described.
I am using TOS 3.06 however.

On 4 Oct 1999 08:51:29 +, Grzegorz Pawlik wrote:
>Hi
>
>I have a little problem with my GFA BASIC program,
>I wonder if you could help me. I would be *very*
>grateful. The whole thing is that I cannot detect
>doubleclick under TOS 2.06 (everything works
>perfectly OK with TOS 1.0, though.) I'm doing it like
>this:
>
>-- cut here --
>ON MENU BUTTON 3,1,1 GOSUB click
>DO
> ON MENU
>LOOP
>PROCEDURE click
> SELECT MENU(15)
> CASE 1
> (singleclick occured - do.something)
> CASE 2
> (doubleclick occured - do.something.else)
> ENDSELECT
>RETURN
>-- cut here ---
>
>In the manual it is clearly said that in MENU(15) I should
>find the number of mouseclicks. But under TOS 2.06 there
>is just 0 or 1 (never 2); under GENEVA it is always
>*zero* there.... Yes, my program does not recognise ANY
>mouseclicks under Geneva. Why? I cannot resign from using
>the mouse :) or even just form doubleclicks. There is nothing
>wrong w/ my TOS 2.06 or Geneva, since applications like QED ,CAB
>or any other work OK. In fact under GENEVA even
>
>-- cut here---
>ON KEY GOSUB keybp

>DO
> ON MENU
>LOOP
>--cut here---
>
>does not work at all (procedure keybp is never executed.)
>Those bugs happen both under the interpreter, and after
>compiling the program. Please, help me, I dont know what
>am I doing wrong, and I would like my program to work
>not only under TOS 1.0 (who uses it now?) but also
>with other systems. Please. ;)
>
>Pozdrawiam,
>Grzesiek
>
>--
>May The Force Be With You
>Grzesiek (mailto:gp23@box43.gnet.pl)
>.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3572. Re: GFA and mouse

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-05 00:00:00 UTC
From: gruszka@t-online.de
Message-ID: <1dz5hea.dc6ta8zv7klcN@pc19f4ca9.dip.t-dialin.net>
Source record: 2489

Grzegorz Pawlik <gp23@box43.gnet.pl> wrote:

> But under TOS 2.06 there
> is just 0 or 1 (never 2); under GENEVA it is always
> *zero* there.... Yes, my program does not recognise ANY
> mouseclicks under Geneva. Why? I cannot resign from using
> the mouse :) or even just form doubleclicks. There is nothing
> wrong w/ my TOS 2.06 or Geneva, since applications like QED ,CAB
> or any other work OK. In fact under GENEVA even

These applications are using evnt_multi(). First you should do that,
too, because all the GFA-ON MENU-constructions are buggy. Nobody knows,
what happens inside ...

Moreover you should preconceive that mouse- and keyboard-events normally
are send to the application which is the top-windows owner. That applys
particularly in multitasking-environments.

-Ulli-

--
RUN! Software | ergo!pro | BASTARD
friendly applications | faceVALUE | BUBBLES
http://www.run-software.de | OT/OB-Lib | CAT's-eye

3573. Re: Linux on a Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-05 00:00:00 UTC
From: Tomy <montom@kki.net.pl>
Message-ID: <37F9A355.DA436319@kki.net.pl>
Source record: 2490
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer

Hi!

> If anyone has installed Linux on a Falcon030 I could use your guidance.

I was installed Linux on my F030 few days ago ...
In DEBIAN distibution (2 CD's) it's very easy to install Linux, but you
need math coprocesor and 14 MB of RAM.

> I am looking for HowTos and FAQ's/Walkthroughs on installing and make a
> stable build of Linux on a Falcon030

It's included on 1ST CD of distribution.

>
> Thanks in Advance
>
> --
> I Accept the things that I can not change.
> I have the courage to change the things I can change.
> AND I have the wisdom to know the difference.

beST regards

Tomy
(montom@kki.net.pl)
Atari Falcon 030/68882

3574. Floppy drive question.

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <7tc7aqqqv1@news.netvision.net.il>
Source record: 2491

How can i tell if my 520st floppy drive is single or double side density?

Nir

3575. Re: Floppy drive question.

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-05 00:00:00 UTC
From: Joel Chappel <joel.chappel@NOSPAM.free.fr>
Message-ID: <nwmK3.80$dW1.345145@nnrp3.proxad.net>
Source record: 2492

Nir Dary <ndary@bigfoot.com> a crit dans le message :
7tc7aqqqv1@news.netvision.net.il...
> How can i tell if my 520st floppy drive is single or double side density?

It depends upon how old it is. Talking of ST or STf models, the older ones had single sided drives, maybe up to 1988. I think STe models were all double sided, but I'm not sure.

Anyway, open it and check your drive...

3576. Re: Floppy drive question.

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-05 00:00:00 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <cevK3.109$Ct3.455@198.235.216.4>
Source record: 2493

Try formatting at 720K! If it works, and gives no errors it's double-sided,
otherwise it's a 360K single-sided drive.

Nir Dary <ndary@bigfoot.com> wrote in message
news:7tc7aqqqv1@news.netvision.net.il...
> How can i tell if my 520st floppy drive is single or double side density?
>
> Nir
>
>

3577. Re: Floppy drive question.

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-05 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7te356$746$1@newshost.comnet.co.nz>
Source record: 2494

```
Nir Dary (ndary@bigfoot.com) wrote:
> How can i tell if my 520st floppy drive is single or double side density?

Seeing as this is posted to a programmer newsgroup...

Try reading a sector from a floppy disc formatted as double sided...

Something like this (using the appropriate values where noted):

#include <osbind.h>

int main( void )
{
schar8 buffer[512];

return Rwabs( READ, buffer, 1 sector, (sector 0, side 1), Drive B );
}

If Rwabs returns zero, you have a double sided drive, else if it returns
a negative number then it is a single sided drive (or else Rwabs just had
trouble reading that sector)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.
```

3578. Re: Floppy drive question.

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7te8j6$dc5$1@newshost.comnet.co.nz>
Source record: 2495

```
Nir Dary (ndary@bigfoot.com) wrote:
> How can i tell if my 520st floppy drive is single or double side density?

Seeing as this is posted to a programmer newsgroup...

Try reading a sector from a floppy disc formatted as double sided...

Something like this (I'll leave you to add the UI and so forth)

#include <osbind.h>

int main( void )
{
schar8 buffer[512];

return Floprd( buffer, 0L, 1, 0, 0, 1, 1 );
}

If Floprd returns zero, you have a double sided drive, else if it returns
a negative number then it is a single sided drive (or else Floprd just had
trouble reading that sector [in this case sector 1, tract 0, side 2 of
drive B])

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.
```

3579. XSSI protocol

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-06 00:00:00 UTC
From: Daniel Augsburger <skydiver@jumpgates.com>
Message-ID: <37FB4647.DBE73EC4@jumpgates.com>
Source record: 2496

Does anyone have a detailed description of the XSSI-protocol
or do you know where I can get one?

- Daniel

3580. Re: wind_set() revisited

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-07 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199910071750.a52838@su.maus.de>
Source record: 2351

Hi Jos!

JDB>In the first place, the desktop is not redrawn. It is only redrawn
JDB>for the portions that are changed afterwards, i.e. when moving or
JDB>closing windows.
form_dial(FMD_FINISH, 0,0,screen_width,screen_height) will redraw the whole
desktop but all other windows too.
Possibly you could send a redraw message for window 0 to it's owner. But I
have some doubts that this will work...

JDB>And in the second place, the "new" desktop is always the old-
JDB>fashioned grey background instead of the coloured background you get
JDB>under a modern OS, like MagiC.
I consider this a bug in the OS

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

3581. How detect the 68k processor type ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-07 00:00:00 UTC
From: "Laurent (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <37FD0519.EBD99BF3@libertysurf.fr>
Source record: 2352

Hi all!

i'm looking for a small nice subroutine, which allows
me to detect what is exactly the 680x0 processor type
avalaible, into the system.

does anyone have got such nice code ?

Laurent

3582. Re: How detect the 68k processor type ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-07 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7tj2lsmfo3@snipp.uninett.no>
Source record: 2353

Laurent (Linux) <laurent.favard@libertysurf.fr> wrote:

> i'm looking for a small nice subroutine, which allows
> me to detect what is exactly the 680x0 processor type
> avalaible, into the system.

> does anyone have got such nice code ?

MiNT checks the CPU-type, if you look in the sources I'm sure you'll find
what you're looking for.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3583. FS

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-07 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <_1TK3.539$up3.1138@news21.bellglobal.com>
Source record: 2497

FS:
Copson Zero-X Atari Sample Editor $ 100
HiSoft Lattice C v5.6 w all manuals, disks $ neg
Steinberg Cubase Audio v2.06, midi only on non-audio Ataris $ 250
Steinberg SMP-II Midi/SMPTE expander, Cubase/Cubase Audio Atari $ 700
Yamaha CBX-D3 Digital Recording Processor, 2in 4out, SCSI $ 500

3584. Re: wind_set() revisited

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-07 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37fc76c2d0b0b1@xs4all.nl>
Source record: 2498

on Fri 01-10-1999 19:29 Jï¿½rg Westheide wrote:

>JDB>I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
>JDB>desktop, but how do I get rid of it and go back to GEM's desktop
>JDB>during program run?
>wind_set(0, WF_NEWDESK, NULL, 0);

That's of course the first thing I tried. But, alas, fraught with
difficulties. In the first place, the desktop is not redrawn. It is
only redrawn for the portions that are changed afterwards, i.e. when
moving or closing windows. And in the second place, the "new" desktop
is always the old-fashioned grey background instead of the coloured
background you get under a modern OS, like MagiC. So how can I get the
desktop to be redrawn, short from opening and closing a desktop-wide
window? And how do I get to the desktop currently in use by the OS?

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I reaffirm with emphasis that the sun is real, and also that it is
hot - in fact as hot as Hell, and that if the metaphysicians doubt
it they should go there and see."
- Winston Churchill

3585. Atari Stuff for sale

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-07 00:00:00 UTC
From: jeff gross <jgross@netaxs.com>
Message-ID: <7tihr4$2m7@netaxs.com>
Source record: 2499
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Hi, I have 5 Atari items for sale. To make things fair for everyone,
I posted them on E-bay, so that everyone will have a fair chance.

Here's the stuff:

Atari Computer Power Supply, +5v, -12v, +12v
Atari Replacement ST Keyboard, BRAND NEW!!!
Atari "Side Board" for 810 computer NEW!!
Atari Power Adaptor Part No: C018187 11.5vdc
Atari 9 Volt AC Supply Part No: C017945

Go to this shortcut to get to my e-bay items.

http://www.elpro.com/img/

All of this stuff is in new or like new condition. Power supplies have been
tested.

Good luck.

3586. Re: wind_set() revisited

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7tjdcu$lc5$1@newshost.comnet.co.nz>
Source record: 2354

Jos den Bekker (josdb@xs4all.nl) wrote:
> on Fri 01-10-1999 19:29 J&#65533;rg Westheide wrote:

```
> >JDB>I know that with wind_set(0,WF_NEWDESK,object,0); I can set my own
> >JDB>desktop, but how do I get rid of it and go back to GEM's desktop
> >JDB>during program run?
> >wind_set(0, WF_NEWDESK, NULL, 0);

> That's of course the first thing I tried. But, alas, fraught with
> difficulties. In the first place, the desktop is not redrawn. It is
> only redrawn for the portions that are changed afterwards, i.e. when
> moving or closing windows. And in the second place, the "new" desktop
> is always the old-fashioned grey background instead of the coloured
> background you get under a modern OS, like MagiC. So how can I get the
> desktop to be redrawn, short from opening and closing a desktop-wide
> window? And how do I get to the desktop currently in use by the OS?

Use a desktop-sized form_dial(). (This will also cause all currently open
windows to be redrawn)

Or just step through the WF_FIRSTXYWH/WF_NEXTXYWH list for the desktop
window, issuing form_dial() calls for that rectangle.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.
```

3587. Re: XSSI protocol

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-08 00:00:00 UTC
From: gruszka@t-online.de
Message-ID: <1dzbp1s.1i8l4gm1k9l7woN@p3e9e7743.dip.t-dialin.net>
Source record: 2355

Daniel Augsburger <skydiver@jumpgates.com> wrote:

> Does anyone have a detailed description of the XSSI-protocol
> or do you know where I can get one?

One more screensaver? ;-) This is a part out of my
BUBBLES-documentation:

```
-----------------cut-------------------------------------------------
4.2.2 Beschreibung der XSSI-Struktur BUBBLES V2.0

Der Wert des XSSI-Cookies ist ein Zeiger auf die folgende Struktur:

typedef struct {
LONG id; /* Analog zum Vorgehen beim XBRA-Verfahren
die ID des Bildschirmschoners -> BBLS */
WORD version; /* Version des XSSI-Protokolls -> 0x101 */
WORD save_stat; /* Mitteilung, ob geschont wird [0 = nein */
/* -1 bis -99 = ja].
WORD prg_stat; /* Status des Programms:
0= normal schonen, 1= niemals schonen,
-1= sofort schonen. */
LONG vec_stat; /* Bitfeld, in dem der Status der einzelnen
ï¿½berwachten Vektoren eingetragen ist.
Gesetztes Bit -> Vektor aktiv
Nicht gesetztes Bit -> Vektor inaktiv */
} INFOXSSI;

Die Belegung von vec_stat:
Bit-Nr. Vektor
======= ======
0 Tastatur
1 Maus
2 Joystick
3 Midi
4 Modem-1
5 Modem-2 (SCC B)
6 Serial-1
7 Serial-2 <-> LAN-Port (SCC A)
8-14 sonstige Vektoren
15 Fenster-Events

-----------------cut-------------------------------------------------
```

If you're interested, you can get the BUBBLES-archive (includes a very
detailed German documentation for module-programmers) from our website.

-Ulli-

--
RUN! Software ï¿½ ergo!pro ï¿½ BASTARD
friendly applications ï¿½ faceVALUE ï¿½ BUBBLES
http://www.run-software.de ï¿½ OT/OB-Lib ï¿½ CAT's-eye

3588. Re: How detect the 68k processor type ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-08 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <37FDEDE5.FDA9FD36@france2.fr>
Source record: 2356

Jo Even Skarstein a ï¿½crit :

> MiNT checks the CPU-type, if you look in the sources I'm sure you'll find
> what you're looking for.

Great !!
Thank Jo !

3589. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <381d963e.29897740@news.demon.co.uk>
Source record: 2357

On Sat, 2 Oct 1999 23:55:29 +0100, "Clair D. Shaw"
<Clair@shaw1.changeme.co.uk> wrote:

>at 00:09:20, Wed, 29 Sep 1999, Guy Harrison <Guy Harrison
><guy@swampdog.demon.co.uk>> fell in love with someone from and said:
>>On Mon, 27 Sep 1999 19:56:23 +1200, Karl Ashton
>><kma54@student.canterbury.ac.nz> wrote:
>>
>>>Gaven Miller wrote:
>>>>
>>>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>>> > eek! Basic! run away - run away! :-)
>>>>
>>>> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>>>> offense punishable by death. {[:-)]
>>>
>>>Ooooh, but GOSUB and GOTO commands were such fun. ;-)
>>>
>>>Hail Spaghetti code.
>>
>>And BBC Basic! Them were the days... ;-)
>>
>>
>I never got into BBC Basic..

It had local variables!!! Quite novelty at the time, and no need for
gosub either, you could call functions by name - oo, and it also had
procedures as well. Quite Pascal-like it was. Rather handy that
co-incidence was, as Pascal was what the idea was based on!

And an assembler built into Basic.

>hey, if our dear little auntie was meant to
>make computers they wouldn't be called the British BROADCASTING
>corporation!! <g>

I can remember when they transmitted BBC Micro programs over Teletext.
Sad isn't it? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3590. Re: wind_set() revisited

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-09 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37ff1ae0a58690@xs4all.nl>
Source record: 2358

on Thu 07-10-1999 17:50 Jï¿½rg Westheide wrote:

>form_dial(FMD_FINISH, 0,0,screen_width,screen_height) will redraw the whole
>desktop but all other windows too.

I was about to say: "That's the first thing I tried but it doesn't
work", when I realized I had put the form_dial() call _before_ the
wind_set() call. :) Shame on me!

>I consider this a bug in the OS

Yes, it most certainly is. To ASH, then!

Thanks.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I used to kill for money, but you are my friend, so I kill you
for nothing." - Groucho Marx

3591. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-09 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <8w8+tJA8r1$3IwxM@shaw1.freeserve.co.uk>
Source record: 2359

at 05:41:16, Sat, 9 Oct 1999, Guy Harrison <Guy Harrison
<guy@swampdog.demon.co.uk>> fell in love with someone from and said:
>On Sat, 2 Oct 1999 23:55:29 +0100, "Clair D. Shaw"
><Clair@shaw1.changeme.co.uk> wrote:
>
>>at 00:09:20, Wed, 29 Sep 1999, Guy Harrison <Guy Harrison
>><guy@swampdog.demon.co.uk>> fell in love with someone from and said:
>>>On Mon, 27 Sep 1999 19:56:23 +1200, Karl Ashton
>>><kma54@student.canterbury.ac.nz> wrote:
>>>
>>>>Gaven Miller wrote:
>>>>>
>>>>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>>>> > eek! Basic! run away - run away! :-)
>>>>>
>>>>> ... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>>>>> offense punishable by death. {[:-)]
>>>>
>>>>Ooooh, but GOSUB and GOTO commands were such fun. ;-)
>>>>
>>>>Hail Spaghetti code.
>>>
>>>And BBC Basic! Them were the days... ;-)
>>>
>>>
>>I never got into BBC Basic..
>
>It had local variables!!! Quite novelty at the time, and no need for
>gosub either, you could call functions by name
You could? Wow!
>- oo, and it also had
>procedures as well. Quite Pascal-like it was. Rather handy that
>co-incidence was, as Pascal was what the idea was based on!
Really? Wow!
>
>And an assembler built into Basic.
>
If only QBasic had that idea... I've got the latest version ever
realised of QB and the darned thing won't compile! :(
>>hey, if our dear little auntie was meant to
>>make computers they wouldn't be called the British BROADCASTING
>>corporation!! <g>
>
>I can remember when they transmitted BBC Micro programs over Teletext.

>Sad isn't it? ;-)
>
>
Yes, it is. But you can never beat Oracle. (A saddo fact: The Teletext
editor of Nickelodeon UK's text service bought Oracle's computer at a
car boot sale and used it for 3 years before buying a new one!!)

--
Clair D. Shaw (aka. CDS) | mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws | mailto:SeedieS@yahoo.com
ICQ messages to: 1043359 | New email address coming MONDAY (3rd)

Microsoft's created a virus: It's called Windows

3592. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <939549732-027501AEicMi@NOSPAMcix.co.uk>
Source record: 2360

Guy Harrison said:

>>hey, if our dear little auntie was meant to make computers they wouldn't be called
>the British BROADCASTING corporation!! <g>
>
>I can remember when they transmitted BBC Micro programs over Teletext. Sad isn't it?
>;-)

I can remember them transmitting programs on the radio at night!

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

3593. Re: How detect the 68k processor type ?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-10 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7tq627ggh1@epos.tesco.net>
Source record: 2361

Where available, use the cookie jar.

Mark

Laurent (Linux) <laurent.favard@libertysurf.fr> wrote in message
news:37FD0519.EBD99BF3@libertysurf.fr...
> Hi all!
>
> i'm looking for a small nice subroutine, which allows
> me to detect what is exactly the 680x0 processor type
> avalaible, into the system.
>
> does anyone have got such nice code ?
>
> Laurent

3594. Strange Data on HD

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-10 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <939584650-109577AEicMi@aon.at>
Source record: 2362

I don't really know whether I have a problem or not,
but my Hard Disc is full of weird little files called
Aa,Ab or just A. They can be viewed only by three
programs I know of: Kobold (in GEMDOS-modus only),
XBoot's fontselector, CDRecorder Pro and Diskcake
(oops, well four then).
They are (what's the English name for that)
inextinguishable*, even when i've changed that on the
Desktop, I can't get rid of them. They've got sizes
like_minus_1 or_minus_65536 Bytes, are dated either
00.03.1980 or 31.15(!).2107 and seem to do no harm.
I've brought up this item in an Atariforum, and
somebody said it were dead corpses of the long
filenames enabled under MagiC - this could fit,
because they only occur on partitions that have or
have had long filenames enabled.
Anyway I am a little uneasy. Anyone having an idea or
even met and coped with tihs problem before? Thanx!
Claus
*Fool me. Write-protected is the word of course!

3595. Re: Strange Data on HD

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-10 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7tr1s1$o2o$1@sun27.hrz.tu-darmstadt.de>
Source record: 2363

Hi!

Claus <rogge.claus@aon.at> wrote:
> I don't really know whether I have a problem or not,
> but my Hard Disc is full of weird little files called
> Aa,Ab or just A.

These are pseudo directory entries used by VFAT to store the long filenames. Unfortunately, you didn't write whether you're experiencing them with MagiC or with TOS. And I also didn't quite get what you mean with "They can be viewed": Do you mean only these programs will show those filenames, or the file contents? The latter would be quite strange, as all these VFAT entries have a start cluster of zero, which is equivalent to an empty file.

Assuming that you're seeing the entries with TOS, try HideVFAT (best first in your Auto folder, if already XBoot gets to display them). You can download it from
http://homepages.hrz.tu-darmstadt.de/~gryf/software/hvfat_r1.lzh

Besides, these entries usually don't do any harm, although trying to delete them will cause your long filenames to disappear, once you switch back to MagiC or MiNT with VFAT enabled. But, with TOS alone, HideVFAT will help you not seeing the pseudo entries anymore, so they won't disturb you. Only software that directly accesses the disk (e.g. disk editors) will not be "fooled" by HideVFAT.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3596. Strange Files

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-11 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <939670392-12263AEicMi@aon.at>
Source record: 2364

Thomas Binder wrote:
>Hi!
>
>Claus <rogge.claus@aon.at> wrote:
>> I don't really know whether I have a problem or not,
>> but my Hard Disc is full of weird little files called
>> Aa,Ab or just A.
>
>These are pseudo directory entries used by VFAT to store the long
>filenames. Unfortunately, you didn't write whether you're experiencing
>them with MagiC or with TOS. And I also didn't quite get what you mean
>with "They can be viewed": Do you mean only these programs will show
>those filenames, or the file contents? The latter would be quite
>strange, as all these VFAT entries have a start cluster of zero, which
>is equivalent to an empty file.

I'm sorry for my inaccurate use of the word "viewed": It should have read
"seen" of course. I see these files with MagiC and with TOS but only on
the partitions that have or have had long filenames. So I think your
solution is perfect. I will try not to think about these files, that
really made me nervous for a while!
Thanx,
Claus

3597. PROGDEF stack

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7tu04hjnr1@newshost.comnet.co.nz>
Source record: 2365

I am currently working on a listbox to go into my app.

As part of this listbox, I have used a PROGDEF, which will be used to
display the appropriate data.

However, I am wondering how much stack space is there that I can use
while drawing my listbox.

The code looks something like this: (in Lattice 5.60)

```
__stdargs __saveds item_listbox( PARMBLK *pbptr )
{
ItemEnum ie;

...

if( itemFind( firstitem, sizeof( ie ), &ie ) ) {
do {
...
v_gtext( handle, x, y, ie.data );

v_gtext( handle, x2, y, ie.data2 );
...
} while( itemNext( &ie ) );
}

...
}
```

The ItemEnum struct is around 250 bytes, and the itemFind/itemNext funcs
also have a local copy of the struct (which is filled in and then copied
into the one whose pointer is passed to these funcs)

All up, I'd probably need around 1k of stack space. (My TOS 3.05 machine
seems OK with that figure, but I appear to overwrite system vars used by
the AES/VDI if it gets too much beyond that)

Can I rely upon this amount as being available on all TOS versions, or are
others more/less restrictive? (I no longer have easy access to other STs,
so cannot check this out for myself)

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

3598. JetMoto3

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-13 00:00:00 UTC
From: Chris <chris@m80im.com>
Message-ID: <7u379t$puo@chronicle.concentric.net>
Source record: 2366

```
JET MOTO 3
THE RUSH IS BACK!
```

Sideswipe enemy racers, hang a hard left at the vertical grapple, and speed your way to the finish line! Jet Moto 3 takes you full throttle through 19 obstacle-filled, bone-smashing environments, as you attempt to conquer subterranean graveyards, ancient cities, volcanic eruptions and alien worlds. 11 insanely fast, all-terrain jet hover bikes, including new riders such as Angel and Convict, will take you on the ride of your life as you jostle, sideswipe and fight for position against the most challenging racer AI to date. You'll feel every bump, bruise and crash with the all-new 3D racing engine with MotoPhysics☐, delivering blazing fast gameplay and crisp, beautifully detailed 3D graphics. Jet Moto 3. THE RUSH IS BACK!

KEY FEATURES:
☐ Race any of the 11 ultra-realistic, all-terrain jet hover bikes. Old favorites like The Max, Wild Ride and Vampeera team with new riders such as Angel and Convict. Each rider/bike boasts his or her own performance ratings for acceleration, top speed and handling.
☐ All-new 3D racing engine with MotoPhysics☐ delivers blazing fast gameplay and beautiful 3D graphics. Experience outstanding handling and even an occasional horizontal and vertical grapple!
☐ 19 treacherous, bone-smashing environments to conquer, including an ancient Inca city, a subterranean graveyard, the gut-wrenching SkyPark, as well as the wildest, most thrilling stunt tracks ever designed!
☐ Feel the effect of eleven different racing surfaces, such as ice, wood, metal, rock, lava, grass and concrete.
☐ Experience realistic weather effects including snow, rain and night racing.
☐ Challenging AI jostle and fight for position by crowding or side-swiping other players.
☐ Rip it up or get wasted in 1 Player modes (Single Race, Season, Circuit and Practice) or 2 Player modes (Single Race or Circuit) with 4 season difficulty levels: Novice, Semi-Pro, Pro and Expert.

```
JET MOTO COMPARISON

Jet Moto 2 Jet Moto 3

Sales (thru 8/99) 1,250,671 units N/A
Players 1-2 1-2
Bikes 10 11
Tracks 10 19
Magnetic Grapple Yes Yes
Vertical Grapple No Yes
```

```
Hop Button No Yes
Stunt Mode No Yes
Engine Improved polygonal graphics All-new 3D racing engine
with MotoPhysics

WHY BUY JET MOTO?
```

Heritage -
The Jet Moto franchise is far and away the best seller in the pure Action Racing category.
☐ Jet Moto 1 has sold through 1,170,508 units through August, 1999.
☐ Jet Moto 2 has sold through 1,250,671 units through August, 1999.

3599. Length of name and info line in windows

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-14 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3805b6d4cfe353@xs4all.nl>
Source record: 2367

Does anybody know how to detect the maximum size of char arrays for
the name and info line of windows? The AES of my Mega crashes when
the line length exceeds 80 characters, but a more modern AES can
handle much longer lines, of course.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"He who can, does. He who cannot, teaches." - George Bernard Shaw

3600. external audio clocks on F030

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-14 00:00:00 UTC
From: John Blakeley <john.blakeley@mon.bbc.co.uk>
Message-ID: <Pine.LNX.4.10.9910141341510.560-100000@mon07261.mon.bbc.co.uk>
Source record: 2368

Can anyone supply me with details of how to detect, and select the
frequency on the external clocks which connect to the falcon's dsp port?

I believe that there is the clock that comes with Cubase Audio Falcon,
and, Softjee's NewClock. Are they the same?

Salut/.

J/.

--
John Blakeley

3601. Re: Strange Data on HD

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-14 00:00:00 UTC
From: banbury@madhousenet.co.uk
Message-ID: <380611ba@news.madhousenet.co.uk>
Source record: 2369

On 10 Oct 1999 21:53:05 , Thomas Binder wrote:
>Hi!
>
>Claus <rogge.claus@aon.at> wrote:
>> I don't really know whether I have a problem or not,
>> but my Hard Disc is full of weird little files called
>> Aa,Ab or just A.
>
>These are pseudo directory entries used by VFAT to store the long
>filenames
>Assuming that you're seeing the entries with TOS, try HideVFAT (best
>first in your Auto folder, if already XBoot gets to display them). You
>can download it from
>http://homepages.hrz.tu-darmstadt.de/~gryf/software/hvfat_r1.lzh
>
>Besides, these entries usually don't do any harm, although trying to
>delete them will cause your long filenames to disappear, once you switch
>back to MagiC or MiNT with VFAT enabled. But, with TOS alone, HideVFAT
>will help you not seeing the pseudo entries anymore, so they won't
>disturb you. Only software that directly accesses the disk (e.g. disk
>editors) will not be "fooled" by HideVFAT.
You could try Optimize v 2.8 it understands longfile names (Its the
prog I use on my longfile name partion, Diamond Edge on the rest
which just deletes all long filenames) I can not remember what web
site I got the prog from.

Cheers all

3602. Re: Strange Data on HD

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <939988640-796654AEicMi@NOSPAMcix.co.uk>
Source record: 2370

John Banbury said:

>You could try Optimize v 2.8 it understands longfile names (Its the
> prog I use on my longfile name partion, Diamond Edge on the rest
> which just deletes all long filenames) I can not remember what web
> site I got the prog from.

See my sig for the URL.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

3603. ST/F030 program from PC source code?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-15 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7u892i$1rd1@enews4.newsguy.com>
Source record: 2371

Question for the ST programming experts here:

I'm not a programmer (unless you count my BASIC days on the 8-bit Ataris), but I was wondering if anyone here might want to try converting a small PC utility program that's designed to work with Atari 8-bit files (games and such). It basically converts different 8-bit file formats to others etc.

The author has many Atari 8-bit utilities on his page, and all his source code is available as well. And he told me he has no problem with someone writing an ST/Falcon version if they're so inclined.

Anyway, if anyone is interested, I'll post here with a followup directing you to his web site and the program in question.

Thanks!

P.S. My reason for wanting this is that I have a Falcon, as well as an 8-bit Atari, and would like to convert and work with a variety of files for the 8-bit using this utility program. But unless I buy a PC, this isn't really possible.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

3604. Re: PROGDEF stack

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <380f58f8.17193302@news.demon.co.uk>
Source record: 2372

On 12 Oct 1999 00:41:53 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>I am currently working on a listbox to go into my app.
>
>As part of this listbox, I have used a PROGDEF, which will be used to
>display the appropriate data.
>
>However, I am wondering how much stack space is there that I can use
>while drawing my listbox.
>
>The code looks something like this: (in Lattice 5.60)
>
>__stdargs __saveds item_listbox(PARMBLK *pbptr)
>{
> ItemEnum ie;
>
> ...
>
> if(itemFind(firstitem, sizeof(ie), &ie)) {
> do {
> ...
> v_gtext(handle, x, y, ie.data);
>
> v_gtext(handle, x2, y, ie.data2);
> ...
> } while(itemNext(&ie));
> }
>
> ...
>}
>
>The ItemEnum struct is around 250 bytes, and the itemFind/itemNext funcs
>also have a local copy of the struct (which is filled in and then copied
>into the one whose pointer is passed to these funcs)

I must be missing something obvious here but what the heck... ;-)

static ItemEnum ie;

No stack used - twice over because itemFind/Next no longer need their
local version as they'll be modifying 'ie' directly.

>All up, I'd probably need around 1k of stack space. (My TOS 3.05 machine
>seems OK with that figure, but I appear to overwrite system vars used by
>the AES/VDI if it gets too much beyond that)
>

>Can I rely upon this amount as being available on all TOS versions, or are
>others more/less restrictive? (I no longer have easy access to other STs,
>so cannot check this out for myself)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3605. Re: Length of name and info line in windows

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <38105a76.17575812@news.demon.co.uk>
Source record: 2373

On 14 Oct 1999 11:59:10 +0200, josdb@xs4all.nl (Jos den Bekker) wrote:

>Does anybody know how to detect the maximum size of char arrays for
>the name and info line of windows? The AES of my Mega crashes when
>the line length exceeds 80 characters, but a more modern AES can
>handle much longer lines, of course.

MagiC has a limitation also - somewhere between 110-200 chars iirc.
One of the Cab versions got caught by this. Truncate to 80 is about
the only safe way methinks.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3606. Re: ST/F030 program from PC source code?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <38115b6b.17820704@news.demon.co.uk>
Source record: 2374

On 15 Oct 1999 22:15:46 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:

>
>Question for the ST programming experts here:
>
>I'm not a programmer (unless you count my BASIC days on the 8-bit Ataris), but
>I was wondering if anyone here might want to try converting a small PC
>utility program that's designed to work with Atari 8-bit files (games and
>such). It basically converts different 8-bit file formats to others etc.
>
>The author has many Atari 8-bit utilities on his page, and all his source code
>is available as well. And he told me he has no problem with someone writing an
>ST/Falcon version if they're so inclined.
>
>Anyway, if anyone is interested, I'll post here with a followup directing you
>to his web site and the program in question.
>
>Thanks!
>
>P.S. My reason for wanting this is that I have a Falcon, as well as an 8-bit
>Atari, and would like to convert and work with a variety of files for the 8-
>bit using this utility program. But unless I buy a PC, this isn't really
>possible.

Post the url. I don't mind taking a preliminary look. Keep your
fingers crossed the source isn't "DOSified" - or I'm out of there!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3607. wind_update(BEG_MCTRL)

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-18 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FJslyy.1H@gem.win.co.nz>
Source record: 2375

In a GEM program I am working on I use the AES wind_update() function with BEG_MCTRL and END_MCTRL to gain and release control of the mouse. This prevents mouse clicks from affecting other applications while my app has mouse control.

However I have noticed (tested under N.AES and MagiC AES) that this also has the effect of preventing screen updates. Other applications never seem to be able to draw on the screen while my application has mouse control.

I thought that was what the BEG_UPDATE and END_UPDATE arguments to wind_update() were for, but I am not using these.

Why might this be happening and how could it be avoided?

Thank you for any hints.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

3608. Re: wind_update(BEG_MCTRL)

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-18 00:00:00 UTC
From: std7180@et.FH-Osnabrueck.DE
Message-ID: <7ufaar$5co$1@newsserver.rrzn.uni-hannover.de>
Source record: 2376

Hi Mario!

> However I have noticed (tested under N.AES and MagiC AES) that this also
> has the effect of preventing screen updates. Other applications never seem
> to be able to draw on the screen while my application has mouse control.
> Thank you for any hints.

The BEG_MCTRL includes automaticaly a BEG_UPDATE and via versa. That's because of avoiding deadlocks.
Just imagine two programs:

1. 2.
```
wind_update(BEG_MCTRL);
wind_update(BEG_UPDATE);
wind_update(BEG_UPDATE);
// couldn't perform
wind_update(BEG_MCTRL);
// could't perfom, too
// deadlock
```

Sch��

Stefan

3609. Re: wind_update(BEG_MCTRL)

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-18 00:00:00 UTC
From: gribnif@pair.com
Message-ID: <gribnif-1810991054400001@wilga.mtholyoke.edu>
Source record: 2377

In article <FJsIyy.1H@gem.win.co.nz>, mb@gem.win.co.nz (Mario Becroft) wrote:

> In a GEM program I am working on I use the AES wind_update() function with
> BEG_MCTRL and END_MCTRL to gain and release control of the mouse. This
> prevents mouse clicks from affecting other applications while my app has
> mouse control.
>
> However I have noticed (tested under N.AES and MagiC AES) that this also
> has the effect of preventing screen updates. Other applications never seem
> to be able to draw on the screen while my application has mouse control.
>
> I thought that was what the BEG_UPDATE and END_UPDATE arguments to
> wind_update() were for, but I am not using these.
>
> Why might this be happening and how could it be avoided?

Any wind_update(BEG_UPDATE) or BEG_MCTRL essentially causes all other
applications to halt in their evnt_multi() loops or when they try to do a
wind_update(). There is no reliable way around thatis that I am aware of.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3610. Re: wind_update(BEG_MCTRL)

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-18 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FJtGnI.AE@gem.win.co.nz>
Source record: 2378

St.Kuhr (std7180@et.FH-Osnabrueck.DE) wrote:
: Hi Mario!

:
: > However I have noticed (tested under N.AES and MagiC AES) that this also
: > has the effect of preventing screen updates. Other applications never seem
: > to be able to draw on the screen while my application has mouse control.
: > Thank you for any hints.

: The BEG_MCTRL includes automaticaly a BEG_UPDATE and via versa. That's because of
avoiding deadlocks.
: Just imagine two programs:

: 1. 2.
: wind_update(BEG_MCTRL);
: wind_update(BEG_UPDATE);
: wind_update(BEG_UPDATE);
: // couldn't perform
: wind_update(BEG_MCTRL);
: // could't perfom, too
: // deadlock

Hmm, it seems somewhat pointless having both *_MCTRL and *_UPDATE modes if
they in fact both do the same thing. Is there a way around this if I want
to use only BEG/END_MCTRL without UPDATE?

The result I want to achieve is that mouse clicks would not affect other
apps but other apps could continue to run otherwise, draw on the screen
etc.

--
+--+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

3611. What AES message?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-19 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7ui8j3jbb1@nnrp1.deja.com>
Source record: 2379

Hi all,

I wonder which AES message I should look for to know if a window has
been shrunken, so that it is only the moving bar left of it? This
happens if you double click the window bar in eg MagiC. I need to know
this to be sure that updating some text inputs is OK.

Please help! Anyone?

Best regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3612. Re: What AES message?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-19 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7uiikh$7ln$1@sun27.hrz.tu-darmstadt.de>
Source record: 2380

Hi!

Joakim Hï¿½gberg <gokmase@my-deja.com> wrote:
> I wonder which AES message I should look for to know if a window has
> been shrunken, so that it is only the moving bar left of it?

These are WM_SHADED (22360) and WM_UNSHADED (22361). Both supply the
window handle in msg[3], and both are asynchronous, i.e. the state of
the window may have already been changed again when the message arrives.

To check whether a window is shaded, there's a little trick (the window
must be the top window for this to work): Get the first element of the
window's rectangle list (WF_FIRSTXYWH) and compare it with the window's
full size (WF_CURRXYWH). If they're not identical, the window is shaded.

I haven't tried yet, but it may be enough to check whether the first
rectangle is of height/width 0. This can't happen for a topped window,
unless it's shaded. For background windows, this is possible, so you
can't use that method reliably in this case.

Ciao

Thomas

P.S.: In case you wonder why these two message have such a high number:
They were orignally introduced by WINX, and WINX used messages
that started with 'W' to prevent collisions with existing ones
(WM_SHADED is 'WX', WF_UNSHADED is 'WY'). Fortunately, the authors
of MagiC and N.AES decided not to change them when they
implemented shading into their systems.

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3613. please ignore test post

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-19 00:00:00 UTC
From: atari <root@bright.net>
Message-ID: <Pine.LNX.4.05.9910191804370.100-100000@TT030>
Source record: 2381

```
testing only

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

3614. Testing Pine, Ignore..

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-20 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9910200106300.186-100000@online.no>
Source record: 2382

Hi, this is a test, and I told you to ignore it!! ;-)

This is sent using Pine 4.10 as root. The headers should be ok anyway,
thanks to the "roles" feature..

Odd Skancke - ozk@atari.org

3615. Re: please ignore test post

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-20 00:00:00 UTC
From: Odd Skancke <root@online.no>
Message-ID: <Pine.MNT.4.10.9910200115410.186-100000@online.no>
Source record: 2383

```
Hmm.. this is also a test..

Odd Skancke - ozk@atari.org

On Tue, 19 Oct 1999, atari wrote:

> testing only
>
> ---------------------------------------------------------------------
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>
>
>
```

3616. Re: please ignore test post

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-20 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9910200131210.199-100000@online.no>
Source record: 2384

```
Ok, now it should work..

Odd Skancke - ozk@atari.org

On Tue, 19 Oct 1999, atari wrote:

> testing only
>
> ---------------------------------------------------------------------
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>
>
>
```

3617. Re: What AES message?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-20 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199910201650.a19745@su.maus.de>
Source record: 2385

Hi Thomas!

TB>These are WM_SHADED (22360) and WM_UNSHADED (22361). Both supply the
TB>window handle in msg[3], and both are asynchronous, i.e. the state of
TB>the window may have already been changed again when the message
TB>arrives.
Which means they are broken by design

TB>To check whether a window is shaded, there's a little trick (the
TB>window must be the top window for this to work): Get the first element
TB>of the window's rectangle list (WF_FIRSTXYWH) and compare it with the
TB>window's full size (WF_CURRXYWH). If they're not identical, the window
TB>is shaded.
There's a better solution:
wind_get(WF_SHADE) returns the current state in *wi_gw1 (0 = not shaded).
WF_SHADE is 22365

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

3618. Re: What AES message?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-20 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7ula6s$9de$1@sun27.hrz.tu-darmstadt.de>
Source record: 2386

Hi!

Jï¿½rg Westheide <Joerg_Westheide@su.maus.de> wrote:
> Which means they are broken by design

I don't think so, and the pointless discussion in MausNet was already
enough on that topic, at least for me.

> There's a better solution:

Just that WF_SHADE does not necessarily exist. And I don't know whether
there's an appl_getinfo() opcode to reliably check for it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3619. Support for mouse with scroll wheel

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-21 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7umsceqkt1@nnrp1.deja.com>
Source record: 2387

Hi all,

Is there a way to support the scrolling wheel on newer mice on atari (or emulation on MagiC-Mac/PC/etc)? I guess it is possible to connect these newer mice to an old atari, and then wonder if it is possible to add support for the signal from the wheel.

Anyone?

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3620. Re: ST/F030 program from PC source code

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-21 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7umftr$1as3@enews1.newsguy.com>
Source record: 2388

On 17 Oct 1999 23:50:18 , Guy Harrison wrote:

>On 15 Oct 1999 22:15:46 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:

>>I'm not a programmer (unless you count my BASIC days on the 8-bit Ataris),
>>I was wondering if anyone here might want to try converting a small PC
>>utility program that's designed to work with Atari 8-bit files (games and
>>such). It basically converts different 8-bit file formats to others etc.
>>
>>The author has many Atari 8-bit utilities on his page, and all his source code
>>is available as well. And he told me he has no problem with someone writing an
>>ST/Falcon version if they're so inclined.
>
>Post the url. I don't mind taking a preliminary look. Keep your
>fingers crossed the source isn't "DOSified" - or I'm out of there!

Cool. Primarily I am interested in his [Ken Sider's] software that takes a
bootable Atari 8-bit floppy game, and converts it to an individual FILE. I
think he puts all his source code for his various [PC] Atari 8-bit utilities
together on his page.

BTW: A second programmer [Jindrich Kubec] says he has a similar PC utility
with source code available on his site, which I've listed after Ken Sider's
information.

Anyway, here's the information:

-=-=-=-=-=-=-=-=-=-=-=-=-=-

From: "Ken Siders" <ksiders@no.spam.columbus.rr.com>
Newsgroups: comp.sys.atari.8bit
Subject: Re: Converting bootable disk games to Files

I also have source code available on my page if you are able to port it to
another platform.

Ken Siders
atari@columbus.rr.com
Atari Page: http://home.columbus.rr.com/ksiders/atari.htm

-=-=-=-=-=-=-=-=-=-=-=-=-=-

From: Jindrich Kubec <kubecj@asw.cz>
Newsgroups: comp.sys.atari.8bit
Subject: Re: Converting bootable disk games to Files

My utility ADIR is able to extract those 'k' boots. It's C/CPP source
and it should build on any GCC dev platform. If you have GCC, you can

mail me and try it.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

Thanks!

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
..... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

3621. MIRACL - How to compile this library for computing big, big numbers?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-21 00:00:00 UTC
From: David Reitter <r7@davids-welt.de>
Message-ID: <7unsj7$ak7$1@newsread.do.de.uu.net>
Source record: 2389

Did anyone of you try to compile the MIRACL library with a TOS C compiler? I tried with Pure C, but obviously some of the data types used in Pure C are not compatible with MIRACL, especially the int type: MIRACL requires a 32-bit int type (which would be long), and a double long integer type. Is there any C compiler that has double long (64-bit) integers?

dr.

DAVID REITTER

D-12163 Berlin
Germany

Home page: http://www.davids-welt.de/

3622. Re: What AES message?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-21 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <199910212011.a23946@su.maus.de>
Source record: 2390

Hi Thomas!

TB>Just that WF_SHADE does not necessarily exist. And I don't know
TB>whether there's an appl_getinfo() opcode to reliably check for it.
AFAIK wind_get/set returns an error if called with an illegal mode.
And there also ist an appl_getinfo call of which I also don't know how
reliable it is. But my info about it is incomplete so I relied on the return
code of wind_get/set

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

3623. Re: MIRACL - How to compile this library for computing big, big numbers?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-22 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.9910220838260.129-100000@milan>
Source record: 2391

Hi!

> Did anyone of you try to compile the MIRACL library with a TOS C compiler? I
> tried with Pure C, but obviously some of the data types used in Pure C are
> not compatible with MIRACL, especially the int type: MIRACL requires a
> 32-bit int type (which would be long), and a double long integer type. Is
> there any C compiler that has double long (64-bit) integers?

The GNU C Compiler (gcc). Free available.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ B2

3624. New Atari Sales Area fcrom 16/32

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-23 00:00:00 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <7usof2$39$1@plutonium.compulink.co.uk>
Source record: 2392

First of all apologies if you have read this message in another newsgroup.

16/32 Systems are setting up a new domain with full retail catalogue. At the moment we have a basic catalog set up and will be expanding on this every day, we plan to publish articles, help files in a general area as well. I would like to make this a first or even second stop for Atari Users. The catalog at moment is fully useable and if you wish to order then please do so. Whilst we are knocking this area in to shape we will confirm each price before sending.

However I require input, please browse pages as they come if you wish and let me know what you would like to see either available or as general interest. If you wish to contribute or have any other queries please email below. If you wish just to be kept informed then email me and I will add you to the list.

The reasons for this are basically due to personal (sickness) matters I am closing my shop and concentrating on Mail Order plus Internet stuff plus my contract work. So I am going to have a lot more available time and I might as well use it.

The URL at the moment is http://catalog.zen.co.uk/actinic/16_32_SystemsX/

You can now email me on nick@1632systems.co.uk or nahrlow@cix.compulink.co.uk

Thanks for your time

Nick Harlow

3625. This old book...

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-24 00:00:00 UTC
From: Jeff Iverson <jiverson3@uswest.net>
Message-ID: <3812B786.A0B1263C@uswest.net>
Source record: 2393
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

I've got a book:

6502 Assembly Language Programming: A self-teaching guide

I'm wonder what, if any, value this has.

If the value is quite low, I'll just hang on to it as a reminder of
simpler days in the history of computing.

Cheers!
J5rson!
--
Iverson Software Co. 612-571-5013
6281 NE 6th St. j5rson@iversonsoftware.com
Minneapolis MN 55432 http://www.iversonsoftware.com/

3626. Re: This old book...

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-24 00:00:00 UTC
From: watson@enteract.com
Message-ID: <7uujun$1ab$1@eve.enteract.com>
Source record: 2394
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

In article <3812B786.A0B1263C@uswest.net>, j5rson@iversonsoftware.com wrote:
>I've got a book:
>
> 6502 Assembly Language Programming: A self-teaching guide

From my experience...cover price, maybe less.

::::: Dave Ross / Dr. Watson "Yesterday's technology
:: === watson@enteract.com today...for a better
:: === tomorrow!"
::::: http://www.enteract.com/~watson

3627. Re: This old book...

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-24 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7uusdf$3nt$1@news4.svr.pol.co.uk>
Source record: 2395
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

Jeff Iverson <jiverson3@uswest.net> wrote in message
news:3812B786.A0B1263C@uswest.net...
> I've got a book:
>
> 6502 Assembly Language Programming: A self-teaching guide
>
> I'm wonder what, if any, value this has.
>
> If the value is quite low, I'll just hang on to it as a reminder of
> simpler days in the history of computing.

Ah, happy memories! This is a "bible" for the BBC micro and the Oric. The
6502 HAS been incorporated into some domestic equipment (washing machines
etc.) but you are unlikely to find much call for it now.

Roger

3628. GFA and Magic Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-24 00:00:00 UTC
From: irvin@clara.co.uk
Message-ID: <1e05qmb.y6wta5uv9c9eN%irvin@clara.co.uk>
Source record: 2396

Does GFA Basic run under MagicMac?

Where can I buy a copy of GFA 3+ ?

--
Andrew Irvine

Need a web site designed? http://www.irvin.clara.net

3629. Re: GFA and Magic Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-24 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <940802050-160727AEicMi@aon.at>
Source record: 2397

I'm sorry, but as far as I know GFA does not work under
MagiCMac. I don't know, though, wether there is a patch program
(like a la card) that enables just that.
Falke Verlag (www.atari-world.de; in german) has a CD containing
GFA 3.6 TT and a LOT of programs. It's very cheap, I bought one
myself, but you're completely on your own when installing it.
Claus

3630. Re: GFA and Magic Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-25 00:00:00 UTC
From: David Reitter <r7@davids-welt.de>
Message-ID: <7v01r8mlj1@newsread.do.de.uu.net>
Source record: 2398

Hi Andrew,

GFA does work under MagiCMac. However, you�ll need a path for both interpreter and compiler. There are two patches available, one is A la card by Reiner Rosin. Have a look at http://www.rosin-datentechnik.de/rosin-online/software.html

With that, it�ll run just perfectly...

DAVID REITTER

D-12163 Berlin
Germany

Home page: http://www.davids-welt.de/
Lernen ohne Grenzen: http://www.davids-welt.de/netzschule/
Heiner M�ller im Internet: http://www.davids-welt.de/hm/

3631. Re: New Atari Sales Area fcrom 16/32

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-25 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <940845268-503149AEicMi@cwcom.net>
Source record: 2399

Nick Harlow said:

>You can now email me on nick@1632systems.co.uk or
>nahrlow@cix.compulink.co.uk

There's a typo there Nick - nharlow@cix.compulink.co.uk is what you meant.

Nice to see you about, hope all goes well.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

3632. Research source code calculator

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-26 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3815A863.10F2486C@club-internet.fr>
Source record: 2400

Hello,

I research source code in C for programming in GEM a simple calculator
(for implanting an Euro function). Could you help me ?

Thank's for your help

Florent

author of HARDWARE 2.0 for Falcon 030
http://www.club-internet.fr/perso/lafabrie/

3633. Re: GFA and Magic Mac

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-26 00:00:00 UTC
From: irvin@clara.co.uk
Message-ID: <1e098g6.1f4uld41wdrshgN%irvin@clara.co.uk>
Source record: 2401

Claus <rogge.claus@aon.at> wrote:

> I'm sorry, but as far as I know GFA does not work under
> MagiCMac. I don't know, though, wether there is a patch program
> (like a la card) that enables just that.
> Falke Verlag (www.atari-world.de; in german) has a CD containing
> GFA 3.6 TT and a LOT of programs. It's very cheap, I bought one
> myself, but you're completely on your own when installing it.
> Claus

if I get stuck, this is what I will go for, but is there anywhere that
will sell me a copy with the manual etc.. ?

Thanks for the replys

--
Andrew Irvine

Need a web site designed? http://www.irvin.clara.net

3634. STinG at maximum speed

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-26 00:00:00 UTC
From: Alain GAYMARD <agaymard@club-internet.fr>
Message-ID: <38161EEB.C1B60A74@club-internet.fr>
Source record: 2402

I've written a simple client/server program for my Atari (the client).
The server is a PC running linux. The serial port is set up to 115 200
bauds. I think I can go up to 11 520 REAL bytes per second, but the
first test I've made show me it is about 47 000 REAL bytes (I'm
transfering an Atari low resolution picture, 32 000 bytes and it takes
more than 6 seconds). I'm using a socket and the average size of packets
is 1500 bytes.
I know I can compress the picture, but first I want maximum speed from
hardware. Does anybody have an idea ? Does the TCP/IP adds so much
informations to make packets ?
--
Alain

3635. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-27 00:00:00 UTC
From: Peter Pan <peterpan@cheerful.com>
Message-ID: <3816F314.95538199@cheerful.com>
Source record: 2403
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

TEW wrote:

> Hello,
>
> I have some Atari StE's, and am interested in accquiring a hard drive.
> Either proper Atari ones or a nice cheap solution using something else (?).
> By cheap, I mean I don't want to spend more than 100UKP at most.
>
> Thanks!

I have an old SUPRA drive. I't been hacked some, as it used to be a 20Meg, and I'm not sure what it is now. probably 30 or more. Since I seldom use my ATARI equipment anymore, I'm not sure, but if you're interested let me know and I'll check into it. It has the built in ATARI to SCSI adapter mounted inside, so it's plug and play. If you'r interested, email me directly.

-- Randy (PeterPan)
* * *
* *
... Second Star to the Right, and Straight on Till Morning!
* * *

3636. Re: This old book...

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-27 00:00:00 UTC
From: sinive rollinginson <rollsl@uleth.ca>
Message-ID: <7v8993$jgk1@neptune.online.uleth.ca>
Source record: 2404
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

i sold this on ebay went for around 10 dollars
dave

Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
news:7uusdf$3nt$1@news4.svr.pol.co.uk...
>
> Jeff Iverson <jiverson3@uswest.net> wrote in message
> news:3812B786.A0B1263C@uswest.net...
> > I've got a book:
> >
> > 6502 Assembly Language Programming: A self-teaching guide
> >
> > I'm wonder what, if any, value this has.
> >
> > If the value is quite low, I'll just hang on to it as a reminder of
> > simpler days in the history of computing.
>
> Ah, happy memories! This is a "bible" for the BBC micro and the Oric. The
> 6502 HAS been incorporated into some domestic equipment (washing machines
> etc.) but you are unlikely to find much call for it now.
>
> Roger
>
>

3637. Re: ST/F030 program from PC source code

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3817a1af.46246879@news.demon.co.uk>
Source record: 2405

On 21 Oct 1999 07:38:35 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:

>
>On 17 Oct 1999 23:50:18 , Guy Harrison wrote:
>
>>On 15 Oct 1999 22:15:46 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:
>
>>>I'm not a programmer (unless you count my BASIC days on the 8-bit Ataris),
>>>I was wondering if anyone here might want to try converting a small PC
>>>utility program that's designed to work with Atari 8-bit files (games and
>>>such). It basically converts different 8-bit file formats to others etc.
>>>
>>>The author has many Atari 8-bit utilities on his page, and all his source code
>>>is available as well. And he told me he has no problem with someone writing an
>>>ST/Falcon version if they're so inclined.
>>
>>Post the url. I don't mind taking a preliminary look. Keep your
>>fingers crossed the source isn't "DOSified" - or I'm out of there!
>
>
>Cool. Primarily I am interested in his [Ken Sider's] software that takes a
>bootable Atari 8-bit floppy game, and converts it to an individual FILE. I
>think he puts all his source code for his various [PC] Atari 8-bit utilities
>together on his page.
>
>BTW: A second programmer [Jindrich Kubec] says he has a similar PC utility
>with source code available on his site, which I've listed after Ken Sider's
>information.
>
>Anyway, here's the information:
>
> -=-=-=-=-=-=-=-=-=-=-=-=-=-
>
> From: "Ken Siders" <ksiders@no.spam.columbus.rr.com>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Converting bootable disk games to Files
>
> I also have source code available on my page if you are able to port it to
> another platform.
>
> Ken Siders
> atari@columbus.rr.com
> Atari Page: http://home.columbus.rr.com/ksiders/atari.htm

There's a heck of a lot on Ken Siders' page. Can you give me a
specific link? I don't want to be looking at the wrong sources! ;-)

> -=-=-=-=-=-=-=-=-=-=-=-=-=-
>
> From: Jindrich Kubec <kubecj@asw.cz>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Converting bootable disk games to Files
>
> My utility ADIR is able to extract those 'k' boots. It's C/CPP source
> and it should build on any GCC dev platform. If you have GCC, you can
> mail me and try it.

Got this one. Will investigate further when I know what it is I'm
supposed to be doing iyswim!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3638. Re: MIRACL - How to compile this library for computing big, big numbers?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <382ff6c1.40225571@news.demon.co.uk>
Source record: 2406

On Thu, 21 Oct 1999 22:20:53 +0200, "David Reitter"
<r7@davids-welt.de> wrote:

>Did anyone of you try to compile the MIRACL library with a TOS C compiler?

'Fraid not. What is it?

>I tried with Pure C, but obviously some of the data types used in Pure C are
>not compatible with MIRACL, especially the int type: MIRACL requires a
>32-bit int type (which would be long), and a double long integer type.

Can't really suggest anything atm - depends on the above.

>Is there any C compiler that has double long (64-bit) integers?

GCC might have something buried in it but frankly I doubt it, unless
someone has silently been updating it. I've asked numerous times for
the latest TOS gcc sources but to no avail. :-(

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3639. Re: MIRACL - How to compile this library for computing big, big numbers?

Newsgroup: comp.sys.atari.programmer
Date: 1999-10-29 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.9910292113060.123-100000@milan>
Source record: 2407

Hi!

> >Is there any C compiler that has double long (64-bit) integers?
>
> GCC might have something buried in it but frankly I doubt it, unless
> someone has silently been updating it. I've asked numerous times for
> the latest TOS gcc sources but to no avail. :-(

http://www.cs.uni-magdeburg.de/~fnaumann/mint/gcc/

Always with the source diffs ...

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ B2

3640. SLM 804 with Win 95/98

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-01 00:00:00 UTC
From: fscalas@iname.com
Message-ID: <381d5318.3291735@news.tin.it>
Source record: 2408

Can I use SLM 804 Atari laser printer with Win 95/98, if yes where I
can find the driver for windows?
Thank you and sorry for my bad english!

3641. Re: SLM 804 with Win 95/98

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911011831560.277-100000@rakastaja>
Source record: 2409

> Can I use SLM 804 Atari laser printer with Win 95/98, if yes
> where I can find the driver for windows? Thank you and sorry
> for my bad english!

<sarcasm>

If you ever find a PC with an ACSI port, let us know, we might be
able to help you out.

</sarcasm>

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

3642. Re: SLM 804 with Win 95/98

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-01 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7vkoos$cu7$1@news7.svr.pol.co.uk>
Source record: 2410

Federico Scalas <fscalas@iname.com> wrote in message
news:381d5318.3291735@news.tin.it...
> Can I use SLM 804 Atari laser printer with Win 95/98, if yes where I
> can find the driver for windows?

No, sorry, this printer uses the Atari RAM as pagestore and, because of
this, is quite foreign to Windows.

Roger

3643. 16/32 Systems Catalogue

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-01 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <7vkorm$dd4$1@plutonium.compulink.co.uk>
Source record: 2411

http://catalog.zen.co.uk/actinic/1632Systems/

This is now the address for the 16/32 Systems Catalogue, this address is permanet (hopefully). Later this week we will have the www pages up. These pages will have links to the catalogue plus help areas for Lynx/Jaguar and more to come.

Nick
16/32 Systems

3644. Re: SLM 804 with Win 95/98

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7vma01$k4q$1@newshost.comnet.co.nz>
Source record: 2412

Martin-Eric Racine (q-funk@funkyware.atari.org) wrote:
> > Can I use SLM 804 Atari laser printer with Win 95/98, if yes
> > where I can find the driver for windows? Thank you and sorry
> > for my bad english!

> <sarcasm>

> If you ever find a PC with an ACSI port, let us know, we might be
> able to help you out.

> </sarcasm>

Didn't Ataris PC-clones in the late 1980s/early 1990s have such a port?

Or have I just mis-recalled a rumour?

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at gem win co nz. I would like to
apologise to the genuine respondents that this may inconvenience.

3645. Re: SLM 804 with Win 95/98

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-02 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <941611582-107811AEicMi@cwcom.net>
Source record: 2413

Federico Scalas said:

>Can I use SLM 804 Atari laser printer with Win 95/98, if yes where I can find the
>driver for windows?

If you visit my web site you can download a utility which will let you use the SLM printer using an ST as a printer server. Basically you connect the serial ports together with a null modem cable and use an HP 300dpi driver on the PC with output diverted to the serial port.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

3646. CinciClassic '99 Last Update

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-04 00:00:00 UTC
From: William Augustine <Augustine@c2is.com>
Message-ID: <7vsj37$8vp$1@chiapas.optimum.com>
Source record: 2414
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.programmer

Only one more day until Friday, November 6 (opening night of CinciClassic)!
Response has been overwhelming!

This will likely be the final update. Check the web site or email us if
there are any pressing questions.

Tentative Schedule (all times subject to change):

Convention hours:
Friday 7pm - 10pm
Saturday 9am - 10pm
Sunday 11am - 2pm

Extra late night gameplay likely for Friday and Saturday
Sunday is typically just packing up to go
Auction 4pm Saturday
Arcade tournament Saturday until the auction (mystery game)
Other tournaments 1pm - 4pm Saturday (Bomberman plus 1 or more mystery
games)

Official web site: http://ic.net/~craig/cinci/
Phone number: (513)272-4000 (do not call before 6pm Friday)

Things you might want to bring: Power strips, small televisions, folding
chairs. Classic games for playing, trading, demonstrating, and bragging.

Here are some of the latest news items.

News item: William Moeller has announced that he may be coming to the show
to demo the INTV2PC hand controller, as well as the Intellivision Keyboard
Component and the unreleased Colecovision game "Steamroller" (written by the
author of BeamRider, David Rolfe)

News item: Current new Lynx games (PONX, Lexis, Sokomania, SFX) from
Songbird Productions and others will be for sale at CinciClassic. Also,
upcoming Jaguar games (Protector, Skyhammer) from Songbird Productions will
be available for demonstration and play.

News item: Prizes and giveaways from Hasbro, Intellivision Productions, and
others will be featured at CinciClassic.

News item: William Cassidy will be on hand to demo the Odyssey 2 multi cart
on Saturday.

News item: Many issues of Classic Gamer magazine will be given away.

News item: Several hundreds of dollars worth of tournament prizes donated by popular video game companies and private collectors will be given away.

Cincinnati weather is going to be in the mid 60's all weekend and partly sunny.

Hope to see you there!

3647. Re: Support for mouse with scroll wheel

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-05 00:00:00 UTC
From: Black <BlackBMC22@mail.ru>
Message-ID: <01bf277a$d7e621e0$34b2d1c3@black>
Source record: 2415

Joakim H�gberg <gokmase@my-deja.com> ��������� ������
<7umsceqkt1@nnrp1.deja.com>...
> Hi all,
>
> Is there a way to support the scrolling wheel on newer mice on atari (or
> emulation on MagiC-Mac/PC/etc)? I guess it is possible to connect these
> newer mice to an old atari, and then wonder if it is possible to add
> support for the signal from the wheel.
> Anyone?

```
Go to Atari hardware page, and look for gemmice.prg - it's a driver for
connect pc mouse to serial port. If u want then i have a sources of this
..

May force will be with you
Mail me mailto:Black@BlackMagicComapny.org

* Sent from RemarQ http://www.remarq.com * The Internet's Discussion Network *
* The fastest and easiest way to search and participate in Usenet - Free! *
```

3648. Re: Support for mouse with scroll wheel

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-05 00:00:00 UTC
From: Jim Donovan <jtdon@direcpc.com>
Message-ID: <38235ECF.15957D6F@direcpc.com>
Source record: 2416

? where is the Atari Hardware page please ?

Black wrote:

> Go to Atari hardware page, and look for gemmice.prg - it's a driver for
> connect pc mouse to serial port. If u want then i have a sources of this
> ..
>
> May force will be with you
> Mail me mailto:Black@BlackMagicComapny.org
>
> * Sent from RemarQ http://www.remarq.com * The Internet's Discussion Network *
> * The fastest and easiest way to search and participate in Usenet - Free! *

3649. Some ST items for sale

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-08 00:00:00 UTC
From: Peter Pan <peterpan@cheerful.com>
Message-ID: <38266717.93EF41E9@cheerful.com>
Source record: 2417
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech

It's a shame this stuff is going to waste. I just don't use it anymore.

SEAGATE ST-157N (45 Meg) SCSI HD $10
MAXTOR XT-8380S (380 MB) SCSI HD $50
SC-1224 Color Monitor (Minus Vid. cable) $60
Golden Image Hand Scanner (4", mono) with Scanning tray $60

I'm in Florida in the USA, and buyer must pay shipping. If interested in
any item, let me know where you are and I'll check into the mailing
cost.

-- Randy (PeterPan)
* * *
* *
... Second Star to the Right, and Straight on Till Morning!
* * *

3650. 16/32 System Catalogue Update

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-08 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <807egegaq1@plutonium.compulink.co.uk>
Source record: 2418

OK, the basic web pages are now up, only two pages but it will be growing v.soon and hopefully v.fast.

The link is http://www.1632systems.co.uk from here you can link to Sales catalogue which should now be functional if a little sparse (graphically wise)

My thanks to those of you who have commented on catalogue and taking comments on board.
1) Hopefully postal rates are now sorted..
2) more graphics will be added with longer description, this will be over next two weeks.
3) On the web site, we will be archiving help files (cheats) for Falcon , Lynx and Atari games. These files will be available for download.

We do have other projects in mind so please let me know what you want to see.

Nick Harlow
16/32 Systems

3651. TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-09 00:00:00 UTC
From: Thomas M&#65533;ller <bastelwastel@gmx.de>
Message-ID: <1mknOB4ZE1G+iHybfTDtrh6llPsP@4ax.com>
Source record: 2419

Hi

Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder
weiss Tips und Infos?

Thomas Mi¿½ller
bastelwastel@gmx.de

3652. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-09 00:00:00 UTC
From: Joel Chappel <joel.chappel@NOSPAM.free.fr>
Message-ID: <3ySV3.1741$323.8593576@nnrp3.proxad.net>
Source record: 2420

Thomas M�ller <bastelwastel@gmx.de> a �crit dans le message :
1mknOB4ZE1G+iHybfTDtrh6IIPsP@4ax.com...
> Hi
>
> Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
> FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder
> weiss Tips und Infos?

Well, looks like a tremendous amount of job, as you shall have to rewrite most of BIOS and XBIOS layers of TOS ! No MMU, no WD1772 controller, no Yamaha 8192 chip (sound and parallel port), no MFP (serial port), no regular ST interrupts : every basic I/O function has to be re-written !

Might be easier to replace your non-Atari hardware by a regular ST and build the additionnal hardware required...

Warum musst du ein solches portierung ?

Good luck !

3653. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-09 00:00:00 UTC
From: Thomas M&#65533;ller <bastelwastel@gmx.de>
Message-ID: <rQEoOBDcm+xnyNkfmVG5ISdxSYII@4ax.com>
Source record: 2421

Hi Joel

Sorry, I had overlook that this is an english spoken newsgroup.

>Warum musst du ein solches portierung ?

The reason is very simple. We have a ready made 68k - handheld lcd
battery driven device and need a OS that will good work with this bit
of memory. (4MB Rom / 8MB Ram)
And I think the old TOS is a good choice for this job.

No disc or harddisc routines is necessary, only flash-rom-disc.

Thomas Mi¿½ller

3654. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-10 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3828B42D.FC847C39@cable.A2000.nl>
Source record: 2422

Hi

Thomas Mi¿½ller wrote:
>
> Hi
>
> Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
> FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder
> weiss Tips und Infos?

The problem is that all TOS's are still copyrighted and owned by companies.
No sources available.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3655. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-10 00:00:00 UTC
From: Matt Jaap <mjaap@atari-computer.de>
Message-ID: <80bit2$jm6$1@nnrp1.deja.com>
Source record: 2423

In article <1mknOB4ZE1G+iHybfTDtrh6IlPsP@4ax.com>,
Thomas M&#65533;ller <bastelwastel@gmx.de> wrote:
> Hi
>
> Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
> FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder
> weiss Tips und Infos?
>
> Thomas M&#65533;ller
> bastelwastel@gmx.de

```
Ok, I could answer on German but let's use good ol' English.
One of the few companies that have the TOS sources is the Milan GbR so
you should ask them.
However, there is an alternative to TOS: MiNT! It is already ported to
the Macintosh (MacMiNT) and runs most TOS programs (no GEM) quite well.
Sources for MiNT are available so you'll only have to write code which
emulates some parts of TOS. I also read that MiNT was ported to other
68K industrial machines but I'm only sure about the Mac version.

Try a web search for MacMiNT. It should have a homepage somewhere.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.
```

3656. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <80cd1g$25e$2@snipp.uninett.no>
Source record: 2424

Thomas Mï¿½ller <bastelwastel@gmx.de> wrote:

> Ich muss (will) TOS auf eine Nicht-Atari Hardware (68k ohne MMU ohne
> FPU mit LCD 320x240 ohne Pladde) portieren. Wer kann mir helfen oder

What kind of hardware? The uCsimm?

> weiss Tips und Infos?

Well, you can't find the sources for TOS anywhere, and since you have to
rewrite (X)BIOS entirely anyway, why not base it on MiNT? If you go
through with this, please let the rest of the world know :-) I almost
ordered a couple of uCsimms and LCD-displays in order to port MiNT myself,
but quickly came to my senses ;-) It runs Linux very well already. Btw.
that's an idea - port oAESis/oTOSis to uCLinux! Now *that* would be cool!

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3657. Re: 16/32 System Catalogue Update

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-10 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <80cglu$do7$1@plutonium.compulink.co.uk>
Source record: 2425

The price structure in Lynx and Jaguar has been updated after a reader did point out the prices were wrong.

Nick Harlow
16/32 Systems

3658. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-10 00:00:00 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <cWlW3.1428$y04.7830695@nnrp1.proxad.net>
Source record: 2426

>The reason is very simple. We have a ready made 68k - handheld lcd
>battery driven device and need a OS that will good work with this bit
>of memory. (4MB Rom / 8MB Ram)
>And I think the old TOS is a good choice for this job.
>
>No disc or harddisc routines is necessary, only flash-rom-disc.

IMHO the best choice is TOS 2.06 (the highest rev. no for 68000)
Most of the job seems to be the removal of unnecessary parts (handling
of the FDC, DMA port...), and maybe adapting uncompatible parts
(RTC, UART... if your device has these)
next you'll have to emulate VBL interrupts and the 200Hz GEM timer if
you intend to use AES
If the ROM on your system doesn't map normal TOS adresses you'll have
to relocate the entire TOS
Last, I think the emulation of the cartridge port is the best way to
launch your applications (directly if they are <256K, or with a
ROM-disk driver if they are >256K)

You can also consider porting MiNT, but I don't know if it is
completely TOS-independant.

J�r�me

3659. D.A's Layout Question

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-10 00:00:00 UTC
From: Steve Scott <festive@alphalink.com.au>
Message-ID: <382a2369@news.alphalink.com.au>
Source record: 2427

Any Knowing how to contact the Author responsible for this program may wish
to tell them that unless I get support, I'll dump my key-codes on the web
for all!

--
Steve Scott

"Festivfactory"
3 Dimensional Entertainment.

33-35 Urquhart St. Woodend
Victoria Australia 3442.
Ph:(03) 54273436

3660. Re: Some ST items for sale

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-11 00:00:00 UTC
From: swampfax@earthlink.net
Message-ID: <80dp82ccj1@birch.prod.itd.earthlink.net>
Source record: 2428

Randy,
I'm interested in the hard drives. See my E-mail also.
John

On 8 Nov 1999 05:54:51 G, Peter Pan wrote:
>It's a shame this stuff is going to waste. I just don't use it anymore.
>
>SEAGATE ST-157N (45 Meg) SCSI HD $10
>MAXTOR XT-8380S (380 MB) SCSI HD $50
>SC-1224 Color Monitor (Minus Vid. cable) $60
>Golden Image Hand Scanner (4", mono) with Scanning tray $60
>
>I'm in Florida in the USA, and buyer must pay shipping. If interested in
>any item, let me know where you are and I'll check into the mailing
>cost.
>
>-- Randy (PeterPan)
>* * *
> * *
>.... Second Star to the Right, and Straight on Till Morning!
> * * *
>
>
>.

3661. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-12 00:00:00 UTC
From: Thomas M�ller <bastelwastel@gmx.de>
Message-ID: <IjUsODnfwNXFoR3Xwu2haDeO8byh@4ax.com>
Source record: 2429

Hi Jï¿½rï¿½me

>Last, I think the emulation of the cartridge port is the best way to
>launch your applications (directly if they are <256K, or with a
>ROM-disk driver if they are >256K)

This is a very very cool idea - then I don't need a filesystem.

Thomas

3662. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-12 00:00:00 UTC
From: Thomas M&#65533;ller <bastelwastel@gmx.de>
Message-ID: <RTYsOBl0FQykl5Insol+EGTubkY7@4ax.com>
Source record: 2430

On 10 Nov 1999 18:20:32 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>What kind of hardware? The uCsimm?

Hi

No it isn't the uCsimm - but nearly the same.
There are not very much varations to design with the 68328.
Do you really have uCsimms with running uCLinux?

Thomas Mi¿½ller
bastelwastel@gmx.de

3663. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <80idg7$d5$3@snipp.uninett.no>
Source record: 2431

Thomas Mï¿½ller <bastelwastel@gmx.de> wrote:

> No it isn't the uCsimm - but nearly the same.
> There are not very much varations to design with the 68328.
> Do you really have uCsimms with running uCLinux?

No, I haven't ordered any (yet). I got a mail from a fellow in California
who saw it at a Linux-convention though. I would really like to get one
for my modem, I could have an entire firewall/mailserver *inside* the
modem if I want to :-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3664. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-13 00:00:00 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <CsiX3.2350$JQ4.12531828@nnrp1.proxad.net>
Source record: 2432

>Well, you can't find the sources for TOS anywhere, and since you have to
>rewrite (X)BIOS entirely anyway, why not base it on MiNT? If you go

Is MiNT fully TOS-independant ?

If not, what parts of TOS does it need ?

--

J�r�me

3665. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-13 00:00:00 UTC
From: Thomas M&#65533;ller <bastelwastel@gmx.de>
Message-ID: <IcwtOJW6Qb55o75+MY69ckY5lZmF@4ax.com>
Source record: 2433

Hi

I'm playing with MiNT on my Atari TT for the last three days.

xxx What is MiNT? xxx

It looks like an UNIX but ....

Is MiNT intended only to change the TOS, or is it a LINUX or is it a
LINUX for 68k Processors with an other name.

i'm a little confusing...

>Thomas Mï¿½ller
>bastelwastel@gmx.de

3666. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <80ksvdgql1@snipp.uninett.no>
Source record: 2434

"Jï¿½rï¿½me Ginestet" <ginesj@free.fr> wrote:

>>Well, you can't find the sources for TOS anywhere, and since you have to
>>rewrite (X)BIOS entirely anyway, why not base it on MiNT? If you go

> Is MiNT fully TOS-independant ?

No.

> If not, what parts of TOS does it need ?

It currently replaces GEMDOS, but it use (X)BIOS to access the hardware.
MiNT runs on the Mac as well, the MacMiNT-people have a minimal
TOS-implementation (basically just a minimal (X)BIOS-layer above MacOS)
which I'm sure you'll find very useful. I don't have a Mac myself so I
don't know the details.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3667. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <80kt84gql2@snipp.uninett.no>
Source record: 2435

Thomas Mï¿½ller <bastelwastel@gmx.de> wrote:

> xxx What is MiNT? xxx
>
> It looks like an UNIX but ....

> Is MiNT intended only to change the TOS, or is it a LINUX or is it a
> LINUX for 68k Processors with an other name.

It's an enhancement of TOS, to be more specific it replaces the
GEMDOS-part of TOS. It's very unix-like, but still compatible with GEMDOS.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3668. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-19 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <81396sfoc1@arcturus.ciril.fr>
Source record: 2436

In article <80ksvdgql1@snipp.uninett.no>, Jo Even Skarstein

|> > Is MiNT fully TOS-independant ?
|>
|> No.

Exact, FreeMiNT requires the XBIOS and the BIOS to be present. The GEMDOS
is replaced and also a little bit of the BIOS, in order to be able to
manage ttys like Unix.
FreeMiNT provides a very powerful file system, really better and faster than
TOS's one.

Vincent

3669. Re: TOS Portierung

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-19 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <8139qpfoc2@arcturus.ciril.fr>
Source record: 2437

In article <IcwtOJW6Qb55o75+MY69ckY5lZmF@4ax.com>, Thomas Mï¿½ller
<bastelwastel@gmx.de> writes:

|> Is MiNT intended only to change the TOS, or is it a LINUX or is it a
|> LINUX for 68k Processors with an other name.

Basically, MiNT was designed to be able to run many TOS programs at the same
time. Its creator, Eric Smith, used many things from Unix, which explains
why MiNT is so close to Unix, Linux, SunOS.

Its purpose is not to be a Unix, as there are already FreeBSD and Linux
available for this. MiNT has to run TOS programs, thus it's compatible
with Atari's GEMDOS.

But the fact is that many FreeMiNT developpers are Unix addicts and they
most work on FreeMiNT compatibility with other Unixes.
So FreeMiNT is more and more compatible with Linux, Solaris etc, and it's
still very compatible with GEMDOS.
Si you can use X11 or GEM with it !
Great isn't it ?

Vincent

3670. Check the 680x0

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-19 00:00:00 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <3835C4A5.C113EE58@libertysurf.fr>
Source record: 2438

Hi all!

I tried to adapt a small code from Amiga source, which is able
to detect the 680x0 processor. I tested this one with my
Falcon+Ab040 successfully but i need help to test it
with another Atari to be sure that this code is ok.

anyone can test with it a standard 68030, 68020, 68010 and 68000 ?
I know that there are not a lot of Atari with 020 and 010 ;-)

send me a mail if you want the PRG and sources...
Thank for your help.

3671. Re: Check the 680x0

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-19 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911192348590.361-100000@rakas>
Source record: 2439

On 19.11.1999, Laurent Favard (Linux) <laurent.favard@libertysurf.fr> wrote:

> anyone can test with it a standard 68030, 68020, 68010 and 68000 ?
> I know that there are not a lot of Atari with 020 and 010 ;-)

There are, actually.

Upgrading a 68000 machine to 68010 used to be a cool experiment
(the chips are pin-to-pin compatible, if I recall) because there
was some hint that TOS was developped on 68010-based systems at
Digital Research.

There are some accelerator cards which replace the 68000 with a
68020 + FPU (such as the Veloce+ by The Upgrade Shop in UK).

Finally, Atari clones are usually 68040 or 68060-based.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

3672. MIME decoding?

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-19 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <99ea309a90B802A1.46@nest.ftn>
Source record: 2440

Hi everybody,

Does somebody have at reach of hand the sources of a routine for MIME (Base64) decoding?

I'm looking for something simple in C or Pascal. I don't need routines able to handle splitted files, MIME nested up to 1000 levels, MD5 (what that?) and such complicated things. I just want to be able to take a Base64-encoded text block and to turn it into a binary block.

Thanks for all,

==============================
Remi Villatel
E-mail: maxilys@normandnet.fr
==============================

Via *OpenHand* v1.0.r4 Gateway

3673. GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-20 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <943128896-431335AEicMi@aon.at>
Source record: 2441

Hi,
I don't know whether anyone writes programs in GFA Basic anymore? I've
just started tackling the AES-stuff and I don't know why this stuff
sometimes works and sometimes doesn't. I'm running the 3.6 on a Falcon
and work after the 3.5 manual and books on 3.0.
Are there known problems with GFA on Falcons?
CU
Claus

3674. GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <943252930-14312AEicMi@aon.at>
Source record: 2301

I do think I posted this yesterday, but it seems I forgot ...
What I wanted to ask, is there anyone her still writing proggies with GFA Basic? I bought me one out of curiosity and started with some books, but it seems it's all very "dirty", writing directly onto the screen and using Line-A and so on ...
Is it worth while?
I guess I'd need some help now and then ... anyone knowing any adresses?
My server has no NGs containing "GFA".
CU
Claus

3675. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911211123200.90-100000@TT030>
Source record: 2442

The editor may not like some Falcon modes, but the compiled results
will work fine. There is program to solve the mode problems with the
editor. Check my www below for some GFA support and demo of the
editor patch.

Many still use GFA, such as myself. ;-)

On Sat, 20 Nov 1999, Claus wrote:

> Hi,
> I don't know whether anyone writes programs in GFA Basic anymore? I've
> just started tackling the AES-stuff and I don't know why this stuff
> sometimes works and sometimes doesn't. I'm running the 3.6 on a Falcon
> and work after the 3.5 manual and books on 3.0.
> Are there known problems with GFA on Falcons?
> CU
> Claus
>
>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3676. Much Need Application

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <38381f6a@athene.hdm-stuttgart.de>
Source record: 2443

Attention Atari Programmers!

For along time now we have been needing a simple program such as a TTP that will convert Apex Media .FLC and .FLH animations and videos into common formats such as MPEG, .AVI and .MOV.

There are currently ways to do this but most of the time one has to take the FLC/FLH apart into TGA Images.

Is anyone working on a program to do this a better way?

If not, then someone should really do this.
I know that there are alot of good Atari programmers left who are capable of this. I've seen some Great Demos and etc.

Why not put all that good talent to use a create a nice program to convert Apex .FLC/.FLH files?

We also need a program to capture video and sound together from a Expose and Screen Eye and save it out into a common format such as AVI/MOV/MPEG.

Surely it cannot be that hard to do this, With all the great video players such as MPLAYER and ANIPLAY around I know that this can be done.

phantomm@kih.net

3677. Re: Check the 680x0

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <38383A56.9750B1F2@libertysurf.fr>
Source record: 2444

Martin-Eric Racine wrote:

> Upgrading a 68000 machine to 68010 used to be a cool experiment
> (the chips are pin-to-pin compatible, if I recall) because there
> was some hint that TOS was developped on 68010-based systems at
> Digital Research.

Hi !

i'm not sure that TOS will be happy with a 68010 or 020 inside a STF,
instead of a 68000, because format word are not supported by TOS.
(I think !)

A lot of work will be requiered to patch TOS and allow it to understand
Format word. (And somes others minors things like move from sr, became
supervisor mode).

Laurent

3678. Re: Check the 680x0

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <38383B64.D99BAC66@libertysurf.fr>
Source record: 2445

Martin-Eric Racine wrote:

Upgrading a 68000 machine to 68010 used to be a cool experiment
(the chips are pin-to-pin compatible, if I recall) because there
was some hint that TOS was developped on 68010-based systems at
Digital Research.

Hi !

i'm not sure that TOS will be happy with a 68010 or 020 inside a STF,
instead of a 68000, because format word are not supported by TOS.
(I think !)

A lot of work will be requiered to patch TOS and allow it to understand
Format word. (And somes others minors things like move from sr, became
supervisor mode).

Laurent

3679. Re: MIME decoding?

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <819ipg$ga2$1@sun27.hrz.tu-darmstadt.de>
Source record: 2446

Hi!

Remi Villatel <maxilys@normandnet.fr> wrote:
> I just want to be able to take a Base64-encoded text block and to turn it
> into a binary block.

Well, the metamail package should contain sources for that.
Additionally, recent versions of uudecode also handle base64-decoding,
so it's maybe also worth a look.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3680. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: Clair 'Seedy' Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <lsv8oBA6gBO4IwnM@shaw1.freeserve.co.uk>
Source record: 2447

```
at 21:14:36, Sat, 20 Nov 1999, Claus <Claus <rogge.claus@aon.at>> fell
in love with someone from and said:
>Hi,
>I don't know whether anyone writes programs in GFA Basic anymore?
Yes
>I've
>just started tackling the AES-stuff and I don't know why this stuff
>sometimes works and sometimes doesn't. I'm running the 3.6 on a Falcon
>and work after the 3.5 manual and books on 3.0.
>Are there known problems with GFA on Falcons?
>CU
>Claus
>
>
I've heard that the programs wrote can be dodgey in some setup. Don't
know why though
--
Clair D. Shaw (aka. CDS) | mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws | mailto:SeedieS@yahoo.com
ICQ messages to: 1043359 | New email address coming MONDAY (3rd)
---------------------------------------------------------------------------
Microsoft's created a virus: It's called Windows
```

3681. Re: Much Need Application

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911212139580.94-100000@TT030>
Source record: 2448

On 21 Nov 1999, Phantomm wrote:

hmm... I though the latest AniPlayer was able to convert
some animation formats?

> Attention Atari Programmers!
>
> For along time now we have been needing a simple program such as a
> TTP that will convert Apex Media .FLC and .FLH animations and
> videos into common formats such as MPEG, .AVI and .MOV.
>
> There are currently ways to do this but most of the time one has
> to take the FLC/FLH apart into TGA Images.
>
> Is anyone working on a program to do this a better way?
>
> If not, then someone should really do this.
> I know that there are alot of good Atari programmers left who are
> capable of this. I've seen some Great Demos and etc.
>
> Why not put all that good talent to use a create a nice program
> to convert Apex .FLC/.FLH files?
>
> We also need a program to capture video and sound together from a
> Expose and Screen Eye and save it out into a common format such as
> AVI/MOV/MPEG.
>
> Surely it cannot be that hard to do this, With all the great video
> players such as MPLAYER and ANIPLAY around I know that this can be
> done.
>
> phantomm@kih.net
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3682. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-21 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911212135130.94-100000@TT030>
Source record: 2449

On Sun, 21 Nov 1999, Clair 'Seedy' Shaw wrote:

> at 21:14:36, Sat, 20 Nov 1999, Claus <Claus <rogge.claus@aon.at>> fell
> in love with someone from and said:
> >Hi,
> >I don't know whether anyone writes programs in GFA Basic anymore?
> Yes
> >I've
> >just started tackling the AES-stuff and I don't know why this stuff
> >sometimes works and sometimes doesn't. I'm running the 3.6 on a Falcon
> >and work after the 3.5 manual and books on 3.0.
> >Are there known problems with GFA on Falcons?
> >CU
> >Claus
> >
> >
> I've heard that the programs wrote can be dodgey in some setup. Don't
> know why though

The original compiler library had some LineA calls in it and
some problems with the init section, all of which are easily
corrected with some patch programs. Again these fixes are
available on my gfa pages... ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3683. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-22 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911221617140.91-100000@TT030>
Source record: 2302

On Sun, 21 Nov 1999, Claus wrote:

Yes, follow the link in my signature and you will find some GFA pages
with patches, example programs, documentation, and more...

> I do think I posted this yesterday, but it seems I forgot ...
> What I wanted to ask, is there anyone her still writing proggies with GFA
> Basic? I bought me one out of curiosity and started with some books, but
> it seems it's all very "dirty", writing directly onto the screen and
> using Line-A and so on ...
> Is it worth while?
> I guess I'd need some help now and then ... anyone knowing any adresses?
> My server has no NGs containing "GFA".
> CU
> Claus
>
>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3684. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-22 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <WnYAaAAnTaO4Iww6@shaw1.freeserve.co.uk>
Source record: 2303

at 23:25:30, Sun, 21 Nov 1999, Claus <Claus <rogge.claus@aon.at>> fell
in love with someone from and said:
>I do think I posted this yesterday, but it seems I forgot ...
>What I wanted to ask, is there anyone her still writing proggies with GFA
>Basic?
Plenty
>I bought me one out of curiosity and started with some books, but
>it seems it's all very "dirty", writing directly onto the screen and
>using Line-A and so on ...
>Is it worth while?
Yes!
>I guess I'd need some help now and then ... anyone knowing any adresses?
Just email this NG with your problems. We'll only be too happy to help!
>My server has no NGs containing "GFA".
There isn't any, AFAIK
--
Clair Shaw mailto:SeedieS@yahoo.com / http://surf.to/shaws

GFA Programmer and PROUD OF IT!

3685. <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-24 00:00:00 UTC
From: BmUvCoKx <BmUvCoKx@BgQkQhCi.comNOSPAM>
Message-ID: <81gouc$59q$1@nslave2.tin.it>
Source record: 2304
Body handling: HTML body converted to readable text

```
<SCRIPT language="JavaScript1.1" SRC="http://ad.it.doubleclick.net/adj/xoom.it/membersarea
;area=membersarea;abr=!ie;sz=468x60;ord=2308?">
</SCRIPT>
<NOSCRIPT>

<IMG SRC="http://ad.it.doubleclick.net/ad/xoom.it/membersarea;area=membersarea;abr=!ie4;ab
r=!ie5;sz=468x60;ord=2308?" BORDER=0 WIDTH=468 HEIGHT=60>

</NOSCRIPT>

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```

3686. Re: Check the 680x0

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-25 00:00:00 UTC
From: Mark-Oliver Wolter <wolter@theo.physik.uni-bremen.de>
Message-ID: <81ih1p$dj3$1@kohl.informatik.uni-bremen.de>
Source record: 2305

Laurent Favard (Linux) <laurent.favard@libertysurf.fr> wrote:
:> Upgrading a 68000 machine to 68010 used to be a cool experiment
:> (the chips are pin-to-pin compatible, if I recall) because there
:> was some hint that TOS was developped on 68010-based systems at
:> Digital Research.
: i'm not sure that TOS will be happy with a 68010 or 020 inside a STF,
: instead of a 68000, because format word are not supported by TOS.
: (I think !)

TOS 2.06 or a patched 1.4. Although the 68010's performance improvement
is near zero.

: A lot of work will be requiered to patch TOS and allow it to understand
: Format word. (And somes others minors things like move from sr, became
: supervisor mode).

The c't did that with 1.4 for the PAK. Which replaces the 000 with a 020.
Ten years ago.
TOS 2.06 works without need for any patches.

--
| | | MfG MOW []-)
| | | Steffensweg 89, 28217 Bremen, Tel. ++49-177-2503055
M O W http://www.zfn.uni-bremen.de/~g02o/
/' | `\ Always logon - the bright side of life !

3687. [PROG] Midi messages

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-25 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <81jer3$97u$1@arcturus.ciril.fr>
Source record: 2306

Hello,

I'm looking for some information about Midi real-time and system messages :
Active Sensing, clocks, start, stop, song position etc ...

Please e-mail me at
barrilli@club-internet.fr
so that I can directly get it on my Falcon :-)

Vincent

3688. MagiC: KEYTABLS.SYS

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-25 00:00:00 UTC
From: Daniel Augsburger <skydiver@jumpgates.com>
Message-ID: <383D67EB.119AFF42@jumpgates.com>
Source record: 2307

I'm working on a program for MagiC that lets you change your keyboard layout anytime you wish without rebooting.
Now I'm looking for KEYTABLS.SYS files for different languages (e.g. Italian, Swedish, etc.). I already have German, Swiss German, French, English UK and English US. As the file extension is always "SYS" for every language you should also tell me for which language the keyboard layout that you send me is. AND PLEASE: if you send me a file then send also a short reply to the newsgroup to tell the other readers which "language" you sent to me (it would be best to place the language in the subject line), so I won't receive dozens of the same file. Thanx.

Daniel Augsburger
http://www.jumpgates.com/skydiver

-----BEGIN GEEK CODE BLOCK-----
Version: 3.12
GCS d+ s: a-- C++ UBL+>++ P+>++ L++ E(+) W++ N++
o? k? w---$!O M+ V-- PS++ PE-- Y++@ PGP>+ t* 5+++
X++ R tv- b+>++ DI+ D++ G>+++ e* h! !r !y
------END GEEK CODE BLOCK------

3689. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-29 00:00:00 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <j5m04.126$zb1.1357@198.235.216.4>
Source record: 2308

There's a newgroup on my server - alt.lang.gfa-basic

Claus <rogge.claus@aon.at> wrote in message
news:943252930-14312AEicMi@aon.at...
> My server has no NGs containing "GFA".
> CU
> Claus

3690. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-11-30 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <943999238-12498AEicMi@aon.at>
Source record: 2309

>onny Pursell <atari@bright.net>
wrote:
> follow the link in my signature
Thanks! Found some interesting things there!
CU
Claus

3691. SM_M_SPECIAL and MagiC6

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8234nu$j0j$1@snipp.uninett.no>
Source record: 2310

I'm still struggling with these, I just can't get it to work as documented:

- AES: Since MagiC 2 there is the possibility to send messages via appl_write() to the SCRENMGR (application #1) to carry out the following actions (functions as with the MagiC popup):

Tidy up (subcode SMC_TIDY_UP)
Terminate (subcode SMC_TERMINATE)
Activate (subcode SMC_SWITCH)
Freeze (subcode SMC_FREEZE)
Unfreeze (subcode SMC_UNFREEZE)
Unhide all (subcode SMC_UNHIDEALL)
Hide others (subcode SMC_HIDEOTHERS)
Hide (subcode SMC_HIDEACT)

Binding (->MT_AES.H):

```
-------------------------------------

#define SM_M_SPECIAL 101 /* MAG!X */

#define SMC_TIDY_UP 0
/* MagiC 2 */
#define SMC_TERMINATE 1 /*
MagiC 2 */
#define SMC_SWITCH 2
/* MagiC 2 */
#define SMC_FREEZE 3
/* MagiC 2 */
#define SMC_UNFREEZE 4 /*
MagiC 2 */
#define SMC_RES5 5
/* MagiC 2 */
#define SMC_UNHIDEALL 6 /*
MagiC 3.1 */
#define SMC_HIDEOTHERS 7 /*
MagiC 3.1 */
#define SMC_HIDEACT 8
/* MagiC 3.1 */

int msg[8];

msg[0] = SM_M_SPECIAL; /* 101 */
msg[1] = ap_id; /* ap_id, with SMC_TIDY_UP and SMC_UNHIDEALL own
*/
msg[2] = 0; /* No overrun */
```

```
msg[3] = 0;
msg[4] = 'MA';
msg[5] = 'GX';
msg[6] = ..subcode..;
msg[7] = 0;

appl_write(msg, 16, 1); /* apid #1 is the SCRENMGR */
```

Now, I've done all this (apart from the obvious typo in appl_write), but it still doesn't work. Sometimes the wrong application is hidden or displayed, sometimes nothing happens at all and once in a while it does what it's intended to do.

This is very frustrating, I'm sure that there is a way to get this to work as others have done it before.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3692. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-02 00:00:00 UTC
From: Matt Jaap <mjaap@atari-computer.de>
Message-ID: <825v2k$992$1@nnrp1.deja.com>
Source record: 2311

In article <943252930-14312AEicMi@aon.at>,
Claus <rogge.claus@aon.at> wrote:
> I do think I posted this yesterday, but it seems I forgot ...
> What I wanted to ask, is there anyone her still writing proggies with
GFA
> Basic?

HP-Penguin is written entirely in GFA Basic and a few other commercial programs. There are of course tons of Freeware/Shareware programs written in GFA.

I bought me one out of curiosity and started with some books, but
> it seems it's all very "dirty", writing directly onto the screen and
> using Line-A and so on ...
> Is it worth while?

These books are quite old. But some books feature some good algorithms which you can use in every program.

> I guess I'd need some help now and then ... anyone knowing any
adresses?

Check out run-software.de - they programmed a visual application designer for GFA called faceValue. It does most of the GEM stuff for you.

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
Before you buy.

3693. Re: SM_M_SPECIAL and MagiC6

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-02 00:00:00 UTC
From: Daniel Augsburger <skydiver@jumpgates.com>
Message-ID: <38467CAD.D615C400@jumpgates.com>
Source record: 2312

The following code works as expected in one of my programs:

Firstable you have to get the appl-ID of the screen manager. This is
done as follows: (you should better not rely on the assumption that the
screen manager has always ID 1)

```
sm_apid = appl_find("SCRENMGR"); // get appl-ID of screen manager
```

Note: msg[7] contains the appl-ID of the target application and not
value 0

```
msg[0] = 101; // SM_M_SPECIAL
msg[1] = gl_apid; // appl-ID of sender
msg[2] = msg[3] = 0;
msg[4] = 'MA';
msg[5] = 'GX';
msg[6] = 3; // subcode (in this example: SMC_FREEZE)
msg[7] = id; // appl-ID of application that should be freezed
```

Send message:

```
appl_write(sm_apid, 16, msg);
```

I hope this will help you.

--
Daniel Augsburger
http://www.jumpgates.com/skydiver

```
-----BEGIN GEEK CODE BLOCK-----
Version: 3.12
GCS d+ s: a-- C++ UBL+>++ P+>++ L++ E(+) W++ N++
o? k? w---$ !O M+ V-- PS++ PE-- Y++@ PGP>+ t* 5+++
X++ R tv- b+>++ DI+ D++ G>+++ e* h! !r !y
------END GEEK CODE BLOCK------
```

3694. Re: SM_M_SPECIAL and MagiC6

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-03 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <10956_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2313

In uno strano messaggio del 02 Dec 99 skydiver@jumpgates.com (2:333/608.1)
scrisse al povero All :

s> Send message:
s> appl_write(sm_apid, 16, msg);

Maybe you can help me about an old question still unresolved:

how do I start an application in "single mode" ?

I tryed different ways unsuccesfully, so maybe I need to scann all
applications, freeze them, launch the one I need "single"..... but how do I
unfreeze all of them when the application exits ?

Or should I send some kind of special call to the desktop application to tell
it to start the app in "single mode" ? I had a look at Thing docs but didn't
find the right info.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Butta il PiCcione e prendi un FALCONe !

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3695. need Atari 1040ST drives

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-03 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3847E338.15B38BC4@forestmeister.com>
Source record: 2314
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

I need, preferably an ST hard drive, or at least an external floppy.

Until 1993 or so, I used a 1040St with an external floppy and a custom build hard drive. The hard drive died, and then I bought a Pentium.

But I programmed on ST and have a need to update some old software that I created back then.

So, I'm looking for a hard drive for the ST, either an ST hard drive or a custom built one. I'd also need whatever software it would take to get the hard drive working. I doubt that I could find whatever I used back then.

If I can't find a hard drive, I'll consider buying an external floppy. Shortly after my hard drive died, I continued to program using 2 floppies. But now I can't get that old external floppy to work. The light comes on and I can hear a hum, but it won't read any floppies. Might it be reparable, or maybe it just needs a good cleaning?

I've got Gemulator98 installed on my PC but so far I've had no luck in getting my Megamax Laser C to work with, even with the help of the author of Gemulator. The author of Gemulator says he uses Laser C on his PC but for me- it crashes Gemulator. Any advice on this issue?

Even if I can get Laser C working on Gemulator, I'll have another problem- getting my HP4p printer to think it's an ancient HP FX printer. HP sells an FX emulator for the 4p laserjet, but for $200!

--
Joe Zorzin

3696. Re: SM_M_SPECIAL and MagiC6

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <829cji$pt8$3@snipp.uninett.no>
Source record: 2315

```
Daniel Augsburger <skydiver@jumpgates.com> wrote:
> The following code works as expected in one of my programs:

Thank you, it looks like ot works :-) Now I just have to correct the
documentation and notify the &%$"&#$ that wrote it in the first place ;-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3697. Re: SM_M_SPECIAL and MagiC6

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-04 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <k7nBYDAMUPS4Ew+4@my-ste.demon.co.uk>
Source record: 2316

```
In article <10956_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
writes
>In uno strano messaggio del 02 Dec 99 skydiver@jumpgates.com (2:333/608.1)
>scrisse al povero All :
>
> s> Send message:
> s> appl_write(sm_apid, 16, msg);
>
>Maybe you can help me about an old question still unresolved:
>
>how do I start an application in "single mode" ?

Try using:

char *prog="[whatever]"; /* the applications pathname */
char *attr=" [commandline]"; /* the applications commandline */
/* ^
note the space here. It's a filler to allow the length of the
commandline to be inserted.
*/
attr[0]=(char)strlen(&attr[1]); /* fill in the length */
status=shel_write(1,0,SHW_SINGLE,prog,attr);
/*
call shel_write() to execute the application
*/

HTH

--
David Bolt
```

3698. FS: Atari TT

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-04 00:00:00 UTC
From: tonytt98@aol.com
Message-ID: <19991204171500.17734.00000664@ng-fy1.aol.com>
Source record: 2317

Atari TT system on Auction on ebay at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=212403963

Good Luck...

3699. [Q]x2: sides on a floppy disk

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-06 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <384B9EA9.AF130EE6@europe.com>
Source record: 2318

```
1) Does someone know how a two-side floppy disk is organized in a .ST
file?
Is it :
- track <n>, sector 1, side 0
- track <n>, sector 1, side 1
...
- track <n>, sector <NSEC>, side 0
- track <n>, sector <NSEC>, side 1
or:
- track <n>, sector 1, side 0
...
- track <n>, sector <NSEC>, side 0
- track <n>, sector 1, side 1
...
- track <n>, sector <NSEC>, side 1
or something other?

2) Is it possible to READ the bit of the YM-register giving the selected
side of the floppy drive? It was not clearly stated in docs I have...

Thanks by advance !
```

3700. [Q] 0xffff860e WORD register on Falcon???

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-06 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <384BA12D.129572CD@europe.com>
Source record: 2319

Does someone knows what this register is for? It is written to as a word
value in my TOS 4.02 (Falcon) ROM.
It appears only in Dan Hollis' (or is it Aura's) register listing? with
no comments whatsoever (and ICYW it is not in the Compendium).

Thanks by advance

3701. GCC-IDE fuer Warmduscher!

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-06 00:00:00 UTC
From: Michael Wiegers <Jet@avena.com>
Message-ID: <384BF8CA.EC415F1F@avena.com>
Source record: 2320

Irgendwo habe ich eine Seite entdeckt mit einem IDE fuer GCC, kann diese
abder nicht wiederfinden.
Kennt die Jemand???
Auf der Seite steht das System sei fuer Warmduscher, und da ich einer
bin ... :)

Jet

3702. NO LONGER MISSING! Adventure International Masters, alphas, and other stuff available...

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-06 00:00:00 UTC
From: DauthiSlayer <Piratedman@hotmail.com>
Message-ID: <s4oe7gffqeg50@corp.supernews.com>
Source record: 2321
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

==========

A few years back- I came across, a large group of Adventure International, software etc. Basically I've got boxes and boxes of disc- in small cases) usually it's one game per case- and within the case are usually 3-6 disc. Some of these are normally alpha or "prototype" versions of the game and it usually contains what is labeled a "Master" disc.
AI had been based in the Orlando area, and this stuff had been placed in storage and ultimately sold for non-payment of rent. It would seem that this was the Adventure International "archives" or perhaps the separate backup storage- that was then lost or abandoned, Much of the stuff is AI, but some is under another name- so I suspect that they either succeeded Scott Adams' Adventure International- or perhaps obtained the rights to some of the stuff.(or were a spin-off).
I got only about 1/3 of what was available- but it includes Atari 8 bit, St, Commodore, 64, TRS-80 etc. But still there are probably 100 or so separate cases- and maybe 500 separate disc.
There is also some cassette based software.

My interest is primarily the cartridge based games....
Any idea what this stuff is worth?
Offers? ....
I'd rather move this as a group/lot-
But if there is some particular title- you really have to have- if your offer will make it worth my while, I'll pull all this stuff out and search through it for specifics.

Reply to sunshine853@hotmail.com

3703. Gemulator and Megamax Laser C work together?

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-06 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <384C6BF3.6BD7687C@forestmeister.com>
Source record: 2322
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I downloaded Gemulator 98 and 2 versions of TOS, 1.04 and 2.06. I manage to get Gemulator to see both and then I've been able to run many of my old Atari programs but I'm have trouble with the Laser C development program.

Laser C loads- but- if I have Gemulator use 14 megs of RAM, Laser C will crash trying to open any code file or when attempting to make changes to it's config.sys file.

So, I adjusted Gemulator to only use 4 megs of ram on my Pentium, and now the above problem doesn't occur, but when I tried to compile a code file- it crashed and burned my PC operating system (Win95 OSR2)- I ended up with a black screen. I had to reboot, run scandisk, and it fixed a damaged file.

I don't get it. The author of Gemulator says it should work. I got a few messages from him, but few suggestions, and he seems to have given up on this problem.

The reason I still care to develop software with GEM and TOS is that I wrote some software that I've come to depend on in my conulting work. I now also have MS Visual C++, but that's a steep learing curve before I'm ready to try porting over GEM programs to Windows- I'll do it eventually, but in the short term I'd like to continue with TOS and GEM.

Anyone have any suggestions?

--
Joe Zorzin

3704. 16/32 Systems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-07 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <82ih5d$m2i$1@plutonium.compulink.co.uk>
Source record: 2323

The Catalogue now has over 500 separate Atari Items.

1) New section of unboxed Lynx Games
2) New section starting for TT compatible game (feedback appreciated)
3) CD section mostly finished

Next will be working on the Utilities Section.

I plan for a pdf version of the catalogue or even a downloadable html...
comments?

So visit the site and somepoint and let me have your comments, feedback
appreciated. info@1632systems.co.uk

http://www.1632systems.co.uk for the home pages, which are still being
worked on.

http://catalog.zen.co.uk/actinic/1632Systems/ for the sales catalogue

Nick Harlow
16/32 Systems

3705. Re: 16/32 Systems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-07 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <82j0m1$2a9$1@cubacola.tninet.se>
Source record: 2324

On 7 Dec 1999 08:40:13 G, nharlow@cix.compulink.co.uk wrote:
>The Catalogue now has over 500 separate Atari Items.
>
>1) New section of unboxed Lynx Games
>2) New section starting for TT compatible game (feedback appreciated)
>3) CD section mostly finished
>
>Next will be working on the Utilities Section.
>
>I plan for a pdf version of the catalogue or even a downloadable html...
>comments?
>
>So visit the site and somepoint and let me have your comments, feedback
>appreciated. info@1632systems.co.uk
>
>http://www.1632systems.co.uk for the home pages, which are still being
>worked on.
>
>http://catalog.zen.co.uk/actinic/1632Systems/ for the sales catalogue
>
>Nick Harlow
>16/32 Systems
>.
Hi Nick

I think the pages are coming along fine but please do not use pdf,
I think html is better and above all slimmer. If you turn it into pdf
it gets 10 times bigger (not quite, but) and it isn't better in any
way.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/indexe.html

3706. Re: 16/32 Systems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-07 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <82k6ps$1d2$1@plutonium.compulink.co.uk>
Source record: 2325

Jurgen,

long tome..

SAk doing it's thing this year?

Let me know in advance as I have some PC equipment for Tom.

Nick

3707. Re: 16/32 Systems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-08 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <82k82qknd1@cubacola.tninet.se>
Source record: 2326

On 7 Dec 1999 23:55:40 G, nharlow@cix.compulink.co.uk wrote:
>Jurgen,
>
>long tome..
>
>SAk doing it's thing this year?
>
>Let me know in advance as I have some PC equipment for Tom.
>
>Nick
>.
Hi Nick

Yes I think that there's gonna be NAS 2K, if that is what you was
thinking about. I could let you know when it's final.

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/indexe.html

3708. Re: 16/32 Systems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-08 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <82k833knd2@cubacola.tninet.se>
Source record: 2327

On 7 Dec 1999 23:55:40 G, nharlow@cix.compulink.co.uk wrote:
>Jurgen,
>
>long tome..
>
>SAk doing it's thing this year?
>
>Let me know in advance as I have some PC equipment for Tom.
>
>Nick
>.
Hi Nick

Yes I think that there's gonna be NAS 2K, if that is what you was
thinking about. I could let you know when it's final.

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/indexe.html

3709. BASIC Computing Language 8-bit cart 1 CENT +more FA

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-08 00:00:00 UTC
From: csjjh@ux1
Message-ID: <384e83d8@news.eiu.edu>
Source record: 2328

Hi there,
I've got the following auctions going on at e-bay for the Atari 2600
(VCS), Atari 5200, Atari 7800 & Atari 400/800 8-Bit computers. The really
big find here is Kool-Aid Man with box & instructions for the 2600.

To check the status of all my games go to:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the itme number to see a full discription &
place a bid if you like.

ATARI 2600 (VCS)

Item #	End date/time	Bid	Game discription
216037614	12/12/99 14:24	$0.01	AIR SEA BATTLE
216043748	12/12/99 14:34	$0.48	ARMOR AMBUSH by M-Network
216045723	12/12/99 14:36	$0.01	ASTEROIDS (Sears Tele-Games)
216047840	12/12/99 14:40	$0.48	ATLANTIS by Imagic
216049779	12/12/99 14:43	$0.48	DARK CAVERN by M-Network
216052519	12/12/99 14:47	$0.25	DEFENDER
216054416	12/12/99 14:51	$0.48	HOME RUN
216056981	12/12/99 14:55	$0.48	KABOOM! by Activision
216059603	12/12/99 14:59	$0.48	NIGHT DRIVER
216069289	12/12/99 15:15	$24.95	KOOL-AID MAN box/docs (M-Network)
216072560	12/12/99 15:21	$0.25	PAC-MAN
216075171	12/12/99 15:25	$0.48	REALSPORTS BASEBALL
216079994	12/12/99 15:33	$1.98	SPACE CAVERN by Apollo
216083387	12/12/99 15:39	$1.98	SPACE JOCKEY by Vidtec/U.S. Games
216085382	12/12/99 15:42	$0.48	STREET RACER
216087942	12/12/99 15:46	$1.98	TOWERING INFERNO by U.S. Games
216089833	12/12/99 15:49	$0.48	WARLORDS

ATARI 5200 SUPERSYSTEM

Item #	End date/time	Bid	Game discription
216182127	12/12/99 17:39	$0.25	DEFENDER
216188989	12/12/99 17:45	$0.48	MISSILE COMMAND w/instructions
216194610	12/12/99 17:50	$0.48	PAC-MAN w/instructions
216199519	12/12/99 17:55	$0.48	REALSPORTS BASEBALL

ATARI 400/800 (8-BITS)

Item #	End date/time	Bid	Game discription
216208697	12/12/99 18:03	$0.01	BASIC COMPUTING LANGUAGE

ATARI 7800 PROSYSTEM

Item #	End date/time	Bid	Game discription
216215314	12/12/99 18:09	$1.98	ASTEROIDS new in box
216220726	12/12/99 18:14	$1.98	BALLBLAZER (Lucasfilm) new in box
216227854	12/12/99 18:19	$1.98	CHOPLIFTER! (Broderbund) new in box
216236014	12/12/99 18:27	$1.98	HAT TRICK (Bally Sente) w/box/docs
216248312	12/12/99 18:37	$1.98	KARATEKA (Broderbund) new in box
216254897	12/12/99 18:42	$1.98	POLE POSITION II w/box/docs
216260005	12/12/99 18:46	$1.98	XEVIOUS (Namco) new in box

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

3710. CAB programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-08 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <11112_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2329

I am trying to complete the job to make Atari NOS work with CAB.

I implemented in NOS the functions to get info and files from URLs. I start CAB in parallel in MagiC with SHEL_WRITE. All works well requesting urls and displaying sites in CAB (1.5).

Then I added the feature to do a post, to write in forms and send data receiving answers (search engines).

The problem is this: when CAB requests an URL the control goes to NOS, CAB becomes "freezed", all menus grayed out, no reaction to clicks or other events, so you can't even stop the actual trasnfer. THis is boring explecially if the site does not give an answer and you have to wait for NOS going to timeout.

Now I see there are some functions in CAB involving the AES, to display the actual status and this is good, but what about functions to send AES messages ?

NOS is now a GEM program with its own evnt_multi, what should I do to keep CAB alive while NOS is doing the transfers ? This way you can interact with the CAB window while downloading pages, and stop the actual transfers (I hope).

I see for a good browser cooperation I should write my own browser, is there any free code around ? Don't say Natscape, I can't start from it 8^)

Can you give me the email address of Alexander Clauss ? He may help me in this process.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3711. Re: 16/32 Systems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-08 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <82mosr$97g$1@plutonium.compulink.co.uk>
Source record: 2330

Yes Please

nick

In article <82k82qknd1@cubacola.tninet.se>,
jorgen.nyberg@mailbox.hogia.net (J&#65533;rgen Nyberg) wrote:

> On 7 Dec 1999 23:55:40 G, nharlow@cix.compulink.co.uk wrote:
> >Jurgen,
> >
> >long tome..
> >
> >SAk doing it's thing this year?
> >
> >Let me know in advance as I have some PC equipment for Tom.
> >
> >Nick
> >.
> Hi Nick
>
> Yes I think that there's gonna be NAS 2K, if that is what you was
> thinking about. I could let you know when it's final.
>
> Cheer's J&#65533;rgen
>
> ---
> -------
> J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15,
> Nvdi 4.11 SAK member 104 Surfing with Cab 2.6 and Newsie
> 0.94
> SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/indexe.html
> ---
> -------

Nick Harlow
16/32 Systems

*****FOR SALE, INTERNET --- Only 60Million previous users****

ATARI (of course!!), AMIGA (planned),
PC (planned), AD&D (in action)

http://www.1632systems.co.uk --web site
http://catalog.zen.co.uk/actinic/1632Systems --sales site

3712. Re: CAB programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-09 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <944694468-332709AEicMi@aon.at>
Source record: 2331

>displaying sites in CAB (1.5).
Maybe you should try a newer Version? Last one: 2.8
>Atari NOS w
I'm sorry, never heard about NOS! What's that? "New Operating System"?
Something we haven't heard about in Europe?
> THis is boring
>explecially if the site does not give an answer and you have to wait for
>NOS
>going to timeout.
My God! I do think so! Must be awful!
>NOS is now a GEM program with its own evnt_multi, what should I do to
>keep
>CAB alive while NOS is doing the transfers ?
Any way of telling CAB to give over control? If your NOS is an Internet
program, CAB is able to let over (like: Fiffi for FTP, EMailer for E-
mails . . .)
just trying to help,
Claus

3713. Re: need Atari 1040ST drives

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <384fb061.25629713@news.demon.co.uk>
Source record: 2332
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 03 Dec 1999 10:35:20 -0500, Joseph Zorzin
<redoak@forestmeister.com> wrote:

>I need, preferably an ST hard drive, or at least an external
>floppy.
>
>Until 1993 or so, I used a 1040St with an external floppy and a
>custom build hard drive. The hard drive died, and then I bought
>a Pentium.
>
>But I programmed on ST and have a need to update some old
>software that I created back then.
>
>So, I'm looking for a hard drive for the ST, either an ST hard
>drive or a custom built one. I'd also need whatever software it
>would take to get the hard drive working. I doubt that I could
>find whatever I used back then.

You can use a SCSI-I with an adapter called "The Link". Perhaps
SCSI-II with "The LinkII" but I'm not sure about that.

>If I can't find a hard drive, I'll consider buying an external
>floppy. Shortly after my hard drive died, I continued to program
>using 2 floppies. But now I can't get that old external floppy
>to work. The light comes on and I can hear a hum, but it won't
>read any floppies. Might it be reparable, or maybe it just needs
>a good cleaning?

Hunt round for an old derelict PC. The 720K drives in those will work.

>I've got Gemulator98 installed on my PC but so far I've had no
>luck in getting my Megamax Laser C to work with, even with the
>help of the author of Gemulator. The author of Gemulator says he
>uses Laser C on his PC but for me- it crashes Gemulator. Any
>advice on this issue?

Try it on another emulator. See if it crashes there. You never know,
something in MegaMx may have got corrupted if it's been sat a while.

>Even if I can get Laser C working on Gemulator, I'll have
>another problem- getting my HP4p printer to think it's an
>ancient HP FX printer. HP sells an FX emulator for the 4p
>laserjet, but for $200!

Er, Pass!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3714. Re: CAB programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-10 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <11146_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2333

In uno strano messaggio del 09 Dec 99 rogge.claus@aon.at (2:333/608.1)
scrisse al povero All :
>> displaying sites in CAB (1.5).
rc> Maybe you should try a newer Version? Last one: 2.8

The programming interface is the same.

>> Atari NOS w
rc> I'm sorry, never heard about NOS! What's that? "New Operating System"?
rc> Something we haven't heard about in Europe?

Oh no, it's really famous and used, it's NOS = Network Operating System also
known as KA9Q, very popular for packet radio.

>> CAB alive while NOS is doing the transfers ?
rc> Any way of telling CAB to give over control? If your NOS is an
rc> Internet program, CAB is able to let over (like: Fiffi for FTP, EMailer
rc> for E- mails . . .)

It is not CAB that has to give control, the problem is the opposite: cab
requestes a web page calling a NOS function, that does not return until the
page is saved in the cache. Maybe this is how CAB works, i.e. it freezes
until each object is completely received or timeout, but I think it works
better with sting or Iconnect, but how ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3715. Re: CAB programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-10 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <82rbpg$t1d$1@athena.netset.com>
Source record: 2334

In article <11146_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
>In uno strano messaggio del 09 Dec 99 rogge.claus@aon.at (2:333/608.1)
>scrisse al povero All :
> >> displaying sites in CAB (1.5).
> rc> Maybe you should try a newer Version? Last one: 2.8
>
>The programming interface is the same.

Not completely. Alex made additions.

>
>It is not CAB that has to give control, the problem is the opposite: cab
>requestes a web page calling a NOS function, that does not return until the
>page is saved in the cache. Maybe this is how CAB works, i.e. it freezes
>until each object is completely received or timeout, but I think it works
>better with sting or Iconnect, but how ?
>

The OVL file gives control back to CAB in short spurts.

Dan Ackerman
aka baldrick@netset.com

>Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
>--
> The FIRST line will be placed in front of the footline and can be empty.
>--
>
>Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3716. Message queue

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <82rtnrkps1@newshost.comnet.co.nz>
Source record: 2335

How deep is the AES message queue for each app?

I open a window and send myself a MN_SELECTED message - all before entering the main message queue.

By my reckoning, that'd be two messages in the apps queue (the WM_REDRAW and my MN_SELECTED), however it appears that the sending of the MN_SELECTED message causes the computer to crash in, or just after, the appl_write call used to send myself the menu message.

I am sending the requisite 16 bytes, and the data within the message is all correct.

If I change it to calling my own mn_selected() function, bypassing the apps message loop, this problem doesn't occur.

This occurs under AES 4.1 when running under MINT and when singletasking.

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

3717. Re: Gemulator and Megamax Laser C work together?

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-10 00:00:00 UTC
From: Juergen Lock <nox.foo@jelal.kn-bremen.de>
Message-ID: <82rv0o$p3u$1@saturn.kn-bremen.de>
Source record: 2336
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

(Am i really posting in comp.sys.atari.st.tech, after all those
years? Well... :)

In article <384C6BF3.6BD7687C@forestmeister.com>,
Joseph Zorzin <redoak@forestmeister.com> wrote:
>I downloaded Gemulator 98 and 2 versions of TOS, 1.04 and 2.06.
>I manage to get Gemulator to see both and then I've been able to
>run many of my old Atari programs but I'm have trouble with the
>Laser C development program.
>
>Laser C loads- but- if I have Gemulator use 14 megs of RAM,
>Laser C will crash trying to open any code file or when
>attempting to make changes to it's config.sys file.

Ok that may be just a bug in Laser C (i don't know that compiler)
>
>So, I adjusted Gemulator to only use 4 megs of ram on my
>Pentium, and now the above problem doesn't occur, but when I
>tried to compile a code file- it crashed and burned my PC
>operating system (Win95 OSR2)- I ended up with a black screen. I
>had to reboot, run scandisk, and it fixed a damaged file.
>
But that, uh-oh...

>I don't get it. The author of Gemulator says it should work. I
>got a few messages from him, but few suggestions, and he seems
>to have given up on this problem.
>
>The reason I still care to develop software with GEM and TOS is
>that I wrote some software that I've come to depend on in my
>conulting work. I now also have MS Visual C++, but that's a
>steep learing curve before I'm ready to try porting over GEM
>programs to Windows- I'll do it eventually, but in the short
>term I'd like to continue with TOS and GEM.
>
>Anyone have any suggestions?

Any decent emulator should _not_ crash the host OS, no matter what
the emulated programs do... (well ok, unless you allow direct
hardware access.) I'd try a different one... I use (rarely now,
but it is still installed) stonx, tho that may not be the right one
for you as its a unix program, running on FreeBSD here. (Unless
of course you want to put a unix or linux on your box besides the
windows but that would be a bit off-topic here. Here's a link:

http://www.freebsd.org)

What you could also try is a cross compiler, that would make the compilations faster too as there's no emulation involved for that anymore. gcc (GNU C, free) can be configured as a cross compiler and there is a windows port of it too (called cywgin), although i must say i haven't yet tried building a cross compilier on cygwin myself, i have only done it on unix. (i was tired of waiting ages for the compiles on the slow 68000...) I also remebmer i had to apply external patches for the atari object format etc. (gcc itself only knew the 680xx CPUs but not atari TOS) and atari binutils, i think i still have the stuff somewhere on a CD but of course as it is now several years old the patches will surely no longer apply to the current gcc so you'd better look for a more recent version yourself. (Or does someone here know where that could be found now?) It _may_ also be that gcc now actually supports TOS by itself (or MiNT, that should also work), but somehow i doubt it...

HTH,
--
Juergen Lock <nox.foo@jelal.kn-bremen.de>
(remove dot foo from address to reply)

3718. Checkbook program

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-11 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <82s6b8$n9h@nnrp4.farm.idt.net>
Source record: 2337

Hi,

Does anyone know if a Y2K compliant checkbook program is being worked on
for the New Year? A simple one based on US $.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

3719. Atari 2600/5200/7800/8-bit auction ends Sunday the 12'th

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-11 00:00:00 UTC
From: csjjh@ux1
Message-ID: <38528058@news.eiu.edu>
Source record: 2338

Hi there,
I've got the following auctions going on at e-bay for the Atari 2600
(VCS), Atari 5200, Atari 7800 & Atari 400/800 8-Bit computers. The really
big find here is Kool-Aid Man with box & instructions for the 2600.

To check the status of all my games go to:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the itme number to see a full discription &
place a bid if you like.

ATARI 2600 (VCS)
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216037614 12/12/99 14:24 $0.01 AIR SEA BATTLE
216043748 12/12/99 14:34 $0.48 ARMOR AMBUSH by M-Network
216045723 12/12/99 14:36 $0.01 ASTEROIDS (Sears Tele-Games)
216047840 12/12/99 14:40 $0.48 ATLANTIS by Imagic
216049779 12/12/99 14:43 $0.48 DARK CAVERN by M-Network
216052519 12/12/99 14:47 $0.25 DEFENDER
216054416 12/12/99 14:51 $0.48 HOME RUN
216056981 12/12/99 14:55 $0.48 KABOOM! by Activision
216059603 12/12/99 14:59 $0.48 NIGHT DRIVER
216069289 12/12/99 15:15 $24.95 KOOL-AID MAN box/docs (M-Network)
216072560 12/12/99 15:21 $0.25 PAC-MAN
216075171 12/12/99 15:25 $0.48 REALSPORTS BASEBALL
216079994 12/12/99 15:33 $1.98 SPACE CAVERN by Apollo
216083387 12/12/99 15:39 $1.98 SPACE JOCKEY by Vidtec/U.S. Games
216085382 12/12/99 15:42 $0.48 STREET RACER
216087942 12/12/99 15:46 $1.98 TOWERING INFERNO by U.S. Games
216089833 12/12/99 15:49 $0.48 WARLORDS

ATARI 5200 SUPERSYSTEM
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216182127 12/12/99 17:39 $0.25 DEFENDER
216188989 12/12/99 17:45 $0.48 MISSILE COMMAND w/instructions
216194610 12/12/99 17:50 $0.48 PAC-MAN w/instructions
216199519 12/12/99 17:55 $0.48 REALSPORTS BASEBALL

ATARI 400/800 (8-BITS)
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216208697 12/12/99 18:03 $0.01 BASIC COMPUTING LANGUAGE

ATARI 7800 PROSYSTEM

Item #	End date/time	Bid	Game discription
216215314	12/12/99 18:09	$1.98	ASTEROIDS new in box
216220726	12/12/99 18:14	$1.98	BALLBLAZER (Lucasfilm) new in box
216227854	12/12/99 18:19	$1.98	CHOPLIFTER! (Broderbund) new in box
216236014	12/12/99 18:27	$1.98	HAT TRICK (Bally Sente) w/box/docs
216248312	12/12/99 18:37	$1.98	KARATEKA (Broderbund) new in box
216254897	12/12/99 18:42	$1.98	POLE POSITION II w/box/docs
216260005	12/12/99 18:46	$1.98	XEVIOUS (Namco) new in box

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

3720. Re: My promise...

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-12 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <11245_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2339

In uno strano messaggio del 11 Dec 99 maxilys@normandnet.fr (2:333/608.1)
scrisse al povero Mike De.Petris:
m> Here we go! There comes ClockPoV as promised.

Oh, finally things get clearer on this subject too! Your program does not
work here ! GEM programs are started in "chain mode" so start only after
ClockPov is closed. TOS program does not start, and freeze ClockPov because a
"single mode" is used.

The problem is not in passing tail and exec strings, this is just a different
convenction of C and GFA I think, but a different way of working of
shel_write. Have a look at the rest of the message to see the content of
SINGLE.TXT that explains the start of programs in MagiC, you will find it is
different from what you are doing. You should find a similar document about
MiNT to send me to try to find the way to make it work in both environments.

BTW I think this experiment has already been done, and someone should have an
answer to start a parallel program in both MagiC and MiNT.

```
-------------------------- START OF CUT --------------------------
Description of "single mode" of Mag!X
====================================

Position: Mag!X 1.12
Andreas Kromke, 4.3.93
English translation: Peter West, April 99

Mag!X distinguishes between three differently paired types of applications:

a) The application #0
b) Accessories
c) Other applications (ap_id > 0)

The following call serves for launching programs under Mag!X:

*
* int shel_write(int doex, int isgr, int isover, char *cmd, char *tail)
*

Warning: MultiTOS works in a way that is completely incompatible to
previous TOS versions. The new calls are controled via <doex>
(0 here is program launch with automatic isgr-identifier and
1 with manual isgr-identifier, etc.) while "isover", which is
called "iscr" here, controls the ARGV passing.

Thre are 5 different possibilities to launch applications from within
others ("magx.h"). Here are the parameter values for <isover>:
```

* #define SHW_IMMED 0 /* PC-GEM 2.x */
* #define SHW_CHAIN 1 /* TOS */
* #define SHW_DOS 2 /* PC-GEM 2.x */
* #define SHW_PARALLEL 100 /* MAGIX */
* #define SHW_SINGLE 101 /* MAGIX */

Of these, modes 0 and 2 are not supported by Mag!X. <doex> must always be 1, otherwise only previous shel_write() calls will be revoked (as in TOS 1.04).

1. SHW_PARALLEL
A new application will be created. It inherits all standard paths and files from the current application. The new application runs in parallel to the previous one. One will only get an error code if a memory shortage occured during set-up. There is no message at the termination of the new application (no "death-of-child").
2. SHW_CHAIN
This is the procedure under TOS. The program makes the call, and after terminating itself the AES launches the new program. SHW_CHAIN does not work with desk accessories, as these must never be permitted to terminate.
The new program inherits the standard paths and files that the previous program had at the time of its launch. In general these are in turn the ones that the program had that earlier launched the "ancestor" of the application with SHW_PARALLEL. In the case of application #0 therefore the new program gets the standard paths of the AES.
If DESKTOP.APP (shell of GEM 2.2) is installed as a shell, then Mag!X will insert the current path and drive before the filename.
3. SHW_SINGLE
Works like SHW_CHAIN, with the exception that before calling the program all applications apart from application #0 and #1 (SCRENMGR) are frozen. The programs are unfrozen once more after the program terminates as long as it did not make a new shel_write() call with SHW_SINGLE on its part.
One should add that from Mag!X 2.00 onward when calling shel_write in SHW_SINGLE mode the current paths of the caller are passed to the parent and hence to the new program. Warning: The paths of the calling program are destroyed after this, though this is not critical as the call following shel_write is generally a Pterm.

The loops for SHW_CHAIN and SHW_SINGLE look like this:

For application with ap_id > 0:

```
while(doex)
start(isgr, cmd, tail);
```

For application #0:

```
while(world_is_turning)
{
start_desktop();
```

```
while(doex)
{
if (single_mode && single_mode_not_yet_activated)
activate_single_mode;
else unfreeze_programs_if_appropriate;
start(isgr, cmd, tail);
}
unfreeze_programs_if_appropriate;
}
```

How do I launch a program in "single mode"?:

a) Ensure that I am application #0 (i.e. ap_id == 0).
b) Set paths and drive for the new program.
c) shel_write(TRUE, isgr, SHW_SINGLE, cmd, path);
d) All important settings to temporary file or shell-buffer.
e) appl_exit()/v_clsvwk()/Pterm0.

How do I launch a program in "chain mode"?:

a) If appropriate set paths and drive for the new program and make a
call
shel_write(TRUE, dummy, SHW_SINGLE, dummy2, dummy3);
in order to set the paths for the new program (incompatible to TOS).
b) shel_write(TRUE, isgr, SHW_CHAIN, cmd, path);
d) All important settings to temporary file or shell-buffer.
d) appl_exit()/v_clsvwk()/Pterm0.

After the program terminates the shell will be reloaded automatically.
When calling the shell one gets in the command line (->shel_read) the
"magic" sequence (magx.h):

```
/* tail for default shell */

typedef struct
{
int dummy; /* a null-word */
long magic; /* 'SHEL', if it's a shell */
int isfirst; /* first call of the shell */
long lasterr; /* last error */
int wasgr; /* program was a graphic-app. */
} SHELTAIL;
```

If <isfirst> is set then the status is to be read from something like
DESKTOP.INF, if <isfirst> is not set then one takes the temporary file or
shell-buffer.
<lasterr> is the return value of the program running previously. If this
was a GEM program then the error will already have been displayed in an
alert box. It is well known that the longword is negative if the error
occurred with Pexec itself; a program return value always has the high
word 0.
---------- END OF CUT ----------

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3721. Re: CAB programming

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-12 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <11246_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2340

In uno strano messaggio del 10 Dec 99 baldrick@dilbert.netset.com
(2:333/608.1) scrisse al povero All :
b> Not completely. Alex made additions.

Not so many.

b> The OVL file gives control back to CAB in short spurts.

Yes Alex wrote me that it is the aes_event() function I should use, and it is
ok now.

I want to thank all people here that wrote me about Alex addresses 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3722. Re: Message queue

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <385d5d22.18224445@news.demon.co.uk>
Source record: 2341

On 10 Dec 1999 22:10:03 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>How deep is the AES message queue for each app?
>
>I open a window and send myself a MN_SELECTED message - all before
>entering the main message queue.
>
>By my reckoning, that'd be two messages in the apps queue (the WM_REDRAW
>and my MN_SELECTED), however it appears that the sending of the
>MN_SELECTED message causes the computer to crash in, or just after, the
>appl_write call used to send myself the menu message.
>
>I am sending the requisite 16 bytes, and the data within the message is
>all correct.
>
>If I change it to calling my own mn_selected() function, bypassing the
>apps message loop, this problem doesn't occur.
>
>This occurs under AES 4.1 when running under MINT and when singletasking.

Although the message pipe is ludicrously small under standard Gem (I
forget what) it isn't *that* small. My guess here is that the
MN_SELECTED is causing the AES to lock the screen manager. You could
perhaps verify this (or not) by changing that MN_SELECTED to (say) a
WM_RESIZE and see what the result of that is?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3723. Re: [Q]x2: sides on a floppy disk

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <385e6111.19231633@news.demon.co.uk>
Source record: 2342

```
On Mon, 06 Dec 1999 12:31:53 +0100, Guillaume Dï¿½flache
<guillaumed@europe.com> wrote:

>1) Does someone know how a two-side floppy disk is organized in a .ST
>file?
>Is it :
> - track <n>, sector 1, side 0
> - track <n>, sector 1, side 1
>...
> - track <n>, sector <NSEC>, side 0
> - track <n>, sector <NSEC>, side 1
>or:
> - track <n>, sector 1, side 0
>...
> - track <n>, sector <NSEC>, side 0
> - track <n>, sector 1, side 1
>...
> - track <n>, sector <NSEC>, side 1
>or something other?

I dunno the format of a .ST file I'm afraid, but it would seem
reasonable if it followed the same arrangement as the floppy it came
off, whatever that happened to be according to the BPB in the boot
sector.

>2) Is it possible to READ the bit of the YM-register giving the selected
>side of the floppy drive? It was not clearly stated in docs I have...

The Compendium says all the lines on that port are write-only.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

3724. start parallel MiNT and MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-17 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <11400_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2343

I want to find a way to start a program in parallel in both MiNT and MagiC,
but I see the shel_write call is different. How can this be solved in a
manner that works on all systems, any free lib ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3725. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-17 00:00:00 UTC
From: Brix <Brix@Plush.DELETETHIS.de>
Message-ID: <MPG.12c473178b7f30299896a4@news.netsurf.de>
Source record: 2344
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
>
> Brix wrote:
>
> >What I need the most is a good, lightning fast routine to calculate
> >squareroots.
> >I would be glad if someone here could post a sourcecode.
>
> Look at message from John Iannetta, on December 1st, 1999,

Thanks, I searched dejanews for it, but found nothing I can use.
I need a complete sourcecode in assembler to cut and paste.
Hm, maybe some other guy can help?

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

3726. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5ko6p5uqrs132@corp.supernews.com>
Source record: 2345
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> wrote in message
news:MPG.12c473178b7f30299896a4@news.netsurf.de...
> In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
> >
> > Brix wrote:
> >
> > >What I need the most is a good, lightning fast routine to calculate
> > >squareroots.
> > >I would be glad if someone here could post a sourcecode.
> >
> > Look at message from John Iannetta, on December 1st, 1999,
>
> Thanks, I searched dejanews for it, but found nothing I can use.
> I need a complete sourcecode in assembler to cut and paste.
> Hm, maybe some other guy can help?
>
> -Wanja-
Kind of widely xposted, but could you give a bit more info about your
problem?

For instance, the Atari has built in floating point and most people would
just use that, but we don't even know the range of numbers you need or even
if you need floating point answers.

3727. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-18 00:00:00 UTC
From: Brix <Brix@Plush.DELETETHIS.de>
Message-ID: <MPG.12c5be2af0004d809896a7@news.netsurf.de>
Source record: 2346
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...

> > Thanks, I searched dejanews for it, but found nothing I can use.
> > I need a complete sourcecode in assembler to cut and paste.
> > Hm, maybe some other guy can help?
> >
> > -Wanja-
> Kind of widely xposted, but could you give a bit more info about your
> problem?
>
> For instance, the Atari has built in floating point and most people would
> just use that, but we don't even know the range of numbers you need or even
> if you need floating point answers.

I don't need some routines that pull a squareroot and leave a 128 bit
integer value or so.
Just things like:
Pull squareroot of a 16 bit number and leave a 16 bit result in the
zeropage and rest in Accu or something like that.
Or multiply two 8 bit numbers to a 16 bit result.
Divide 16 bit number by a 16 bit number and leave result in 16 bit
Zeropage-adress plus rest in the accu.
I have division and multiply routines here, but they are very slow
because they use ROL and ROR.
What I need is especially the routine for pulling a squareroot and maybe
2 routines for division and multiplication that are very fast.

And the important thing is that it runs on a plain 6502 (which has no
floating point instructions).

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

3728. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5nbkskuee6182@corp.supernews.com>
Source record: 2347
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> wrote in message
news:MPG.12c5be2af0004d809896a7@news.netsurf.de...
> In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...
>
> > > Thanks, I searched dejanews for it, but found nothing I can use.
> > > I need a complete sourcecode in assembler to cut and paste.
> > > Hm, maybe some other guy can help?
> > >
> > > -Wanja-
> > Kind of widely xposted, but could you give a bit more info about your
> > problem?
> >
> > For instance, the Atari has built in floating point and most people
would
> > just use that, but we don't even know the range of numbers you need or
even
> > if you need floating point answers.
>
> I don't need some routines that pull a squareroot and leave a 128 bit
> integer value or so.
> Just things like:
> Pull squareroot of a 16 bit number and leave a 16 bit result in the
> zeropage and rest in Accu or something like that.
OK, this one is fairly easy. The square root of any 16 bit number will be 8
bits or less. The easiest way to do this is a table with precalculated
numbers.
result/from range
0/0
1/1-3
2/2-8
3/9-15
4/16-24
...
You need a table with 256 results/bytes, and the ranges are defined by 512
16 bit numbers. For ~1200 bytes of table and probably less then 50 bytes of
code for the decision making, it should be the fastest way to go.

> Or multiply two 8 bit numbers to a 16 bit result.
I am kind of cheesy when it comes to this kind of stuff. I usually just have
simple routines like mutiply by two, then call it twice to get times 4, 3
times to get times 8, ...
Ditto for times 3.
So times 6 becomes call 2x routine once, 3x routine once etcetera.

For good routines, do you have access to Levanthal, Assembly Language Subroutines for the 6502? I think that is the title and it has everything you ask for, 16 bit math, BCD, ...

The only other sources I can think of, at least from the Atari side would be the Public Domain Action! runtime package. There may be some others, I think Charles Brannon's<?> assembler for the C64/Atari in Compute included math routines so you could do things like.
LDA AVAR/$FF
It should be pretty easy to 'borrow' his routines for multiply and dividing 16 bit numbers.

3729. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-18 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3yaarykso.fsf@erols.com>
Source record: 2348
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

>
> I don't need some routines that pull a squareroot and leave a 128 bit
> integer value or so.
> Just things like:
> Pull squareroot of a 16 bit number and leave a 16 bit result in the
> zeropage and rest in Accu or something like that.
> Or multiply two 8 bit numbers to a 16 bit result.
> Divide 16 bit number by a 16 bit number and leave result in 16 bit
> Zeropage-adress plus rest in the accu.
> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.
> What I need is especially the routine for pulling a squareroot and maybe
> 2 routines for division and multiplication that are very fast.
>
> And the important thing is that it runs on a plain 6502 (which has no
> floating point instructions).

If you're into a little homework, Microchip (www.microchip.com) has assembly source available for 24 and 32 bit floating point. I've only used basic functions, but they've other functions (including square root, IIRC). The routines are pretty short and have well specified runtime properties.

The tricky part will decyphering the evil assembly mnemonics and adapting them to the 6502. It could be argued that PICs have an encrypted native instruction set given the strange properties of the processor... ;)

Gregm

3730. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-18 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <83hl3v$ou2$1@news.storm.ca>
Source record: 2349
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

There does exist a "fast floating point" set of routines for the Atari
8-bit. I'm not sure which functions are supported.

David P.

Brix <Brix@Plush.DELETETHIS.de> wrote in message
news:MPG.12c5be2af0004d809896a7@news.netsurf.de...
> In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...
>
> > > Thanks, I searched dejanews for it, but found nothing I can use.
> > > I need a complete sourcecode in assembler to cut and paste.
> > > Hm, maybe some other guy can help?
> > >
> > > -Wanja-
> > Kind of widely xposted, but could you give a bit more info about your
> > problem?
> >
> > For instance, the Atari has built in floating point and most people
would
> > just use that, but we don't even know the range of numbers you need or
even
> > if you need floating point answers.
>
> I don't need some routines that pull a squareroot and leave a 128 bit
> integer value or so.
> Just things like:
> Pull squareroot of a 16 bit number and leave a 16 bit result in the
> zeropage and rest in Accu or something like that.
> Or multiply two 8 bit numbers to a 16 bit result.
> Divide 16 bit number by a 16 bit number and leave result in 16 bit
> Zeropage-adress plus rest in the accu.
> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.
> What I need is especially the routine for pulling a squareroot and maybe
> 2 routines for division and multiplication that are very fast.
>
> And the important thing is that it runs on a plain 6502 (which has no
> floating point instructions).
>
> -Wanja-
>
> --
> In the 1960s you needed the power of two C64s to get a

> rocket to the moon. Now you need a machine which is a vast
> number of times more powerful just to run the most popular GUI.
>
> Personal HP: http://www.plush.de/brix
>
> GO64!/Commodore World Magazine:
> CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
> Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
> --

3731. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-19 00:00:00 UTC
From: Brix <brix@plush.DELETETHIS.de>
Message-ID: <MPG.12c6f38fbe4bf37a989a60@news.uni-x.net>
Source record: 2251
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <m3yaarykso.fsf@erols.com>, Greg says...

> The tricky part will decyphering the evil assembly mnemonics and
> adapting them to the 6502. It could be argued that PICs have an
> encrypted native instruction set given the strange properties of the
> processor... ;)

Hehe, strange way to get sourcecodes but I'll check that.

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

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Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

3732. problems using tos-port of gcc

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-19 00:00:00 UTC
From: Matthias Reis <matthias.reis@musikschule.net>
Message-ID: <385D475F.590B9BCA@musikschule.net>
Source record: 2252

Hi!
I have a problem with the atari-port of gcc. The compiler runs
correctly, if my code is not preprocessed (I get only a message of
unknown # commands, but that is ok). But if I try to compile
preprocessed code, I get the nasty atari-bombs (the compiler chrashes).
I tried also g++ with the same effect.

Thanks,
Matze

3733. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dzhXJVr5t4mK@localhost>
Source record: 2350
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen,alt.c64

On Sat, 18 Dec 1999 14:53:20, Brix <Brix@Plush.DELETETHIS.de> wrote:

> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.

I hate to say this, but using those 2 instructions is the only way to go unless you have a large table. I had to work out percentages using ML. I looked at what was around, routines etc and how fast I wanted them to go. Finally settled on using the OS floating point routines to do the multiply and divide. I wanted a decimal point in the calculation and speed was not an issue. And it was slightly eaiser to convert BCD to screen bytes.

James B

3734. FS: Lattice C 5.5

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-20 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <cNk74.4951$ak.6353@news20.bellglobal.com>
Source record: 2253

I have Lattice C 5.5 for sale

Best offer

Toronto

Buyer pays shipping

Refs available

02:19 Monday December 20, 1999

remove NOSPAM to reply

3735. >>Atari Icon Libary updated again!<<

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-21 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <83n103$2v2$1@nnrp1.deja.com>
Source record: 2254

Greetings all,

There are now 3 completely new archives, and 2 of the old ones are
updated with more icons. Check out the nice 48x48 icons in archive 37
and also the animated cartoons in archive 39.

Stay tuned for more! ;)

But DO NOT stop reading now! I would very much like inputs from atari
users all over. What do you think about the icon library? Give me some
feedback, so I can keep imnproving the site. Thanks! :)

Now you can go see the icons: http://gokmase.atari.org

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3736. MagicMac e PureDebugger

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-21 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <11544_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2255

Hi, I've seen a can work with PureC with MagiCMac6, but I have problems with the PureDebugger. It freezes when I try to watch/inspect variables.

There should be a patch around, can you help me sending to my email address please ? Thank you very much.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
The new Pentium Overheat, CPU and water boiler in a single chip!

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3737. <no subject>

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-22 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <945968542-635489AEicMi@sweet3.freeserve.co.uk>
Source record: 2256

```
Testing news feed..
Please ignore..

Regards from STEve & his nice warm cosey PAK'd MegaSTE .

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

3738. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-23 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <38629161.6861382@news.s-direktnet.de>
Source record: 2257
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

On Fri, 17 Dec 1999 16:21:09 +0100, Brix <Brix@Plush.DELETETHIS.de>
wrote:

>In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
>>
>> Brix wrote:
>>
>> >What I need the most is a good, lightning fast routine to calculate
>> >squareroots.
>> >I would be glad if someone here could post a sourcecode.
>>
>> Look at message from John Iannetta, on December 1st, 1999,
>
>Thanks, I searched dejanews for it, but found nothing I can use.
>I need a complete sourcecode in assembler to cut and paste.
>Hm, maybe some other guy can help?
>
>-Wanja-

heja guys from plush...

mann, mann... some c64 guys who dont know THE c64-source???

take a look or search for "the fridge" and get all c=hacking
ascii-issues... there are all infos you need... i can not remember the
url...

f.e. the really fastes mul-trick...

;=)

papa, heaven

ps. ich habe die c64-sources here auf meiner festplatte...

http://www.s-direktnet.de/homepages/k_nadj/main.html

3739. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-24 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <83ugas$ga0$4@flood.xnet.com>
Source record: 2258
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In comp.sys.cbm karolj_nadj@web.de wrote:

: mann, mann... some c64 guys who dont know THE c64-source???

: take a look or search for "the fridge" and get all c=hacking
: ascii-issues... there are all infos you need... i can not remember the
: url...

There's a longer URL, but if you just remember www.ffd2.com (and how could
you forget?) you'll be in good shape.

--
Jason Compton jcompton@xnet.com

3740. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-24 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <3863a760.1893464@news.s-direktnet.de>
Source record: 2259
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

On 24 Dec 1999 00:55:56 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm karolj_nadj@web.de wrote:
>
>: mann, mann... some c64 guys who dont know THE c64-source???
>
>: take a look or search for "the fridge" and get all c=hacking
>: ascii-issues... there are all infos you need... i can not remember the
>: url...
>
>There's a longer URL, but if you just remember www.ffd2.com (and how could
>you forget?) you'll be in good shape.
>
>--
>Jason Compton jcompton@xnet.com

ok... now i can remember it...

www.ffd2.com/fridge/

papa, hve

3741. Chrimbo

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-25 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <946144524-957551AEicMi@sweet3.freeserve.co.uk>
Source record: 2260

Happy Christmas all,

It was this time 3 years ago that i got my first programming language, DEVPAC 3.
The hours of sleep ive lost playing with that, looking at the clock, noticing its 3 o'clock and thinking i'd better get 3 hours kip in for work that morning..

Happy new year.

Regards from STEve & his nice warm cosey PAK'd MegaSTE .

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3742. Test

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-26 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <946242240-661876AEicMi@sweet3.freeserve.co.uk>
Source record: 2261

Hello Everyone

Would someone please reply to this, i'm suspicous that there's been no traffic in here, apparently only since setting up my new mailer.

Regards from STEve & his nice warm cosey PAK'd MegaSTE .

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3743. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-27 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9912270004080.101-100000@ozkhades>
Source record: 2262

On Sun, 26 Dec 1999, Steve Sweet wrote:

> Hello Everyone
>
> Would someone please reply to this, i'm suspicous that there's been no traffic in
> here, apparently only since setting up my new mailer.

Hey, Steve, seems your mailer is working if you get this..

regards

Odd Skancke - ozk@atari.org

3744. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-27 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <946402216-935497AEicMi@sweet3.freeserve.co.uk>
Source record: 2263

Hi Odd

happy Christmas

>> Would someone please reply to this, i'm suspicous that there's been no traffic in
>> here, apparently only since setting up my new mailer.

> Hey, Steve, seems your mailer is working if you get this..

Thats good news about my mailer, but not so good about traffic in here, i like a good lurk in this base to see what i can learn. Any idea why its so quiet??

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3745. Re: start parallel MiNT and MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <386813b8.3880449@news.demon.co.uk>
Source record: 2264

On Fri, 17 Dec 99 12:00:20,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>I want to find a way to start a program in parallel in both MiNT and MagiC,
>but I see the shel_write call is different. How can this be solved in a
>manner that works on all systems, any free lib ?

The MagiC cookie is "MagX" - unfortunately I can't recall the MiNT
(probably exactly that) one, but someone else will know for sure.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3746. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-28 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.946387898@math.tu-berlin.de>
Source record: 2265
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> writes:

>Thanks, I searched dejanews for it, but found nothing I can use.
>I need a complete sourcecode in assembler to cut and paste.
>Hm, maybe some other guy can help?

Here's a integer square root algorithm for the MC68K. Shouldn't be too hard
to port it to the 6502, I'd say. In case something's not clear about it,
feel free to ask.

```
;****************************************
;** SqrtInt: Fast Algorithm for calc. **
;** the square root **
;** here for 32 bit integers **
;****************************************
Start: ;this is for testing purposes only
move.l #$f4237842,d0
bsr SqrtInt
move.l #$734b8229,d0
bsr SqrtInt
move.l #$14ac9,d0
bsr SqrtInt
rts
SqrtInt:
saveregs d2-d5

moveq #0,d2 ;Q=0 -> kept as Wï¿½
moveq #0,d3 ;Z=0 -> new approximant
moveq #1,d4 ;W=0 -> final root (almost)

for.l #16,d1
lsl.l #2,d2
add.l d4,d4
subq.l #1,d4

add.l d0,d0 ;I to the left
roxl.l #1,d3 ;shift carry into Z
add.l d0,d0
roxl.l #1,d3

move.l d2,d5
add.l d4,d5
cmp.l d3,d5
bhi.s .nothing
```

```
addq.l #2,d4
move.l d5,d2
.nothing:
next d1

subq.l #1,d4
move.l d4,d0
lsr.l #1,d0
loadregs
rts
```

Registers d0 to d7 are data registers and hold 32 bits of integer.
"for" is a loop, here for 16 iterations (the number of bits in the result).
"move" moves the left operand to the right one. "lsr" is "logical shift right",
shifts the LSB into the carry, but does not shift in the carry into the
number, but a zero. "lsl" shifts leftwards, the amount given in implicit
addressing. Again, the MSB goes into the carry, the LSB will be blanked.

"cmp" compares two operands, the right one with the left one, sets carry
accordingly (and just the other way round compared to the strange 6502 carry
logic). "bhi" means "branch if higher than". "add" and "addq" are addition
commands, adds the left operand to the right one, NOT including the carry, but
setting the carry. "roxl" shifts leftwards, thru the carry like the 6502
rol does, except that it is 32 bit. "subq" and "sub" subtract the left
operand from the right one, again ignoring the carry, but setting it.

Nice exercise to think about how this algorithm works. I leave this as an
exercise to the reader. ((-;

Greetings, Happy New Year,

Thomas


```
_____________don't_cut_here,_it_could_damage_your_terminal_____________________
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____________________________________________________________________________
```

3747. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-29 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9912290450280.188-100000@ozkhades>
Source record: 2266

Hi, Steve

On Mon, 27 Dec 1999, Steve Sweet wrote:

> Hi Odd
>
> happy Christmas
>
> >> Would someone please reply to this, i'm suspicous that there's been no traffic in
> >> here, apparently only since setting up my new mailer.
>
> > Hey, Steve, seems your mailer is working if you get this..
>
> Thats good news about my mailer, but not so good about traffic in here, i like a good
> lurk in this base to see what i can learn. Any idea why its so quiet??

Nope, I have no idea.. could be that the few programmers left know their
machine by now :) Its too bad that the traffic is so slow anyway. But I'm
sure if you ask, you'll get answers :)

regards,

Odd Skancke - ozk@atari.org

3748. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-29 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <946501323.21485.0.nnrp-07.9e983130@news.demon.co.uk>
Source record: 2267

On 26 Dec 1999 21:50:56 , Steve Sweet wrote:
>Hello Everyone
>
>Would someone please reply to this, i'm suspicous that there's been no traffic in
>here, apparently only since setting up my new mailer.
>
>
>
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE .
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Happy now? ;-)

mike bedford

3749. emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-30 00:00:00 UTC
From: Mustafa Soysal <test@umich.edu>
Message-ID: <1iLa4.4104$b5.680316@news.itd.umich.edu>
Source record: 2268
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Greetings,

I am looking for emulation packages that run on W98/NT4. In particular, I am looking into running it on a W98 laptop.

GEM2000 by Emulators, Inc. seems to require either a hardware extension with the TOS ROM's plugged in, or the TOS images on disk. For laptops, they recommend the disk image.

Are there any TOS utilities to extract the TOS image from the ROM? I don't know which version it will be, we have several different ones we may have to try.

What are the image requirements (Lo, Hi, headers etc?) I may be able to write such program (I forgot if the ST let you access the ROM contents without giving you an access exception - and I also don't know what address the ROM started and where it ended). Information would be very appreciated.

If you were looking for an archive, which ftp site would you look at these days?

Help is greatly appreciated.

Best Regards,

Mustafa Soysal

3750. Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-30 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <84gle1$l7i$1@barcode.tesco.net>
Source record: 2269

Anybody ever managed to assemble an executable of 1.4Mb using Genst 3?

The file is ok upto 1.1 Mb and Genst assembles really quickly at the size. When the size gets bigger the resultant file screws up and Genst takes about 2 minutes to assemble.

I have tried all sorts to sort it out but it still won't assemble my code. I don't want to recode my demo just 'cos of a feature.

Mark
MSD/POV

3751. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-30 00:00:00 UTC
From: Paul Cull <pcull@pcebrasil.org>
Message-ID: <84h80b$mlil$1@titan.xtra.co.nz>
Source record: 2270
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

I've just been reading my way through an Emulator FAQ at
http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and
URLs (which I haven't had time to try yet).

I'm looking for the same thing..an ST emulator I can use on an old 486DX to
develop software for an ST520 that I've just bought.

Does anyone know of a good free programming environment (Basic or Pascal
prefered) for the ST?

Thanks

Paul Cull

3752. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-30 00:00:00 UTC
From: Paul Cull <pcull@pcebrasil.org>
Message-ID: <84h8ol$mdle$1@titan.xtra.co.nz>
Source record: 2271
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Paul Cull wrote in message <84h80b$mlil$1@titan.xtra.co.nz>...
>I've just been reading my way through an Emulator FAQ at
>http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and
>URLs (which I haven't had time to try yet).

Actually, some of the links in that FAQ are old. The Little Green Desktop at
http://www.pacifist.fatal-design.com/ is probably the best place to start an
emulator pilgramage, IMHO.

Paul

3753. Calling BubbleGEM

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-31 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <84gvhqffn1@nnrp1.deja.com>
Source record: 2272

Hi,

I am trying to call BubbleGEM from within a program of mine but have
experienced problems under MagiC, but under Geneva it seems to work OK.
Under MagiC it seems like it only works a couple of times, and then no
program is able to call the bubbles.

This is what I did: (after checking that "BUBBLE " really is started)

1) Wait for request (time-triggered) from BubbleGEM
2) Recieve memory and send BUBBLE_VIEW back to BubbleGEM
3) Wait for BubbleGEM to send BUBBLE_ACK (saying "bubble is closed")
4) Release memory

What am I possibly doing wrong here? Have I misunderstood something
here?

Thanks in advance,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3754. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-31 00:00:00 UTC
From: Mustafa Soysal MS57 <msoysal@express.net>
Message-ID: <rBVa4.4513$9e3.226627@newsread1.prod.itd.earthlink.net>
Source record: 2273
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Greetings Paul,

"Paul Cull" <pcull@pcebrasil.org> wrote in message
news:84h80b$mlil$1@titan.xtra.co.nz...
> I've just been reading my way through an Emulator FAQ at
> http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and
> URLs (which I haven't had time to try yet).

Thank you.

>
> I'm looking for the same thing..an ST emulator I can use on an old 486DX
to
> develop software for an ST520 that I've just bought.
>
> Does anyone know of a good free programming environment (Basic or Pascal
> prefered) for the ST?

I don't know if GNU has Pascal, but their gcc was pretty good for command
line programs.

>
> Thanks
>
> Paul Cull
>

Best Regards,

Mustafa Soysal

3755. Re: Calling BubbleGEM

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-31 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9912311730190.94-100000@TT030>
Source record: 2274

I have not tried to use BubbleGEM myself, but have you looked at the
ICTARI issue that had an article and such on it? Might help?
Hope you get it sorted.

On Fri, 31 Dec 1999, Joakim H�gberg wrote:

> Hi,
>
> I am trying to call BubbleGEM from within a program of mine but have
> experienced problems under MagiC, but under Geneva it seems to work OK.
> Under MagiC it seems like it only works a couple of times, and then no
> program is able to call the bubbles.
>
> This is what I did: (after checking that "BUBBLE " really is started)
>
> 1) Wait for request (time-triggered) from BubbleGEM
> 2) Recieve memory and send BUBBLE_VIEW back to BubbleGEM
> 3) Wait for BubbleGEM to send BUBBLE_ACK (saying "bubble is closed")
> 4) Release memory
>
> What am I possibly doing wrong here? Have I misunderstood something
> here?
>
> Thanks in advance,
>
> Joakim
>
>
> --
> WWW: http://gokmase.atari.org
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3756. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-31 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9912311731580.94-100000@TT030>
Source record: 2275

What does that have to do with programming?!

On Thu, 30 Dec 1999, Mustafa Soysal wrote:

> Greetings,
>
> I am looking for emulation packages that run on W98/NT4. In particular, I
> am looking into running it on a W98 laptop.
>
> GEM2000 by Emulators, Inc. seems to require either a hardware extension with
> the TOS ROM's plugged in, or the TOS images on disk. For laptops, they
> recommend the disk image.
>
> Are there any TOS utilities to extract the TOS image from the ROM? I don't
> know which version it will be, we have several different ones we may have to
> try.
>
> What are the image requirements (Lo, Hi, headers etc?) I may be able to
> write such program (I forgot if the ST let you access the ROM contents
> without giving you an access exception - and I also don't know what address
> the ROM started and where it ended). Information would be very appreciated.
>
> If you were looking for an archive, which ftp site would you look at these
> days?
>
> Help is greatly appreciated.
>
> Best Regards,
>
> Mustafa Soysal
>
>
>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3757. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-31 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <946678330-721555AEicMi@sweet3.freeserve.co.uk>
Source record: 2276

>Anybody ever managed to assemble an executable of 1.4Mb using Genst 3?

Its been years since ive even run that. 8~)

>The file is ok upto 1.1 Mb and Genst assembles really quickly at the
>size. When the size gets bigger the resultant file screws up and Genst
>takes about 2 minutes to assemble.

Hm!, can you assemble it in modules and link them all together.

>I have tried all sorts to sort it out but it still won't assemble my
>code. I don't want to recode my demo just 'cos of a feature.

Doesnt GENST use a hard disk partition for compiling, have you got paths
set right, you might be running out of memory and having no swap space is
killing things.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3758. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 1999-12-31 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <11787_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2277

In uno strano messaggio del 30 Dec 99 pov@tesco.net (2:333/608.1) scrisse al
povero All :
p> Anybody ever managed to assemble an executable of 1.4Mb using Genst 3?

I never wrote a so big ASM program. How do you know how big the executable is
? I suppose you are recompiling a disassembled program, right ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3759. Re: Calling BubbleGEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-01 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <84jv3r$d6g$1@nnrp1.deja.com>
Source record: 2278

In article <Pine.MNT.4.10.9912311730190.94-100000@TT030>,
Lonny Pursell <atari@bright.net> wrote:
>
> I have not tried to use BubbleGEM myself, but have you looked at the
> ICTARI issue that had an article and such on it? Might help?
> Hope you get it sorted.

Thanks for the advice! I'll take a look and see what I find.

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3760. UTF8 for mail/news on Atari?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-01 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001011704370.104-100000@rakas>
Source record: 2279

I started receiving mail from people using Outlook, which encodes
messages in UTF8 (i.e. Unicode 8) character-set nowadays.

Can Pine for MiNT or anything else on Atari convert UTF8 to
something we can manage?

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3761. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-01 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <84lac1$bb7$1@barcode.tesco.net>
Source record: 2280

>I never wrote a so big ASM program. How do you know how big the executable
is.
>? I suppose you are recompiling a disassembled program, right ?

Genst makes the executable (assemble to disk) and it is 1.4Mb in size.
I cannot assemble to memory as Genst has a limit of 999K.

3762. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-01 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <84laf7kld1@epos.tesco.net>
Source record: 2281

>Hm!, can you assemble it in modules and link them all together.
I could but the overall size would still be 1.4Mb.
The problem is I am incbin'ing about 1 meg of MODs.

>Doesnt GENST use a hard disk partition for compiling, have you got paths
>set right, you might be running out of memory and having no swap space is
>killing things.
I just checked and I have 6 meg spare on my drive after Genst has created
the exe.

3763. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-01 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <84lakbkmg1@epos.tesco.net>
Source record: 2282

More news...

When the exe file is 1.2Mb it runs ok, when it is 1.4Mb I get 4 bombs
(illegal instruction).
Because it is running on a Falcon I cannot run AMONST so debug it.

I have tried all sorts of things on this and I believe it is a bug in Genst
that is causing a bad output file.

I am going to try splitting the INCBIN parts to a file and the actual code
into another then joining the two.
I may also try the standalone assembler version (TTP file).

I'll let you know.

Mark
http://pov.atari.org

3764. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-01 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <84m05q$ot5$1@epos.tesco.net>
Source record: 2283

I have fixed it.

First of all I had used a SECTION DATA and a SECTION BSS but I had not
declared the SECTION TEXT.
After I had made the change I got Genst to assemble to 1.2Mb.

When I tried to assemble to 1.4Mb I got a working exe but there were some
graphics missing...

By trial and error I figured out the Genst has a limit on the size the DATA
segment can be. I increased the TEXT segment which decreased the DATA
segment and ... IT WORKED!

I now have a 1.4Mb working exe (PRG) file.

Now all I have to do is get my demo working on RGB as well as VGA.

Any Falcon 030 owners out there who fancy testing a demo for me?

Mark
MSD/POV

3765. Borland Turbo C

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-03 00:00:00 UTC
From: Bruce <brew@fast.net>
Message-ID: <s71kqmus5k259@corp.supernews.com>
Source record: 2284

Does anyone know where I can pickup a copy of this for my TT? Anyone selling a copy? Throwing one out? I haven't been able to locate one...

Bruce

3766. Re: Borland Turbo C

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-03 00:00:00 UTC
From: Mustafa Soysal <test@umich.edu>
Message-ID: <tf5c4.4365$b5.724601@news.itd.umich.edu>
Source record: 2285

Greetings Bruce,

"Bruce" <brew@fast.net> wrote in message
news:s71kqmus5k259@corp.supernews.com...
> Does anyone know where I can pickup a copy of this for my TT? Anyone
> selling a copy? Throwing one out? I haven't been able to locate one...
>
> Bruce
>
>

FYI, even if you can find one, it would be in German.

Best Regards,

Mustafa Soysal

3767. FS: Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-03 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <LY5c4.33660$Ke.17993@news21.bellglobal.com>
Source record: 2286

```
Lattice C 5.5 for sale

Toronto

--

13:32 Monday January 03, 2000

remove NOSPAM to reply
```

3768. Re: Borland Turbo C

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-03 00:00:00 UTC
From: Dan Wilga <gribnif@pair.com>
Message-ID: <gribnif-4BAC14.15503203012000@news.mtholyoke.edu>
Source record: 2287

In article <tf5c4.4365$b5.724601@news.itd.umich.edu>, "Mustafa Soysal"
<test@umich.edu> wrote:

> Greetings Bruce,
>
> "Bruce" <brew@fast.net> wrote in message
> news:s71kqmus5k259@corp.supernews.com...
> > Does anyone know where I can pickup a copy of this for my TT? Anyone
> > selling a copy? Throwing one out? I haven't been able to locate one...
> >
> > Bruce
> >
> >
>
> FYI, even if you can find one, it would be in German.

Actually, only the manual and online help are in German. The programs are
English. There was even a guy (John Kormylo) who created very good help files
in English from scratch.

--
Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3769. Re: Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-04 00:00:00 UTC
From: Mustafa Soysal MS57 <msoysal@express.net>
Message-ID: <5ybc4.4065$Ec5.211083@newsread1.prod.itd.earthlink.net>
Source record: 2288

Greetings res,

"res" <res@sympatico.ca> wrote in message
news:LY5c4.33660$Ke.17993@news21.bellglobal.com...
> Lattice C 5.5 for sale
>
> Toronto
>
> --

This was the compiler that was shipped with the original developer kit for the atari, wasn't it. Do you have the kit too?

Best Regards,

Mustafa Soysal

3770. Re: Calling BubbleGEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <387140c2.16393622@news.demon.co.uk>
Source record: 2289

On Fri, 31 Dec 1999 01:17:46 GMT, Joakim Hï¿½gberg <gokmase@my-deja.com>
wrote:

>Hi,
>
>I am trying to call BubbleGEM from within a program of mine but have
>experienced problems under MagiC, but under Geneva it seems to work OK.
>Under MagiC it seems like it only works a couple of times, and then no
>program is able to call the bubbles.
>
>This is what I did: (after checking that "BUBBLE " really is started)
>
>1) Wait for request (time-triggered) from BubbleGEM
>2) Recieve memory and send BUBBLE_VIEW back to BubbleGEM
>3) Wait for BubbleGEM to send BUBBLE_ACK (saying "bubble is closed")
>4) Release memory
>
>What am I possibly doing wrong here? Have I misunderstood something
>here?

I had a root-around in the sources for PUG and dug this out...

```
#define BUBBLEGEM_SHOW 0xbabb

bool
pug_bubblegem(wd,wdi,x,y,s)
PUG wd[];
int wdi;
int x,y;
char s[];
{int msg[8],
b_apid =appl_find("BUBBLE ");

if (b_apid < 0) return false;

msg[0] = BUBBLEGEM_SHOW;
msg[1] = wd[wdi].wd_apid;
msg[2] = 0;
msg[3] = x;
msg[4] = y;
msg[5] = (ulong)s >> 16;
msg[6] = (uint)s;
msg[7] = 0;
appl_write(b_apid,16,msg);
```

```
return true;
}
```

```
'wd[wdi].wd_apid' =your application id
x,y =bubble position
s =text (ensure static iirc)
```

```
...it was one of the last things I added to PUG but iirc there was no
need to respond to...
```

```
#define BUBBLEGEM_ACK 0xbabc
```

```
...under MagiC (but I may be wrong).
```

```
Hope that is of some help! :-)
```

```
--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk
```

3771. Re: Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-04 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001041649030.93-100000@TT030>
Source record: 2290

Atari shipped the devkits with Digital Research "C" at least that
is what is in my kit from Atari. I think also they may have at one
time included Mark Williams "C" or Acylon "C" (<-spelling?).

On Tue, 4 Jan 2000, Mustafa Soysal MS57 wrote:

> Greetings res,
>
>
> "res" <res@sympatico.ca> wrote in message
> news:LY5c4.33660$Ke.17993@news21.bellglobal.com...
> > Lattice C 5.5 for sale
> >
> > Toronto
> >
> > --
>
> This was the compiler that was shipped with the original developer kit for
> the atari, wasn't it. Do you have the kit too?
>
> Best Regards,
>
> Mustafa Soysal
>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3772. Borland Turbo C

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-04 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <aa5_0001041828@conchbbs.com>
Source record: 2291

```
g > Actually, only the manual and online help are in German. The
g > programs are English. There was even a guy (John Kormylo) who
g > created very good help files in English from scratch.

Hi Dan. Just got kicked off Genie. Good to hear from you again.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.
```

3773. 3d-objects again....

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-05 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <84ufa2$379$1@nnrp1.deja.com>
Source record: 2292

Hi all,

I am struggling with positioning gem objects correctly under different
AES'. Someone previously mentioned that if FORM_CENTER is used, you can
learn what the real size (including all kind of borders) are.
Unfortunately it seems like if that won't work with N.AES. :(

I thought I might check if the AES if able of viewing 3d-objects, since
I then believe there is a call that can return true size of an object.
Making such a call would certainly crash an older AES version?

Anyone been doing this withing GFA by any chance?

Thanks in advance,

Joakim

--
WWW: http://hem.passagen.se/gokmase/atari

Sent via Deja.com http://www.deja.com/
Before you buy.

3774. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-05 00:00:00 UTC
From: lung1979 <lung1979.hknet.com>
Message-ID: <387321d2@newsgate.hknet.com>
Source record: 2293

S http://www.hkinotice.com/upskirt1.htm
j q S A g f BOL B k Ov B @ h
s
A u n S |K i h o Q A A U K I
n
O |I

3775. Re: 3d-objects again....

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-05 00:00:00 UTC
From: lung1979 <lung1979.hknet.com>
Message-ID: <387321af$1@newsgate.hknet.com>
Source record: 2294

�����S���Ѿ¨ http://www.hkinotice.com/upskirt1.htm
j q S ¨A g f BOL B k Ov B @ h ¨ ħ v|
s
A u n S Ѿ¨ |K i ħ o Ą¸Q A A U K I κ ħ¸
n
O |I

3776. Re: Calling BubbleGEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-05 00:00:00 UTC
From: lung1979 <lung1979.hknet.com>
Message-ID: <387321b9@newsgate.hknet.com>
Source record: 2295

�����S���Ѿ¨ http://www.hkinotice.com/upskirt1.htm
j q S ¨ A g f BOL B k Ov B @ h ¨ ħ ỽ|
s
A u n S Ѿ¨ |K i ħ o Ǻ¸Q A A U K I ĸ ŋ¸
n
O |I

3777. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-05 00:00:00 UTC
From: lung1979 <lung1979.hknet.com>
Message-ID: <387321c3$1@newsgate.hknet.com>
Source record: 2296

S Ω http://www.hkinotice.com/upskirt1.htm
j q S □ A g□f BOL B k Ov B @ h ˜ ˜ ħ ṽ|
s
A u n S Ω | K i ħ o Ą Q A A □U K I κ ŋ
n
O | I

3778. Re: Genst problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-05 00:00:00 UTC
From: lung1979 <lung1979.hknet.com>
Message-ID: <387321cc@newsgate.hknet.com>
Source record: 2297

�����S���Ѿ¨ http://www.hkinotice.com/upskirt1.htm

j q S ☐ ¨ A g☐f BOL B k Ov B @ h ¨ ħ ѵ|
s
A u n S Ѿ¨ |K i ħ o Ǻ¸Q A A A ☐U K I κђ¸
n
O |I

3779. Re: 3d-objects again....

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-05 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001051643130.98-100000@TT030>
Source record: 2298

On Wed, 5 Jan 2000, Joakim H�gberg wrote:

```
> Hi all,
>
> I am struggling with positioning gem objects correctly under different
> AES'. Someone previously mentioned that if FORM_CENTER is used, you can
> learn what the real size (including all kind of borders) are.
> Unfortunately it seems like if that won't work with N.AES. :(
>
> I thought I might check if the AES if able of viewing 3d-objects, since
> I then believe there is a call that can return true size of an object.
> Making such a call would certainly crash an older AES version?
>
> Anyone been doing this withing GFA by any chance?
```

```
You can look at AES version # and determine if certain calls
are available. I think appl_getinfo() can tell you part of
what you want to know. Also objc_sysvar() is the other one you
might need. I wish I had an example how this was done as I've
only ever read about it, and never tried it.

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

3780. Trapper 1.4 and real Atari's

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-06 00:00:00 UTC
From: Guillaume Déflache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <3874AE82.E898EAAB@depinfo.enseeiht.fr>
Source record: 2299

Who has managed to make Trapper 1.4 work on a stock Falcon ? With
Y2K-Patch for example <g>...
Here as soon as I load a program, I get bombs (perhaps related to the
workaround-handler to recatch the AES vector ?).
This is on a CT2-ed 4.02 Falcon

Any help appreciated

3781. MagicMac e PureDebugger

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-07 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <11870_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2101

Hi, I've seen a can work with PureC with MagiCMac6, but I have problems with the PureDebugger. It freezes when I try to watch/inspect variables.

There should be a patch around, can you help me sending to my email address please ? Thank you very much.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3782. Re: The G4's are here...

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-07 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <947329218-131232AEicMi@sweet3.freeserve.co.uk>
Source record: 2102

hi Gaven

>My bank account is most certainly not administered in the US, it's on a
>huge mainframe in Amsterdam. That mainframe runs software that I have
>written.

I dont suppose that you would let us know about any backdoors/trapdoors
you may have left in by mistake. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3783. Re: 3d-objects again....

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <387d2526.22155247@news.demon.co.uk>
Source record: 2300

```
On Wed, 05 Jan 2000 03:54:47 GMT, Joakim Hï¿½gberg <gokmase@my-deja.com>
wrote:

>Hi all,
>
>I am struggling with positioning gem objects correctly under different
>AES'. Someone previously mentioned that if FORM_CENTER is used, you can
>learn what the real size (including all kind of borders) are.
>Unfortunately it seems like if that won't work with N.AES. :(

Imo there's no really satisfactory way of doing this, especially as
I've a personal dislike of writing code that goes like this...

"if OS=x THEN do A ELSE IF OS=y THEN do B ELSE etc".

The best I came up with relies on centering the object with
form_center(). This obtains the clipping area (which may be larger
than is needed). This clipping area is then adjusted so that the
object can appear at the desired place onscreen.

void
Form_Move(x,y,ob)
int x,y;
OBJECT *ob;
/*[ void Form_Move(x,y,ob)
int x,y;
OBJECT *ob;

Form_Move() performs a similar task to form_center() except that x,y
specify
the absolute screen position for the tree. ob and cp are changed to
reflect
the new screen position. form_center() is called to ascertain the
offsets
required from the object position and the clipping rectangle, after
which the
object is repositioned. Passing a negative value for x or y results
in it
being left unchanged after the form_center() call, so passing both as
negative
is effectively a form_center() call.

Note that the form is clipped to the desktop workarea.
]*/
{Rect rr0,
rr1,
```

```
cr;
Prect cp ={&cr.x,&cr.y,&cr.w,&cr.h};

/* find the save area */
form_center(ob,cp);
if (x >= 0) {
*cp.x = x - (ob[0].ob_x - *cp.x);
ob[0].ob_x = x;
}
if (y >= 0) {
*cp.y = y - (ob[0].ob_y - *cp.y);
ob[0].ob_y = y;
}

wind_get(WH_DESKTOP,WF_WORKXYWH,&rr0.x,&rr0.y,&rr0.w,&rr0.h);
rr1.x = *cp.x;
rr1.y = *cp.y;
rr1.w = *cp.w;
rr1.h = *cp.h;
rc_intersect(&rr0,&rr1);
*cp.x = rr1.x;
*cp.y = rr1.y;
*cp.w = rr1.w;
*cp.h = rr1.h;
}

int
rc_intersect(p1, p2)
register GRECT *p1, *p2;
{
register int tx, ty, tw, th;

tw = min(p2->g_x + p2->g_w, p1->g_x + p1->g_w);
th = min(p2->g_y + p2->g_h, p1->g_y + p1->g_h);
tx = max(p2->g_x, p1->g_x);
ty = max(p2->g_y, p1->g_y);
p2->g_x = tx;
p2->g_y = ty;
p2->g_w = tw - tx;
p2->g_h = th - ty;
return( (tw > tx) && (th > ty) );
}

typedef struct grect
{
int g_x;
int g_y;
int g_w;
int g_h;
} GRECT;
```

```
typedef struct { int x, y, w, h; } Rect;
typedef struct { int *x, *y, *w, *h; } Prect;
```

Btw, sizeof(int)==2 above.

>I thought I might check if the AES if able of viewing 3d-objects, since
>I then believe there is a call that can return true size of an object.
>Making such a call would certainly crash an older AES version?

I struggled with this, spent ages massaging things, only to have it all fall over when I added another feature. It became a nightmare until I stood back and thought about *why* I wanted to know exact sizes. Turns out that if you're prepared to dispense with features that extend outward of the ROOT OBJECT's area ('area' as described in the OBJECT structure) then all difficulties vanish - because you can use the OBJECT area directly. Consider this...

The ROOT object can now be positioned exactly. Restating the obvious: the child objects, being relative to the ROOT, are also positioned exactly. The key to this is the redraw - the AES has to do it and whenever you manipulate a child object don't have the AES objc_draw() the child, have it redraw the parent of the child. By redrawing the parent you also ensure that features of the child which extend outward from the child will be visually correct.

Imagine you have a ROOT object which has, amongst other things, an I_BOX with three buttons under gawd knows what OS. They might be 2D or 3D visually. Say one of the buttons has OUTLINED status and thus extends outwards of its actual OBJECT dimensions. This may also be the case with the 2D/3D features - we don't know and we don't care! Lets say also, that when you click this OUTLINED button, the OUTLINED status wants removing, and that you want to add a fourth button and adjust the spacing so they are spaced equally...

You use the actual OBJECT areas of the buttons and the actual OBJECT area of the I_BOX to calculate your spacing - nothing difficult there, and now you clear the OUTLINED status of that button. Redraw the I_BOX with objc_draw() to MAX_DEPTH using the I_BOX area as the clipping rectangle. Job done.

The price paid for this technique is you cannot guarantee "visual preciseness". In those (rare) instances where it is important you can always test the OS on startup and load a resource file dedicated to that OS's display habits.

>Anyone been doing this withing GFA by any chance?

Not me I'm afraid.

Not exactly what you wanted but I hope it helps. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3784. Lame newbie question

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-08 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <8567md$3di$1@hermes.achilles.net>
Source record: 2103

```
Hi there, I am completely new to programming, so don't kill me.
Can anyone tell me if Laser C will work on a TT?
Thanks, Mark
```

3785. update on the 7800/2600 monitor cart

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16655-3877798C-37@storefull-178.iap.bryant.webtv.net>
Source record: 2104

the first of the 7800/2600 monitors carts have come in,and we are notifying every one who is on the want list,as they come in,if you receive a e-mail from us,please respond a.s.a.p.,we will not hang on to your product for very long,only a limited number are availible,to refresh any ones memory,this is a low end developement kit for the 7800/2600 game machines,and comes with very extensive documentation,the manual is over 200 pages long,this is a actual atari liceinced product,and was the last official liceinced product for the 7800/2600,we at video 61 have aquired the rights to this very rare product,and have worked very hard to get this on to the market,if there are any addictional people who may have missed this announcement,please call or e-mail us to see if you can be put on a reserve list,if we turn out to have a few leftovers,our phone number is, 651-462-2500 our web site is, www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3786. Re: Lame newbie question

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-08 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001081709450.97-100000@TT030>
Source record: 2105

I don't see why it would not, worst case senerio is you may be forced to
to use an old ST mode to make the editor work. However what you code
and compile would not necessarily have the same problem, depending
on your own code of course. ;-)

On 8 Jan 2000, Mark Friedman wrote:

> Hi there, I am completely new to programming, so don't kill me.
> Can anyone tell me if Laser C will work on a TT?
> Thanks, Mark
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3787. Lame newbie question

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-08 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f6d_0001082022@conchbbs.com>
Source record: 2106

```
f > Hi there, I am completely new to programming, so don't kill
f > me. Can anyone tell me if Laser C will work on a TT? Thanks,
f > Mark

I can, and it won't.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.
```

3788. Re: MS Visual Studio 6 for sale CHEAP

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-09 00:00:00 UTC
From: Mark Grocock <mark@mgrocock.freeserve.co.uk>
Message-ID: <859n83$v14$6@news7.svr.pol.co.uk>
Source record: 2107
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.be.programmer

```
ywitfigm@sdfgsdlkdjfg.dfg.com wrote in message
<946984876.488310@localhost>...
>
>Hello, I have MS Visual Studio 6 for sale very cheap.
>includes Visual Basic 6, Visual C++ 6, FOXPRO 6, MSDN
>6CDs set.
>price - only 100$
>
>replies to vlad@melitopol.net

Why has this been sent to virtually every programming newsgroup apart from a
windoze one? Typical PC fanatic...

TTFN

--

Mark Grocock (mark_g@cyberdude.com)
```

3789. [aide en GFA 'Basepage']

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-09 00:00:00 UTC
From: lifo@libertysurf.fr
Message-ID: <1e45hbc.1geb7e214no8u8N@ppp222-toulouse2.libertysurf.fr>
Source record: 2108

Bonjour,

si quelqu'un connait les codes et leurs resultats de BASEPAGE en gfa,
cela serait formidable.

exp; PRINT 'CHAR{BASEPAGE+158}

a+
--
lifo
---
je suis con... mais putain que j'aime ï¿½a
j'aime pas le pouvoir, ï¿½ï¿½ prï¿½tention me fait rire.

3790. Re: [aide en GFA 'Basepage']

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-09 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001091515280.90-100000@TT030>
Source record: 2109

As I cannot read your msg completely I think it is about GFA-Basic
and the BASEPAGE command? You might find some info on my web page
in my signature.

On Sun, 9 Jan 2000, lifo wrote:

> Bonjour,
>
> si quelqu'un connait les codes et leurs resultats de BASEPAGE en gfa,
> cela serait formidable.
>
> exp; PRINT 'CHAR{BASEPAGE+158}
>
> a+
> --
> lifo
> ---
> je suis con... mais putain que j'aime ?a
> j'aime pas le pouvoir, ?? pr?tention me fait rire.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3791. Compile a unit in PPascal

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-09 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <947456118-044719AEicMi@aon.at>
Source record: 2110

Hi!
I'm trying to compile a self-made unit in Pure Pascal 1.1 and can't find out how to do it. I had to give the file a name before writing it, and i called it "ppu" right from the start. This does not seem to be the (only) fault, though.
All the entries under "compiler" are grey when I'm in the editor with this text.
Anyone able to give a hint to a beginner like me?
Claus

3792. Re: [aide en GFA 'Basepage']

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-09 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001091746460.145-100000@TT030>
Source record: 2111

From the GFA-Basic Manual :-)
Hope this helps...

BASEPAGE
HIMEN

In the variable BASEPAGE is the address of the Basepage of the GFA-Basic
Interpreter, BASEPAGE is a 256-byte long storage area as follows:

Bytes Contents
0 to 3 Address ofthe start of TPA (Transient Program Area)
4 to 7 Address of the end of TPA plus 1
8 to 11 Address of Text segment of the program
12 to 15 Length of the Text segment
16 to 19 Address ofthe Data segment
20 to 23 Length of the Data segment
24 to 27 Address of the BSS (Block Storage Segment)
28 to 31 Length ofthe BSS
32 to 35 Address of the DTA (Disk Transfer Address)
36 to 39 Address ofthe Basepage of the calling program
40 to 43 Reserved
44 to 47 Address of the Environment Strings
48 to 127 Reserved
128 to 255 Command line (first byte specifies length of command text)

The variable HIMEM gives the address of the first free memory location not
used by GFA-Basic. This is normally 16384 bytes below the screen area.

Example:

```
a%=LONG{BASEPAGE+&H2c}
DO
a$=CHAR{a%}
EXIT IF LEN(a$)=0
PRINT a$
ADD a%,SUCC(LEN(a$)) ! SUCC() = next higher integer
LOOP
```

--> Here the complete BASIC Environment is displayed.

Memo: This pointer should be avoided. If you need additional ram see
MALLOC().

On Sun, 9 Jan 2000, Lonny Pursell wrote:

>
> As I cannot read your msg completely I think it is about GFA-Basic

> and the BASEPAGE command? You might find some info on my web page
> in my signature.
>
> On Sun, 9 Jan 2000, lifo wrote:
>
> > Bonjour,
> >
> > si quelqu'un connait les codes et leurs resultats de BASEPAGE en gfa,
> > cela serait formidable.
> >
> > exp; PRINT 'CHAR{BASEPAGE+158}
> >
> > a+
> > --
> > lifo
> > ---
> > je suis con... mais putain que j'aime ça
> > j'aime pas le pouvoir, ça prétention me fait rire.
> >
> >
>
> _____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3793. Re: Compile a unit in PPascal

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-10 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38792DC7.BFAF9F23@cable.A2000.nl>
Source record: 2112

Hi

Claus wrote:
>
> Hi!
> I'm trying to compile a self-made unit in Pure Pascal 1.1 and can't
> find out how to do it. I had to give the file a name before writing it,
> and i called it "ppu" right from the start. This does not seem to be the
> (only) fault, though.
> All the entries under "compiler" are grey when I'm in the editor with
> this text.
> Anyone able to give a hint to a beginner like me?
> Claus

A sourcefile should be given a name like "anything.pas", which will then be
compiled to "anything.ppu"
Not having the .pas extension is the cause of the greying.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3794. Atari 800 in print!

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-10 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <387A8095.1BD2573C@compuserve.com>
Source record: 2113
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

I just wanted to let people know that I was able to sneak in a quick mention of the Atari 800 in my latest article. It is nothing big, but I write for "PC AI" magazine (www.pcai.com/pcai) and my latest article, "Exploring MARS: An Alternative to Neural Networks" appears in the Jan./Feb., 2000 issue. In it, I described MARS, which is a machine learning tool. The bit about the Atari is that I ported a trained model ("memory") from MARS (which runs on Windows) to the Atari. The point I was trying to make is that often, even older (!) hardware can support advanced programming techniques.

Will Dwinnell
predictor@compuserve.com

3795. Re: Compile a unit in PPascal

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-10 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <947569504-17129AEicMi@aon.at>
Source record: 2114

>Henk Robbers <
wrote:
>Not having the .pas extension is the cause of the greying.
...and that solved it! Thank you, I just couldn't find anything in the
manual.
Thanx
Claus

3796. Bugs et Draconis

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-12 00:00:00 UTC
From: MIGNARD OLIVIER <MIGNARO@agf.fr>
Message-ID: <85hcua$8r6$1@jaydee.iway.fr>
Source record: 2115
Cross-posted to: comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.computer.atari.software

Bonjour,
je suis tr�s content d'avoir re�u tes r�ponses
j'ai r�pertori� ces bugs sur Draconis 1.6.3 :
- selon la r�solution graphique du Milan les images ne s'affichent pas ou
alors uniquement en mode optimis�.
- si sur certains sites la gestion de formulaire marche (www.altavista.com)
sur d'autres elle est vraiment calamiteuse
on a droit un joli bouton validez mais rien ne se passe qd on clique dessus
- qd on clique sur un champ de saisie d'un formulaire on a pas le temps de
saisir et il part avec un champ vide
- ds la gestion des ancrages HTML il suffit qu'on en est
plusieurs sur la ligne du style
abcd
et bien si on clique sur b,c ou d c'est comme si on avait cliqu� sur a
- des plantages qui courcicuitent meme le CTRL ALT DEL heureusement que l'on
a un bouton de RESET
- qd on a affaire a un URL de ce type tri.htm?chaine= il nous sort des
erreurs de syntaxe
A part cela je suis qd meme content de pouvoir consult� mes mails sur mon
ATARI !!
Une am�lioration qu'ils peuvent faire c'est qd ADAMAS trouve une erreur de
syntaxe
il faudrait pouvoir choisir entre de continuer a rester a executer cette
page ou rester
la ou on est
Cela serait super !
A +
Olivier

3797. Re: Bugs et Draconis

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AAMNBCAHUP@cabal.shnet.org>
Source record: 2116
Cross-posted to: comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.computer.atari.software

In <85hcua$8r6$1@jaydee.iway.fr> "MIGNARD OLIVIER" wrote:
>Bonjour,
>je suis tri¿½s content d'avoir rei¿½u tes ri¿½ponses
>j'ai ri¿½pertorii¿½ ces bugs sur Draconis 1.6.3 :

Soviel zum Thema "Warum soll ich nicht wild zwischen Newshierarchien
crossposten und das auch noch in meiner Muttersprache?"

Si¿½i¿½er, comp.* is an international news hierarchy, maus.* is a German
language BBS top level hierarchy, hence your choice of language (or
choice of newsgroups) is far from being acceptable, for the modern
lingua franca is _not_ French, but English.

Thorsten

F'up2 set to that fr.* group.

3798. Re: MS Visual Studio 6 for sale CHEAP

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-13 00:00:00 UTC
From: Bar ton <rlbarton@my-deja.com>
Message-ID: <85jotc$a6e$1@nnrp1.deja.com>
Source record: 2117
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,alt.stop.spamming

In article <859n83$v14$6@news7.svr.pol.co.uk>,
"Mark Grocock" <mark@mgrocock.freeserve.co.uk> wrote:
> ywitfigm@sdfgsdlkdjfg.dfg.com wrote in message
> <946984876.488310@localhost>...
> >
> >Hello, I have MS Visual Studio 6 for sale very cheap.
> >includes Visual Basic 6, Visual C++ 6, FOXPRO 6, MSDN
> >6CDs set.
> >price - only 100$
> >
> >replies to vlad@melitopol.net
>
> Why has this been sent to virtually every programming newsgroup apart from a
> windoze one? Typical PC fanatic...

Or just a dumb-ass spammer.

Sent via Deja.com http://www.deja.com/
Before you buy.

3799. ADAMAS 1.6.3 PRO

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-13 00:00:00 UTC
From: MIGNARD OLIVIER <MIGNARO@agf.fr>
Message-ID: <85kd5p$5tm$1@jaydee.iway.fr>
Source record: 2118
Cross-posted to: comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet

```
good morning !!
Milan 040 / 32 Megas
French User
bugs :
1. when loading page the system crashes and the hit on CTRL+ALT+DEL becomes
inoperant
2. on the website www.yahoo.com the input text is affected to a link , when
i click to modify it i can't do it
and adamas starts an other page saying me that i make an error
3. could you modify the error messages of syntax error , style internet
explorer . if adamas is finding errors
you will be able to ask you if we want to continue with this page and an
option for desactiving of the control
4. i am not sure that is on www.yahoo.com but i view a bug like this :
<A href="a">a</a>
<A href="b">b</a>
<A href="c">c</a>
<A href="d">d/a>
if i click on b,c,d it is the same thing if i have clicked on a
5. if a site make time to answer , you could put on adamas a message
who prevents us if we would continue or stop the transfer
i am waiting for your response ASAP
```

3800. ROM dumper utility?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-14 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <387EF462.C3C126EC@forestmeister.com>
Source record: 2119
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

Where can I find a ROM dumper utility for an Atari 1040ST?

I have downloaded Gemulator and I also downloaded 2 versions of
the Atari ROM- 1.4 and 2.6 from
http://www.lgd.fatal-design.com/. All of which work fine with
some Atari programs but I'm having no luck with Megamax Laser C
which crashes my Pentium.

So, the author of Gemulator suggested getting a dumper utility
to download the ROM from my own 1040ST which still works.

--
Joe Zorzin

3801. Re: Trapper 1.4 and real Atari's

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-14 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <387f7745$0$157@news.zetnet.co.uk>
Source record: 2120

Hi Guillaume!

On 6 Jan 2000 16:02:26 +, Guillaume =?iso-8859-1?Q?D=E9flache?= wrote:
>Who has managed to make Trapper 1.4 work on a stock Falcon ? With
>Y2K-Patch for example <g>...
>Here as soon as I load a program, I get bombs (perhaps related to the
>workaround-handler to recatch the AES vector ?).
>This is on a CT2-ed 4.02 Falcon

I wouldn't know, but surely the Falcon doesn't have any Y2K problems? Mine
doesn't anyway.

Cheers!

James


```
_____________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/_____________________________________/_________________\
```

3802. FS: Lattice C Toronto

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-14 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <rJMf4.59616$Ke.57272@news21.bellglobal.com>
Source record: 2121

```
Lattice C 5.5 for sale
Toronto

--

16:38 Friday January 14, 2000

remove NOSPAM to reply
```

3803. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-15 00:00:00 UTC
From: David Jackson <araborn@bellsouth.net>
Message-ID: <38807628.5CF13067@bellsouth.net>
Source record: 2122
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

I can understand why Laser C crashes your emulator. Compilers are
usually very designed very specifically for the architecture. Is there
some reason why you would want to run your Laser C programs under the
emulator?

Joseph Zorzin wrote:

> Where can I find a ROM dumper utility for an Atari 1040ST?
>
> I have downloaded Gemulator and I also downloaded 2 versions of
> the Atari ROM- 1.4 and 2.6 from
> http://www.lgd.fatal-design.com/. All of which work fine with
> some Atari programs but I'm having no luck with Megamax Laser C
> which crashes my Pentium.
>
> So, the author of Gemulator suggested getting a dumper utility
> to download the ROM from my own 1040ST which still works.
>
> --
> Joe Zorzin

--

==
/ JR of the NCC - "Hated and proud, united and strong." /
/ araborn@bellsouth.net anderon@rocketmail.com /
==

3804. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-16 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3881144a452a160@tripnet.se>
Source record: 2123
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

On Sat 15-01-2000 07:29 (-0600) David Jackson wrote:

>I can understand why Laser C crashes your emulator. Compilers are
>usually very designed very specifically for the architecture. Is there
>some reason why you would want to run your Laser C programs under the
>emulator?

If you know about C compilers I suppose you also know how to setup a
newsreader properly: Turn off the html rubbish!!! And while you are
busy with this, try learn how to quote properly.

>Joseph Zorzin wrote:
>
>> I have downloaded Gemulator and I also downloaded 2 versions of
>> the Atari ROM- 1.4 and 2.6 from
>> http://www.lgd.fatal-design.com/. All of which work fine with
>> some Atari programs but I'm having no luck with Megamax Laser C
>> which crashes my Pentium.
>>
>> So, the author of Gemulator suggested getting a dumper utility
>> to download the ROM from my own 1040ST which still works.

Check your ST's TOS version. If it says 1985 it's 1.0, 1987 is 1.2 and
1989 is 1.4 and download the same version. Really no need for a dumper
utility as most TOS versions are available.

Start the emulator in "Atari disk mode" and set it up to boot from
floppy and in monochrome. Now put in your normal boot floppy from the
real ST. Keep any original floppies writeprotected as Win-95/98 also
writes to the floppy when reading (SIC!).

If this does not work then you are probably out of luck. Gemulator 2000
is generally very good but you may also try a more "games oriented"
emulator. Sorry, I don't remember any names.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3805. TENFORE FREE

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-16 00:00:00 UTC
From: Mihail <Mihail@sevastopol.cris.net>
Message-ID: <01bf6076$011c42e0$738a6ed4@tenfore>
Source record: 2124

mihail@sevastopol.cris.net
380 692 54-71-44

--

3806. Settime, Tsetime, setftime & Pure C on ST ? (119 years) (fwd)

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-17 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001171706510.179-100000@rakas>
Source record: 2125

---------- Forwarded message ----------
Date: Mon, 17 Jan 2000 14:32:54 +0100
From: Jo'ogn <juergen@tcpip-gmbh.de>
Newsgroups: comp.sys.atari.st
Subject: ? Settime, Tsetime, setftime & Pure C on ST ? (119 years)

as i don't have a realtime-clock on my 1040ST (2.06eng)
i've written a little c-prg that reads out the creation-date of itself,
shows it on the screen (e.g. at boot-up) and lets me inc/dec the
date according to the actual day and sets an updated creation-date by
means of "setftime()" (to remember it next boot-time) this all works fine !

now i send this date to "Tsettime()" to set the internal GEMDOS date.
but e.g. 14.1.2000 on the file gives me 14.1.80, or 14.1.28 in
the xcontrol.acc.

even setting the xcontrol to 14.1.00 did set back the year to 1980/2028
after exiting an application.

even using the XBIOS Settime (all from pure c 1.1) doesn't sove this.
i had a similar tool runnig before 2000 and it worked !
it cannot be a y2k as it's just an offset to 1980.

furthermore i wonder why Tsetdate has 7bits for the year, but the
(german) "Atari Profibuch" states that year can only be 119 max !
where are the other 9 are left.

regards
--
Dipl.Inf.(FH) Jï¿œrgen Oppermann mailto:technik@liquidaudio.de
TCP/IP GmbH, Berlin (Germany) http://www.tcpip-gmbh.de
Phone/Fax: +49.30.44 33 66 - 0/15

Liquid-Audio im Vertrieb der TCP/IP GmbH http://www.liquidaudio.de
==========
\v/ "We apologize for the inconvenience" http://www.joogn.de
ï¿œ

3807. GEMDOS Fsfirst limits?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-17 00:00:00 UTC
From: Guillaume Déflache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <388359F6.7EB8F88@depinfo.enseeiht.fr>
Source record: 2126

I read somewhere that the GEMDOS Fsfirst function only supports up to 20
characters for the masked filespec argument.
Is this true?
Is this limit (if any) extended by MagiC (VFAT) or MiNT (VFAT or MiNT
domain)?

Oh yeah and I know I should use Freadir, etc. :)

3808. Draconis Pro (Bug-Reports)

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-17 00:00:00 UTC
From: MIGNARD OLIVIER <MIGNARO@agf.fr>
Message-ID: <85upq8$54f$1@jaydee.iway.fr>
Source record: 2127
Cross-posted to: comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.computer.atari.software,z-netz.rechner.atari.allgemein,z-netz.rechner.atari.programmieren

Hello,
This is my configuration
Monitor : View Sonic Graphics Series GS771
Milan040 32 MegaBytes
HD 6 GigaBytes
CDROM
SCSI Card
Milan Blaster
Modem US Robotics 56K Fax Modem
Provider : www.club-internet.fr
Tos 4.06
Gemdos 0.31
MVDI Sep 13/1998
AES 3.42
and my usual Video Mode : 1024 * 768 / 64K colors
ADAMAS030 (Version PRO)
www.yahoo.fr , click on Am�riques (Yahoo US) , this page
(http://fr.yahoo.com/r/co) is loading
when i click on the input text of the form , this field is affected to a
link (http://www.yahoo.com/r/so)
www.altavista.com , sometimes i must load myself the pictures .
the picture of a list of HTML (<UL>
etc..) isnot the same on IE or
Netscape I prefer to find
a circle or a square and not an 'o
www.hotbot.com , the picture at right of the image 'hotbot' is not loaded
this is the URL of the picture :
http://www.doubleclick.net/jump/hb.ln/f;h=f;pos=1;sz=230*33;tile=1;ord=15674
096?
I enter a word in the input text ok
i hit enter nothing
i click on the picture ok but ... surprise !! ... ADAMAS break down
www.hotbot.com
Sometimes the ? ? ? are not translated in their equivalent code HTML in the
URL
At the bottom of the page
HEALTH
Medicine Fitness Alternative
When you click on Fitness or Alternative it's the same thing if you have
clicked on Medicine
www.metacrawler.com
the input text is affected to the URL /help/faq

Have you previewed an Milan Version of the Adamas PRO ?
Thanks for your answer !!!

3809. Atari Convension

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Rafa³ Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <38842705.AC7C3BC8@elektryk.ie.pwr.wroc.pl>
Source record: 2128

```
Hi!

In april there will be a big Atari Convension in Poland.
For more info: grey@polbox.com
or contact me: kawecki@elektryk.ie.pwr.wroc.pl

Rafal Kawecki
```

3810. Draconis PRO (News of MUCS !!)

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: MIGNARD OLIVIER <MIGNARO@agf.fr>
Message-ID: <861a7ohuk1@jaydee.iway.fr>
Source record: 2129
Cross-posted to: comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.computer.atari.software,z-netz.rechner.atari.allgemein,z-netz.rechner.atari.programmieren

Hi!
First of all, you should email to the Draconis-Support instead using the maus.computer.atari.software forum for Draconis Bugreports.

1. when loading page the system crashes and the hit on CTRL+ALT+DEL becomes inoperant
a) Which web page? Please specify it as good as possible to make us able to reproduce the errors.
b) What happens on a System when a program crashes is not affectable by us.
Most crashes on Adamas are Bus-Errors, and if the Milan-TOS does not react of
CTRL+ALT+DEL anymore after this there is nothing we can do...
2. on the website www.yahoo.com the input text is affected to a link , when i click to modify it i
can't do it
and adamas starts an other page saying me that i make an error
The bug is known and currently under examination.
3. could you modify the error messages of syntax error , style internet explorer . if adamas is
finding errors
you will be able to ask you if we want to continue with this page and an option for desactiving of
the control
You will be able to deactivate the JS Error-messages in the new 1.7 version.
4. i am not sure that is on www.yahoo.com but i view a bug like this :
<A href="a">a
<A href="b">b
<A href="c">c
<A href="d">d/a>
if i click on b,c,d it is the same thing if i have clicked on a
We know one website where this error occurs too, but we are still searching for the reason.
5. if a site make time to answer , you could put on adamas a message who prevents us if we would
continue or stop the transfer.
The problem on version 1.6 and earlier is the blocking "GetHostbyname"-Call, so the System will not be able to do anything unless the funktion came back with the IP-adress or timeout.
i am waiting for your response ASAP
You have luck I read your posting anyway, if you want an answer for problems I strongly recommend to email to the Draconis-Support!

Draconis Support Team

3811. Draconis PRO (News of MUCS !!)

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: MIGNARD OLIVIER <MIGNARO@agf.fr>
Message-ID: <861acgamb1@jaydee.iway.fr>
Source record: 2130
Cross-posted to: comp.sys.atari.programmer,fr.comp.sys.atari,maus.computer.atari.internet,maus.computer.atari.software,z-netz.rechner.atari.allgemein,z-netz.rechner.atari.programmieren

Hi!
First of all, you should email to the Draconis-Support instead using the maus.computer.atari.software forum for Draconis Bugreports.

1. when loading page the system crashes and the hit on CTRL+ALT+DEL becomes inoperant
a) Which web page? Please specify it as good as possible to make us able to reproduce the errors.
b) What happens on a System when a program crashes is not affectable by us.
Most crashes on Adamas are Bus-Errors, and if the Milan-TOS does not react of
CTRL+ALT+DEL anymore after this there is nothing we can do...
2. on the website www.yahoo.com the input text is affected to a link , when i click to modify it i
can't do it
and adamas starts an other page saying me that i make an error
The bug is known and currently under examination.
3. could you modify the error messages of syntax error , style internet explorer . if adamas is
finding errors
you will be able to ask you if we want to continue with this page and an option for desactiving of
the control
You will be able to deactivate the JS Error-messages in the new 1.7 version.
4. i am not sure that is on www.yahoo.com but i view a bug like this :
<A href="a">a
<A href="b">b
<A href="c">c
<A href="d">d/a>
if i click on b,c,d it is the same thing if i have clicked on a
We know one website where this error occurs too, but we are still searching for the reason.
5. if a site make time to answer , you could put on adamas a message who prevents us if we would
continue or stop the transfer.
The problem on version 1.6 and earlier is the blocking "GetHostbyname"-Call, so the System will not be able to do anything unless the funktion came back with the IP-adress or timeout.
i am waiting for your response ASAP
You have luck I read your posting anyway, if you want an answer for problems I strongly recommend to email to the Draconis-Support!

Draconis Support Team

3812. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <38845A8B.A4586ABA@forestmeister.com>
Source record: 2131
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

David Jackson wrote:

> I can understand why Laser C crashes your emulator. Compilers
> are usually very designed very specifically for the
> architecture. Is there some reason why you would want to run
> your Laser C programs under the emulator?

My Atari is getting long in the tooth. I suspect it may die any day. Also, I did a lot with Laser C before my Atari hard drive crashed and rather than buy another Atari hard drive- it seems sensible to do it all on a PC in emulator mode- until I can learn MS Visual C++, then convert the programs written on the Atari for my consulting business. The author of Gemulator swears it works. Whenever I write him a message telling him it doesn't, he bitches that I dare complain while telling me- insisting that it works. What an asshole. I hope he's reading this. <G>

>
>
>
> Joseph Zorzin wrote:
>
>> Where can I find a ROM dumper utility for an Atari 1040ST?
>>
>> I have downloaded Gemulator and I also downloaded 2 versions
>> of
>> the Atari ROM- 1.4 and 2.6 from
>> http://www.lgd.fatal-design.com/. All of which work fine
>> with
>> some Atari programs but I'm having no luck with Megamax
>> Laser C
>> which crashes my Pentium.
>>
>> So, the author of Gemulator suggested getting a dumper
>> utility
>> to download the ROM from my own 1040ST which still works.
>>
>> --
>> Joe Zorzin
>

3813. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <38845B37.64017589@forestmeister.com>
Source record: 2132
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

Kenneth Medin wrote:

>
>
> >Joseph Zorzin wrote:
> >
> >> I have downloaded Gemulator and I also downloaded 2 versions of
> >> the Atari ROM- 1.4 and 2.6 from
> >> http://www.lgd.fatal-design.com/. All of which work fine with
> >> some Atari programs but I'm having no luck with Megamax Laser C
> >> which crashes my Pentium.
> >>
> >> So, the author of Gemulator suggested getting a dumper utility
> >> to download the ROM from my own 1040ST which still works.
>
> Check your ST's TOS version. If it says 1985 it's 1.0, 1987 is 1.2 and
> 1989 is 1.4 and download the same version. Really no need for a dumper
> utility as most TOS versions are available.
>
> Start the emulator in "Atari disk mode" and set it up to boot from
> floppy and in monochrome. Now put in your normal boot floppy from the
> real ST. Keep any original floppies writeprotected as Win-95/98 also
> writes to the floppy when reading (SIC!).
>
> If this does not work then you are probably out of luck. Gemulator 2000
> is generally very good but you may also try a more "games oriented"
> emulator. Sorry, I don't remember any names.

Thanks, I'll give that a try. At least your message was an effort to help
unlike any of the dumb ass messages I got from the author of Gemulator-
sarcastic messsages about how great his program is, with no help.

>
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>

3814. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <38845BD4.FFC18BD5@forestmeister.com>
Source record: 2133
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Mustafa Soysal wrote:

> Greetings,
>
> I am looking for emulation packages that run on W98/NT4. In particular, I
> am looking into running it on a W98 laptop.
>
> GEM2000 by Emulators, Inc. seems to require either a hardware extension with
> the TOS ROM's plugged in, or the TOS images on disk. For laptops, they
> recommend the disk image.

The Atari ROM files are available at
http://www.lgd.fatal-design.com/code/core.php3

>
>
> Are there any TOS utilities to extract the TOS image from the ROM? I don't
> know which version it will be, we have several different ones we may have to
> try.
>
> What are the image requirements (Lo, Hi, headers etc?) I may be able to
> write such program (I forgot if the ST let you access the ROM contents
> without giving you an access exception - and I also don't know what address
> the ROM started and where it ended). Information would be very appreciated.
>
> If you were looking for an archive, which ftp site would you look at these
> days?
>
> Help is greatly appreciated.
>
> Best Regards,
>
> Mustafa Soysal

--
Joe Zorzin

3815. Demo coding

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: DjS <hjjs1@ukc.ac.uk>
Message-ID: <861h44$5uf$1@spruce.ukc.ac.uk>
Source record: 2134

Hi I am a demo coder adn musician on the PC scene, but I'd liek to give my old ST the treatment that it has lacked for a few years, does anyone know where I can get hold of a copy of c/c++ that allows inline asm code, and an assembler for the ST. I could also do with some tutes for 68000 asm coding.

Thanx

DjS/(\/)isperception

3816. SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: jfsim@step.polymtl.ca
Message-ID: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
Source record: 2135
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Hi,

I have two SLM804 printers gathering dust in a corner since I do not have any Atari system. I'd like to have any programming info available on those printers, especially the connector's pinout (I also have the SLMC804) because I want to use them on a PC. Maybe even write a Linux (or Ghostscript) driver for it.

Thanks.

--
"How should I know if it works? That's what beta testers are for. I only coded it."
- Attributed to Linus Torvalds, somewhere in a posting

Jean-Fran&#65533;ois Simoneau
jfsim@step.polymtl.ca
VE2JEW

3817. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Greg Martin <gtmartin@abmlimited.clara.co.uk>
Message-ID: <F__g4.7965$UL1.165542@nnrp4.clara.net>
Source record: 2136
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois,

>those printers, especially the connector's pinout (I also have the
>SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
>Ghostscript) driver for it.

Are you sure you can do this, I maybe wrong here, but didn't the SLM804 rely
on ASCI and ST RAM to work?

Regards,
Greg

3818. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001181738460.208-100000@rakas>
Source record: 2137
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

On 18.1.2000, Greg Martin <gtmartin@abmlimited.clara.co.uk> wrote:

> >especially the connector's pinout (I also have the
> >SLMC804) because I want to use them on a PC.
>
> Are you sure you can do this, I maybe wrong here, but didn't
> the SLM804 rely on ASCI and ST RAM to work?

Precisely, so it cannot be done easily.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3819. Re: Demo coding

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Guillaume Déflache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <3884A30B.7C8D6D13@depinfo.enseeiht.fr>
Source record: 2138

DjS wrote:
> Hi I am a demo coder adn musician on the PC scene, but I'd liek to give my old
> ST the treatment that it has lacked for a few years, does anyone know where I
Welcome!

> can get hold of a copy of c/c++ that allows inline asm code, and an assembler
For C++ there is only GCC which uses its own (ugly) assembler syntax
and is deeead slow on a ST.
For C, SozobonX allows inline asm I think (not so sure):
http://ftp.lip6.fr/pub/atari/Programming/, then get soz*
Anyway you can always do object linking instead (not very practical I
agree)...

... but you should consider using only assembler, as there are some very
practical integrated ASM "environments":
- Turbo Assembler (the best for 68000, alas deutsche Doku):
http://ftp.lip6.fr/pub/atari/Programming/tuass177.lzh
- Assemble: http://wombat.ludvika.se/ae/dhs_files/misc/assemble.lzh
- Devpac 1: a bit old but still usable (current is 3.10, NOT freeware
:(...). But I dunno where to find it.

Others are commercial or too old to mention or unknown to me!

> for the ST. I could also do with some tutes for 68000 asm coding.
Very nice:
http://wombat.ludvika.se/ae/dhs_files/
If you want more:
http://www.atari.org/links/ST/Programming/
http://www.atari.org/links/ST/Demos/

3820. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s89djm46eh6171@corp.supernews.com>
Source record: 2139
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois Simoneau <jfsim@step.polymtl.ca> wrote in message
news:NG_g4.832$L41.25889@carnaval.risq.qc.ca...
> Hi,
>
> I have two SLM804 printers gathering dust in a corner since I do not have
> any Atari system. I'd like to have any programming info available on
> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.
I think they were manufactured by QMS<?> and also made for other platforms.
I can't recall the exact model of QMS, but you should be able to find
drivers and support for them.

3821. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <iy3h4.205$oz6.1337565@nnrp3.proxad.net>
Source record: 2140
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois Simoneau <jfsim@step.polymtl.ca> a crit dans le message :
NG_g4.832$L41.25889@carnaval.risq.qc.ca...
> Hi,
>
> I have two SLM804 printers gathering dust in a corner since I do not have
> any Atari system. I'd like to have any programming info available on
> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.

This cannot be done. The SLM printers don't connect to the parallel port,
but to Atari's proprietary ACSI port. They are designed to work with an
Atari only, since they use the ST's RAM. This was Atari's way of providing a
cheap laser printing solution.

There is a software solution that allows you to print to an SLM by using an
Atari ST as an interface. The ST must have at least 2Mb of RAM to run an SLM
printer.

In any case, it is probably not worth it. You'll be very lucky to find
cartridges for this printer, and the quality is not up to that of a modern
deskjet type printer.

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3822. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <862j31ka1@news1.xs4all.nl>
Source record: 2141

On 18 Jan 2000 14:22:37, Jean-francois Simoneau wrote:
>Hi,
>
>I have two SLM804 printers gathering dust in a corner since I do not have
>any Atari system. I'd like to have any programming info available on
>those printers, especially the connector's pinout (I also have the
>SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
>Ghostscript) driver for it.
>
>Thanks.
>

It is not only a question of connecting wires but also of timing of
the signals. What outputs does your computer have?
I took a quick look in the SLM Atari manual: pixel data comes in
serial with clock and there are a lot of other signals (paper empty,
toner gone, printer not closed, not ready, heating up etc.) needing
to be reacted on (in time!).
I do not think that you will be happy trying to have your computer
listen en send those signals.
But find some die-hard Atarians to make happy with the printers!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3823. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <862j36ka2@news1.xs4all.nl>
Source record: 2142

On 18 Jan 2000 12:00:37, "Richard Cortese" wrote:
[...]
>I think they were manufactured by QMS<?> and also made for other platforms.
>I can't recall the exact model of QMS, but you should be able to find
>drivers and support for them.
>
I think the mechanism was for most of them TEC (Tokyo Electric
Company). But there were also Cannon drives in use for a while. With
different signals going in and a different interface with same
name/number but not-exchangable!

I once had problems with a Falcon-interface for this printer.
The german makers of it also did not know about this hidden fact. And
I had such a Canon SLM 804!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl >
>.

3824. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3884dd0e23c4761@tripnet.se>
Source record: 2143
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

On Tue 18-01-2000 07:23 (-0500) Joseph Zorzin wrote:

>Thanks, I'll give that a try. At least your message was an effort to help
>unlike any of the dumb ass messages I got from the author of Gemulator-
>sarcastic messsages about how great his program is, with no help.

I guess you are using the free Gemulator 2000? If so I would not expect
any real support at all! And it is well known that Derek is not really
very polite :-) But his program is actually very good and free, so I
suppose he has the right to behave as he likes. And it's very likely
that your compiler is doing something illegal not (yet?) "covered" by
the emulator.

Actually I too had problems with Gemulator-98 freezing my pc so I had
to press the reset button. I did upgrade to the latest Directx drivers
7.0a (?) and the new Gemulator-2000 and since then it works OK.

Also the latest STinG (Atari tcp/ip kernel) no longer runs with
Gemulator. I think it's about the handling of serial in/out-put buffers
not behaving like on genuine Atari hardware.

The same goes for other [hardware] emulators like the Milan (aimed at
those who dislike discussions about emulators in the group!). Most old
programs works but some don't.

[Followup-To: set to comp.sys.atari.st]
--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3825. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-18 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <864517$lt9$1@news8.svr.pol.co.uk>
Source record: 2144
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois Simoneau <jfsim@step.polymtl.ca> wrote in message
news:NG_g4.832$L41.25889@carnaval.risq.qc.ca...
> Hi,
>
> I have two SLM804 printers gathering dust in a corner since I do not have
> any Atari system. I'd like to have any programming info available on
> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.

Hmmm ... this will be hard work! The SLM804 (a page-printer) is designed to use the ST RAM to prepare the page image prior to printing. So, you not only need to emulate the printer interface but also the DMA (store-access) interface. Good luck!

Roger

3826. Re: Demo coding

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-19 00:00:00 UTC
From: DjS <hjjs1@ukc.ac.uk>
Message-ID: <8643rj$74a$1@spruce.ukc.ac.uk>
Source record: 2145

```
Thanx muchly.

DjS/(\/)isperceptio(\)
```

Guillaume D�flache <Guillaume.Deflache@depinfo.enseeiht.fr> wrote in message
news:3884A30B.7C8D6D13@depinfo.enseeiht.fr...
> DjS wrote:
> > Hi I am a demo coder adn musician on the PC scene, but I'd liek to give my
old
> > ST the treatment that it has lacked for a few years, does anyone know where
I
> Welcome!
>
> > can get hold of a copy of c/c++ that allows inline asm code, and an
assembler
> For C++ there is only GCC which uses its own (ugly) assembler syntax
> and is deeead slow on a ST.
> For C, SozobonX allows inline asm I think (not so sure):
> http://ftp.lip6.fr/pub/atari/Programming/, then get soz*
> Anyway you can always do object linking instead (not very practical I
> agree)...
>
> ... but you should consider using only assembler, as there are some very
> practical integrated ASM "environments":
> - Turbo Assembler (the best for 68000, alas deutsche Doku):
> http://ftp.lip6.fr/pub/atari/Programming/tuass177.lzh
> - Assemble: http://wombat.ludvika.se/ae/dhs_files/misc/assemble.lzh
> - Devpac 1: a bit old but still usable (current is 3.10, NOT freeware
> :(...). But I dunno where to find it.
>
> Others are commercial or too old to mention or unknown to me!
>
> > for the ST. I could also do with some tutes for 68000 asm coding.
> Very nice:
> http://wombat.ludvika.se/ae/dhs_files/
> If you want more:
> http://www.atari.org/links/ST/Programming/
> http://www.atari.org/links/ST/Demos/

3827. Re: Demo coding

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-19 00:00:00 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10001191734470.12829-100000@kairos.algonet.se>
Source record: 2146

> Hi I am a demo coder adn musician on the PC scene, but I'd liek to give my old
> ST the treatment that it has lacked for a few years, does anyone know where I
> can get hold of a copy of c/c++ that allows inline asm code, and an assembler
> for the ST. I could also do with some tutes for 68000 asm coding.

Dont use c code for demos on st.. theres no reason for it.. its slooow and
not useful for demos..

get devpac 3.10 or so.. and take a look at latest ucm discmaggie (#18) for
info about 68000 coding..

all info and files (apart from devpac) are available on dhs site..
http://wombat.ludvika.se/dhs (as mentioned)

/deez

3828. Re: GEMDOS Fsfirst limits?

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-19 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.10001191752340.531-100000@milan>
Source record: 2147

Hello!

> I read somewhere that the GEMDOS Fsfirst function only supports up to 20
> characters for the masked filespec argument.
> Is this true?

No, it only support 8+3 Filenames. Look at the definition of the DTA
structure.

> Is this limit (if any) extended by MagiC (VFAT) or MiNT (VFAT or MiNT
> domain)?

No, you can't read long filenames with Fsfirst/Fsnext.

> Oh yeah and I know I should use Freadir, etc. :)

Yes, the only way. The use of Fsfirst/Fsnext is strongly deprecated under
MiNT/MagiC. Fsfirst/Fsnext is only for compatibility reason available.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ B2

3829. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-19 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <948437276-44161AEicMi@cwcom.net>
Source record: 2148

From: jfsim@step.polymtl.ca (Jean-francois Simoneau)
Date: Tue, 18 Jan 2000 14:22:37 GMT

>I have two SLM804 printers gathering dust in a corner since I do not have
>any Atari system. I'd like to have any programming info available on
>those printers, especially the connector's pinout (I also have the
>SLMC804) because I want to use them on a PC.

The bad news is that you won't be able to use these printers on a PC, at
least not directly.

Atari's way of printing to their laser printers involved building the page
image *in the Atari's memmory* and sending that as data to the printer.

This means that you *must* have an Atari (1-2Mb) to use one of these (or
the 605) printer. Assuming that you can get one, then you can use a utility
prog that's available on my web site (follow the translated apps link) that
will let you print from any other computer to the SLM through the Atari,
using that computer's HP printer driver set to print to serial port or disk
file. I have to say that you would be better off buying a standard printer.

The SLM804 uses TEC LB-1301 drums.

HTH

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

3830. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-21 00:00:00 UTC
From: Helmut Obermeier <obermeie@informatik.tu-muenchen.de>
Message-ID: <38885126.3A77F07B@informatik.tu-muenchen.de>
Source record: 2149
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Jean-francois Simoneau wrote:

> I have two SLM804 printers gathering dust in a corner since I do not have
> any Atari system. I'd like to have any programming info available on
> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.

I' like to connect the SLM to an PC, too. But I dont't do it,, because I own
an ST with a PAK accelerator.

I think the easiest way to use a SLM804 Laser with SLMC804 Controller is to
buy an old Mega ST with 4 MB and maybe a SM124 monitor (if you don't use an
TV set) and a small harddisk.. It should cost less than a new laser printer.

On this computer you have to install an Diablo SLM emulator (archives similar
to diab630 or SLM1_4) at
http://www.muenster.de/~reschke/
to use the laser like a printer connected to the centronics parallel port.
You may install GEM Ghostscript gemgs from
http://www.tu-harburg.de/~smcf1605/ (actually moving). The SLM-Driver of
gemgs uses the emulator for outpout onto the ACSI-Port.
On linux you have to install lpr (I think) and SLMtool s from the linux-m68k
archive tree. Ghostscript is newer in Debian Linux Distribution than in the
m68k archive.

greetings, Helmut Obermeier

3831. atari 7800/2600 monitor cartridge announcement

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-21 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13864-3888D942-6@storefull-174.iap.bryant.webtv.net>
Source record: 2150

we are pleased to report that the very rare,and elusive 7800/2600 monitor carts are in stock now,if you were on the reserve list,you should have received a e-mail from us stating this fact,with ordering information,if you did not receive a e-mail,please contact us a.s.a.p.,for this is a limited time offer,and qauntities are very limited.
if you are interested in one of these actual licensed atari product for your collection,or use,please contact us now,we may have a few left,but time is of the essence.
the list price on this item is $99.95,this is a low end development system for your 7800,it will allow you to develop your own 2600 game,and store it in a 8k battery backed up ram,or 16k battery backed up ram for the 7800,it is cartridge based,using the 2 joystick ports of your 7800,and the 2600 keypads/touch pads,or sesame st. controllers for data input devices.
this cart development system also comes with a 200 page developers manual,and schematics of the7800,also it has 3 2600 games on board,also with a demo of a unreleased 7800 game on board. ordering information can be found on our web site at, www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3832. Atari Tshirts!

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-23 00:00:00 UTC
From: Steve Austin <x@hotlips.com>
Message-ID: <HhBi4.4177$RY1.173746@news20.bellglobal.com>
Source record: 2151
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.misc,ger.atari,maus.sys.atari.hardware,maus.sys.atari.internet

```
Just like SeaMonkies!!!!
Check it out!
Atari tshirts made in Canada with pride!

http://members.xoom.com/retrotshirts
```

3833. test

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-23 00:00:00 UTC
From: Lawrence Sweet <lawrence@sweet35.freeserve.co.uk>
Message-ID: <86f9e8$fu0$2@newsg2.svr.pol.co.uk>
Source record: 2152

```
test

Bye DaddY
```

3834. >>> ATARI T-SHIRTS <<<

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-24 00:00:00 UTC
From: Roger Stubenbeck <bionicman@sympatico.ca>
Message-ID: <5w_i4.7593$RY1.252907@news20.bellglobal.com>
Source record: 2153
Cross-posted to: alt.games.atari,alt.hacker,comp.sys.atari.programmer,comp.sys.atari.st.misc,ger.atari

Hard to find quality Tshirts!

http://members.xoom.com/retrotshirts/

If you're crazy about Atari, like I am, you'll love these!!!!!!!!!

3835. Reading kbd clock in GFA

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-25 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <388ce27625a9280@tripnet.se>
Source record: 2154

I'm trying to read the 6 bytes time/date from the keyboard processor
with some GFA code I got from somewhere, but all I get is 6 zeros.

The idea is to let the clockvec from xbios 34 (Kbdvbase) point to the
short code in machine_code$ to get the address where the 6 bytes will
be stored, copy them to a safe place (in data%(2)) and restore the
original clockvector.

This routine assumes that the pointer arrives in A0 but my old "Atari
ST Internals" says D0 (move.l d0,*A%) wich does not work either.

Any better solutions or comments?

```
DIM data%(2) ! 12 bytes, plenty of space for the clock.
LET data%=VARPTR(data%(0)) ! Address of it.

Here is the code:
'
address%=0 ! Place to store the address of the clock packet.
machine_code$=MKI$(&H23C8)+MKL$(*address%)+MKI$(&H4E75) ! move.l a0,*A% rts
vector%=XBIOS(34)+20 ! Old clockvec location
old_vector%=LPEEK(vector%) ! Old clockvec value
LPOKE vector%,VARPTR(machine_code$) ! New clock value
address%=0 ! Clear value (just to be sure).
OUT 4,&H1C ! Request a clock value
REPEAT ! Wait for Interrupt
UNTIL address% ! (Until an address is present in A%
BMOVE address%,data%,6 ! Move it before it gets overwritten
LPOKE vector%,old_vector% ! Restore old vector
'
CLS
FOR i%=data% TO data%+5
PRINT ASC(CHAR{i%})
NEXT i%
```

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3836. Patched ROM dump from memory

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-25 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <86lbsi$68s$1@nnrp1.deja.com>
Source record: 2155

How can a copy of a patched ROM that has been transfered to TT ram (Ala Afterburner Tool Kit) be saved to a file? I'm pretty ignorant when it comes to addresses and such, so please walk me through saving the ROM image, and what to tell the Electronics guy who is going to burn a new ROM for me what to do with it.

I noticed the ROM for the Falcon has 4mb capacity, but TOS only occupies a small portion. Other than having them available at boot up, would there be any benifit to having other applications placed on ROM and accessable through a CPX or something when booting off a floppy? HS Modem? JPGDSP?

TIA,
Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

3837. cancel buttons

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-25 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <388E20CD.6B2309F3@cable.A2000.nl>
Source record: 2156

Hi you all.

I wrote a routine 'find_cancel_button'

I have seen 'Cancel' & 'Abbruch'.

What are the most common used equivalents in other languages?
Actually used by Atari programs that is.

Case doesnt matter.

Thanks.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3838. Re: cancel buttons

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-25 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <388e28ea65e1c70@tripnet.se>
Source record: 2157

On Tue 25-01-2000 23:16 (+0100) Henk Robbers wrote:

>Hi you all.
>
>I wrote a routine 'find_cancel_button'
>
>I have seen 'Cancel' & 'Abbruch'.
>
>What are the most common used equivalents in other languages?
>Actually used by Atari programs that is.

Swedish: 'Avbryt'

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3839. Re: Settime, Tsetime, setftime & Pure C on

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-25 00:00:00 UTC
From: gaz+liz@zetnetco.uk
Message-ID: <388e3384$0$7553@znews.zetnet.co.uk>
Source record: 2158

I too have a 1040STe + TOS 2.06 and am having trouble with TSETTIME.
It seems to boot up with date in hex of '6000' (0/0/2028), and I wrote
a small assembler prog. to set it to '2839' for example (25/1/2000),
but then TGETDATE returns '6039' instead (25/1/2028). Very strange.
I thought these things were supposed to be year 2000 compliant?
Gary.

On 17 Jan 2000 15:08:06 , =?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>---------- Forwarded message ----------
>Date: Mon, 17 Jan 2000 14:32:54 +0100
>From: Jo'ogn <juergen@tcpip-gmbh.de>
>Newsgroups: comp.sys.atari.st
>Subject: ? Settime, Tsetime, setftime & Pure C on ST ? (119 years)
>
>as i don't have a realtime-clock on my 1040ST (2.06eng)
>i've written a little c-prg that reads out the creation-date of itself,
>shows it on the screen (e.g. at boot-up) and lets me inc/dec the
>date according to the actual day and sets an updated creation-date by
>means of "setftime()" (to remember it next boot-time) this all works fine !
>
>now i send this date to "Tsettime()" to set the internal GEMDOS date.
>but e.g. 14.1.2000 on the file gives me 14.1.80, or 14.1.28 in
>the xcontrol.acc.
>
>even setting the xcontrol to 14.1.00 did set back the year to 1980/2028
>after exiting an application.
>
>etc.

3840. Re: cancel buttons

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-25 00:00:00 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <eEqj4.398$7v4.2044997@nnrp2.proxad.net>
Source record: 2159

Henk Robbers <H.Robbers@cable.A2000.nl> a �crit dans le message :
388E20CD.6B2309F3@cable.A2000.nl...
> Hi you all.
>
> I wrote a routine 'find_cancel_button'
>
> I have seen 'Cancel' & 'Abbruch'.
>
> What are the most common used equivalents in other languages?
> Actually used by Atari programs that is.
>

```
French : "annuler"
```

--
J�r�me Ginestet

3841. Re: cancel buttons

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-26 00:00:00 UTC
From: Grzegorz Pawlik <at4ri@kki.net.pl>
Message-ID: <388E9DB6.E15F3291@kki.net.pl>
Source record: 2160

Henk Robbers wrote:
>
> Hi you all.
>
> I wrote a routine 'find_cancel_button'
>
> I have seen 'Cancel' & 'Abbruch'.
>
> What are the most common used equivalents in other languages?
> Actually used by Atari programs that is.
>
> Case doesnt matter.
>
> Thanks.

Polish: Anuluj

--
Pozdrawiam,
Grzesiek (mailto:at4ri@kki.net.pl)
Download Marijuana Mail! http://www.kki.net.pl/~at4ri/MJME.HTM

3842. Re: cancel buttons

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-26 00:00:00 UTC
From: Martin-Éric Racine <q-funk@y.lnet.lut.fi>
Message-ID: <Pine.MNT.4.10.10001261449540.77-100000@rakas>
Source record: 2161

On 2000-1-26, Grzegorz Pawlik <at4ri@kki.net.pl> wrote:

> > I have seen 'Cancel' & 'Abbruch'.
> >
> > What are the most common used equivalents in other languages?
> > Actually used by Atari programs that is.
>
> Polish: Anuluj

Was there ever a Polish TOS?

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3843. Re: cancel buttons

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-26 00:00:00 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <388EF512.1B51@fatum.umcs.lublin.pl>
Source record: 2162

=?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:
>
> On 2000-1-26, Grzegorz Pawlik <at4ri@kki.net.pl> wrote:
> >
> Was there ever a Polish TOS?
>

Officially nope. But some guys in Poland made modifications of German (I
think) TOS.
Anyway, many programs were also translated to Polish.

Kylo :-)

3844. Re: Settime, Tsetime, setftime & Pure C on

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-26 00:00:00 UTC
From: Jo'ogn <juergen@tcpip-gmbh.de>
Message-ID: <388F1393.DF978A1B@tcpip-gmbh.de>
Source record: 2163

Gary Smith wrote:
>
> I too have a 1040STe + TOS 2.06 and am having trouble with TSETTIME.
> It seems to boot up with date in hex of '6000' (0/0/2028), and I wrote
> a small assembler prog. to set it to '2839' for example (25/1/2000),
quite the same what i did - makes me not really happy that we're already 2
(;

> but then TGETDATE returns '6039' instead (25/1/2028). Very strange.
drove me almost mad - especially when you rely on documentation !
i am certainly not going to disassemble the TOS for that ... *sigh*

> I thought these things were supposed to be year 2000 compliant?
somehow it cannot be un-compliant ! how should it !?
2000 would be dez 20 - the offset to 1980 i.e. $14 where could the TOS
go wrong in that !?

--
from the E-MU Systems E4-Sampler manual:
"Do not connect a Windows95 PC to the SCSI-Port as on booting
Win95 will destroy the E4's Harddisc-Boot Sector ..."

3845. Re: cancel buttons

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-26 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <388F2934.4DA3EB1D@cable.A2000.nl>
Source record: 2164

=?iso-8859-15?Q?Martin-=C9ric_Racine?= wrote:

> Was there ever a Polish TOS?

It's not for the TOS, it's for the app's.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3846. Re: cancel buttons

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-26 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <948907002-432520AEicMi@aon.at>
Source record: 2165

>the most common used equivalents
danish : "Afbryd". "Cancel" is understood in most countries.

Claus
(rogge.claus@aon.at)

3847. Re: Settime, Tsetime, setftime & Pure C on

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-26 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <yCYR8UAYT0j4Ewm7@my-ste.demon.co.uk>
Source record: 2166

>I too have a 1040STe + TOS 2.06 and am having trouble with TSETTIME.
>It seems to boot up with date in hex of '6000' (0/0/2028), and I wrote
>a small assembler prog. to set it to '2839' for example (25/1/2000),
>but then TGETDATE returns '6039' instead (25/1/2028). Very strange.
>I thought these things were supposed to be year 2000 compliant?
>Gary.

Without a patch to the XBIOS the clock on all Atari machines without a
built in RTC isn't y2k compliant.

Philip Taylor wrote a detailed description about this last March in
article Message-ID: <7cirnskps1@plug.news.pipex.net>. If you can
persuade deja.com to display it, it describes the reason for the failure
quite well. Another useful site, and one where you can (possibly) get
the required patches is John Whalleys page at

http://www.whalley.demon.co.uk/atari/y2k.html

--
David Bolt

3848. copy/paste

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-27 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <388F99A3.71ACD736@cable.A2000.nl>
Source record: 2167

Hi

I am the founder, president and only member of the congregation to achieve the abolishment of the 'copy' feature from all editors that are used by programmers. ;-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3849. Re: Settime, Tsetime, setftime & Pure C on 2.06

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-27 00:00:00 UTC
From: Jo'ogn <juergen@tcpip-gmbh.de>
Message-ID: <38906729.B1B5E87A@tcpip-gmbh.de>
Source record: 2168

David Bolt wrote:
> quite well. Another useful site, and one where you can (possibly) get
> the required patches is John Whalleys page at
>
> http://www.whalley.demon.co.uk/atari/y2k.html
thx a lot, perhaps there's a chance:
quoting from http://www.whalley.demon.co.uk/atari/y2k.txt

- start -
The XBIOS problem is such that dates after 1999 will not be handled correctly
by the following XBIOS functions:

Trap#14 - Function #$16 Set 32-bit DOS format date & time.
Trap#14 - Function #$17 Get 32-bit DOS format date & time.

For years from 2000 to 2059, the consequence is that the date part of the
SetDate&Time function is ignored and the GetDate&Time date part return
value remains unchanged from when it was last successfully set.

For years from 2060 to 2107, the GetDate&Time date part return
values are from 2028 to 2075 respectively.

The good news is that the GEMDOS Trap #2 - Date and Time functions
work correctly.
The bad news is that a lot of programs use the XBIOS functions and those
programs that do so will need a patch.
- end -

i'll give it a try by using the gemdos directly.

--
"Penguins don't come from next door. They come from the Antarctic !"
"BURMA !" ... ? ... "Why did you say Burma ?" - "I paniced."
(Monty Python's)

3850. Atari ST prg file format

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-27 00:00:00 UTC
From: Christian <Kerberos32@hotmail.com>
Message-ID: <389061d4.0@d2o68.telia.com>
Source record: 2169

Does anyone have any information about the .PRG file format on the ST/STE ?

Christian

3851. Atari ST prg file format

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-27 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <484_0001281440@conchbbs.com>
Source record: 2170

```
K > Does anyone have any information about the .PRG file format on
K > the ST/STE ?

Yes.

There's a 28 byte header (drihdr) which includes a magic number
($601A), the sizes of the remaining segments and the program flags
(FASTLOAD etc). It's followed by the text and data segments, the
symbol table (not used), fixup table (converts all absolute
addresses) and (optionally) debug data (also not used).

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.
```

3852. Re: Atari ST prg file format

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-28 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <86ssoj$4u1$1@news1.xs4all.nl>
Source record: 2171

On 27 Jan 2000 16:23:42, "Christian" wrote:
>Does anyone have any information about the .PRG file format on the ST/STE ?
>
>Christian
>
There is a specialist around: mister Henk Robbers.
he made the beautiful usable TT-Digger for intelligent dis-
assembling. A real PEARL. {;-)>

h.robbers@cable.a2000.nl

Ask him!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
>.

3853. Re: Atari ST prg file format

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-28 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <N0m+RXA+sik4EwbT@my-ste.demon.co.uk>
Source record: 2172

>Does anyone have any information about the .PRG file format on the ST/STE ?

Here's the (limited) info I have about it.

Offset Size Contents
(hex)

000000 2 0x601A (bra.s *+0x1A) jump to start of text segment.
000002 4 length of the text segment (program code)
000006 4 length of the initialised data segment
00000a 4 length of the uninitialised data segment
00000e 4 length of the (debug) symbol table
000012 4 reserved
000016 4 reserved
00001a 2 reserved
00001c ? start of text segment

The format of the symbol table is as follows:

Offset Size Contents
(hex) (bytes)

00 8 Symbol name, upto 8 chars, null (0x00) terminated if
less than 8 chars
08 2 Symbol type
0a 4 Symbol value

Normally programs are compiled/assembled as relocatable code and,
therefore have all offsets relative to 0x000000. The relocation table is
a byte array used to convert these offsets to the correct addresses,
with the first 4 bytes representing the offset to the first absolute
address. Each byte represents the number of bytes to the next absolute
address. Some values have special meanings and these are as follows:

0x00 flags end of the table
0x01 add 254 bytes to the pointer and read next byte in relocation
table.

Note. Odd address offsets, i.e. 0x03, 0x05, etc. are illegal and are
likely to show the table has been corrupted.

--
David Bolt

3854. Re: copy/paste

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-28 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <949165258-520429AEicMi@sweet3.freeserve.co.uk>
Source record: 2173

Hi Henk

>I am the founder, president and only member of the congregation to achieve
>the abolishment of the 'copy' feature from all editors that are used by
>programmers. ;-)

Why?!

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3855. Wercs hrd file format

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-29 00:00:00 UTC
From: B O'Donnell <odonnllb@indigo.ie>
Message-ID: <38925F76.D73D3C96@indigo.ie>
Source record: 2174

Does anybody have information on the first and last few bytes of this?

They seem to change unpredictably as I resave or rename, and don't
contain anything whose significance is immediately obvious.

Maybe I'm dim, but I'm also curious.

Regards
Brian O'Donnell
odonnllb@indigo.ie

3856. RADWAR PARTY 'Demo Competition' in May 2000

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-29 00:00:00 UTC
From: RADWAR <mws@radwar.com>
Message-ID: <86tvhrqde3@news04.btx.dtag.de>
Source record: 2175

RADWAR PARTY 'Demo Competition' in May 2000
1st price: 3000 German Marks (1500 Euro)
2nd price 2000 German Marks (1000 Euro)
3rd price 1000 German Marks (500 Euro)

read on ...

Dear Demo-Coders,

we would like to setup a demo competition at the RADWAR Party 2000.

But we would not like to organice a simple, normal and usual competition.
You have already seen them a thousand times, therefore we invented somewhat
special.

You ask why, ok here are the answers

1. We do not have the time on the party to organice for each computersystem
a separate competition.
The party would be interrupted too much, because mainly we want to celebrate
and booze.
You can watch a computer monitor at home for the wholy rest of your life.

2. Normally everyone wants to program the demo with the best effects. In
addition always 3D Routines, grafix and music can be seen. However it's very
hard to compare one demo with another. Each individual program has evenly
its special characteristics.Therefore we have decided to give you a certain
topic. This has to be coded by the programmers on the machine, where they
have the best knowledge on. Hereby we want to achieve, that also a DEMO on a
Commodore C-64 with many ideas and humor, in the overall view ,can be better
than a DEMO on a 700 MHz strong Pentium machine with 32Meg of VGA memory and
a Sounblaster Live experience.

Rules:
In order to deal with the problems of technique, the DEMOS should be
recorded on a VHS video tape. On the party the DEMOS are then shown on large
video monitors and also viewed to the wall by a video beamer. Therefore the
demos should be send to us until at least one week before the party. A video
tape with your one recording of it would be best. A CDROM or a diskette must
be attached as proof of programming.

As a topic or storyboard for the demo we did not commit ourselves yet.
However we already made some thoughts, which we want to indicate to you
gladly.

For example: ' Little party People ' following the very successful game '
Little computer People ' from Activision. The game was developed for

Commodore C64 and Commodore AMIGA. We thought of a kind of conversion of the party atmosphere in a Comic style. You see the party space in several levels and you can watch the partyfreaks doing their activities.

Szenario Ideas:
Drunken Freaks are fighting the security, dancing Cracker in leathertrousers, naked girls on stage, GoGo dancers with their LiveAct or the big eating at the food buffet.

These are naturally only a few ideas, you should free your on phantasy for the storyboard of your demo.
If the whole thing will then provide good acoustic output and speech blisters as in a Comic, then the evaluation of the demos will surely be more interesting.
All guests at the party will watch the show for sure, even the real AMIGA and C-64 fans, that would normally not look at a PC Demo, cauze they hate PCs.

And as a matter of fact, there will be good prices to win

1st price: 3000 German Marks
2nd price 2000 German Marks
3rd price 1000 German Marks

And all the others will get special prices like software and hardware, no one will loose thiz way.

What do you think abou thiz ...

We are awaiting your feedback very soon, cauze the time is already running ... party time is coming
closer and closer.

Thank you for your attention,

MWS of RADWAR

What's new on the RADWAR Homepage ?

26-Jan-2000 23:50
An overview of current and former members of Radwar and The Light Circle
Join our Radwar Party 2000 Listbot so You won't miss any important news

23-Jan.-2000 13:00
The overall design was changed
More infos concernng the upcoming Party 2000
The guestbooks of Party 7 (Rainbow-Party) was added
New pictures of Radwar, MZP, Dynamic Duo, Jeff Smart added to Gallery
You can get RADWAR Posters and Videos
The most pictures are converted from PNG back to JPG again

3857. PPascal-TPascal 7

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-29 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <949181036-119867AEicMi@aon.at>
Source record: 2176

Hello everyone!

Well, I'm a beginner. I bought Pure Pascal 1.1.1. I bought a book "Turbo Pascal 7.0. The compendium" (German, Markt & Technik, 1993) because I read that they are compatible.
Let me tell you that I'm not posting this lightheartedly. I've been trying to solve this on my own for two weeks, thinking I've overseen something very smallish and simple somewhere.
What is the reason why THIS doesn't work in Pure Pascal:

```
PROGRAM readinttest;
uses crt;
var i : longint;
n : word;

PROCEDURE readint(var zahl: longint; anzahl: byte);
var eingabe, puff : string;
cf : text;
savex,savey : byte;
contr : integer;

begin
if anzahl>11 then anzahl:=11;
assigncrt(cf);
settextbuf(cf,puff,anzahl+2);
reset(cf);
savex:=wherex;savey:=wherey;
repeat
gotoxy(savex,savey);
clreol;
readln(cf,eingabe);
if savey=lo(windmax)+1then dec(savey);
val(eingabe,zahl,contr);
until contr=0;
close(cf);
gotoxy(savex+length(eingabe),savey);
end;

BEGIN
n:=1;
repeat
readint(i,n);writeln(' **** ',i);
inc(n,2);
until n>12;
write(^j,'<ENTER>'); readln;
end.
```

I'm sorry for this long posting. But this problem stops me completely.
Please forgive the "german-ish" names for variables.

And Thanx in advance.

Claus Rogge
(rogge.claus@aon.at)

3858. Hackerbook and Joystick

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-29 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <389362a2.2308969@news.erols.com>
Source record: 2177

Hello,

I was checking through some old boxes and I discovered two
items left over from when I owned an Atari 130XE. One is a nealrly new
condition Radio Shack joystick, with autofire. I remember buying it
for $14.99 but I'll let it go for $4.99 plus shipping USPS.

I also discovered a 1983 mint condition "Hackerbook for your Atari
Computer" by H.C. Wagner that was written for the Atari 400/800 and
mentions how to make a bootable cartridge and how to create an Atari
Eprom burner from game ports 1, 2, and 3. It also mentions how to
create a serial port or a parallel port from game ports 3 and 4. It
includes the source code listings in the text. I think it cost $7.95
new, so I'll let it go for $2.99 plush shipping USPS.

Let me know if you want one or both items.

Ron Powalisz
ronwizbot@juno.com

3859. Re: copy/paste

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-29 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38936CB0.898DA800@cable.A2000.nl>
Source record: 2178

Steve Sweet wrote:
>
> Hi Henk
>
> >I am the founder, president and only member of the congregation to achieve
> >the abolishment of the 'copy' feature from all editors that are used by
> >programmers. ;-)
>

Well, somebody has to do it. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3860. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-29 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <949258504-967317AEicMi@bun.com>
Source record: 2179

Hi Helmut

>I' like to connect the SLM to an PC, too. But I dont't do it,, because I
>own an ST with a PAK accelerator.

Cool dude.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3861. PPPKIt PAP

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-30 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <rxSk4.2653$e56.134820@monger.newsread.com>
Source record: 2180

I seem to be having some trouble connecting to my Internet Service Provider (ISP) lately using PPPKIT with MINTNET and PPP.I tried using Connect and get a message about invalid logon.(I made sure I entered My UserId and Password correctly).When I use Sting I have no problem connecting (and when I tried going through Compuserve using PPPKIT I had no trouble.)

I'm guessing because Sting uses PAP I should try to set up PPPKIT to make a PAP connection.

Can someone show me how I go about setting up a PAP connection using PPPkit?
Thank You
Mike

3862. Re: PPPKIt PAP

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-30 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <871l3icrh1@snipp.uninett.no>
Source record: 2181

Michael P. Robillard <michael.robillard@the-spa.com> wrote:

> Can someone show me how I go about setting up a PAP connection using
> PPPkit?

1. Create a file /etc/ppp/pap-secrets. This should contain the usernames
and passwords for all your PAP-accounts, one account on each line:

username * password

2. chmod 600 /etc/ppp/pap-secrets
If you don't have /etc on a minix- or ext2-filesystem you can't do this...

3. Add a 'user username' in the options-file (replace 'username' with your
PAP-username).

4. ...and make sure that your login-script is correct. You usually don't
need anything after CONNECT when you're using PAP or CHAP.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3863. Re: PPascal-TPascal 7

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <389bdb19.17792153@news.demon.co.uk>
Source record: 2182

On Sat, 29 Jan 2000 22:22:24 GMT, Claus <rogge.claus@aon.at> wrote:

> Hello everyone!

Hi, can you turn on line-wrapping please. I've had to manually
reformat this next paragraph. It turned up as one very long line!

>Well, I'm a beginner. I bought Pure Pascal 1.1.1. I bought
>a book "Turbo Pascal 7.0. The compendium" (German, Markt &
>Technik, 1993) because I read that they are compatible.
>Let me tell you that I'm not posting this lightheartedly.
>I've been trying to solve this on my own for two weeks,
>thinking I've overseen something very smallish and simple somewhere.
>What is the reason why THIS doesn't work in Pure Pascal:

You've forgotten to say what the problem was? It's been a long time
since I did Pascal so a few clues would be handy! ;-))

```
>PROGRAM readinttest;
>uses crt;
>var i : longint;
> n : word;
>
>PROCEDURE readint(var zahl: longint; anzahl: byte);
>var eingabe, puff : string;
> cf : text;
> savex,savey : byte;
> contr : integer;
>
>begin
> if anzahl>11 then anzahl:=11;
> assigncrt(cf);
> settextbuf(cf,puff,anzahl+2);
> reset(cf);
> savex:=wherex;savey:=wherey;
> repeat
> gotoxy(savex,savey);
> clreol;
> readln(cf,eingabe);
> if savey=lo(windmax)+1then dec(savey);
> val(eingabe,zahl,contr);
> until contr=0;
> close(cf);
> gotoxy(savex+length(eingabe),savey);
>end;
>
```

```
>BEGIN
> n:=1;
> repeat
> readint(i,n);writeln(' **** ',i);
> inc(n,2);
> until n>12;
> write(^j,'<ENTER>'); readln;
>end.
>I'm sorry for this long posting. But this problem stops me completely.
> Please forgive the "german-ish" names for variables.
> And Thanx in advance.
>
>______
>
> Claus Rogge
>(rogge.claus@aon.at)
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3864. Re: PPascal-TPascal 7

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-31 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <949346842-19128AEicMi@aon.at>
Source record: 2183

>You've forgotten to say what the problem was?
Sorry!
The procedure (it's supposed to be an include-file) is meant to control whether the input from the user is in integer format and
force him to reenter his input if it's not.
The program itself only tests the procedure in that it returns
whatever input the user has given with "****" in front. The procedure
is there to only let through variables of the sort integer.
Whenever I run this little program, I can input one number. Second
time around, I get a RAM violation and a strange error-code, the program
crashes and won't let me try again.
There is a list of incompatible instructions at the end of the PP
manual, but I haven't found anything in there.
Is it the "reset(cf)"? I find that reset seems to mean very different
things in TP and PP.
Hope I haven't forgotten any CR/LFs

Claus Rogge
(rogge.claus@aon.at)

3865. Re: Settime, Tsetime, setftime & Pure C on 2.06

Newsgroup: comp.sys.atari.programmer
Date: 2000-01-31 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3895fbd0135eae0@tripnet.se>
Source record: 2184

On Thu 27-01-2000 16:41 (+0100) Jo'ogn wrote:

>quoting from http://www.whalley.demon.co.uk/atari/y2k.txt
>
>- start -
>The XBIOS problem is such that dates after 1999 will not be handled correctly
>by the following XBIOS functions:
>
>Trap#14 - Function #$16 Set 32-bit DOS format date & time.
>Trap#14 - Function #$17 Get 32-bit DOS format date & time.
>
>For years from 2000 to 2059, the consequence is that the date part of the
>SetDate&Time function is ignored and the GetDate&Time date part return
>value remains unchanged from when it was last successfully set.
>
>For years from 2060 to 2107, the GetDate&Time date part return
>values are from 2028 to 2075 respectively.

On mu TOS 3.01 TT none of these problems show up! Both gemdos and xbios
time can be correctly set and read up to 2107!

Only when letting the computer roll over from 28/2-2100 to 1/3-2100
there was a small glitch. Right afterwards gemdos gave 29/2 but xbios
gave the correct 1/3. After opening and closing the Control panel they
were both on 1/3. Interesting. Actually it looks like someone has put
in the 400 year rule into TOS!. Year 2100 is not a leap year according
to this rule. I guess some of the TOS programmers hoped for TOS beeing
in use up to the 2200 century.

The keyboard processor clock is a totally different story, though.
Maybe they hoped for a newer TOS add on that you can talk with :-) If
so it really should be out by now.

>The good news is that the GEMDOS Trap #2 - Date and Time functions
>work correctly.

True!

>The bad news is that a lot of programs use the XBIOS functions and
those
>programs that do so will need a patch.

Not true here!

I did these tests with a small GFA program to be able ta set any year.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3866. Re: PPascal-TPascal 7

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <389712cd.2139246@news.demon.co.uk>
Source record: 2185

On Mon, 31 Jan 2000 07:39:58 GMT, Claus <rogge.claus@aon.at> wrote:

>>You've forgotten to say what the problem was?
>Sorry!
> The procedure (it's supposed to be an include-file) is meant to
>control whether the input from the user is in integer format and
>force him to reenter his input if it's not.
> The program itself only tests the procedure in that it returns
>whatever input the user has given with "****" in front. The procedure
>is there to only let through variables of the sort integer.
> Whenever I run this little program, I can input one number. Second
>time around, I get a RAM violation and a strange error-code, the program
>crashes and won't let me try again.
> There is a list of incompatible instructions at the end of the PP
>manual, but I haven't found anything in there.
> Is it the "reset(cf)"? I find that reset seems to mean very different
>things in TP and PP.
> Hope I haven't forgotten any CR/LFs

Here's two extracts from my Prospero Pascal manual - it was pretty
conforming back then. The info may be useful...

<start>
8.3.1.2 reset and rewrite

The procedure reset(gf) prepares gf for input. If the file is empty,
eof(gf) becomes true, otherwise eof(gf) becomes false and the buffer
variable gf^ is positioned to the first element of the file.

The procedure rewrite(gf) prepares gf for output. The buffer variable
gf^ is positioned to the first element, and eof(gf) becomes true. Any
previous contents of the file are lost.

In general, any file must be initialised before input or output
operations can be performed. Exceptions are the standard files,
"input" and "output" for which initialising is done before the Pascal
program is entered.

8.4.2.1.5
PROCEDURE reset(VAR f:FILE)
PROCEDURE rewrite(VAR f:FILE)

These procedures are part of Standard Pascal, and have already been
defined in section 8.3.1 in relation to workfiles. They are also
applicable when an external filename has been assigned and the file is
to be processed sequentially. "Reset" prepares the file variable for
input (read) and "Rewrite" for output (write) operations. Calling

reset or rewrite causes the operating system "open file" process to
take place.

Example:

```
assign(f,'B:SUBDIR\NAME.EXT');
rewrite(f);
writeln(f,'First line of text');
```

When reset is called the external file must exist (but may be empty,
in which case eof(f) is immediately true). If reset is called with a
parameter which is an already-open file, it is repositioned at its
first element. When rewrite is called, if the external file already
exists its contents are deleted, and if it does not a new empty file
is created.
</start>

Possible concerns imo would be that "settextbuf" and how "reset" acts
upon it. Perhaps the file variable cf has remained at "eof" after the
first input - if so, it might just be the case that a second input
attempt is shoving text in "past eof" (ie leaking into memory after
'puff'), thereby crashing your program.

Maybe "reset" out to be within your repeat/until loop?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3867. Re: PPascal-TPascal 7

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-01 00:00:00 UTC
From: gaz+liz@zetnet-.co.uk
Message-ID: <38975c77$0$20631@znews.zetnet.co.uk>
Source record: 2186

```
On 29 Jan 2000 22:22:24 , Claus wrote:
> What is the reason why THIS doesn't work in Pure Pascal:
>PROGRAM readinttest;
>var i : longint;
> n : word;
>
>PROCEDURE readint(var zahl: longint; anzahl: byte);
>etc.

I think it's because you have defined "n" as a word (2 bytes) and
then told the procedure to read it (anzahl) as a single byte, which
would be the first of the two-byte binary number, ie: zero every
time. Try defining n as byte as well?
Gary.

* @ !T! * all things Atari, electric guitarry & American car-ry! *
* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
```

3868. How to know argv[0] value ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-02 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <3898895B.F3F9BD5F@europe.com>
Source record: 2187

I'd like to know if there is a way to know the name under which one
(that is if I were a program :)...) is executed?

I know Fsfirst can be used if one know the prefix of the name and the
directory to search to, but is there is another way that also works when
the program is launched from within another (unknown) directory?

Please do not tell me to use a particular startup lib, I would precisely
like to know how it works...

Thanks by advance,
G.D.

P.S.: I want to join the Copy/Paste slayers' club!
How does one submit Henke ;) ?

3869. Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-04 00:00:00 UTC
From: specious_pundit@my-deja.com
Message-ID: <87eglk$22b$1@nnrp1.deja.com>
Source record: 2188

http://vol.com/~infidel/halloween/atari800.html

Sent via Deja.com http://www.deja.com/
Before you buy.

3870. Re: How to know argv[0] value ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <389b1865.19834570@news.demon.co.uk>
Source record: 2189

On Wed, 02 Feb 2000 20:45:31 +0100, Guillaume Dï¿½flache
<guillaumed@europe.com> wrote:

>I'd like to know if there is a way to know the name under which one
>(that is if I were a program :)...) is executed?

argv[0] traditionally is reserved for the program name. Unfortunately
the format of said program name can & does vary. It might be the
entire path plus executable name, it might be the executable name or
it might only consist of the "stem" - executable name minus executable
extender (ie .PRG or similar removed).

Just to make life simple (not!), a bog standard Atari won't get
anything from Gem: argv[0] is empty. Thus, the only time you'll get
something is if another program passed the name, such as a command
shell.

>I know Fsfirst can be used if one know the prefix of the name and the
>directory to search to, but is there is another way that also works when
>the program is launched from within another (unknown) directory?

You know what kind of program you are. This may make the situation
less vague as it may narrow down the environment. However, this kind
of approach can help...

Look at argv[0]

Full path? fine.

Exename only? Interrogate system for exe's folder - "dos" is almost
always the current working directory (cwd) so
FsFirst/Next(".\\progname.*") will locate it. Should your program be
capable of running when its folder isn't the cwd then it invariably
turns out to be a unix kind of thing where you'll be using an
environmental variable - problem can be bypassed via that.

Gem. Although it is possible to start a Gem program with the cwd !=
the executable things usually go wrong (consider
rsrc_load("progname.rsc")). You can enquire of the AES (I forget which
call offhand) and see what that comes up with: the older the Gem the
less useful this info is. However, due to the fact cwd has to be set
to the executable then FsFirst/Next will work here - even under OS's
such as MagiC, which maintain multiple cwd's, one per app. Again,
should your program be designed to cope with cwd != executable then
we're back to the unix situation again.

Nothing in argv[0]? FsFirst(".*.app") - will locate your program's
name. You might consider looking for a combination of extenders - I
often change them (.PRG -> .GTP for example) iyswim.

>Please do not tell me to use a particular startup lib, I would precisely
>like to know how it works...

Here's the 64,000 dollar question though...

Just how often does a program get written that *really* needs to know
its own name? ;-))

Imo, the less a program has to do with the underlying filing system,
the better its chances are of working!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3871. Re: How to know argv[0] value ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-05 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200002051354.a46095@su.maus.de>
Source record: 2190

```
Hi Guillaume!

GD>I'd like to know if there is a way to know the name under which
GD>one (that is if I were a program :)...) is executed?
There's only one way that work's reliably:
Fcntl(PLOADINFO);
See MiNT doc for more information

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)
```

3872. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-07 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <389F17CE.3F9293CC@cfc.dnd.ca>
Source record: 2191
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Helmut Obermeier wrote:
> I think the easiest way to use a SLM804 Laser with SLMC804 Controller is to
> buy an old Mega ST with 4 MB and maybe a SM124 monitor (if you don't use an
> TV set) and a small harddisk.. It should cost less than a new laser printer.
>
> On this computer you have to install an Diablo SLM emulator (archives similar
> to diab630 or SLM1_4) at
> http://www.muenster.de/~reschke/
> to use the laser like a printer connected to the centronics parallel port.
> You may install GEM Ghostscript gemgs from
> http://www.tu-harburg.de/~smcf1605/ (actually moving). The SLM-Driver of
> gemgs uses the emulator for outpout onto the ACSI-Port.
> On linux you have to install lpr (I think) and SLMtool s from the linux-m68k
> archive tree. Ghostscript is newer in Debian Linux Distribution than in the
> m68k archive.
> greetings, Helmut Obermeier

also you may want to check out
http://www.cix.co.uk/~derryck/

here is the text that Derryck includes:
"MagicSLM (German docs) A software solution to the problem of printing
from a Falcon/PC/Mac or whatever to Atari's SLM804/605 laser printers
using an HP Deskjet or Laserjet 300dpi driver on the client computer.
You will need the ST (minimum 2Mb memory), the Diablo emulator
(available on ftp sites), and a null modem cable to connect the two. Use
the highest common baud rate, 8-N-1 with no handshake on the ST, same
settings but XOn/XOff on the client computer, or if you can't redirect
printer output to the printer port you may be able to print to a disk
file and take that to the ST (full package).

salut
Ken
the TAF guy

3873. Hello

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-07 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <949956030-185376AEicMi@sweet3.freeserve.co.uk>
Source record: 2192

Hi All

Has no one got any coding probs or has my ISP barfed??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3874. Test

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-07 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <949962800-937931AEicMi@sweet3.freeserve.co.uk>
Source record: 2193

Hi All

Is there life here?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3875. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <389F6342.AB8D90C7@cable.A2000.nl>
Source record: 2194

Hi Steve

Steve Sweet wrote:
>
> Hi All
>
> Is there life here?.
>

I have this little green man on my shoulder. He calls me 'Mack' and my wife 'Toots'.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3876. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-08 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <389fc8e5@news2.starnetinc.com>
Source record: 2195

```
On 7 Feb 2000 21:22:34 -, Steve Sweet wrote:
>Hi All
>
>Has no one got any coding probs or has my ISP barfed??.
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

What is an alternate way to do a "movep"?

Mike
```

3877. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <950001790-741479AEicMi@cwcom.net>
Source record: 2196

From: Ken Macdonald <macdonald@cfc.dnd.ca>
Date: Mon, 07 Feb 2000 14:06:54 -0500

>"MagicSLM (German docs) A software solution to the problem of printing
>from a Falcon/PC/Mac or whatever to Atari's SLM804/605 laser printers

Couldn't have put it better myself :-)

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

3878. Anyone here with GNU C/C++?

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-08 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <87pv2a$2h8$1@nnrp1.deja.com>
Source record: 2197

Hi everybody,

I tried posting a message similar to this one in the general atari st forum, and I am hoping to find some more people in this forum with the same problem, or better yet with the solution :))

Where do you find GNU C/C++ distribution that works reliably enough and that has all the necessary libraries/includes not just some?

I am trying to install one version of GCC that would work reliably enough, and didn't have much luck so far. Sometimes it's the libraries or includes, sometimes binaries... It also seems there's no one individual FTP site where you can download the full distribution from, but it's all bits and pieces that you have to collect from many different places. If nothing else, I wish somebody would post some installation notes on how to get a complete and reliable version of GCC.

Here are some annoying bugs that I found in the available releases:

If you have 2.8.1c or 2.7.3 try this and you'll confuse the pre-processor:

```
#include <stdio.h>
#include "whatever.h"
/* use some things (typedefs, prototypes...) from whatever.h */
```

If you put #include <stdio.h> in "whatever.h" it will be ok. What's even funnier, if you put the second line before the first one, it will work (provided you don't use anything from stdio.h in whatever.h)

Another #include bug:

for example, make these files:

```
./main.c
./include/main.h
./include/structs/struct1.h
```

1. from main.c #include "include/main.h"
2. from main.h #include "structs/struct1.h"

Step 2 won't work... :(((

One of the worst bugs for me, when using the getc() function from <stdio.h>, the compiler complains about its defintion!!! I think what we have is an obsolete version of <stdio.h> header.

If somebody knows something more about any of these problems, please let me know, I'd appreciate it. I am hoping it's just me, otherwise it

would be relly sad us atarians are left with only one dev.
environement, that's not even reliable enough to work with.

Regards,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

3879. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-08 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <950043244.10072.0.nnrp-13.9e983130@news.demon.co.uk>
Source record: 2198

```
On 7 Feb 2000 23:19:44 -, Steve Sweet wrote:
>Hi All
>
>Is there life here?.
>

Dunno. Where are you?

Mike Bedford
```

3880. Hello

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-08 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <eaa_0002091320@conchbbs.com>
Source record: 2199

```
m > What is an alternate way to do a "movep"?

If it's only two bytes you could

LSL.L #8,D0
LSR.W #8,D0
MOVE.L D0,<ea> ;odd bytes

or
ROR.L #8,D0
LSL.W #8,D0
MOVE.L D0,<ea> ;even bytes

but frankly, movep is better.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.
```

3881. Re: Anyone here with GNU C/C++?

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-09 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <38A11699.C5069036@siemens.at>
Source record: 2200

Nenad wrote:
> I am trying to install one version of GCC that would work reliably
> enough, and didn't have much luck so far. Sometimes it's the libraries
> or includes, sometimes binaries... It also seems there's no one
> individual FTP site where you can download the full distribution from,
> but it's all bits and pieces that you have to collect from many
> different places. If nothing else, I wish somebody would post some
> installation notes on how to get a complete and reliable version of GCC.

I think I got it from the latest 'Whiteline' CD. In addition there was
an article in the german STC where IIRC something stood about renaming
some library files. I think after that 2.8.1 worked fine for me.
Since I destroyed my minix partition a few days ago I will have to
install everything again in the near future. So if your problems are
not solved until then, I can tell you step by step what I did,
afterwards.

> Here are some annoying bugs that I found in the available releases:
>
> If you have 2.8.1c or 2.7.3 try this and you'll confuse the pre-
> processor:
>
> #include <stdio.h>
> #include "whatever.h"
> /* use some things (typedefs, prototypes...) from whatever.h */
>
> If you put #include <stdio.h> in "whatever.h" it will be ok. What's
> even funnier, if you put the second line before the first one, it will
> work (provided you don't use anything from stdio.h in whatever.h)
>
> Another #include bug:
>
> for example, make these files:
>
> ./main.c
> ./include/main.h
> ./include/structs/struct1.h
>
> 1. from main.c #include "include/main.h"
> 2. from main.h #include "structs/struct1.h"
>
> Step 2 won't work... :(((

The only thing I use GCC for is compiling the Atari800 emulator source
but I never had any problems with 'include' there, neither with 2.7,

nor with 2.8. The only problem I had (and never were able to solve)
was that I couldn't find any way to use 'make' and had to write seperate
commands for every module to be compiled.

Gerhard

3882. New arrivals on the D&D website

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <950095072-414478AEicMi@cwcom.net>
Source record: 2201

```
Hi All

Latest in at the D&D website:

- English bubblegem help file for jinnee V1
- Y2K patch for Xboot V3.10

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm
-----------------------------------------
```

3883. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950119032-542854AEicMi@sweet3.freeserve.co.uk>
Source record: 2202

Hi Mike

>>Is there life here?.

>Dunno. Where are you?

Everything seems to be alive again now, thanks for your responce.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3884. FS/UK FALCON bits and stfm

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-10 00:00:00 UTC
From: Martin Lansley <mrl665@bham.ac.uk>
Message-ID: <87uce5hid1@usenet.bham.ac.uk>
Source record: 2203
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,maus.computer.atari.falcon

```
For Sale (UK):
Hardware:
14 MB memory board (with memory) for Atari Falcon030, originally bought
from Titan/Core designs

730 MB (formatted) 2.5" Toshiba hard disk drive 128k cache

2.5" - 3.5" IDE adaptor cable

STFM 2.5 MB
2nd floppy drive
+ bits & pieces

Software:
Apex Media Lite
Hisoft Devpac DSP
HIsoft Devpac 3
Books:
The Atari Compendium - Part 1
DSP56000/56001 Digital Signal Processor User's Manual
Real-Time 3D Graphics for the Atari ST
Introducing Atari ST machine code

reasonable offers to

mrl665@bham.ac.uk
```

3885. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <87v263jgu1@news1.xs4all.nl>
Source record: 2204

On 8 Feb 00 21:49:00, John Kormylo wrote:
>m > What is an alternate way to do a "movep"?
>
The original reason for Motorola to make this instruction is
"This instruction is intended to simplify data transfers between the
processor and 8-bit devices"
So we can do without it. But it gets more complicated to do.
No only have you to take care of odd/even in source and target
aderssses but also do it different when the MoveP does long or word
operation size! And also remember:
"As each byte of data is transferred (long word operand), the adres
is incremented by 2. Note that the contents of the address register
itself are not incremented."

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3886. Problems 2 compile GFA proggies which run correctly interpreted

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-10 00:00:00 UTC
From: "daniel.streit" <daniel.streit@wanadoo.fr>
Message-ID: <87vd0tgnh1@wanadoo.fr>
Source record: 2205

```
Problems 2 compile GFA proggies which run correctly interpreted
I've done many proggies which seem to be well coded but which are not
accepted by the compilator. Why ? Please help me !!

I can send U small samples of these files...

Hylst
hylst@caramail.com
```

3887. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-10 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <9PmdOSAzVko4Ew+e@my-ste.demon.co.uk>
Source record: 2206

```
>On 7 Feb 2000 21:22:34 -, Steve Sweet wrote:
>>Hi All
>>
>>Has no one got any coding probs or has my ISP barfed??.
>>
>> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>What is an alternate way to do a "movep"?

You could try these as an alternative. All of the subroutines use d0 as
the data register and a0 as the address register. A0 is preserved in all
of these subroutines.

; movep.w register -> memory/peripheral
moverp_w link #0,a6
move.l a0,(a6)
ror #8,d0
move.b d0,(a0)
addq.l #2,a0
ror #8,d0
move.b d0,(a0)
move.l (a6),a0
unlk a6
rts

; movep.l register -> memory/peripheral
moverp_l link #0,a6
move.l a0,(a6)
ror.l #8,d0
move.b d0,(a0)
addq.l #2,a0
ror.l #8,d0
move.b d0,(a0)
addq.l #2,a0
ror.l #8,d0
move.b d0,(a0)
addq.l #2,a0
ror.l #8,d0
move.b d0,(a0)
move.l (a6),a0
unlk a6
rts
```

```
; movep.w memory/peripheral -> register
movepr_w link #0,a6
move.l a0,(a6)
move.b (a0),d0
ror #8,d0
addq.l #2,a0
move.b (a0),d0
ror #8,d0
move.l (a6),a0
unlk a6
rts

; movep.l memory/peripheral -> register
movepr_l link #0,a6
move.l a0,(a6)
move.b (a0),d0
ror.l #8,d0
addq.l #2,a0
move.b (a0),d0
ror.l #8,d0
addq.l #2,a0
move.b (a0),d0
ror.l #8,d0
addq.l #2,a0
move.b (a0),d0
ror.l #8,d0
move.l (a6),a0
unlk a6
rts
```

Not very efficient, and they take up some space, but they should work as good as the real movep.

--
David Bolt

3888. Re: Anyone here with GNU C/C++?

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-10 00:00:00 UTC
From: Dennis Armstrong <dba@ing.iac.es>
Message-ID: <38A29265.EF33ADE8@ing.iac.es>
Source record: 2207

Nenad wrote:

> Hi everybody,
>
> I tried posting a message similar to this one in the general atari st
> forum, and I am hoping to find some more people in this forum with the
> same problem, or better yet with the solution :))
>
> Where do you find GNU C/C++ distribution that works reliably enough and
> that has all the necessary libraries/includes not just some?
>
> I am trying to install one version of GCC that would work reliably
> enough, and didn't have much luck so far. Sometimes it's the libraries
> or includes, sometimes binaries... It also seems there's no one
> individual FTP site where you can download the full distribution from,
> but it's all bits and pieces that you have to collect from many
> different places. If nothing else, I wish somebody would post some
> installation notes on how to get a complete and reliable version of GCC.
>
> Here are some annoying bugs that I found in the available releases:
>
> If you have 2.8.1c or 2.7.3 try this and you'll confuse the pre-
> processor:
>
> #include <stdio.h>
> #include "whatever.h"

see the note below regarding header file construction

>
> /* use some things (typedefs, prototypes...) from whatever.h */
>
> If you put #include <stdio.h> in "whatever.h" it will be ok. What's
> even funnier, if you put the second line before the first one, it will
> work (provided you don't use anything from stdio.h in whatever.h)
>
> Another #include bug:
>
> for example, make these files:
>
> ./main.c
> ./include/main.h
> ./include/structs/struct1.h
>
> 1. from main.c #include "include/main.h"

> 2. from main.h #include "structs/struct1.h"
>
> Step 2 won't work... :(((
>
> One of the worst bugs for me, when using the getc() function from
> <stdio.h>, the compiler complains about its defintion!!! I think what
> we have is an obsolete version of <stdio.h> header.
>
> If somebody knows something more about any of these problems, please
> let me know, I'd appreciate it. I am hoping it's just me, otherwise it
> would be relly sad us atarians are left with only one dev.
> environement, that's not even reliable enough to work with.

When you write a header file you must take steps so that multiple includes
of the header file
does not cause problems, as the header file is only required to be parsed
once during the
compilation process.
For example if i wish to create the header file ingtcp.h I would use the
following construction:-

```
#ifndef _INGTCP_H
#define _INGTCP_H
/* the above two lines ensure that the first time the header is parsed the
definitions
will be stored for use by the compiler, but is ignored if parsed
subsequently */

/*- Global constants and other stuff in the file
-------------------------------*/
#pragma ident "@(#)$Id: ingtcp.h,v 1.5 2000/01/14 10:45:44 dba Exp $"

#include <stdio.h>

#define ING_OK 0 /* All subroutines return this value if OK */
#define BAD -1
#define YES 1
#define NO 0

#endif /* _INGTCP_H HEADER INCLUDED */
/*---above line is the last in the file ingtcp.h and matches the #ifndef
_INGTCP_H ---*/
```

examine the stdio.h file and you should see the above construction in the
file

regards

--
======================SLO============================
Dennis Armstrong email: dba@ing.iac.es
Isaac Newton Group Tel: +34 922 425423
Apartado de Correos 321 FAX: +34 922 425401

38780 Santa Cruz de La Palma, Canary Islands, SPAIN

3889. Re: copy/paste

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-13 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950480586-454208AEicMi@sweet3.freeserve.co.uk>
Source record: 2208

Hi Henk

>>>I am the founder, president and only member of the congregation to
>>>achieve the abolishment of the 'copy' feature from all editors that are
>>>used by programmers. ;-)

>>Why

>Well, somebody has to do it. :-)

Fair enough, but seriously, what does that achieve??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3890. gem++

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-14 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8880gs$qu7$1@nnrp1.deja.com>
Source record: 2209

Yup, now the GEM++ library is the problem :)

It compiles pretty well, but the linking is the problem again. I have tried to compile on my own a small example called ACCes, that I found on this page:
http://www.qnx.com/~chrish/Atari/GEM/index.html

When I try to link the modules of this program I get many "Undefined symbol ... " messages. Here's what they say:

```
Undefined symbol GEMformwindow::GEMform virtual table referenced from
text
Undefined symbol _InFocus__13GEMformwindowb referenced from text
Undefined symbol GEMformwindow::~GEMformwindow() referenced from text
Undefined symbol ___ti13GEMformwindow referenced from text
Undefined symbol ___tf7GEMmenu referenced from text
Undefined symbol ___ti7GEMmenu referenced from text
gemw.o: Undefined symbol __intin referenced from text
gemw.o: Undefined symbol __intin referenced from text
gemw.o: Undefined symbol __intin referenced from text
gemw.o: Undefined symbol ___aes__ referenced from text
gemw.o: Undefined symbol __intout referenced from text
gemw.o: Undefined symbol __intout referenced from text
```

Does anybody know what I might be doing wrong (again) :)

Cheers,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

3891. Re: copy/paste

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-14 00:00:00 UTC
From: Claus <rogge.claus@aon.at>
Message-ID: <950568102-25785AEicMi@aon.at>
Source record: 2210

Hi Henk and Steve

>the abolishment of the 'copy' feature from all editors that are >>used >by programmers.
;-)

>Fair enough, but seriously, what does that achieve??.
C'mon tell us. I've become curious as well now.
I figure you probably forgot you did have something on the clipboard and
then overwrote it with a second "copy"?
OTOH you should push the abolishment of the 'cut' feature. Because then it's really lost!

Claus Rogge
(rogge.claus@aon.at)

3892. Disassembly

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-15 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <sai9reht2pd109@corp.supernews.com>
Source record: 2211

Newsgroups: comp.sys.atari.programmer
From: mgrove@iwvisp.com (Mikey)
Organization:
Subject: Disassembly
X-Newsreader: NEWSie Version 0.94 (Atari)

I've been playing around with TOS 4.04 and noticed that images loaded into Hex Edit,TT Digger and BSS Debug sometimes don't quite jive with one another. I trust BSS Debug as the image files look like what I see in memory. Desert Drain seems cool, but V1.57 is really buggy on my Falcon, not being able to download the whole ROM area in memory and the editor doesn't pop up into a window, just a white screen. V1.52 works fair. Would be nice if TT Digger could save a binary file like Hex Edit, otherwise, that app is a lot of fun.
Peace Debug is a bit over my head, and like using BSS Debug, but it doesn't use GEM, so I have to disable my NOVA. Egad I forgot what 640*480 looked like:).
What is the best way to get a copy of the image? How do I read the first 8 bytes of ROM into a file? Manual says I have to be in Super mode. What is the beginning address to burn code into 2 ROMs for the cartridge port?

TIA,
Mike

3893. Re: Disassembly

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-16 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <88f3hp$s2e$1@nnrp1.deja.com>
Source record: 2212

To answer one of my own questions, there is no offset (at least with the diagnostic ROM booting from TOS ROM) necessary. The cartridge I have doesn't work with 27C256 ROMs (32K) so you need either the 512's (64K), 1024's (128K). Found a 44 PLCC to DIP adapter in Digikey for $24.00 to adapt the Falcon TOS ROM to the available EPROM burner here.
Following the TOS ROM at boot up is a chore, but I guess I am not the only one who has ever done this:) If you really want to know about your hardware, but just didn't get it the first time reading documentation, get a debugger and follow step by step with manual in hand. This is all new to me, and it sure opens your eyes up to what is going on when you click an application, or turn on the juice.
There is a guy with a bus analizer sitting outside the door tied into an SGI, and I have been looking over his sholder. Sure looks like it makes the job much easier.

In article <sai9reht2pd109@corp.supernews.com>,
mgrove@iwvisp.com (Mikey) wrote:
>
> Newsgroups: comp.sys.atari.programmer
> From: mgrove@iwvisp.com (Mikey)
> Organization:
> Subject: Disassembly
> X-Newsreader: NEWSie Version 0.94 (Atari)
>
> I've been playing around with TOS 4.04 and noticed that images loaded
> into Hex Edit,TT Digger and BSS Debug sometimes don't quite jive with
> one another. I trust BSS Debug as the image files look like what I see
> in memory. Desert Drain seems cool, but V1.57 is really buggy on my
> Falcon, not being able to download the whole ROM area in memory and
> the editor doesn't pop up into a window, just a white screen. V1.52
> works fair. Would be nice if TT Digger could save a binary file like
> Hex Edit, otherwise, that app is a lot of fun.
> Peace Debug is a bit over my head, and like using BSS Debug, but it
> doesn't use GEM, so I have to disable my NOVA. Egad I forgot what
> 640*480 looked like:).
> What is the best way to get a copy of the image? How do I read the
> first 8 bytes of ROM into a file? Manual says I have to be in Super
> mode. What is the beginning address to burn code into 2 ROMs for
> the cartridge port?
>
> TIA,
> Mike
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3894. Magic and Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-16 00:00:00 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0002161204030.28692-100000@sun02epsl.wam.umd.edu>
Source record: 2213

I am trying to get magic (v5... I think) to allow me to use LatticeC (v5.6). Now, I can *use* LatticeC, even compile, but if I made any mistakes, causing lattice to tell me I'm getting compilation errors, magic gets really upset and crashes catastrophically ("system halted").

Anybody else have similar problems with crossing magic and lattice? I haven't bothered to try LC.ttp to compile without using the menu-set options (not sure how to do that, anyway), but I do know that it has nothing to do with any accessories I use. Must I go back to swapping between everest and latticeC under TOS, put up with the lattice editor, or is magic6 any nicer?

... every day a new instrument and a new method is invented.
-- Theodoric (1267 AD)
----parsonsd@wam.umd.edu---http://www.wam.umd.edu/~parsonsd-----

PS: is anybody in America sponsoring everest? I never did quite figure out how to not use US (International?) money orders, nor personal checks with InterActive to get it registered.... now I cannot even send money to them!

3895. check the manuals

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-21 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <951170345.25890.0.nnrp-11.c1ed70d1@news.demon.co.uk>
Source record: 2214

I am clearing out. I have lots of games for Atari,Amstrad cpc464,atari ST, Commodore 64

Atari 800xl for sale, this computer comes with some games and sotware, inc assembler editor cartridge. there several Atari manuals including operating system source listing,Atari hardware manual, operating system manual, operating system users manual, sio users guide and more. There two 1050 disk drives and a 1010 cassette drive and the power supplies.
2ST's for sale and a Mega2, 270meg hard drive magic cad fastweb connection 4meg memory vidi st etc

CPC 464 computer comes with color monitor, two Amstrad disc drives and a DMP1 printer. A box full of games and cpm. Mini Office. The four main Amstrad manuals, operating sys firmware specification, Devpac manual, Concise basic specification and DDI-1 firmware, complete cpc464 disc operating system rom specification. A few books on the 8 bit Amstrad. Protext and Wordstar. several Amstrad action magazines

email me from http://www1.50megs.com/llewis/

3896. y2k nodelist ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-25 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <13186_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 2215

It seems I am still out from nodelist, Peter can you check my connected areas
?

BTW the question is this: Applylst does not work as it seems to be affected
by the y2k bug, so it deletes my nodediffs as it recognizes them as "obsolete
difference file".

It it possible to get the Applylst sources or is there another software that
can do this ? Breakneck ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3897. == new NG about Atari OS evolution ? ==

Newsgroup: comp.sys.atari.programmer
Date: 2000-02-28 00:00:00 UTC
From: Gaetan Lehmann <glehmann@netcourrier.com>
Message-ID: <89e9br$34l$1@news.x-echo.com>
Source record: 2216

Hi :)

I would like to create an international newsgroup (english language) bas
ed
only around discussions and thoughts about our Operating System evolutio
n.
The purpose is to establish some specifications about new calls,
AES object structures or other. Any thoughts about functions, interface

possibility, function implementation will be welcome in this future
newsgroup. To participate in this newsgroup, no need to be a programer.
.
Just by telling what you would like to see on your Atari, or what you li
ke
about other OS will be considered helpful. I want to create this newsgro
up
about Atari OS because I think that no specific goal, no near future
vision is what stops our OS to move forward. If you wish to see such a
newsgroup, email me, I will take care of everything to implement it.

Lehmann Gaetan

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Mon Feb 28 17:56:27 2000 depuis l'IP : 193.49.30.34 [VIP 1782023]

3898. Pexec and problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-01 00:00:00 UTC
From: Olivier landemarre <olivier.landemarre@utbm.fr>
Message-ID: <38BCC442.515CCBBA@utbm.fr>
Source record: 2217

Hello

I'm doing a GEM Shell for GCC (2.8.1), but I have a big problem under
normal TOS (Magic and Mint Ok)
when I launch GCC.TTP with Pexec all looks Ok, this program launch
himself CPP.TTP the preprocessor.
This program work for a time and compilation failed, he looks not find
its Include Directory (I think). All parameters
are Ok, does someone have an idea?

Thanks
Olivier

3899. I Have been offered

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-01 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <38bd9855@dns.alvarem.com>
Source record: 2218
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

I Have been offered £60 for all this is there any more interest

```
Atari 800xl for sale, this computer comes with some games and sotware, inc
assembler editor cartridge. there several Atari manuals including operating
system source listing,Atari hardware manual, operating system manual,
operating system users manual, sio users guide and more. There two 1050
disk drives and a 1010 cassette drive and the power supplies.
There is a photocopy of "de re atari"
```

3900. test post (charset correction)

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-02 00:00:00 UTC
From: Lonny Pursell <root@bright.net>
Message-ID: <Pine.MNT.4.10.10003022056300.186-100000@TT030>
Source record: 2219

```
please ignore, testing charset
hope it correct now
thanks

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

3901. Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-05 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <89tmfj$u6r$1@nnrp1.deja.com>
Source record: 2220

Hi all,

Got a problem with BubbleGEM I just cannot sort out. Under MagiC it seems like the BubbleGEM helptext will sometimes show up in the title of any of the opened windows belonging to my program.

I believe I both have reserved memory for both the window title text and for the bubbleGEM message text. What could be wrong here??

Please help!

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3902. Re: I Have been offered

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-05 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <38C2ADBB.8BE3B7D6@cix.co.uk>
Source record: 2221
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

I would happily pay ï¿½30-40 for a working disk drive, power pack and
leads and dos, on its own.
Have at look at www.e-bay.co.uk and serch atari. That should give you an
idea.

JP

lewis wrote:
>
> I Have been offered ï¿½60 for all this is there any more interest
>
> Atari 800xl for sale, this computer comes with some games and sotware, inc
> assembler editor cartridge. there several Atari manuals including operating
> system source listing,Atari hardware manual, operating system manual,
> operating system users manual, sio users guide and more. There two 1050
> disk drives and a 1010 cassette drive and the power supplies.
> There is a photocopy of "de re atari"

3903. Re: Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-05 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10003051449040.102-100000@TT030>
Source record: 2222

If you are using gfa-basic and I'm assuming you are, you
have to be very careful how you allocate such buffers.
Some types of variables, like strings get shifted around
in memory and if you use strings as buffer, strange errors
can appear.

On Sun, 5 Mar 2000, Joakim Hï¿½gberg wrote:

> Hi all,
>
> Got a problem with BubbleGEM I just cannot sort out. Under MagiC it
> seems like the BubbleGEM helptext will sometimes show up in the title of
> any of the opened windows belonging to my program.
>
> I believe I both have reserved memory for both the window title text and
> for the bubbleGEM message text. What could be wrong here??
>
> Please help!
>
> Regards,
>
> Joakim
>
>
>
>
> --
> WWW: http://gokmase.atari.org
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3904. Re: Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <89v149qcf1@nnrp1.deja.com>
Source record: 2223

```
In article <Pine.MNT.4.10.10003051449040.102-100000@TT030>,
Lonny Pursell <atari@bright.net> wrote:
>
> If you are using gfa-basic and I'm assuming you are, you
> have to be very careful how you allocate such buffers.
> Some types of variables, like strings get shifted around
> in memory and if you use strings as buffer, strange errors
> can appear.

Yes, I am using GFA. :) (what else?) ;)
Well I am using some sources from Ictari for handling the
BubbleGEM-stuff

Bubblebuffer is used like this;

bubblebuf%=MALLOC(256)
CHAR{bubblebuf%}=LEFT$(bubbletext$,255)

Memory for window title and info bar is reserved like this:

adr_title%(window_number&)=MALLOC(128)
adr_info%(window_number&)=MALLOC(128)

Is there a problem somehow with this code?

Another thing, how would a compiled program react if not enough memory
was reserved via $M ? Crash? Funny stuff like above mentioned? How will
I know exactly how much memory to reserve with $M above filesize?

Thanks,

Joakim

Sent via Deja.com http://www.deja.com/
Before you buy.
```

3905. MagiC cookie

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8a05vcinf1@nnrp1.deja.com>
Source record: 2224

Hi,

Ok, here is a short one:

Which cookie should be looked for to detect if MagiC is present?

Thanks,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3906. 24 bit graphics

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8a0irk$rl8$1@nnrp1.deja.com>
Source record: 2225

Hi,

I am helping a friend port his program to Atari. The problem is about transfering the memory that stores the 24-bit data to the screen. The format we need to use is 3 bytes for each pixel (RGB), one pixel after another. It seems that VDI (MFDB) doesn't support the graphics organized in this manner. Is there a way around this - without reorganizing the bits. Any help is greatly appreciated.

Thanks,

Nenad

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3907. [AES] Menu bar and top application

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8a0momuoj1@nnrp1.deja.com>
Source record: 2226

Hi all,

Discovered a strange thing when testing a program I am working on;

When topping any window (after having another top app, then my prog) by clicking on the windows title bar everything seems normal. Menu changes to my program and works ok.

Ok, but if I click inside the work area of my window then I will get strange results even though it is handled exactly the same way internally. MagiC will now change to my programs menu, but the earlier apps entries will be the one that shows if I go up and try to access it. And it will not work until I select a new top app.

What am I doing wrong here? Hope it is nothing really, really stupid... ;)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3908. Re: 24 bit graphics

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <804sakje2m.fsf@junk.nocrew.org>
Source record: 2227

Nenad <nenad@baxter.net> writes:

> I am helping a friend port his program to Atari. The problem is about
> transfering the memory that stores the 24-bit data to the screen. The
> format we need to use is 3 bytes for each pixel (RGB), one pixel after
> another. It seems that VDI (MFDB) doesn't support the graphics
> organized in this manner. Is there a way around this - without
> reorganizing the bits. Any help is greatly appreciated.

There's no converting routine in the VDI, no. You will have to do that
yourself, or perhaps if there is some lib that I don't know of.

Tomas

3909. Re: 24 bit graphics

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Sevin Roland <upsis@club-internet.fr>
Message-ID: <8a0tnc$k2s$1@front6m.grolier.fr>
Source record: 2228

Hello,
try this: screen.ldg & ldg
http://www.ifrance.com/landemarre/
a+

--
.=============== Roland Sevin ================.
| upsis@clubENLEVEZ_MOI-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.===.

3910. Re: Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10003061628210.107-100000@TT030>
Source record: 2229

On Mon, 6 Mar 2000, Joakim Hï¿½gberg wrote:

> In article <Pine.MNT.4.10.10003051449040.102-100000@TT030>,
> Lonny Pursell <atari@bright.net> wrote:
> >
> > If you are using gfa-basic and I'm assuming you are, you
> > have to be very careful how you allocate such buffers.
> > Some types of variables, like strings get shifted around
> > in memory and if you use strings as buffer, strange errors
> > can appear.
>
> Yes, I am using GFA. :) (what else?) ;)
> Well I am using some sources from Ictari for handling the
> BubbleGEM-stuff
>
> Bubblebuffer is used like this;
>
> bubblebuf%=MALLOC(256)
> CHAR{bubblebuf%}=LEFT$(bubbletext$,255)
>
> Memory for window title and info bar is reserved like this:
>
> adr_title%(window_number&)=MALLOC(128)
> adr_info%(window_number&)=MALLOC(128)
>
> Is there a problem somehow with this code?

As far as I know numeric arrays don't move. I never use ERASE
just to be safe. It looks ok to me what you have listed.

> Another thing, how would a compiled program react if not enough memory
> was reserved via $M ? Crash? Funny stuff like above mentioned? How will
> I know exactly how much memory to reserve with $M above filesize?

I think they halt with an ERROR 8.
That is a good question, and it seems to be best guess. All I can tell
you is to add up all your arrays, all your strings and such to get
a value, and then add some to that for a safe zone, just in case.
How much extra to add is the guess work part. Sorry I don't have
better answer here.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3911. Re: MagiC cookie

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10003061626320.107-100000@TT030>
Source record: 2230

On Mon, 6 Mar 2000, Joakim Hï¿½gberg wrote:

> Hi,
>
> Ok, here is a short one:
>
> Which cookie should be looked for to detect if MagiC is present?
I think "MagX" is it.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3912. Re: 24 bit graphics

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10003061622240.107-100000@TT030>
Source record: 2231

The physical memory in the 24-bit card may be stored several ways
so unless you know the format for a given card, it may be a problem.

The only other thing I can think of would be to convert the
image to vdi device independant format and have the VDI on the
machine transform the image for you to device specific.

On Mon, 6 Mar 2000, Nenad wrote:

> Hi,
>
> I am helping a friend port his program to Atari. The problem is about
> transfering the memory that stores the 24-bit data to the screen. The
> format we need to use is 3 bytes for each pixel (RGB), one pixel after
> another. It seems that VDI (MFDB) doesn't support the graphics
> organized in this manner. Is there a way around this - without
> reorganizing the bits. Any help is greatly appreciated.
>
> Thanks,
>
> Nenad
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3913. Re: Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8a19tecit1@plutonium.compulink.co.uk>
Source record: 2232

In message <89tmfj$u6r$1@nnrp1.deja.com>, gokmase@my-deja.com said:

>Got a problem with BubbleGEM I just cannot sort out. Under MagiC it
>seems like the BubbleGEM helptext will sometimes show up in the title of
>any of the opened windows belonging to my program.
>
>I believe I both have reserved memory for both the window title text and
>for the bubbleGEM message text. What could be wrong here??

I am not sure whether this helps, but I had problems with bubble help coming up as soon as I moved the mouse over the relevant field, or left-clicking (rather than right, which should bring up the bubbles). I solved this by making sure that Thomas Much's BUBGEM_E.CPX was active and set to 2000 ms for open. Just my 2 cents worth....

Regards, /Peter/

3914. Re: Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8a1e15$h2i$1@nnrp1.deja.com>
Source record: 2233

In article <Pine.MNT.4.10.10003061628210.107-100000@TT030>,
Lonny Pursell <atari@bright.net> wrote:

I finally found the problem in the code. I was a bit careless with using the routines for calling BubbleGEM without looking through exactly what happened. Very clumpsy of me... :(The buffer was released after the first return from a speach bubble! When next bubble was to be showed it tried to use the same adress as the buffer area that was released, which then very well could be occupied with other important stuff (like text fot window title or info-bar)

At least the mystery is solved now...

> > was reserved via $M ? Crash? Funny stuff like above mentioned? How will
> > I know exactly how much memory to reserve with $M above filesize?
>
> I think they halt with an ERROR 8.
> That is a good question, and it seems to be best guess. All I can tell
> you is to add up all your arrays, all your strings and such to get
> a value, and then add some to that for a safe zone, just in case.
> How much extra to add is the guess work part. Sorry I don't have
> better answer here.

Ok, so it seems safe to assume that as long as the program do not halt due to ERROR 8, it really has enough memory to play with. I will go with that.

Thanks for all help! :)

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3915. am I missing postings here?

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-06 00:00:00 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0003061741250.1805-100000@rac9.wam.umd.edu>
Source record: 2234

I haven't seen any posts in the last 2 days, and it has been -really- dead on my end of the newsgroup. Anyone else see this few posts? Should I go complain to my sysadmin?

--or am I looking in a newsgroup that nobody programs anymore (hah! I doubt that)....

How many posts have others seen lately?

When someone looks in a mirror, he sees himself as he wants to be seen. But between that which people believe about themselves and what they truly show lies much that is hidden. -- Michael Cretu
----parsonsd@wam.umd.edu---http://www.wam.umd.edu/~parsonsd-----

3916. Re: 24 bit graphics

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-07 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8a3k5b$3ct$1@nnrp1.deja.com>
Source record: 2235

```
In article <Pine.MNT.4.10.10003061622240.107-100000@TT030>,
Lonny Pursell <atari@bright.net> wrote:
>
> The physical memory in the 24-bit card may be stored several ways
> so unless you know the format for a given card, it may be a problem.

It should be totally independent of the hardware.

> The only other thing I can think of would be to convert the
> image to vdi device independant format and have the VDI on the
> machine transform the image for you to device specific.

That's exactly what I am trying to avoid. This would mean that I would
have to write special routines for converting my memory to bit-planes
one, which is out of the question (cross-platform issues).

However, look everyone what I found in NVDI 5 documentation (you can
download it from www.nvdi.de). It seems that NVDI 5 modernized this
situation and it really answers my question. This is the new function:

vr_transfer_bits( int16 handle,
GCBITMAP *src_bm,
GCBITMAP *dst_bm,
RECT16 *src_rect,
RECT16 *dst_rect,
int16 mode );

and this is the GCBITMAP structure which looks like a modernized
version of MFDB (there's no mention of Atari's old-fashioned bit-
planes):

typedef struct _gcbitmap /* ffentliche Bitmapbeschreibung (Struktur
mit Versionsheader) */
{
int32 magic; /* Strukturkennung 'cbtm' */
int32 length; /* Strukturl nge */
int32 format; /* Strukturformat (0) */
int32 reserved; /* reserviert (0) */

uint8 *addr; /* Adresse der Bitmap */
int32 width; /* Breite einer Zeile in Bytes */
int32 bits; /* Bittiefe */
uint32 px_format; /* Pixelformat */

int32 xmin; /* minimale diskrete x-Koordinate der Bitmap
*/
int32 ymin; /* minimale diskrete y-Koordinate der Bitmap
```

```
*/
int32 xmax; /* maximale diskrete x-Koordinate der Bitmap
+ 1 */
int32 ymax; /* maximale diskrete y-Koordinate der Bitmap
+ 1 */
```

CTAB_REF ctab; /* Verweis auf die Farbtabelle oder 0L */
ITAB_REF itab; /* Verweis auf die inverse Farbtabelle oder
0L */
int32 reserved0; /* reserviert (mu&#65533; auf 0 gesetzt werden) */
int32 reserved1; /* reserviert (mu&#65533; auf 0 gesetzt werden) */
} GCBITMAP;

```
Unfortunately, you have to have a copy of NVDI 5 installed on your
computer, and one even worse thing: the library of the new functions
(these don't exist on the standard VDI) have not been ported to GNU C!

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.
```

3917. Re: 24 bit graphics

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-07 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <38C55FD7.1D48FE0@europe.com>
Source record: 2236

> That's exactly what I am trying to avoid. This would mean that I would
> have to write special routines for converting my memory to bit-planes
> one, which is out of the question (cross-platform issues).
>[...]
> Unfortunately, you have to have a copy of NVDI 5 installed on your
> computer, and one even worse thing: the library of the new functions
> (these don't exist on the standard VDI) have not been ported to GNU C!

You should really consider following Roland Sevin's advice (and link). That should solve all the problems above. And besides dynamic libraries are a nice thing !

3918. Re: 24 bit graphics

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-07 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10003071614140.104-100000@TT030>
Source record: 2237

On Tue, 7 Mar 2000, Nenad wrote:

> In article <Pine.MNT.4.10.10003061622240.107-100000@TT030>,
> Lonny Pursell <atari@bright.net> wrote:
> >
> > The physical memory in the 24-bit card may be stored several ways
> > so unless you know the format for a given card, it may be a problem.
>
> It should be totally independent of the hardware.

It is, that is what I was trying to say. Every card can have a different
storage method, and the VDI loaded on the machine knows how to deal
with it, so it's effectively transparent to the programmer.
So if you call vr_trnfm() the VDI handles the transformation for you
regardless.

vr_trnfm() is always available as well.

Outside of this method you would have to have dev info for every
card and know the memory format and code custom routines, then
when some new card comes out, your code will probably break.
Not to mention detecting all known cards.

> > The only other thing I can think of would be to convert the
> > image to vdi device independant format and have the VDI on the
> > machine transform the image for you to device specific.
>
> That's exactly what I am trying to avoid. This would mean that I would
> have to write special routines for converting my memory to bit-planes
> one, which is out of the question (cross-platform issues).

The way I see it you only have to convert it to one format, and then
let the VDI on the target machine transform it. But then on the
other hand I don't really know what specificly you are trying to do.

> However, look everyone what I found in NVDI 5 documentation (you can
> download it from www.nvdi.de). It seems that NVDI 5 modernized this
> situation and it really answers my question. This is the new function:
>
> vr_transfer_bits(int16 handle,

[snip]

> Unfortunately, you have to have a copy of NVDI 5 installed on your
> computer, and one even worse thing: the library of the new functions
> (these don't exist on the standard VDI) have not been ported to GNU C!

Yup, that is a problem if you intend to make a program useable by all
Atari users. If you find a way to do this, let us all know. ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3919. [GEMScript] How to ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-07 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <8a3tqa$hn5$1@front2.grolier.fr>
Source record: 2238

Bonjour :)

I'm implementing (or trying to) GEMScript in Joe. Studying the
German developper documentation,

1) I would like to know if the commands are case-sensitive like in
common scripts or C language.

for example, read in the doku: Save
and in FreeBase doku : save

2) Moreover, how the GS_ACK with string answer and successful call
differs from GS_ACK with message failure, I didn't manage to uncipher
this part.

3) Where can I find the interpretor for .SIC files? There's the
Scripter from ASH, but I (wronly?) think it's a commercial and
expensive product. Is there another free?

4) During the execution of the script, is the controlled application
responsive for others events (such as user keypress or mouse click)?
What must be the application's behavior?

Thanks for answering

bye

Rajah Lone
ptonthat@club-internet.fr

3920. Re: [GEMScript] How to ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-08 00:00:00 UTC
From: thomas@snailshell.de
Message-ID: <1e75ej7.126ixu11uojx96N%thomas@snailshell.de>
Source record: 2239

Pierre TONTHAT <ptonthat@club-internet.fr> wrote:

> I would like to know if the commands are case-sensitive like in
> common scripts or C language.

No, they are *not*, use stricmp().

> how the GS_ACK with string answer and successful call
> differs from GS_ACK with message failure

You can only know by msg[7]. GSACK_OK is success, every other value is failure. Even if GS_COMMAND fails, GS_ACK can return the reason for failure as an ASCIIZZ text in msg[5/6].

If an application receives GS_ACK with msg[5/6] != NULL (regardless of success or failure), the application has to send GS_ACK back to the original sender of GS_ACK (see GEMScript hyper text, section "GS_ACK").

> Where can I find the interpretor for .SIC files? There's the
> Scripter from ASH, but I (wronly?) think it's a commercial and
> expensive product. Is there another free?

You're looking for Mark Wherry's SimpleScript:

http://www.cix.co.uk/~mark_wherry/sscript/

> During the execution of the script, is the controlled application
> responsive for others events (such as user keypress or mouse click)?
> What must be the application's behavior?

If you want your application to be locked during execution, implement calls like lock/unlock which must be called explicitly by the script.

BTW: My GEMScript home page is online again:

http://www.snailshell.de/GEMScript/

bye, Thomas

--
http://www.aktienman.de
thmuch@aktienman.de

3921. Re: Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-08 00:00:00 UTC
From: gruszka@t-online.de
Message-ID: <1e76atd.1jh8arfwox6o6N%gruszka@t-online.de>
Source record: 2240

Joakim Hï¿½gberg <gokmase@my-deja.com> wrote:

> At least the mystery is solved now...

Fine, but the next one will occure, if your program is running under
memory protection. ;-) The BubbleGEM buffer must be allocateted global!
You should better use someting like this:

```
' Call this function once somewhere in your startup code:
mxmask%=@mxmask
' ...
'
FUNCTION mxmask
$F%
IF GEMDOS(68,L:-1,0)=-32
RETURN 0
ELSE IF GEMDOS(290,-1)=-32
RETURN 3
ELSE
RETURN -1
ENDIF
ENDFUNC
'
' Call this function if you need memory which will be used by other
' applications (AV-protocol, BubbleGEM ...)
' ...
bubblebuf%=mxalloc_global(256)
'
FUNCTION mxalloc_global(amount%)
$F%
IF mxmask%<>0
RETURN GEMDOS(68,L:amount%,&X100011 AND mxmask%)
ELSE
RETURN MALLOC(amount%)
ENDIF
ENDFUNC
```

Regards,

-Ulli-

--
RUN! Software ï¿½ ergo!pro ï¿½ BASTARD
friendly applications ï¿½ faceVALUE ï¿½ BUBBLES
http://www.run-software.de ï¿½ OT/OB-Lib ï¿½ CAT's-eye
or http://home.t-online.de/home/gruszka

3922. Re: Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-08 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8a5gbidsu1@nnrp1.deja.com>
Source record: 2241

In article <1e76atd.1jh8arfwox6o6N%gruszka@t-online.de>,
gruszka@t-online.de (Ulli Gruszka) wrote:
> Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:

Hi and thanks for your example code!
I was not aware that there might be problems with MALLOC under memprot.
Guess I am learning something new here every day.. ;)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3923. Re: LDG (was: 24 bit graphics)

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-09 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8a6t65gkm1@nnrp1.deja.com>
Source record: 2242

In article <38C55FD7.1D48FE0@europe.com>,
Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com> wrote:
> You should really consider following Roland Sevin's advice (and
link). That
> should solve all the problems above. And besides dynamic libraries
are a
> nice thing !

I downloaded screen.ldg and the main library. I am having some problems with getting the so-called example provided with the main kit to work. The ldg_exec(ldg, "screen.ldg") call fails for some reason. I think I set everything up properly:
- LDG manager is loaded
- LDGPATH, LDG_GARBAGE, LDG_IDLE enviromental variables are set
The whole documentation is in French, so there might be something I am doing wrong.

Do you have some basic examples for GNU C - unfortunately there is almost no examples provided with the dev. kit. I really think it could work.

Thanks,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

3924. Re: 24 bit graphics

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-09 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8a6ts2$h42$1@nnrp1.deja.com>
Source record: 2243

In article <Pine.MNT.4.10.10003071614140.104-100000@TT030>,
Lonny Pursell <atari@bright.net> wrote:
> > That's exactly what I am trying to avoid. This would mean that I
would
> > have to write special routines for converting my memory to bit-
planes
> > one, which is out of the question (cross-platform issues).
>
> The way I see it you only have to convert it to one format, and then
> let the VDI on the target machine transform it. But then on the
> other hand I don't really know what specificly you are trying to do.
>

Sorry, I should have probably used singular ("a routine") - but still,
this conversion to planes, does present a problem.

> > Unfortunately, you have to have a copy of NVDI 5 installed on your
> > computer, and one even worse thing: the library of the new functions
> > (these don't exist on the standard VDI) have not been ported to GNU
C!
>
> Yup, that is a problem if you intend to make a program useable by all
> Atari users. If you find a way to do this, let us all know. ;-)

Hm, yes. Well, I wouldn't mind this requirement for NVDI 5, it's just
that they didn't think it would be necessary to support GNU C as well.

Cheers,

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

3925. Re: Really weird BubbeGEM problem

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-09 00:00:00 UTC
From: binder@hrzpub.tu-darmstadt.de
Message-ID: <1qf8a8.0r.ln@hog1.hrz.tu-darmstadt.de>
Source record: 2244

Hi!

In article <8a5gbidsu1@nnrp1.deja.com>,
Joakim Hï¿½gberg <gokmase@my-deja.com> writes:
> I was not aware that there might be problems with MALLOC under memprot.

There isn't, but there's a problem on TT and Falcon TOS: Both crash or exhibit other strange behaviour when Mxalloc() is called with memory protection flags. Thus, the code Ulli provided ensures that the memory protection flags are masked off before a call to Mxalloc() is being made when there's no memory protection.

Note that the code doesn't atually test for memory protection, but for the existance of the Sysconf()-call. This is a GEMDOS call present in all versions of MiNT supporting memory protection, but not in TOS or MagiC. Andreas Kromke agreed that - if he implemented memory protection - MagiC would get this call, too.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

3926. Re: Here it is!! MindBender will Blow your mind! 8382

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-10 00:00:00 UTC
From: "b.p." <dontreply@thisaddress.org>
Message-ID: <jX0y4.4816$qa.218206@newsread1.prod.itd.earthlink.net>
Source record: 2245
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Only a complete moron would post this to a non-windows type newsgroup.
probably a virus

Beware of downloading anything posting like this into a newsgroup

B.P.

--
Search, shop and have fun!
http://www.dynomall.com
Need investment advice!
http://www.virtualbrokers.net
<ebdevf@btinternet.com> wrote in message
news:V%Dx4.52839$O5.307459@stones...
> OK! you HAVE to try this out....just got it the other day..GREAT FUN!
> Watch the disc for between 40-60sec....then look at your hand or anything
really...just like tripping, but without the drugs. (Dont know if thats a
good or bad thing<G>)
> http://www.geocities.com/foa2000ok/mindbender.zip
> dtrxuguyudqddubbpzwngzhhpmjmngwbbjlpsssfwlfcnyspdbxmxigmkstzwn
>
>

3927. Re: [GEMScript] How to ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-10 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <8abjib$sc7$1@front5.grolier.fr>
Source record: 2246

On 8 Mar 2000 01:14:02 +, Thomas Much wrote:
>You're looking for Mark Wherry's SimpleScript:
>http://www.cix.co.uk/~mark_wherry/sscript/

Thanks for your help :-)

Rajah

3928. Re: LDG (was: 24 bit graphics)

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-10 00:00:00 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <WS3.e08d4529.35022ae2.arnaud.bercegeay@free.fr>
Source record: 2247

```
Dans le message <8a6t65$gkm$1@nnrp1.deja.com>
Nenad a ï¿½crit:
>In article <38C55FD7.1D48FE0@europe.com>,
> Guillaume =?iso-8859-1?Q?D=E9flache?= <guillaumed@europe.com> wrote:
>> You should really consider following Roland Sevin's advice (and
>link). That
>> should solve all the problems above. And besides dynamic libraries
>are a
>> nice thing !

The new URL (with screen.ldg version 1.01) is
http://olivier.landemarre.free.fr

>I downloaded screen.ldg and the main library. I am having some problems
>with getting the so-called example provided with the main kit to work.
>The ldg_exec(ldg, "screen.ldg") call fails for some reason. I think I
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

the right call is:

LDG * screen_ldg;
screen_ldg = ldg_exec(app_id, "screen.ldg");

where app_id is the app_id of your application.

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for ATARI : http://tidy.atari.org
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/
```

3929. STOS sources available :)

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-11 00:00:00 UTC
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Message-ID: <8afint$4fs$1@nntp3.atl.mindspring.net>
Source record: 2248

I found Clickteam's website and thought that for those who used their
game designer software "STOS", this would be of interest:
http://www.clickteam.com/web/amos/about_cadre.htm

This software was written in 100% assembler.

Team2000 PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

3930. Ignore - test

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-12 00:00:00 UTC
From: "Lonny Pursell"
Message-ID: <Pine.MNT.4.10.10003122330410.183-100000@TT030>
Source record: 2249

```
Testing PINE setup.
Thankyou...

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

3931. Re: Ignore - test

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-14 00:00:00 UTC
From: binder@hrzpub.tu-darmstadt.de
Message-ID: <isila8.ku.ln@hog1.hrz.tu-darmstadt.de>
Source record: 2001

Hi!

In article <Pine.MNT.4.10.10003122330410.183-100000@tt030>,
Lonny Pursell <atari@.SYNTAX-ERROR.> writes:
> Testing PINE setup.

Mhmm, is there any reason why you (and others) don't use the
test-newsgroups to test setups? That's why they exist ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

3932. Re: gem++

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <38cd7e75.1782402@news.demon.co.uk>
Source record: 2002

On Mon, 14 Feb 2000 04:32:27 GMT, Nenad <nenad@baxter.net> wrote:

>Yup, now the GEM++ library is the problem :)
>
>It compiles pretty well, but the linking is the problem again. I have
>tried to compile on my own a small example called ACCes, that I found
>on this page:
>http://www.qnx.com/~chrish/Atari/GEM/index.html
>
>When I try to link the modules of this program I get many "Undefined
>symbol ... " messages. Here's what they say:
>
>Undefined symbol GEMformwindow::GEMform virtual table referenced from
>text

Dunno - comes across as cryptic in this context. Methinks you'd have to have seen this error in a less complex situation to figure out what it really means. It *appears* to be saying that class "GEMformwindow" has a method named "GEMform", for which a definition could not be found.

If I were to hazard a guess at the cause - look for what appears to be its definition, then "grep" elsewhere for all the code that calls it. It's possible that in this compilation attempt GCC has overloaded a GEMform() which "it should not have" (ie check datatypes being passed).

>Undefined symbol _InFocus__13GEMformwindowb referenced from text

Dunno - looks mangled but it doesn't match the below!

>Undefined symbol GEMformwindow::~GEMformwindow() referenced from text

Odd. Where's the GEMformwindow destructor? Is there one, or has it been implicitly supplied by the compiler. If the latter then check compilation options - the feature may not be enabled. (ie empty ctor/dtor will be generated for you by default - this may not be happening).

>Undefined symbol ___ti13GEMformwindow referenced from text
>Undefined symbol ___tf7GEMmenu referenced from text
>Undefined symbol ___ti7GEMmenu referenced from text

The above look like mangled names. Again, this could be down to "accidental overloading".

>gemw.o: Undefined symbol __intin referenced from text
>gemw.o: Undefined symbol __intin referenced from text
>gemw.o: Undefined symbol __intin referenced from text
>gemw.o: Undefined symbol ___aes__ referenced from text
>gemw.o: Undefined symbol __intout referenced from text
>gemw.o: Undefined symbol __intout referenced from text

The ones above look suspiciously like you have omitted to link in the
module that defines the "parameter passing arrays" for talking to Gem.
It might be a compiler option or it might be a module. However, it is
possible that you're required to define them yourself.

>Does anybody know what I might be doing wrong (again) :)

'Fraid I've never used GCC - a user of GCC would, of course, know
better!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3933. Re: Ignore - test

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-14 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10003141626550.104-100000@TT030>
Source record: 2003

On Tue, 14 Mar 2000, Thomas Binder wrote:

> Hi!
>
> In article <Pine.MNT.4.10.10003122330410.183-100000@tt030>,
> Lonny Pursell <atari@.SYNTAX-ERROR.> writes:
> > Testing PINE setup.
>
> Mhmm, is there any reason why you (and others) don't use the
> test-newsgroups to test setups? That's why they exist ...

I honestly had no idea there was such a newsgroup.
Anyone have the full group names for these?

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

3934. Re: Ignore - test

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-14 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8amdphslr1@news.storm.ca>
Source record: 2004

alt.test comes to mind. Best of all, numerous autoresponders monitor that group and send email confirmations - that way, you can be sure that your message is propagating and not being held up at your ISP.

David P.

Lonny Pursell <atari@SYNTAX.ERROR> wrote in message news:Pine.MNT.4.10.10003141626550.104-100000@TT030...
> On Tue, 14 Mar 2000, Thomas Binder wrote:
>
> > Hi!
> >
> > In article <Pine.MNT.4.10.10003122330410.183-100000@tt030>,
> > Lonny Pursell <atari@.SYNTAX-ERROR.> writes:
> > > Testing PINE setup.
> >
> > Mhmm, is there any reason why you (and others) don't use the
> > test-newsgroups to test setups? That's why they exist ...
>
> I honestly had no idea there was such a newsgroup.
> Anyone have the full group names for these?
>
> ---
> Lonny Pursell atari@bright.net http://www.bright.net/~atari/
>

3935. Tired of your ISP try DotPlanet

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-14 00:00:00 UTC
From: sollucky@aol.com
Message-ID: <20000314133849.02597.00001833@ng-fk1.aol.com>
Source record: 2250

Tired of getting kicked off-line? Slow downloads? Well it is time to check out
DotPlanet. Or if you just want a free e-mail.
For email (www.dotplanet.com)
For ISP (www.dotplanet.com/signup.htm)
All I ask of you is when it ask for an Associate number put ZE171.

If you have any question write me at sollucky@dotplanet.com

3936. Atari MP3 Encode Wanted

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-15 00:00:00 UTC
From: Preben Sloth <ps@lkps.dk>
Message-ID: <_zGz4.23$5W.548@news.get2net.dk>
Source record: 2005

```
Atari MP3 Encoder Wanted
Hello World
I am looking for an MP3 Encoder for my Atari Falcon.
The Souce Files will be in AIF format (but other formats will do).
Please concact ps@lkps.dk
Thanks Preben Sloth, Denmark
```

3937. QUIERES SER MILLONARIO???

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-15 00:00:00 UTC
From: "A. Aguinaga" <a.agui@teleline.es>
Message-ID: <yZQz4.25299$ys3.162159@telenews.teleline.es>
Source record: 2006

> Hola a todos:
>
> Desde hace unos d as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m s
> abajo.
> Me qued pensando: Es simplemente una cadena, esto es algo que no
> anda...
> y si funciona?. Esto no es algo nuevo, ya se hace desde d cadas y no s
> de nadie que haya hecho dinero... Y si funciona?. Pens ndolo bien es un
> verdadero trabajo... y si funciona?...Al final me decid y aqu estoy.
> Si tu tambi n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La
> diferencia con lo que se hac a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver n el aviso y alguna (como yo) se va a decidir.
> Y por ltimo Has pensado cu nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej ndome
> pen ltimo, te deseo suerte, ya que tambi n parte de esta suerte va a ser
> para m .
> Este es el mensaje que encontr :
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas a un amigo:
> D as atr s, cuando navegaba por estas p ginas de Noticias, as mismo
> como Ud. lo esta haciendo ahora, se me apareci un art culo similar a
> este que dec a que uno puede ganar miles de d lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens , Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu leyendo.
> Segu a diciendo que Ud. enviar $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art culo. Entonces Ud. anota su nombre y
> direcci n al final de la lista reemplazando al #6, y envie o ponga este
> art culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).

> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu�s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid�
> probarlo. Pens� que lo �nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu� en la ley internacional de
> Correos Internacionales de Am�rica y observe que en el articulo 4� dice
> que en este tipo de sistema de traslados de dinero en cantidades m�nimas
> era absolutamente legal.
> Entonces invert� mis $6.00.....IMAGINENSE QUE!!!...a los 7 d�as,
> empec� a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar�a enseguida, y no pens� mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d�lares. Para el final de la segunda semana tenia hecho un total
> de m�s de $1,000.00!!!!! En la tercer semana recib� m�s de $10,000.00 y
> todavia seguia llegando m�s. Esta es mi cuarta semana ya hice un total
> de m�s de $41,000.00 y esto sigue llegando m�s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali� la inversi�n de $6.00 y 6
> estampillas (sellos). Me gastaba m�s que esto en sorteos y loterias!!
> Perm�tanme explicarles como funciona esto y lo mas importante el porqu�
> funciona....tambi�n, Ud. aseg�rese de imprimir una copia de este
> art�culo AHORA, para poder sacar toda la informaci�n a medida que lo
> necesite.
> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav�s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci�n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per# #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron

> c/ C�firo N.9 2�-b
> 41018
> Sevilla
> Espa�a
>
>
> #4 Luis Guti�rrez
> Villaviciosa de Od�n - C.P. 28670
> Madrid - Espa�a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2� 3� Esc. B
> 08031 Barcelona (ESPA�A)
>
> #6 Alberto Aguinaga San Mart�n
> C/ I�igo Arista 14 - 6C
> C.P. 31007 Pamplona (NAVARRA)
> ESPA�A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n�mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci�n como el #6 en la lista.
>
> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art�culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art�culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar�!!!.
> Aqu� van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ---
> COMO MANEJAR LOS NEWSGROUPS
> ---
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b�jelo hasta el final de la carta y
> l�rguelo.
> Toda la carta deber� estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu� seleccione copy. Esto har� que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p�gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr�
> esta carta en el notepad y podr� agregar su nombre y direcci�n en el
> lugar #6 siguiendo las instrucciones de mas arriba.

> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer�. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p�gina de newsgroups. Esto le
> llevar� a la caja de mensajes.
> No.5 Llene este espacio. Este ser� el t�tulo que ver�n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t�cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est� en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---
> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art�culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot�n Post.
> ---
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr�ctica, solo le tomar� unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar� recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d�as!. Eventualmente querr� rentar un
> P.O.Box por la cantidad de sobres que ir� recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj�simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici�n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi�n
> hacen un m�nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto

> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m�nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar�a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m�nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu� esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar�n este mensaje a un m�nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar� recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n�meros m�s a
> calcular.
>
> Si solo 15 personas responden, esto hace:
> en la #6 $15.00
> en la #5 $225.00
> en la #4 $3,375.00
> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)
> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d�a y leer�n estos art�culos todos los d�as
> como USTED Y YO LO HACEMOS!!!.
> As� que creo nadie tendr�a problemas en invertir $6.00 y ver si
> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu�l es la chance de que esto pas� cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu�s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.

>
> **********Recuerde de hacerlo esto en forma CORRECTA , LIMPIA Y
> HONESTAMENTE y
> funcionar&#65533; con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art&#65533;culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f&#65533;jese en los Newsgroups y vea
> si todos est&#65533;n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b&#65533;sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
> con su nombre y no envia ning&#65533;n dinero a los dem&#65533;s en esa lista, Ud.
> recibir&#65533; casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu&#65533;s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m&#65533;s limpia y honesta
> manera de compartir fortuna que yo jam&#65533;s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d&#65533;as del momento que vea este art&#65533;culo!. Tambi&#65533;n puede conseguir
> lista de E-MAIL para extra d&#65533;lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones
> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>
&#65533; Hola a todos:
>
> Desde hace unos d&#65533;as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m&#65533;s
> abajo.
> Me qued&#65533; pensando: Es simplemente una cadena, esto es algo que no
> anda...
> &#65533;y si funciona?. Esto no es algo nuevo, ya se hace desde d&#65533;cadas y no s&#65533;
> de nadie que haya hecho dinero... Y si funciona?. Pens&#65533;ndolo bien es un
> verdadero trabajo... &#65533;y si funciona?...Al final me decid&#65533; y aqu&#65533; estoy.
> Si tu tambi&#65533;n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f&#65533;cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver&#65533;s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi&#65533;n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La

> diferencia con lo que se hac�a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver�n el aviso y alguna (como yo) se va a decidir.
> Y por �ltimo �Has pensado cu�nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el �ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej�ndome
> pen�ltimo, te deseo suerte, ya que tambi�n parte de esta suerte va a ser
> para m�.
> Este es el mensaje que encontr�:
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas� a un amigo:
> D�as atr�s, cuando navegaba por estas p�ginas de Noticias, as� mismo
> como Ud. lo esta haciendo ahora, se me apareci� un art�culo similar a
> este que dec�a que uno puede ganar miles de d�lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens�, Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu� leyendo.
> Segu�a diciendo que Ud. enviar� $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art�culo. Entonces Ud. anota su nombre y
> direcci�n al final de la lista reemplazando al #6, y envie o ponga este
> art�culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).
> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu�s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid�
> probarlo. Pens� que lo �nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu� en la ley internacional de
> Correos Internacionales de Am�rica y observe que en el articulo 4� dice
> que en este tipo de sistema de traslados de dinero en cantidades m�nimas
> era absolutamente legal.
> Entonces invert� mis $6.00.....IMAGINENSE QUE!!!...a los 7 d�as,
> empec� a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar�a enseguida, y no pens� mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d�lares. Para el final de la segunda semana tenia hecho un total
> de m�s de $1,000.00!!!!! En la tercer semana recib� m�s de $10,000.00 y
> todavia seguia llegando m�s. Esta es mi cuarta semana ya hice un total
> de m�s de $41,000.00 y esto sigue llegando m�s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali� la inversi�n de $6.00 y 6
> estampillas (sellos). Me gastaba m�s que esto en sorteos y loterias!!
> Perm�tanme explicarles como funciona esto y lo mas importante el porqu�
> funciona....tambi�n, Ud. aseg�rese de imprimir una copia de este
> art�culo AHORA, para poder sacar toda la informaci�n a medida que lo
> necesite.

> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav�s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci�n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per� #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron
> c/ C�firo N.9 2�-b
> 41018
> Sevilla
> Espa�a
>
>
> #4 Luis Guti�rrez
> Villaviciosa de Od�n - C.P. 28670
> Madrid - Espa�a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2� 3� Esc. B
> 08031 Barcelona (ESPA�A)
>
> #6 Alberto Aguinaga San Martin
> C/ I�igo Arista 14 - 6� C
>C.P. 31007 PAMPLONA (Navarra)
>ESPA�A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n�mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci�n como el #6 en la lista.
>

> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art�culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art�culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar�!!!.
> Aqu� van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ---
> COMO MANEJAR LOS NEWSGROUPS
> ---
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b�jelo hasta el final de la carta y
> l�rguelo.
> Toda la carta deber� estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu� seleccione copy. Esto har� que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p�gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr�
> esta carta en el notepad y podr� agregar su nombre y direcci�n en el
> lugar #6 siguiendo las instrucciones de mas arriba.
> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer�. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p�gina de newsgroups. Esto le
> llevar� a la caja de mensajes.
> No.5 Llene este espacio. Este ser� el t�tulo que ver�n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t�cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est� en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---

> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art�culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot�n Post.
> ----------
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr�ctica, solo le tomar� unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar� recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d�as!. Eventualmente querr� rentar un
> P.O.Box por la cantidad de sobres que ir� recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj�simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici�n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi�n
> hacen un m�nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto
> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m�nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar�a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m�nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu� esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar�n este mensaje a un m�nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar� recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n�meros m�s a
> calcular.
>
> Si solo 15 personas responden, esto hace:
> en la #6 $15.00
> en la #5 $225.00
> en la #4 $3,375.00
> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)

> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d�a y leer�n estos art�culos todos los d�as
> como USTED Y YO LO HACEMOS!!!.
> As� que creo nadie tendr�a problemas en invertir $6.00 y ver si
> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu�l es la chance de que esto pas� cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu�s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.
>
> **********Recuerde de hacerlo esto en forma CORRECTA , LIMPIA Y
> HONESTAMENTE y
> funcionar� con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art�culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f�jese en los Newsgroups y vea
> si todos est�n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b�sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
> con su nombre y no envia ning�n dinero a los dem�s en esa lista, Ud.
> recibir� casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu�s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m�s limpia y honesta
> manera de compartir fortuna que yo jam�s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d�as del momento que vea este art�culo!. Tambi�n puede conseguir
> lista de E-MAIL para extra d�lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones

> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>

3938. Commerical MILAN Coders Wanted

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-15 00:00:00 UTC
From: Pagan Games <caradog@pagan-games.com>
Message-ID: <9mRz4.585$u17.15592@news2-win.server.ntlworld.com>
Source record: 2007

Pagan Games, currently developing for Mac, Amiga Classic and Amiga Next Generation are looking for a dedicated C/C++ coders to join our development group to start work immediately on converting our existing projects to the Milan. Projects cover 2D and 3D games.

For more details mail, info@pagan-games.com and visit out web site at www.pagan-games.com.

J A S O N H A Y M A N
Pagan Executive and Co-Founder
Project Manager & Designer for Dafel: Bloodline
http://www.pagan-games.com

3939. Re: Ignore - test

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-15 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <953151368-101420AEicMi@sweet3.freeserve.co.uk>
Source record: 2008

Hi Lonny

>> > Testing PINE setup.
>>
>> Mhmm, is there any reason why you (and others) don't use the
>> test-newsgroups to test setups? That's why they exist ...
>
>I honestly had no idea there was such a newsgroup.
>Anyone have the full group names for these?

I'd carry on using the main echo's, a test message being posted usually
starts up quite a healthy thread on the relevant software, and is usually
the only worthwhile traffic.. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3940. FA 2 atari 800's 3 1050's eprom burner and more

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-15 00:00:00 UTC
From: JamesGang <JamesGang@interpath.com>
Message-ID: <38D017AF.62878105@interpath.com>
Source record: 2009

Two 800's, three 1050's, an 850. Plus some catridges, joysticks, and an eprom burner. On ebay. Thanks!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=280873457

3941. Re: Ignore - test

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-15 00:00:00 UTC
From: binder@hrzpub.tu-darmstadt.de
Message-ID: <h03pa8.rl.ln@hog1.hrz.tu-darmstadt.de>
Source record: 2010

Hi!

In article <Pine.MNT.4.10.10003141626550.104-100000@tt030>,
Lonny Pursell <atari@SYNTAX.ERROR> writes:
> Anyone have the full group names for these?

Almost all internet provider with its own newsserver provides a local
test group, maybe something like bright.test for you, I don't know.

Also, there's a test group for almost all toplevel news hierachies, e.g.
alt.test, de.test, fr.test, uk.test, ... Many of those are watched by
"reflectors", i.e. you'll get an email response when they "see" a
message from you.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

3942. Re: Commerical MILAN Coders Wanted

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-16 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <38d052ab.4691502@news.tmisnet.com>
Source record: 2011

While I may not be the employee you are looking
for, I will certainly be a customer!

George Crissman
strads@tmisnet.com

On Wed, 15 Mar 2000 19:11:12 -0000, "Pagan Games"
<caradog@pagan-games.com> wrote:

>Pagan Games, currently developing for Mac, Amiga Classic and Amiga Next
>Generation are looking for a dedicated C/C++ coders to join our development
>group to start work immediately on converting our existing projects to the
>Milan. Projects cover 2D and 3D games.
>
>For more details mail, info@pagan-games.com and visit out web site at
>www.pagan-games.com.
>
>J A S O N H A Y M A N
>Pagan Executive and Co-Founder
>Project Manager & Designer for Dafel: Bloodline
>http://www.pagan-games.com
>
>
>
>

3943. Structure of RSC File

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-16 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <38D0A50B.489C8959@club-internet.fr>
Source record: 2012
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari,comp.sys.atari.advocacy, maus.computer.atari.falcon

Hello,

I search of documentation on the structures of file RSC. I created a program to extract the icones from 2 to 256 colors of the files Windows ICO and CUR (files DLL, EXE and OCX in progress). I would like to record them in a file RSC with format CICON. The documentation which I have (Compendium, Atari developor divides into volumes 1 and 2) are a little light on this subject. I saw well the structure RSHDR in PURE C, but no documentation on the pointers of objects. I believed to understand that there was a file RSCREATE.C which would seem well to answer my request. Can you help me to find it. Thank you by advance.

Florent

Author of Hardware 2.0 for Falcon 030
http://www.club-internet.fr/perso/lafabrie/

3944. Re: Ignore - test

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-16 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10003161904070.102-100000@TT030>
Source record: 2013

On Wed, 15 Mar 2000, Steve Sweet wrote:

[snip]

> I'd carry on using the main echo's, a test message being posted usually
> starts up quite a healthy thread on the relevant software, and is usually
> the only worthwhile traffic.. 8~)

Well I tried to get alt.test and did, but geesh it was huge,
something like 11,000+ msg's and so I gave up. My solution
will be if I need a test, I'll reply to a post as usual and
hope like heck it works. ;-)

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

3945. Re: [GEMScript] How to ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <953274534-48878AEicMi@cwcom.net>
Source record: 2014

From: ptonthat@club-internet.fr (Pierre TONTHAT)
Date: 10 Mar 2000 19:48:27 GMT

>On 8 Mar 2000 01:14:02 +, Thomas Much wrote:
>>You're looking for Mark Wherry's SimpleScript:
>>http://www.cix.co.uk/~mark_wherry/sscript/
>
>Thanks for your help :-)

Unfortunately Mark Wherry seems to have gone into deep hibernation - that
web site has been down for a long time now.

May I suggest GEMScript as an alternative? The author states that it will
interpret Scripter scripts, I don't think that Mark's will. I don't have a
URL to hand I'm afraid...

--
Rgds, Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3946. Re: gem++

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-17 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8ath7m$ib0$1@nnrp1.deja.com>
Source record: 2015

In article <38cd7e75.1782402@news.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) wrote:
> 'Fraid I've never used GCC - a user of GCC would, of course, know
> better!
Thanks a lot Guy for your suggestions! Too bad you were the only one
who noticed my post...
I think the problem is that the gem++ library was built using some
earlier version of GCC, most likely 2.5.8 and there are some things the
2.8.1 version is simply more sensitive about.
Is there anyone out there who has maybe rebuilt the library with some
of the newer versions of GCC, I think that would be worth it? I tried
it myself, but I just don't have neither enough patience/time nor
experience.
Warwick Allison left the Atari platform and is now working on Qt, so he
can't support the lib any more. Has anybody continued his work?
Thanks,
Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

3947. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-19 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <953504280-290562AEicMi@xs4all.nl>
Source record: 2016

Hi,

I'm a newbie to HiSoft Basic. I have succesfully compiled a few demo.bas files,
but others like SHELL.BAS simply won't compile. Error #65.
Other demo's needed large buffers etc. and the right path settings but with
this one nothing I've tried works. Anybody who can help a bit?
Thanks in advance!

Guido
--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
---------->Total Harmonic Distortion<-----------

3948. OVL's and GFA

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-20 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <38d5c0b1$1_1@athena.netset.com>
Source record: 2017

Anyone ever write a GFA program for accessing an OVL module?

I have the understanding of how to do it in C. But am looking for
some way that wouldn't be a bear in GFA.

I'm not wrting the GFA section and it's been years since I've
really worked with GFA so I've come to you fine folks for help.

The question is how to pass back a pointer to an API structure to
the Parent application (GFA program), without making the parent
application search through memory for a magic string. Is it possible? It
seems like there should be some nice trick for doing this, but so far it's
escaping me.

Any ideas or input would be greatly appreciated!

Dan Ackerman
aka baldrick...

3949. Re: OVL's and GFA

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10003202247280.109-100000@TT030>
Source record: 2018

On 20 Mar 2000, Dan Ackerman wrote:

> Anyone ever write a GFA program for accessing an OVL module?
>
> I have the understanding of how to do it in C. But am looking for
> some way that wouldn't be a bear in GFA.
>
> I'm not wrting the GFA section and it's been years since I've
> really worked with GFA so I've come to you fine folks for help.
>
> The question is how to pass back a pointer to an API structure to
> the Parent application (GFA program), without making the parent
> application search through memory for a magic string. Is it possible? It
> seems like there should be some nice trick for doing this, but so far it's
> escaping me.

Is it possible to load an OVL and then execute it, apon which
the return value is a pointer to a list of pointers within the OVL?

I really don't know how OVL's are dealt with, but this idea
struck me when I read your post. I'd be interested to know
how they are handdle in "C" if you can explain that in terms
us GFA users can grasp. ;-)

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

3950. Re: OVL's and GFA

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-21 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <38d81a27$1_2@athena.netset.com>
Source record: 2019

I was about ready to go through your example in detail to lp.

I'll have to go back over the code, I thought this is what you
were doing with the code you sent me some years ago. I'm just too tired
right now to parse any of it.

So when are you going to come back home and program some Atari
stuff :)

Come on you know you want to do it!

Lp you have your PUG interface code still around?

As to the messaging you asked about. I had thought about
that. It would be simple to send a message back to the parent advertising
a memory address for the init. However to do this would either involve
breaking the address up or sending it as a long. I'm certain there are a
few people around here that would argue against sending anything other
than the 8 int array that AES messages are currently made up of.

Dan Ackerman
aka baldrick...

3951. Re: OVL's and GFA

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <38d80982.20493778@news.demon.co.uk>
Source record: 2020

On Mon, 20 Mar 2000 22:52:36 +0000, Lonny Pursell <atari@SYNTAX.ERROR>
wrote:

>On 20 Mar 2000, Dan Ackerman wrote:
>
>> Anyone ever write a GFA program for accessing an OVL module?

Yeah, you did Lonny! :-)

>> I have the understanding of how to do it in C. But am looking for
>> some way that wouldn't be a bear in GFA.
>>
>> I'm not wrting the GFA section and it's been years since I've
>> really worked with GFA so I've come to you fine folks for help.
>>
>> The question is how to pass back a pointer to an API structure to
>> the Parent application (GFA program), without making the parent
>> application search through memory for a magic string. Is it possible? It
>> seems like there should be some nice trick for doing this, but so far it's
>> escaping me.
>
>Is it possible to load an OVL and then execute it, apon which
>the return value is a pointer to a list of pointers within the OVL?
>
>I really don't know how OVL's are dealt with, but this idea
>struck me when I read your post. I'd be interested to know
>how they are handdle in "C" if you can explain that in terms
>us GFA users can grasp. ;-)

That bit of code I got you to write for PUG did exactly what you've
surmised here. I keep meaning to bung what I've got left on my website
when time permits. In the meantime, I've tagged the relevent sections
into my reply to Dan.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3952. Re: OVL's and GFA

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <38d90c68.21235254@news.demon.co.uk>
Source record: 2021

```
On 20 Mar 2000 01:09:53 -0500, baldrick@dilbert.netset.com (Dan
Ackerman) wrote:

> Anyone ever write a GFA program for accessing an OVL module?

Lonny!

> I have the understanding of how to do it in C. But am looking for
>some way that wouldn't be a bear in GFA.

A Pexec(3),Pexec(4) combo was what I ended up with - 'twas the only
thing that worked 100% reliably even with the oldest Gem.

> I'm not wrting the GFA section and it's been years since I've
>really worked with GFA so I've come to you fine folks for help.
>
> The question is how to pass back a pointer to an API structure to
>the Parent application (GFA program), without making the parent
>application search through memory for a magic string. Is it possible? It
>seems like there should be some nice trick for doing this, but so far it's
>escaping me.

Contents of pugbind.c - Lonny recoded this in GFA yonks back and it
worked. It was to be the only language dependant part of using PUG...

/*
This source should be included in your makefile dependant on PUG.H

It is responsible for locating and loading the module PUG_MOD. It
first looks
in the current directory. This may fail under multitasking so it then
looks
at the executable path and replaces the executable name with PUG_MOD.

Having loaded the module, it executes it so that PUG_MOD can hand back
memory
via PtermRes().

It then proceeds to locate the header and writes the PUGFUNC structure
pointer
to the caller's space for subsequent access to the overlay's
functions.

It returns zero for failure or non zero for success, in which case the
value is
the version number. The high word contains the major version number
and the
low word contains the minor version number.
```

```
*/

#include <basepage.h>
#include <osbind.h>
#define DEF_LIB_ONLY
#include <libc.h>
#include "pug.h"

sint memcmp();
char *strrchr();
char *strchr();

ulong
Pug(pug_mod,pfpp)
char pug_mod[];
PUGFUNC **pfpp;
{slong r;
BASEPAGE *bp;
slong i;
char *p,
s[256];
sint h;

/* ?module exists in PUG environment? */
if (p = getenv("PUG")) {
strcpy(s,p);
strnextdir(s,pug_mod,false);
}
else
/* ?module exists in current directory? */
if ((h = Fopen(pug_mod,0)) < 0) {/* no */
/* get executable directory */
shel_read(&s[0],&s[128]);
/* remove executable name */
if (
((p = strrchr(s,'\\')) == NULL) &&
((p = strchr(s,':')) == NULL)
)

p = &s[-1]
;
/* add module name */
strcpy(&p[1],pug_mod);
}
else {
Fclose(h);
strcpy(s,pug_mod);
}

/* ?module overlay loaded? */
if ((r = Pexec(3,s,NULL,NULL)) < 0) {/* no */
sprintf(s,"[3][Pexec(3) failed|Code %d|File %s][Typical]",
```

```
(int)r,pug_mod
)
;
form_alert(1,s);
return 0;
}

/* execute module startup (Ptermres to hand back unused TPA) */
bp = (BASEPAGE*)r;
Pexec(4,NULL,bp,NULL);

/* search module data segment for header */
/* kludge for development version */
/* saves manually ensuring header is linked at start of data segment
*/
p = (char*)bp->p_dbase;
for (i = 0; i < bp->p_dlen; i++) {
if (memcmp(p + i,PUG_HDR_TXT,PUG_HDR_LEN) == 0) {/* header
found */
/* set function pointer structure */
*pfpp = p + i + PUG_HDR_LEN + PUG_VER_LEN;
/* version number */
return *((ulong*)(p + i + PUG_HDR_LEN));
}
}

sprintf(s,"[3][PUG Overlay %s|Cannot locate
header][Typical]",pug_mod);
form_alert(1,s);
return 0;
}
```

So basically, the caller is supposed to have passed the address of a PUGFUNC structure pointer to the above function. Extract of pug.h, in good old MWC K&R of course...

```
/* access to functions */
typedef struct {
void (*pg_enable)(); /* "ignition on" */
void (*pg_disable)(); /* "ignition off" */
PUG* (*pg_mem)(); /* dynamic memory managment */
bool (*pg_new_dial)(); /* open/top window */
bool (*pg_old_dial)(); /* close window */
uint (*pg_dialogue)(); /* evnt_multi() replacement */
uint (*pg_obstate)(); /* change object ob_state
intelligently */
uint (*pg_obflags)(); /* change object ob_flags
intelligently */
void (*pg_force)(); /* (ud) force redraw if at all
possible */
uint (*pg_evm)(); /* (ud) direct EVM access */
char* (*pg_obstr)(); /* write string to object
```

```
intelligently */
void (*pg_centre)(); /* centre window (obsolete) */
void (*pg_underline)(); /* keyboard shortcut conversion */
void (*pg_hide)(); /* move window offscreen */
void (*pg_show)(); /* bring window back onscreen */
char* (*pg_exepath)(); /* return executable path */
void (*pg_pos)(); /* set window position */
bool (*pg_nxt_dial)(); /* close this window, open next */
sint (*pg_is_mine)(); /* (ud) return PUG handle for AES
window */
bool (*pg_init)(); /* (ud) complex window initiator */
bool (*pg_term)(); /* (ud) complex window terminator */
ulong (*pg_dyn)(); /* (d) very high level memory
management */
sint (*pg_list)(); /* scrollable objects */
bool (*pg_name)(); /* set WF_NAME */
bool (*pg_info)(); /* set WF_INFO */
void (*pg_fitdesk)(); /* (ud) force large window to be sized
down */
/*
* ud as yet & possibly transient ...
* included to get a feel for if these should be included in their own
* right or buried within other functions
*/
void (*pg_logging)(); /* (stub) could be used for trace
level */
void (*pg_log)(); /* user logging function */
void (*pg_edoff)(); /* force (already enabled) cursor off
*/
void (*pg_edon)(); /* try to turn on (disabled) cursor */
void (*pg_msg)(); /* send a AES message */
/*
* new ...
*/
sint (*pg_alert)(); /* alert in a window */
sint (*pg_printf)();
uint (*pg_gs_wk)();
sint (*pg_gs_wh)();
OBJECT* (*pg_gs_ob)();
int (*pg_gs_obi)();
bool (*pg_gs_act)();
int (*(*pg_gs_uiv)())();
OBJECT* (*pg_gs_icob)();
char* (*pg_stem)();
bool (*pg_bubblegem)();
char* (*pg_rsc)();
} PUGFUNC;
```

And finally, the imaginately named pug01.c to round off...

```
#include "pugg.h"
```

```
extern int global[];

void
pug_enable()
/*[ void pug_enable()

Once the PUG overlay module PUG_MOD has been loaded by PUG then
pug_enable()
must be issued so that the overlay and the user process can
communicate as one
with GEM.
]*/
{
appl_init();

/* resource file header pointer */
global[5] = global[6] = 0;
}

void
pug_disable()
/*[ void pug_disable()

Separates the user process from the overlay prior to program
termination.
It does not unload the overlay.
]*/
{
/* some desktops will update their windows */
sm_drives(NIL);

appl_exit();
}

Oh, nearly forgot. In a *very* loose manner, an app would do this to
get things started...

PUGFUNC *gl_pfp;

main()
{
Pug(PUG_MOD,&gl_pfp);
pug_enable();

//app here

pug_disable();
appl_exit();
exit(blah);
}

...where the actual PUGFUNC struct is a simple asm source, mirroring
the C declaration, which is pulled into the overlay by the linker...

.shri
```

```
.globl pug_registered_
.globl pug_commercial_

/return true if registered
pug_registered_: moveq $-1,d0
rts

/return true if commercial
pug_commercial_: moveq $-1,d0
rts

.shrd

.long 0x12345678 /these 8 bytes define the header
signature
.long 0x87654321

/version (read as a single long, major in high word)
.word 0x0000 /major
.word 0x0009 /minor

/ func pointer array
.long pug_enable_
.long pug_disable_
.long pug_mem_
.long pug_new_dial_
.long pug_old_dial_
.long pug_dialogue_
.long pug_obstate_
.long pug_obflags_
.long pug_force_
.long pug_evm_
.long pug_obstr_
.long pug_centre_
.long pug_underline_
.long pug_hide_
.long pug_show_
.long pug_exepath_
.long pug_pos_
.long pug_nxt_dial_
.long pug_is_mine_
.long pug_init_
.long pug_term_
.long pug_dynam_
.long pug_list_
.long pug_name_
.long pug_info_
.long pug_fitdesk_
.long pug_logging_
.long pug_log_
.long pug_edoff_
.long pug_edon_
.long pug_message_
```

```
.long pug_alert_
.long pug_printf_
.long pug_gs_wk_
.long pug_gs_wh_
.long pug_gs_ob_
.long pug_gs_obi_
.long pug_gs_act_
.long pug_gs_uiv_
.long pug_gs_icob_
.long pug_stem_
.long pug_bubblegem_
.long pug_rsc_
/NULL denotes end of array
.long 0
```

Okay, somewhat involved for the overlay author (it isn't really - just "dumb coding") but more importantly there is very little required of an overlay *user*, as is apparent from the slimness of main() - unlike myself, who seems to grow less slim each waking day. I digress. Time for bed. <G>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3953. Reset routine

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-29 00:00:00 UTC
From: Michael Nau <m.nau@tu-bs.de>
Message-ID: <38E1FD44.167C4619@tu-bs.de>
Source record: 2022

Hi!

Can anyone show me how to reset the Atari system? I need it for a
shutdown manager. I'd prefer a clean method, elsewhere a dirty hack
might do as well.

Thanks, Michael.

--

_/_ _ _/ _/_ _/
Michael Nau _/_/__/_/ _/_/_ _/
m.nau@tu-bs.de _/ _/ _/ _/ _/_/
_/ _/ _/ _/

3954. Re: Reset routine

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-29 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <38E1FC4A.ED0478F9@europe.com>
Source record: 2023

```
> Can anyone show me how to reset the Atari system? I need it for a
> shutdown manager. I'd prefer a clean method, elsewhere a dirty hack
> might do as well.

If that is what you are talking about:
jmp ([$4.w])
(trash some memvalid-like system variables to perform a cold one)
oups sorry, 68000 version here:
move.l $4.w,a0
jmp (a0)

IIRC you can use _sysbase systeme variable to do this also:
move.l _sysbase.w,a0
jmp (a0)
```

3955. Re: Reset routine

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-29 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <8btfrrabj1@barcode.tesco.net>
Source record: 2024

```
You should shut down all the applications first.

To do a soft reset, look at the address in memory address 4. Get this
address and jump to it.

Here are two ways in assembly (in super mode)

move.l 4,-(sp)
rts

OR

move.l 4,a0
jmp (a0)

Mark

"Michael Nau" <m.nau@tu-bs.de> wrote in message
news:38E1FD44.167C4619@tu-bs.de...
> Hi!
>
> Can anyone show me how to reset the Atari system? I need it for a
> shutdown manager. I'd prefer a clean method, elsewhere a dirty hack
> might do as well.
>
> Thanks, Michael.
>
> --
> ----------------------------------------
> _/_ _ _/ _/_ _/
> Michael Nau _/_/__/_/ _/_/_ _/
> m.nau@tu-bs.de _/ _/ _/ _/ _/_/
> _/ _/ _/ _/
> ----------------------------------------
```

3956. Re: Reset routine

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-29 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200003291913.a6485@su.maus.de>
Source record: 2025

Hi Guillaume!

GD>IIRC you can use _sysbase systeme variable to do this also:
GD> move.l _sysbase.w,a0
GD> jmp (a0)
Which is the more clean way since it points to the OS header of the currently running OS. $4.w does always point to the ROM's one

Bye

Joerg

3957. Re: Reset routine

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-30 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10003301247110.280-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 2026

Hello!

> You should shut down all the applications first.
>
> To do a soft reset, look at the address in memory address 4. Get this
> address and jump to it.
>
> Here are two ways in assembly (in super mode)

Under MiNT always use Shutdown(long restart) system call (0x151).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3958. Some example OVL code in C

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-30 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <38e38ef0$1_2@athena.netset.com>
Source record: 2027

I've put together a small archive at my site that shows at least
one method of implementing and using an OVL file. Both the OVl and client
are very simple, so it should be a good starting point for someone looking
at doing this sort of thing. The OVl only has 3 stub routines, just
enough to operate and show that it's working. Enough I think to
illustrate the method.

While in a way we are moving away from the idea of OVl files, I
think they still have situations where they are useful. So if you are
interested in how to use/create an OVL file grab the file.

http://www.netset.com/~baldrick/products.html

Maybe someday I'll round up some GFA examples for this as well.

Dan Ackerman
aka baldrick...

3959. Re: Reset routine

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-30 00:00:00 UTC
From: binder@hrzpub.tu-darmstadt.de
Message-ID: <4d0ub8.uo1.ln@hog1.hrz.tu-darmstadt.de>
Source record: 2028

Hi!

In article <38E1FD44.167C4619@tu-bs.de>,
Michael Nau <m.nau@tu-bs.de> writes:
> I'd prefer a clean method, elsewhere a dirty hack might do as well.

OK, you've asked for it, you get it ;)

```
static long get_reset(void);

void reboot(void)
{
long r,
reset_address;

/* First, try using MiNT's Shutdown() call */
r = Shutdown(1); /* GEMDOS 0x151 */

/* If it returns, then either the current GEMDOS doesn't support
* Shutdown(), or Shutdown() failed for some reason
*/
if (r != -32L)
{
/* System supports Shutdown(), but it failed */
return;
}

/* OK, system does not support Shutdown(), so let's use the old way */
reset_address = Supexec(get_reset);
Supexec((void *)reset_address);

/* Mhmm, Supexec() returned, something must have went wrong ... */
}

static long do_reset(void)
{
/* Get contents of address 4, which contains a copy of bytes 4 to 8
* of the TOS header, which in turn resemble the start of the reset
* routine (the MC68xxx family uses the contents of address 0 for
* SSP, and the contents of address 4 for PC on power-up or
* hardware-reset)
*/
return (*(long *)0x4);
}
```

If the function reboot() returns to the caller, something very strange
has happened ...

Of course, in assembler this can be done a lot shorter, but this way it should be more comprehensible.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

3960. Re: Some example OVL code in C

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10003301620040.105-100000@TT030>
Source record: 2029

On 30 Mar 2000, Dan Ackerman wrote:

> I've put together a small archive at my site that shows at least
> one method of implementing and using an OVL file. Both the OVl and client
> are very simple, so it should be a good starting point for someone looking
> at doing this sort of thing. The OVl only has 3 stub routines, just
> enough to operate and show that it's working. Enough I think to
> illustrate the method.
>
> While in a way we are moving away from the idea of OVl files, I
> think they still have situations where they are useful. So if you are
> interested in how to use/create an OVL file grab the file.
>
> http://www.netset.com/~baldrick/products.html

GFA-Basic OVL example:
Well I totally forgot about the PUG OVL until you mentioned it.
I will zip it all up soon and post it on my GFA-Basic pages.
Still amazed I found the old project. ;-)

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

3961. Need Portfolio Card Drive Software

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-30 00:00:00 UTC
From: MrGadget <Nospam@nospam.com>
Message-ID: <71SE4.18953$Xk2.76746@tor-nn1.netcom.ca>
Source record: 2030
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I have a Portfolio Card Drive but no disk for the unit. Can someone send
me a copy of the driver that is needed to run the interface card on the PC?
Any help appreciated

email me at randing@netcom.XXXca

Delete the XXX

thanks

3962. Dont Click Here Unless Interested In Money!!

Newsgroup: comp.sys.atari.programmer
Date: 2000-03-31 00:00:00 UTC
From: fzcgvb@coolstuff.com
Message-ID: <8c3cnc$32i3118@magpie.cat.net.th>
Source record: 2031

I�ve been sitting here for hours playing a great new slot machine on the Internet. Every time I tell myself "Just one more spin," I hit another winner. I don't know how, but they're giving away over $2 million every month GUARANTEED and it's FREE. Best of all, for every friend you sign up, you win what they win! You have to try it.

http://www.jackpot.com/win.asp?ref=101-1523

3963. Please allow us to post jobs to your newsgroup

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-01 00:00:00 UTC
From: Sourabh Hajela <hajela@VirtualPrimeVendor.com>
Message-ID: <8c3fpc$33t$57@news.warwick.net>
Source record: 2032

Moderator,

We are an IT Consulting firm. Please allow us to post jobs to your newsgroup.
Let us know your requirements and we would be happy to comply. Thanks.

For further information, please contact me:
Sourabh hajela
VP
VirtualPrimeVendor.com
hajela@VirtualPrimeVendor.com
(914) 774 2701 Ext. 16.

3964. GFA-Basic site updated

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-01 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10004010208100.131-100000@TT030>
Source record: 2033

I've posted some additions and such to my GFA-Basic pages.

Example code using an OVL called PUG (the brain child of swampdog) :-)
A JPEG loader completely done in GFA-Basic
yeah it's slow as h**l, but I did it! hehe
A program or two donated by Baldrick

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

3965. Re: Reset routine

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-01 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8c49qqjve1@news1.xs4all.nl>
Source record: 2034

About the reset:

with a jump to the start of TOS you get a reset.
But remember: it will never be as if the power was downed.
Take for instance a reset-resistent RAM-DISK

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3966. Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-01 00:00:00 UTC
From: MrGadget <Nospam@nospam.com>
Message-ID: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>
Source record: 2035
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Is there a way to record and read back cassette programs as sound files? I thought I saw something posted once about this.

3967. Re: Reset routine

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-01 00:00:00 UTC
From: binder@hrzpub.tu-darmstadt.de
Message-ID: <vrc5c8.p11.ln@hog1.hrz.tu-darmstadt.de>
Source record: 2036

Hi!

In article <8c49qqjve1@news1.xs4all.nl>,
atarist@xs4all.nl (Stichting ST) writes:
> But remember: it will never be as if the power was downed.
> Take for instance a reset-resistent RAM-DISK

Such a RAM-disk won't survive a reset with both resvector and one of the
memvalid variables cleared. Of course, you can still play tricks using
the PMMU to completely avoid resets, but a software-triggered cold-boot
will kill reset resident stuff.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

3968. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-02 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <HEOF4.451$nh7.2401501@nnrp1.proxad.net>
Source record: 2037
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

MrGadget <Nospam@nospam.com> a crit dans le message :
XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca...
> Is there a way to record and read back cassette programs as sound files? I
> thought I saw something posted once about this.

I don't think any cassette prgs were ever made for the ST. Check your
crossposts please!

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3969. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-03 00:00:00 UTC
From: alanmcminswa@home.com
Message-ID: <38e86e4c@news.nuthinbutnews.com>
Source record: 2038
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>, Nospam@nospam.com
says...
>
>Is there a way to record and read back cassette programs as sound files? I
>thought I saw something posted once about this.
>
>
You want to make copies of data file cassettes? Play on one and record on the
other. (which is how I used to make copies of Zaxxon 15 years ago, their
ridiculous copy protection only made loading the game harder to do). The
cassettes are audio. You might want to clean the heads on the cassette
players, it don't take much to screw up the recordings.

3970. BUILD YOUR OWN C`A.B,L,E B,O`X...FREE C`A.B,L.E`.. 28

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-03 00:00:00 UTC
From: bzfpdp@dfdsdfg.com
Message-ID: <sT9G4.37985$QJ3.3879768@dfiatx1-snr1.gtei.net>
Source record: 2039
Cross-posted to: alt.barney.sponge-minions.die.die.die,comp.sys.atari.programmer

LEGAL CABLE TV DE-SCRAMBLER

Want to watch Sporting Events?--Movies?--Pay-Per-View??

*This is the Famous R-O Shack TV Descrambler
You can assemble it from Radio Shack parts for about $12 to $15.

We Send You:
1, E-Z To follow Assembly Instructions.
2. E-Z To read Original Drawings.
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**** PLUS SOMETHING NEW YOU MUST HAVE! ****
Something you can't do without.

THE UP-TO-DATE 6 PAGE REPORT:
USING A DESCRAMBLER LEGALLY

Warning: You should not build a TV Descrambler without
reading this report first.

Frequently Asked Questions--CABLE TV DESCRAMBLER

Q: Will the descrambler work on Fiber, TCI, Jarrod
and satellite systems?
A: The answer is YES. In respect to satellite,
you just get more stuff! There is one exception:
The descrambler will not work with DSS satellite.

Q: Do I need a converter box?
A: This plan works with or without a converter box.
Specific instructions are included in the plans for each!
Q: Can the cable company detect that I have the descrambler?

A: No, the signal descrambles right at the box and does
not move back through the line!

Q: Do I have to alter my existing cable system,
television or VCR?
A: The answer is no!

Q: Does this work with my remote control?
A: The answer is yes. The descrambler is
manually controlled--but very easy to use!

Q: Can you email me the plans?
A: No the program comes with an easy to follow picture guide.

Q: Does this work everywhere across the country?
A: Yes, everywhere in the USA plus England,
Brazil, Canada and other countries!

Q: Is this deal guaranteed?
A: Yes, if you are unhappy for any reason we will refund your money.

Q: When I order, when will I get my package?
A: We mail out all orders within 24 hours of receiving them.

Q: How much does it cost to get the instruction
plans, the easy to follow diagram, and most
important of all the "Using a Descrambler LEGALLY Report".
A: You get the complete 6 page report and instruction package all for just--$10.00

Q: How do I order?
A: Fill out form below and send it, along
with your $10.00 payment to:

CABLE FREE-TV
12187 S. Orange Blossom Trail #116
Orlando Fl 32837

(Cash, Check or Money Order.)

(Florida residents include 7% Florida State Sales Tax)

(All orders outside the U.S.A. add $5.00)

PRINT YOUR:

NAME_____

ADDRESS_____

CITY/STATE/ZIP_____

E-MAIl ADDRESS_____

We are NOT ASSOCIATED in any way with RADIO SHACK.
Neither the design nor instructions were developed
by, are sold by, or are endorsed by Radio Shack.
Parts for this fine-tuning device are available
at many electronics stores (including Radio Shack)
This is not a Radio Shack product.
qxwzjzxwpqftergtdgmjqcwnivrinpnqexugrzdwcwhbqhipijstbxdlpvdsgogrkdniqhswtwmijkgflbpoosvetl
yeedkttgrifdvlzikqggdewbstdrgefmvpgpclqbygfuscgcrbfedxbdukodkcjqmeiglfkjzdopmiwwbmdjlcidmn
vjnioumuijsqnylyguhtiodcxffe

3971. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38EB1679.63ED2B72@mail.uni-mainz.de>
Source record: 2040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Alan Mc Mindes schrieb:
>
> In article <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>, Nospam@nospam.com
> says...
> >
> >Is there a way to record and read back cassette programs as sound files? I
> >thought I saw something posted once about this.
> >
> >
> You want to make copies of data file cassettes? Play on one and record on the
> other. (which is how I used to make copies of Zaxxon 15 years ago, their
> ridiculous copy protection only made loading the game harder to do). The
> cassettes are audio. You might want to clean the heads on the cassette
> players, it don't take much to screw up the recordings.

Hello,
ask Bo and Ernest Schreurs about their Cas to WAV converter program...
quite interesting background story !! Besides, copying from (Hifi-)Tape
to Tape is easier and to a digital destination (like DAT, DCC, MD, CDR,
CDRW) is far secure (but wastes to much memory). greets- Andreas
magenheimer

P.S. Why not keep the cassettes as original source and use a disk-file
as backup... (if you own the original program, you are allowed to have
backups on any medium)

3972. Re: Capturing Cassettte progs as sound file

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-05 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <38eb1f26$0$564@news.zetnet.co.uk>
Source record: 2041

On 1 Apr 2000 10:33:09 -, "MrGadget" wrote:
>Is there a way to record and read back cassette programs as sound files? I
>thought I saw something posted once about this.

Hi Gadget! :)

Unlike the other repliers who seem to think this is a bit of a joke, you certainly have an application if you are using a Spectrum emulator etc.

To capture a program from tape, you could use a sound sampler and hook up your tape player either into a sound sampling cartridge on an ST or into the microphone socket on a Falcon.

There is a way to then play them into the emulator, but I've never really looked into this.

Cheers!

James


```
_____________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/_____________________________________/_________________\
```

List owner of the Cheshunt Computer Club mailing list

3973. GEMSCript question

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-05 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <8cgbrc$i5g$1@front6.grolier.fr>
Source record: 2042

Bonjour a tous :)

I have nearly finished GEMScript implementation for Joe.
But there's still a question/difficulty (cannot understand well
the German doku, my apologizes):

How do you send in the ACK the TRUE or FALSE values. In litteral
(english or German ?), or in number with 0 and 1?

Thanks for anwsering.

Bye

Rajah Lone

3974. Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-06 00:00:00 UTC
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Message-ID: <8cjdap$n34$1@slb6.atl.mindspring.net>
Source record: 2043

Please forgive for asking this if it has been placed in the FAQ. I've
been searching the net for one and I still am, but I hope someone here
will be kind enough to give me a pointer :)

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

3975. GNU C++

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <8cjvccoua1@nnrp1.deja.com>
Source record: 2044

Hi All,

I know I have asked this before, but.....

I would still really like to be able to write GEM
programs on my Atari using GNU C++. The problem I
am having is figuring out what the latest version
of the Atari port of GNU C++ is and how I install
it. I also don't know what libraries I need to be
able to write GEM programs. I have heard about
GEM++ and GEMLIB, but again I don't know what the
latest version are, where to get them or how to
install them.

Can anybody help me out and explain to me what I
need and how I setup a complete C++ environment
on my Atari so I can start programming?

I have also been looking at a program called ACS-Pro
which looks to provide some form of visual design
for GNU C++? Does anybody know more about this program.

Thanks all.

Regards,

Ben Hills.

Imperial Business Systems Ltd
7 Hill Street, Bristol, UK.
0117 925 1700

Sent via Deja.com http://www.deja.com/
Before you buy.

3976. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <38EDB9EB.FC1F26BE@europe.com>
Source record: 2045

> Please forgive for asking this if it has been placed in the FAQ. I've
Is there a FAQ for this group actually?

> been searching the net for one and I still am, but I hope someone here
> will be kind enough to give me a pointer :)
http://people.A2000.nl/hrobbers/TTD.html
(TT-Digger 6.1, fully usable on a 1MB ST)

3977. Re: GEMSCript question

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: thomas@snailshell.de
Message-ID: <1e8n5hy.nt8gawmzawc4N%thomas@snailshell.de>
Source record: 2046

Pierre TONTHAT <ptonthat@club-internet.fr> wrote:

> How do you send in the ACK the TRUE or FALSE values. In litteral
> (english or German ?), or in number with 0 and 1?

That depends on the command that returns a value (the return value need
not be a boolean value). If you implement a command that returns a
boolean value, you should return a non-empty string (e.g. "1") as "true"
and an empty string (or a NULL pointer) as "false".

bye, Thomas

--
http://www.aktienman.de
Depotmanagementsoftware fï¿½r Mac OS, Windows, OS/2, Linux

3978. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: Mika Poikonen <mika.poikonen@verticom.fi>
Message-ID: <yDkH4.154$%q5.6648@read2.inet.fi>
Source record: 2047

Al Leitch [Team2000] <al__leitch@3*&hotmail.com> wrote in message
news:8cjdap$n34$1@slb6.atl.mindspring.net...
> Please forgive for asking this if it has been placed in the FAQ. I've
> been searching the net for one and I still am, but I hope someone here
> will be kind enough to give me a pointer :)
>
> --
> Team2k PC/Palm Pilot Programming Team:
> http://ppilot.homepage.com
>

Hello Al.

Try http://www.dhs.nu . There you will find from coding util section prg
called Assemble/Adebug 0.9
I'm not sure is it good, but I'm going to get sight for it asap.

Emphii - Xtream

3979. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <8cl8pp$o2a$1@barcode.tesco.net>
Source record: 2048

try using Easyrider as this is a 'reassembler' as well as a disassembler.

"Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message
news:8cjdap$n34$1@slb6.atl.mindspring.net...
> Please forgive for asking this if it has been placed in the FAQ. I've
> been searching the net for one and I still am, but I hope someone here
> will be kind enough to give me a pointer :)
>
> --
> Team2k PC/Palm Pilot Programming Team:
> http://ppilot.homepage.com
>

3980. Re: GNU C++

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: Ralph Lowinski <rl@aquaplan.de>
Message-ID: <38EE4B5F.5901B24C@aquaplan.de>
Source record: 2049

Ben Hills wrote:
>
> Hi All,
>
> I know I have asked this before, but.....
>
> I would still really like to be able to write GEM
> programs on my Atari using GNU C++. The problem I
> am having is figuring out what the latest version
> of the Atari port of GNU C++ is and how I install
> it. I also don't know what libraries I need to be
> able to write GEM programs. I have heard about
> GEM++ and GEMLIB, but again I don't know what the
> latest version are, where to get them or how to
> install them.

The latest gcc which doesn't require MiNT was the 2.7.2.3.
You also need at least the mintlib and gemlib. These you
can be found on several ftp servers (e.g. ftp.funet.fi).
The easiest way to install is if you have a MiNT
environment, than you have just to copy a few files to
their destination directories.

Feel free to contact me for more details, at the moment
I'm in the office and can't reach my atari (at home) to
give you more details.

Regards,
Ralph

3981. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Message-ID: <8clrl2eqe1@nntp9.atl.mindspring.net>
Source record: 2050

Only problem I have with it is the fact it's in German.

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

Mark Davies wrote:

> try using Easyrider as this is a 'reassembler' as well as a disassembler.
>
> "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message
> news:8cjdap$n34$1@slb6.atl.mindspring.net...
> > Please forgive for asking this if it has been placed in the FAQ. I've
> > been searching the net for one and I still am, but I hope someone here
> > will be kind enough to give me a pointer :)
> >
> > ---
> > Team2k PC/Palm Pilot Programming Team:
> > http://ppilot.homepage.com
> >

3982. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Message-ID: <8cm7gq$9po$1@slb2.atl.mindspring.net>
Source record: 2051

Atari ST programs actually :) I've already got a diasassembler for the Palm. Yes, Palm Pilot programs (PRC) do have different headers and stuff.

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

Henk Robbers wrote:

> Hi Al
>
> Al Leitch [Team2000] wrote:
> >
> > Only problem I have with it is the fact it's in German.
> >
> TT-Digger is in English. :-)
>
> Are you going to disassemble Palm pilot programs? Do they have a particular
> binary program format (headers, symbol tables and such)? If these are different
> from Atari and cause difficulties, remove them with a binary editor, keeping only
> the code itself. TT-Digger accepts everything that is fed into it.
>
> --
> Groeten; Regards.
> Henk Robbers.
>
> http://people.A2000.nl/hrobbers/Homepage.html
> Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3983. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Message-ID: <8cm8g6$q06$1@nntp9.atl.mindspring.net>
Source record: 2052

I've been having problems getting the program to show disassemblies period. I open up a file to disassemble and the little guy just sits there.

Henk Robbers wrote:

> Hi Al
>
> Al Leitch [Team2000] wrote:
> >
> > Only problem I have with it is the fact it's in German.
> >
> TT-Digger is in English. :-)
>
> Are you going to disassemble Palm pilot programs? Do they have a particular
> binary program format (headers, symbol tables and such)? If these are different
> from Atari and cause difficulties, remove them with a binary editor, keeping only
> the code itself. TT-Digger accepts everything that is fed into it.
>
> --
> Groeten; Regards.
> Henk Robbers.
>
> http://people.A2000.nl/hrobbers/Homepage.html
> Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3984. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-07 00:00:00 UTC
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Message-ID: <8cmkf1cjn1@slb0.atl.mindspring.net>
Source record: 2053

I was running it under Pacifist version 048. I simply ran the thing under TOSbox and it worked!

==========
Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

"Al Leitch [Team2000]" wrote:

> I've been having problems getting the program to show disassemblies period. I open
> up a file to disassemble and the little guy just sits there.
>
> Henk Robbers wrote:
>
> > Hi Al
> >
> > Al Leitch [Team2000] wrote:
> > >
> > > Only problem I have with it is the fact it's in German.
> > >
> > TT-Digger is in English. :-)
> >
> > Are you going to disassemble Palm pilot programs? Do they have a particular
> > binary program format (headers, symbol tables and such)? If these are different
> > from Atari and cause difficulties, remove them with a binary editor, keeping only
> > the code itself. TT-Digger accepts everything that is fed into it.
> >
> > --
> > Groeten; Regards.
> > Henk Robbers.
> >
> > http://people.A2000.nl/hrobbers/Homepage.html
> > Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3985. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38EE832C.11397474@cable.A2000.nl>
Source record: 2054

Hi Al

Al Leitch [Team2000] wrote:
>
> Only problem I have with it is the fact it's in German.
>
TT-Digger is in English. :-)

Are you going to disassemble Palm pilot programs? Do they have a particular binary program format (headers, symbol tables and such)? If these are different from Atari and cause difficulties, remove them with a binary editor, keeping only the code itself. TT-Digger accepts everything that is fed into it.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3986. Re: GNU C++

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-08 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8cnuqhvru1@nnrp1.deja.com>
Source record: 2055

In article <38EE4B5F.5901B24C@aquaplan.de>,
ralph@lowinski.de wrote:
>
> The latest gcc which doesn't require MiNT was the 2.7.2.3.

Correction: 2.8.1c
You can find it at: http://www.tu-harburg.de/~smcf1605/

Sent via Deja.com http://www.deja.com/
Before you buy.

3987. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38EF9C84.F73F248D@cable.A2000.nl>
Source record: 2056

Hi

Al Leitch [Team2000] wrote:
>
> I was running it under Pacifist version 048. I simply ran the thing under TOSbox and
> it worked!
>

Interesting. I have a TT. I also have wintel laptop running Tosbox and/or Tos2Win,
I have seen it running with Gemulator and on a Milan. I further have a 1040 running
Tos 2,06.
I replaced tos 1.0 on that machine long before I started work on TT-Digger. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3988. Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-08 00:00:00 UTC
From: "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com>
Message-ID: <8coij3kca1@slb7.atl.mindspring.net>
Source record: 2057

Has anybody actually done a survey to see how many people these days
still program for these things?

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

3989. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-09 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8col3v$2ei$1@newshost.comnet.co.nz>
Source record: 2058

"Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message news:8coij3kca1@slb7.atl.mindspring.net...
> Has anybody actually done a survey to see how many people these days
> still program for these things?

Seeing as no-one has yet responded to this (or perhaps it's just that my ISP's news-server hasn't received it yet), I'll kick things off with a list of some of my current projects that I've worked on or am currently working on:

1) Toolbox DLL manager. It hasn't been touched in the last year or so, but seems pretty stable on the TT, ATM. I still have to write a decent programmers manual for it, and tidy up a few of the bundled utilities (Library lister, info viewer etc)

2) The stock control/invoicer program (tentatively called "Stocker") as mentioned in the now-deceased Atari Computing mag. I still have to work on printing out the invoices, stock-list, customer data etc. And write a user manual for it.

3) Get down to work on the Music OCR package that Brian Becroft mentioned to me some time ago. ATM, about all it will do is read in an image file (in IMG format, I think) and display it on screen in a window.

--

Due to the overwhelming amount of junkmail I have received in the past, I can only be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

3990. GDOS printers

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-09 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8cpc7mgru1@newshost.comnet.co.nz>
Source record: 2059

How does one determine the names/types of printers available under GDOS?

For example, I have two printers installed under GDOS (a 9-pin matrix and the SLM laser) . And I assume that I am not unique in this.

Obviously, I can walk through the range of GDOS printer ID numbers, and try to open a workstation for the device. That will tell me that there is *a* printer installed there, but not the *name* of the printer, so I can put up a menu of all the printers I find and get the user to select which one to use.

Or I can scan the ASSIGN.SYS file - but that only tells me the name of the driver file associated with the device number - which may not necessarily match that of the printer (I could easily rename one driver to "WL67J3.R9E", and as long as it is correcly named in the ASSIGN.SYS file, I am still none the wiser)

There doesn't appear to be a VDI/GDOS call that tells me this (according to the Compendium, and Hisofts "Modern Atari Software")

--

Due to the overwhelming amount of junkmail I have received in the past, I can only be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

3991. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-09 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <8cqkoh$rl5$1@barcode.tesco.net>
Source record: 2060

My copy is in English. I can send the RSC file if you like which should change the language.

Mark

"Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message news:8clrl2eqe1@nntp9.atl.mindspring.net...
> Only problem I have with it is the fact it's in German.
>
> --
> Team2k PC/Palm Pilot Programming Team:
> http://ppilot.homepage.com
>
> Mark Davies wrote:
>
> > try using Easyrider as this is a 'reassembler' as well as a disassembler.
> >

3992. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-09 00:00:00 UTC
From: "Al Leitch [Team2k]" <al__leitch@3*&hotmail.com>
Message-ID: <8cqmjb$bk6$2@slb0.atl.mindspring.net>
Source record: 2061

Hey thanks!

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

Mark Davies wrote:

> My copy is in English. I can send the RSC file if you like which should
> change the language.
>
> Mark
>
> "Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message
> news:8clrl2eqe1@nntp9.atl.mindspring.net...
> > Only problem I have with it is the fact it's in German.
> >
> > ---
> > Team2k PC/Palm Pilot Programming Team:
> > http://ppilot.homepage.com
> >
> > Mark Davies wrote:
> >
> > > try using Easyrider as this is a 'reassembler' as well as a
> disassembler.
> > >

3993. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-09 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <Fsrq8u.5L@gem.win.co.nz>
Source record: 2062

Al Leitch [Team2000] (al__leitch@3*&hotmail.com) wrote:
: Has anybody actually done a survey to see how many people these days
: still program for these things?

Well I have written a few programs for the Atari, most of which are available via my WWW page at http://gem.win.co.nz/mario/ . I have lately released into the public domain the source code to a number of those programs although this is not mentioned on my WWW page. However an archive is available on my FTP site with the source code.

My most recent software projects were three games which came 1st, 5th and 6th place in the recent Magic game competition. You can get these from my WWW page.

I am not doing any more Atari software development at the moment, instead I am working on a number of hardware projects, also mentioned on my WWW page.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments |
| http://gem.win.co.nz/ * >>> NEW MIDI-3 <<< |

3994. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ew7I4.13073$EG2.11111@newsfeed.slurp.net>
Source record: 2063

On 8 Apr 2000 17:23:32 -, "Al Leitch [Team2000]" wrote:
>Has anybody actually done a survey to see how many people these days
>still program for these things?

Not really that I know, but there is still alot of activity going on in
the TOS world. I just ordered my new upgrade for Calamus which is
reviewed in this month's Computer Shopper.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3995. Re: Capturing Cassettte progs as sound file

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-09 00:00:00 UTC
From: neoSpock <Life@hell.com>
Message-ID: <3u8I4.23313$Xk2.92903@tor-nn1.netcom.ca>
Source record: 2064
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Thanks to everyone who has replied. I did find the source I was looking for (Ernest Schreur's homepage). I have Atari programs on tape I want to make a permanent copy of. This technology actually also works for a number of programs I have on handheld devices of the past that used cassette players to save/play programs in Basic. Cassette tape is not a reliable medium. And believe it or not, some of those handhelds are still superior in raw programming capability and number crunching to the current wince lot.

James F. Haslam <jfhaslam@zetnet.co.uk> wrote in message news:38eb1f26$0$564@news.zetnet.co.uk...
> On 1 Apr 2000 10:33:09 -, "MrGadget" wrote:
> >Is there a way to record and read back cassette programs as sound files? I
> >thought I saw something posted once about this.
>
> Hi Gadget! :)
>
> Unlike the other repliers who seem to think this is a bit of a joke, you
> certainly have an application if you are using a Spectrum emulator etc.
>
> To capture a program from tape, you could use a sound sampler and hook up
> your tape player either into a sound sampling cartridge on an ST or into
> the microphone socket on a Falcon.
>
> There is a way to then play them into the emulator, but I've never really
> looked into this.
>
>
> Cheers!
>
>
>
> James
>
>
> _____________________________________
> / /\
> / James Haslam / \
> / / || \
> / Email address: / || \
> / jfhaslam@zetnet.co.uk / /||\ \
> / / file://||\\ \
> / Website: / \

> / www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
> /_____________________________/_____________\
>
> List owner of the Cheshunt Computer Club mailing list
> --
>
>
>
>

3996. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-10 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10004101757030.126-100000@TT030>
Source record: 2065

On Sat, 8 Apr 2000, Al Leitch [Team2000] wrote:

> Has anybody actually done a survey to see how many people these days
> still program for these things?

I know several who do. Probably lack of responce is due to people
wondering what good such a survey would do? ;-)

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

3997. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-10 00:00:00 UTC
From: "Al Leitch [Team2k]" <al__leitch@3*&hotmail.com>
Message-ID: <8ctq01rjr1@slb1.atl.mindspring.net>
Source record: 2066

The reason I suggested a survey is because it'd be interesting to see how many people in this world code for the ST. Most of the programmers these days program for PCs and Macs.

Lonny Pursell wrote:

> On Sat, 8 Apr 2000, Al Leitch [Team2000] wrote:
>
> > Has anybody actually done a survey to see how many people these days
> > still program for these things?
>
> I know several who do. Probably lack of responce is due to people
> wondering what good such a survey would do? ;-)
>
> ____
> Lonny Pursell atari@bright.net http://www.bright.net/~atari/

3998. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-11 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <8cvs46$9v2$1@epos.tesco.net>
Source record: 2067

I still code but it is demo packing and menu writing in assembly.

Mark
MSD/POV

"Al Leitch [Team2000]" <al__leitch@3*&hotmail.com> wrote in message
news:8coij3kca1@slb7.atl.mindspring.net...
> Has anybody actually done a survey to see how many people these days
> still program for these things?
>
> --
> Team2k PC/Palm Pilot Programming Team:
> http://ppilot.homepage.com
>

3999. System Monitor - where to find?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-11 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10004111703260.112-100000@TT030>
Source record: 2068

Looking for the latest SysMon "System Monitor".

Anyone know if it is supported yet or some URL to author??

Thanks...

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

4000. Re: System Monitor - where to find?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-11 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10004112309160.210-100000@ozkhades>
Source record: 2069

On Tue, 11 Apr 2000, Lonny Pursell wrote:

>
> Looking for the latest SysMon "System Monitor".
>
> Anyone know if it is supported yet or some URL to author??
>
> Thanks...

Hi, Lonny. I'm actualy very interested in this myself .. anyone?

Regards

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4001. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-11 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <38f3eea9$1_2@athena.netset.com>
Source record: 2070

In article <8ctq01rjr1@slb1.atl.mindspring.net>,
Al Leitch [Team2k] <al__leitch@3*&hotmail.com> wrote:
>The reason I suggested a survey is because it'd be interesting to see how
>many people in this world code for the ST. Most of the programmers these
>days program for PCs and Macs.
>

Do they still call it that. I thought on windows at least people
just radomly slammed files together until something worked. Would explain
the file size and stability at least. ;)

As a programmer though I sometimes find myself wondering the
opposite question.

Dan Ackerman
aka baldrick

4002. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-11 00:00:00 UTC
From: "Al Leitch [Team2k]" <al__leitch@3*&hotmail.com>
Message-ID: <8d0vpl$93d$1@slb2.atl.mindspring.net>
Source record: 2071

I'm a Win32 assembly coder right now and as far as I've heard, programmers seem to slack off on code optimization. Well, I'm not really that optimized of a coder either, but I'm trying :) I happen to also have an interest in the Atari ST.

If you've ever looked at the Win32 assembly world, that is one thing that we all complain about. You should see http://www.grc.com This guy really keeps his software small yet useful. There's also http://www.fastsoftware.com

Dan Ackerman wrote:

> In article <8ctq01rjr1@slb1.atl.mindspring.net>,
> Al Leitch [Team2k] <al__leitch@3*&hotmail.com> wrote:
> >The reason I suggested a survey is because it'd be interesting to see how
> >many people in this world code for the ST. Most of the programmers these
> >days program for PCs and Macs.
> >
>
> Do they still call it that. I thought on windows at least people
> just radomly slammed files together until something worked. Would explain
> the file size and stability at least. ;)
>
> As a programmer though I sometimes find myself wondering the
> opposite question.
>
> Dan Ackerman
> aka baldrick

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

4003. Processes under Magic

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-12 00:00:00 UTC
From: d98gilda@dtek.chalmers.se
Message-ID: <8d1t5uhcf1@nyheter.chalmers.se>
Source record: 2072

How can I find out which process is currently "on top". I know
appl_search gives me all running processes, but it says nothing about
which one is on top. I have also looked through all of the Gemdos calls,
but found nothing there either. Any hints?

/Torbjï¿½rn

4004. Re: Processes under Magic

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-12 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38F4D07A.65C6CAF9@cable.A2000.nl>
Source record: 2073

Hi

Torbj|rn Gild} wrote:
>
> How can I find out which process is currently "on top". I know
> appl_search gives me all running processes, but it says nothing about
> which one is on top. I have also looked through all of the Gemdos calls,
> but found nothing there either. Any hints?
>

You could try:

wind_get(0,WF_TOP,&hdl,&owner,&below,&dummy)

This is AES 4

It would be nice, when there is no window open, to get at least the menubar owner.

Who knows?

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

4005. Re: System Monitor - where to find?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-12 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200004121448.a62761@su.maus.de>
Source record: 2074

Hi Lonny!

LP>Looking for the latest SysMon "System Monitor".
LP>Anyone know if it is supported yet or some URL to author??
AFAIK the latest version is 1.09c which is some years old now and there also
is no more support for it

Bye

Joerg

4006. Re: Processes under Magic

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-12 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200004122358.a71@su.maus.de>
Source record: 2075

```
Hi Henk!

HR>It would be nice, when there is no window open, to get at least the
HR>menubar owner.
menu_bar(-1);

Bye

Joerg
```

4007. Re: Processes under Magic

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-12 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <geo2d8.ii1.ln@hog1.hrz.tu-darmstadt.de>
Source record: 2076

Hi!

Henk Robbers <H.Robbers@cable.A2000.nl> wrote: > Hi
> Who knows?

menu_bar(0L, -1) will return the ap-id of the current owner of the menu
bar. The precesence of this feature can be checked via appl_getinfo(),
opcode 6. It works with MagiC as well, IIRC.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

4008. Re: Good disassembler to use?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8d5brtdgv1@plutonium.compulink.co.uk>
Source record: 2077

In message <8clrl2eqe1@nntp9.atl.mindspring.net>, al__leitch@3*&hotmail.com said:

>> try using Easyrider as this is a 'reassembler' as well as a disassembler.

Does anyone have instructions for Easyrider? English or German will do.
If so, please forward a copy.

Regards, /Peter/

4009. Re: OVL's and GFA

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <38f743e6.1828018@news.demon.co.uk>
Source record: 2078

On 21 Mar 2000 19:56:07 -0500, baldrick@dilbert.netset.com (Dan Ackerman) wrote:

>
> I was about ready to go through your example in detail to lp.
>
> I'll have to go back over the code, I thought this is what you
>were doing with the code you sent me some years ago. I'm just too tired
>right now to parse any of it.

I've pondered the matter. I recall attempting all manner of methods. They all failed bar pug's current one - in that Gem would behave erratically (the older the version, the worse it was iirc) to a greater or lesser degree. Essentially it boiled down to the "connectivity" and "ownership" between the parent process's Gem arrays, and that of the overlay.

Sadly I haven't a single concrete example but things such as this would happen...

(1)
Messages would vanish: eg app under development would issue a redraw to an "overlay owned" window and it'd work (as it should). Suddenly, a week later, having added code, the app would break. Lots of debugging later and I'd discover said message would be vanishing into a black hole.

(2)
Program would suddenly hang/crash or simply ignore (some) interactions. Pug has "hooks" in it which allow an app to get involved with all the messages which pug handles automatically. One hook per automatic message. A hook is nothing more than a function pointer, default NULL, and therefore not jumped through by pug. Once an app shoves a value in there, pug starts jumping through it on receipt of said AES message, typically twice (once before pug handles it, once after pug has handled it).

This is a grand opportunity (scuse my french) for a ... big time f*ck up! Pug is already using the caller's stack (ie the app's) and now the app is piggy-backed on top of itself as it were. We could easily go spiralling out of control. Thus, whilst this kind of use is permitted, it is only documented as being useful for use by the app in situations where the odd global variable needs setting. The better solution is for the app's hook code, to tell pug not to handle the message. Pug then backs out of itself, right out into the applications "evnt_multi", where things can be dealt with in the usual manner.

Why am I explaining all this? Here's why...

During the course of development, of the "other methods"(*) tried, all showed erratic behaviour concerning the message origin. Pug doesn't have to handle all windows - an app might deal with its own entirely by itself. Yet, on occasion Pug would deliver such a message through one of its own hooks. Ditto the reverse, Pug would start passing back messages it ought to be handling. This behaviour had nothing whatsoever to do with Pug, after all - I could trap the raw AES messages, and they were just "quirky" (even appearing as owned by other programs - word processor, desktop etc). No wonder it crashed. Gawd knows who's resource file pug was getting access to!

In a nutshell, the problem was pug of course - but only in as far as initialisation was concerned. For all my mucking about I never had to change the pug code, just that darn "pugbind". Once you've got Gem to understand the two parts are one and the same thing (or two and separate) you're laughing. The most unfortunate thing though, is on occasion an initialisation problem can take weeks to show up.

(*)
Tried "hack 'n' slash" at the global[] array; also pug being the parent and loading the app; also straight "binary image".

> So when are you going to come back home and program some Atari
>stuff :)

I'd be tickled pink to have the chance to do *any* programming. Just too darned exhausted these days, same as yourself it seems. Just look how long it's taken me to reply here!

> Come on you know you want to do it!

Hehe! I have *tried* to get GCC working. Ignoring the above, for better or worse, I'm into C++ now. :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4010. PUG Sources...

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <38f60b19.19497856@news.demon.co.uk>
Source record: 2079

Hi Folks,

I've banged the lot on my website. Forgotten the url already. Go to homepage then click on [Atari][Programming][PUG]. Have also made a feeble attempt at documenting how it gets compiled.

Whilst the entire pug sources are there, the library sources upon which it depends are not. Will take me a while to figure that one out. Most likely I'll end up posting the sources for all my libraries.

Note:

Version 0.9 was an interim version which consisted of V0.8 unchanged; plus stuff I was working on for GFA users to be able to access pug data; plus a load of stuff for rendering fonts into OBJECT's (unfinished sadly); plus I ripped out most of the docs prior to a "release rewrite"; plus I stuffed in a slow but reliable high level memory manager (a kind of C++ 'container object') that was never meant to live there permanently; plus other bits I've long forgotten.

V0.8 would have made a better source code release but V0.8, along with lots of other sources, was stuck in one of a set of LZH archives which accidentally got password protected.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4011. Re: Processes under Magic

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-14 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38F658EB.B08B611@cable.A2000.nl>
Source record: 2080

Hallo

Thomas Binder wrote:

> menu_bar(0L, -1) will return the ap-id of the current owner of the menu
> bar. The precesence of this feature can be checked via appl_getinfo(),
> opcode 6. It works with MagiC as well, IIRC.

Of course!
It's in XaAES the same.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

4012. Need help for somebody...

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-14 00:00:00 UTC
From: Ronald Kohn <ronald@s.netic.de>
Message-ID: <38F71E3D.F9DADABB@s.netic.de>
Source record: 2081

Hi,

i started a thread at the atari.org forum
(http://forums.atari.org/list.php3?num=3) about porting the rc5client to
the Atari platform. One guy did try to assemble the core and it worked
great but now he needs help with the C part. Could one of you guys help
him out, because sadly i cannot (never got better than modifying some
"hello world" stuff :-(( ).
Any help would be greatly appreciated.

Thank you, bye.

Ronald

4013. Re: System Monitor - where to find?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-15 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10004152039240.102-100000@TT030>
Source record: 2082

On Wed, 12 Apr 2000, Jï¿½rg Westheide wrote:

> Hi Lonny!
>
> LP>Looking for the latest SysMon "System Monitor".
> LP>Anyone know if it is supported yet or some URL to author??
> AFAIK the latest version is 1.09c which is some years old now and there also
> is no more support for it.

Ok thanks. I think I have the last one then. Bummer :(

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

4014. How to use Unicode Characters

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-20 00:00:00 UTC
From: Marcel De Meester <mdemeester@village.uunet.be>
Message-ID: <956237734-402416AEicMi@village.uunet.be>
Source record: 2083

Hello,

How can I use Unicode characters in my Gem-
application?? I first choose the font 'Lucida life
Unicode', but I don't know how to print a Unicode
character. I use v_ftext16, but I don't know which
character I have to enter. When I want Unicode
character 187 (This is a '>>' (= one character)),
which code do I have to enter in v_ftext16?

Greetings,

Wim De Meester
mdemeester@village.uunet.be

Universum site: http://www.altern.org/wim15041977/

Murzim & Sirius site: http://sirmurpup.cjb.net

4015. Re: Atari ST programming survey

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-22 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <SwaM4.51963$2D6.1585224@news20.bellglobal.com>
Source record: 2084

What is this?

> 1) Toolbox DLL manager. It hasn't been touched in the last year or so,
> but seems pretty stable on the TT, ATM. I still have to write a decent
> programmers manual for it, and tidy up a few of the bundled utilities
> (Library lister, info viewer etc)
>

4016. Toolbox (was: Atari ST programming survey)

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-22 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8drm3vbeg1@newshost.comnet.co.nz>
Source record: 2085

"res" <res@sympatico.ca> wrote in message
news:SwaM4.51963$2D6.1585224@news20.bellglobal.com...
> What is this?
>
> > 1) Toolbox DLL manager. It hasn't been touched in the last year or
so,
> > but seems pretty stable on the TT, ATM. I still have to write a
decent
> > programmers manual for it, and tidy up a few of the bundled
utilities
> > (Library lister, info viewer etc)

An AUTO folder program I started writing in 1992 to allow ST apps to load/unload libraries of useful code as and when needed.

Essentially it's a "DLL manager" for the ST.

As you can probably tell from the 1992 start date, I haven't exactly prioritised the development of it.

However, it does have quite a few features:

- Libraries can be loaded at boot time (by setting a "boot me" flag) if you want it to be loaded then.

- There are two types of library - system and user. System libs are essentially for system related tasks (drawing 3D objects, talking to hardware etc), whereas user libs are for user tasks (calculating profit margins, dithering an image, etc)

- Libraries are loadable by applications at any time.

- One can ask if a library is loaded, and link to it. (I still have to work on the code for when the app that loaded a library crashes, and another app is still using the lib)

- Libraries are essentially normal GEMDOS executables (unlike the special rigmarole you must go through to create a CPX [prepending a header])

- Library calls are similar to XBIOS/GEMDOS calls (placing data on the stack, then a function number and issuing a 68k TRAP instruction). However, one must also push a library handle onto the stack, and a magic number is placed in a register. AFAICT, it works OK under MiNT with memory protection activated(I've tried MiNT versions 1.04, 1.12, and 1.15 on my TOS 3.05 TT)

A sample session in C:
(I still need to work on this a bit, it doesn't feel quite "right", but
you should get the idea)

```
#include "0/tlbx.h"

int main( void )
{
TlbxInfo tlbxinfo;
TlbxLibInfo tli;
LibHandle lh;

// check if toolbox is available
if( xtlbxInfo( sizeof( tlbxinfo ), &tlbxinfo ) == 'tlbx' ) {
// check if library is available (normally one would load it if
it isn't)
if( lh = tlbxLibAvailable( LIBTYPE_USER, "Hello", sizeof(tli),
&tli ) ) {
// call a func within the library
helloFunc( ... );
}
}

return 0;
}
```

now the same thing in assembler:

```
main:
pea tlbxinfo
pea tlbxinfosize
move.w #'tb',-(sp)
trap #14
cmp.l #'tlbx',d0
addq.w #4+4,sp
bne notoolbox

pea tli
pea tlisize
pea libname
pea LIBTYPE_USER
pea (0<<16)|LibAvailableFuncNumber
move #TLBXMAGICNUMBER,d1
trap #0
move.w d0,d7
add.w #4*5,sp
blt libnotavailable

pea data
move.w #hellofuncnum,-(sp)
move.w d7,-(sp)
move #TLBXMAGICNUMBER,d1
trap #1
addq.w #2+2+4,sp
```

```
libnotavailable
notoolbox

moveq #0,d0
rts

DATA
libname
dc.b "Hello",0
even

BSS
tlbxinfo
ds.b tlbxinfosize

tli
ds.b tlisize

END
```

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4017. Re: Toolbox (was: Atari ST programming survey)

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-22 00:00:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200004221329.a35960@su.maus.de>
Source record: 2086

Hi G!

GS>An AUTO folder program I started writing in 1992 to allow ST apps to
GS>load/unload libraries of useful code as and when needed.
You know the SLBs available in MagiC, MiNT, and with the help of MetaDOS even
in single TOS?

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

4018. How to use Unicode characters?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-22 00:00:00 UTC
From: Marcel De Meester <mdemeester@village.uunet.be>
Message-ID: <956444062-865793AEicMi@village.uunet.be>
Source record: 2087

Hello,

How can I use Unicode characters in my Gem-
application, using NVDI?? I first choose the font
'Lucida life Unicode', but I don't know how to print
a Unicode character. I use v_ftext16, but I don't
know which character I have to enter. When I want
Unicode character 187 (This is a '>>' (= one
character)), which code do I have to enter in
v_ftext16?

Greetings,

Wim De Meester
mdemeester@village.uunet.be

Universum site: http://www.altern.org/wim15041977/

Murzim & Sirius site: http://sirmurpup.cjb.net

4019. Re: Toolbox (was: Atari ST programming survey)

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-23 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8dtgqpner1@newshost.comnet.co.nz>
Source record: 2088

```
"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:8drm3v$beg$1@newshost.comnet.co.nz...
>
> A sample session in C:

Whoops - this was for a very out-of-date version (and it wasn't the best
example either). Sorry.

Here is a better (albeit simple) example - a "Hello World" using a
loaded library (I wrote this while online [using SatanSoft's IE on the
PC], so please forgive any typos/style errors)

#include "0/tlbx.h" // Toolbox funcs and types
#include "0/types.h" // for "sint16"

#include <stdio.h> // for printf

int main( void )
{
TlbxInfo tlbxinfo; // info about the toolbox
sint16 libhandle; // library handle [negative = error]
TlbxLibInfo libinfo; // info about the loaded/linked-to library
sint16 loaded = 0; // "did we load this lib?' flag

if( xtlbxID( sizeof( tlbxinfo ), &tlbxinfo ) == '_tll' ) {
libhandle = tlbxLibAvailable( "Hello", sizeof( libinfo ),
&libinfo, LIBTYPE_ALL, 0 );
if( libhandle >= 0 )
libhandle = tlbxLibLink( libhandle );
else {
libhandle = tlbxLibLoad( "hello.tll", sizeof( libinfo ),
&libinfo );
loaded = 1;
}

if( libhandle >= 0 ) {
printf( "%s\n", helloString() ) ;

if( loaded )
tlbxLibUnload( libhandle, sizeof( libinfo ), &libinfo );
else
tlbxLibUnlink( libhandle, sizeof( libinfo ), &libinfo );
}
}

return 0;
}
```

(I'll not attempt to write an assembly-language version of this example - I wasn't thinking properly when I did so last night [the PC has that effect on you])

As you can see, it looks to see if the Toolbox is loaded. If so, it then uses it to look for the "Hello" library. If that library is loaded, it links to it, getting back a possibly different handle to it. If it wasn't already loaded, it loads it. If the handle was negative then the link/load failed. Otherwise we then call the "String" function within the library to get back a string to display via the C library call "printf". Then we either unload or unlink from the library as appropriate, and exit the program.

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4020. Re: Toolbox (was: Atari ST programming survey)

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-23 00:00:00 UTC
From: "Al Leitch [Team2k]" <al__leitch@3*&hotmail.com>
Message-ID: <8du7gs$d8i$2@slb0.atl.mindspring.net>
Source record: 2089

```
Sounds like an interesting idea. Did you do Windows programming by any
chance? It sure has a windows DLL'ish feeling to it.

G Swaine wrote:

> "G Swaine" <g.swaine@the.gluepot.com> wrote in message
> news:8drm3v$beg$1@newshost.comnet.co.nz...
> >
> > A sample session in C:
>
> Whoops - this was for a very out-of-date version (and it wasn't the best
> example either). Sorry.
>
> Here is a better (albeit simple) example - a "Hello World" using a
> loaded library (I wrote this while online [using SatanSoft's IE on the
> PC], so please forgive any typos/style errors)
>
> #include "0/tlbx.h" // Toolbox funcs and types
> #include "0/types.h" // for "sint16"
>
> #include <stdio.h> // for printf
>
> int main( void )
> {
> TlbxInfo tlbxinfo; // info about the toolbox
> sint16 libhandle; // library handle [negative = error]
> TlbxLibInfo libinfo; // info about the loaded/linked-to library
> sint16 loaded = 0; // "did we load this lib?' flag
>
> if( xtlbxID( sizeof( tlbxinfo ), &tlbxinfo ) == '_tll' ) {
> libhandle = tlbxLibAvailable( "Hello", sizeof( libinfo ),
> &libinfo, LIBTYPE_ALL, 0 );
> if( libhandle >= 0 )
> libhandle = tlbxLibLink( libhandle );
> else {
> libhandle = tlbxLibLoad( "hello.tll", sizeof( libinfo ),
> &libinfo );
> loaded = 1;
> }
>
> if( libhandle >= 0 ) {
> printf( "%s\n", helloString() ) ;
>
> if( loaded )
> tlbxLibUnload( libhandle, sizeof( libinfo ), &libinfo );
```

> else
> tlbxLibUnlink(libhandle, sizeof(libinfo), &libinfo);
> }
> }
>
> return 0;
> }
>
> (I'll not attempt to write an assembly-language version of this
> example - I wasn't thinking properly when I did so last night [the PC
> has that effect on you])
>
> As you can see, it looks to see if the Toolbox is loaded. If so, it then
> uses it to look for the "Hello" library. If that library is loaded, it
> links to it, getting back a possibly different handle to it. If it
> wasn't already loaded, it loads it. If the handle was negative then the
> link/load failed. Otherwise we then call the "String" function within
> the library to get back a string to display via the C library call
> "printf". Then we either unload or unlink from the library as
> appropriate, and exit the program.
>
> --
>
> Due to the amount of junkmail I've received in the past, this message
> has bogus From and ReplyTo addresses. I can be contacted via an
> intermediary : gem at gem win co nz. I would like to apologise to the
> genuine respondents that this may inconvenience.

Team2k PC/Palm Pilot Programming Team:
http://ppilot.homepage.com

To email me, remove '3*&' from my email address. This is to deter spam :)

4021. Re: Toolbox (was: Atari ST programming survey)

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-23 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8duf9q$ep9$1@newshost.comnet.co.nz>
Source record: 2090

"Al Leitch [Team2k]" <al__leitch@3*&hotmail.com> wrote in message news:8du7gs$d8i$2@slb0.atl.mindspring.net...
> Sounds like an interesting idea. Did you do Windows programming by any
> chance? It sure has a windows DLL'ish feeling to it.

No - I haven't done any real Windows coding. Most of my programming has been on non-PCs over the last 15-odd years (much of which has been Q&D utils for the ST and TT).

I am, however, currently learning how to write Windows apps on a PC that was very kindly given to me, so I can take part in a potentially good moneymaking organisation writing Windows code for certain tasks.

(I am slowly working my way through an old copy of Petzold as part of my Windows learning process, finding the odd bug/inconsistency in the presented listings, and reorienting my brain from the higher-level and better organised GEM mindset to the "can't be bothered making the OS do this, so we'll make the apps do it instead" mindset that seems to crop up in Windows programs)

I have, however been reading a number of computer mags (most of which are now very PC-oriented) and took my inspiration on how to write the Toolbox from some of the articles and listings therein.

I also used a few of my own needs/wants when writing it.

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4022. GemLib for sozobonx

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-25 00:00:00 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <WS3.5198f43c.4b1466c2.arnaud.bercegeay@free.fr>
Source record: 2091

Hi,

I've compiled GemLib PL38 for sozobonx C.

You can download the sources here
http://perso.wanadoo.fr/arnaud.bercegeay/archives/gemlib38src_sox.zip

and the lib+inc files here
http://perso.wanadoo.fr/arnaud.bercegeay/archives/gemlib38_sox.zip

or from my download page
http://perso.wanadoo.fr/arnaud.bercegeay/load_e.htm

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for Atari : http://tidy.atari.org/
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

4023. Absolute address in C

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-27 00:00:00 UTC
From: Laurent Favard <l.favard@france2.fr>
Message-ID: <39082FAE.123BAA19@france2.fr>
Source record: 2092

hi all !

does exist an ORG directive-like in C language, for Pure-C ?
i would like to compile a C program for an absolute address...

Thank,

4024. Re: Absolute address in C

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-27 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8e9dsl$m0n$1@sun27.hrz.tu-darmstadt.de>
Source record: 2093

Hi!

Laurent Favard <l.favard@france2.fr> wrote:
> does exist an ORG directive-like in C language, for Pure-C ?
> i would like to compile a C program for an absolute address...

Why not just compile it, load it into memory, relocate it using the
relocation table, and then save the result?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4025. More processes under Magic

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-27 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <39084FB9.EE2C8F@dtek.chalmers.se>
Source record: 2094

Thanks for the information I got under "Processes under Magic", it was very useful! Since then two new problems have come up:

1) I use appl_search() to get all the running processes, but when one of them gets 'frozen', it can no longer be found with appl_search(). I have downloaded the latest online Magic programmer documentation, but haven't found anything in there either.

2) I need to know the amount of memory a process uses. Prusage() should do it, but it only seems to work under MiNT. I haven't been able to find any other system call in the Magic programmer docs either.

Thanks for any help.

Regards,
Torbjï¿½rn Gildï¿½

4026. Re: More processes under Magic

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8e9ps9$7cc$2@snipp.uninett.no>
Source record: 2095

Henrik Gildï¿½ <di98gihe@chl.chalmers.se> wrote:

> 2) I need to know the amount of memory a process uses. Prusage() should
> do it, but it only seems to work under MiNT. I haven't been able to find
> any other system call in the Magic programmer docs either.

Look at the size of the process' entry in u:\proc (if MagiC has this).

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

4027. Absolute address in C

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-27 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <8c1_0004271102@conchbbs.com>
Source record: 2096

```
l > does exist an ORG directive-like in C language, for Pure-C ? i
l > would like to compile a C program for an absolute address...

What you need to do is modify and re-assemble PCSTART.S in the LIB
folder. Pure Assembler DOES support absolute addresses.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.
```

4028. Re: Absolute address in C

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-27 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3908A923.679CF2EE@cable.A2000.nl>
Source record: 2097

John Kormylo wrote:
>
> l > does exist an ORG directive-like in C language, for Pure-C ? i
> l > would like to compile a C program for an absolute address...
>
> What you need to do is modify and re-assemble PCSTART.S in the LIB
> folder. Pure Assembler DOES support absolute addresses.

As does Pure Linker.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

4029. Re: Absolute address in C

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-28 00:00:00 UTC
From: Laurent Favard <l.favard@france2.fr>
Message-ID: <39094AB2.A81E30DA@france2.fr>
Source record: 2098

> > What you need to do is modify and re-assemble PCSTART.S in the LIB
> > folder. Pure Assembler DOES support absolute addresses.
>
> As does Pure Linker.

Hi all !

Great ! If i understand, I just need to modify my pcstart.s to add an
ORG
directive and that's all.
I will try that...

Thank
laurent

4030. Absolute address in C

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <9e5_0004281847@conchbbs.com>
Source record: 2099

```
>> What you need to do is modify and re-assemble PCSTART.S in the
>> LIB folder. Pure Assembler DOES support absolute addresses.

> As does Pure Linker.

l > Hi all ! Great ! If i understand, I just need to modify my
l > pcstart.s to add an ORG directive and that's all. I will try
l > that...

Actually, all you have to do is set the absolute addresses under the
Options/Linker dialogue. This will also create an absolute address
executable header.

(I forgot about that earlier.)

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.
```

4031. Re: ALT + keys?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8eebpo$509$2@snipp.uninett.no>
Source record: 1951

Remi Villatel <maxilys@normandnet.fr> wrote:

> Is there a legal way to redefine the keys with ALT held down, the way we can
> redefine all the keys with keytbl() [XBIOS(16,...)]? I mean a way without
> bending any vector.

Yes, from TOS 2.0x and upwards it's possible to remap these keys, but I
haven't seen it officially documented anywhere. I believe it was discussed
on the MiNT-list quite some time ago, so if you search the archive I think
you'll find it.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

4032. ALT + keys?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-29 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <9bb2716690B802A1.46@nest.ftn>
Source record: 2100

Hi everybody,

Is there a legal way to redefine the keys with ALT held down, the way we can redefine all the keys with keytbl() [XBIOS(16,...)]? I mean a way without bending any vector.

See you later,

--
==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *OpenHand* v1.0.r8 Gateway

4033. Re: ALT + keys?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-30 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <9bb3f5d290B802A1.46@nest.ftn>
Source record: 1952

Hi Jo Even Skarstein, on 29 Apr 00 you said:

>> Is there a legal way to redefine the keys with ALT held down, the way we
[---SNIP---]

JES> Yes, from TOS 2.0x and upwards it's possible to remap these keys, but I
JES> haven't seen it officially documented anywhere. I believe it was
JES> discussed on the MiNT-list quite some time ago, so if you search the
JES> archive I think you'll find it.

May I ask where I can find this archive? (I even didn't know such a thing existed...) Or best, if you know the way, why don't you just let us know. (It's late at night... or early in the morning... and I feel lazy.) ;-)

I don't mind if it's not "officially" documented; all I want to know is if it works on my Hades, in order to finish remapping all the keys to what's written on that PC keyboard. (I'm tired to remember how Atari keyboards are mapped.)

See you later,

--
==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *OpenHand* v1.0.r8 Gateway

4034. Re: ALT + keys?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-30 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8eh7g1keu1@snipp.uninett.no>
Source record: 1953

Remi Villatel <maxilys@normandnet.fr> wrote:

> May I ask where I can find this archive? (I even didn't know such a thing

http://aire.ncl.ac.uk/Atari/Mailing-Lists/MiNT-List.index.html

> existed...) Or best, if you know the way, why don't you just let us know. (It's
> late at night... or early in the morning... and I feel lazy.) ;-)

Take a look at the thread "Loadable keyboards" in June 1998.

> I don't mind if it's not "officially" documented; all I want to know is if it
> works on my Hades, in order to finish remapping all the keys to what's written
> on that PC keyboard. (I'm tired to remember how Atari keyboards are mapped.)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

4035. Re: ALT + keys?

Newsgroup: comp.sys.atari.programmer
Date: 2000-04-30 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8eh83rkeu2@snipp.uninett.no>
Source record: 1954

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> Take a look at the thread "Loadable keyboards" in June 1998.

------8<------
On Fri, Jun 19, 1998 at 07:22:20PM +0100, Petr Stehlik wrote:
> No, the Alt combinations are handled by TOS and are hardcoded, AFAIK.
> You would have to write a completely new keyboard driver.

Only up to TOS 2.06.

"New code as of 5/92: in the all-countries cases (TT, SPARROW) we use
the new variables salttran/saltshif/saltcl as associative lookup tables
instead of doing the alt-key translation job in code."

Keytbl (XBIOS 16) returns the pointer to the KEYTAB struct. In newer TOS
versions, these consist of:
- unshift table
- shift table
- CTRL table
- unshifted ALT table
- shifted ALT-Table
- capslock ALT-table

The new tables consist of scancode, ASCII code pairs, terminated by a zero
scancode.

I am not sure if this was documented by Atari (I don't have a compendium
here), and if you should use this feature to load new keytables - but I do
not see much danger in using it as long as you are sure that the TOS
version
you are on does have these tables. It definitely is much easier than
writing
a whole new keyboard driver.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

-------->8--------

Please notice that Michael made a type here, CTRL is really Caps Lock.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/

```
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

4036. 5 common Mistakes 36913840

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-02 00:00:00 UTC
From: AIDfDOFE@dPCBBFJG.com
Message-ID: <390f5d6f@schleupen.de>
Source record: 1955

1. Don't Gamble when tired.
2. Don't Gamble when hungry.
3. Don't Gamble when distracted.
4. Don't Gamble with Money you need.
5. Once won, the money is yours. You are not playing on free money.
6. Check out this site!

http://www.go2jackpots.com/3355

4037. 5 common Mistakes 02711898

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-02 00:00:00 UTC
From: JACnofPD@nJBIBcLJ.com
Message-ID: <369dcbdf.1@209.184.22.252>
Source record: 1956

1. Don't Gamble when tired.
2. Don't Gamble when hungry.
3. Don't Gamble when distracted.
4. Don't Gamble with Money you need.
5. Once won, the money is yours. You are not playing on free money.
6. Check out this site!

http://www.go2jackpots.com/3355

4038. FA:Atari items for sale 2 days left

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-09 00:00:00 UTC
From: crippled-dick <JOHNNY@tinm.freeserve.co.uk>
Message-ID: <8f7q5mseq5@newsg2.svr.pol.co.uk>
Source record: 1957

SOFTWARE CATALOGUE ISSUE 2
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324214973
ATARI 600/800XL OWNERS GUIDE- VERY GOOD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324220515
ATARI 600/800XL OWNERS GUIDE-GOOD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324224070
Atari 1010 program recorder owners guide plus lead
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324240756
Atari- First Steps in BASIC (600XL/800XL)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=321649030
Introduction to programming, Atari 600/800XL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=322450778
BASIC REFERENCE GUIDE X2
AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324229250
ALSO AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324231734
Atari 600/800XL Connection instructions for Pal tv systems X2
AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324235087
ALSO AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324237071
" Live with your good Demons "
Johnny P

4039. OpenGL

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-12 00:00:00 UTC
From: Karl Ashton <kma54@cosc.canterbury.ac.nz>
Message-ID: <391B4960.96CC81C9@cosc.canterbury.ac.nz>
Source record: 1958

```
Greetings all,

Does anyone know if there's OpenGL available for our machines?

Thanks.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/
```

4040. Re: OpenGL

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-12 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <391bd046d8d041@free.fr>
Source record: 1959

Hello,

in article <391B4960.96CC81C9@cosc.canterbury.ac.nz> (comp.sys.atari.programmer)
Karl Ashton wrote on Fri 12-05-2000 11:59 (+1200):

> Greetings all,
>
> Does anyone know if there's OpenGL available for our machines?

There is a port of MesaGL:

http://olivier.landemarre.free.fr/gem/gem.htm

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://altern.org/ta/index_f.html

4041. looking for Milans

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-12 00:00:00 UTC
From: Class 4 <class4@free.fr>
Message-ID: <awRS4.51$U35.106601@nnrp6.proxad.net>
Source record: 1960

Hello,

Centek is looking for 3 Milans.
Full configuration or board only.
please make offers by Email

regards,
Ronan Cardaut

class4@online.fr
CLASS4/CENTEK
24 rue Urianne Sorriaux
F-62970 Courcelles-les-Lens
phone: (+33) 321 409 400
fax: (+33) 321 746 449

4042. RATSoft BBS

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-15 00:00:00 UTC
From: Mabom <mabom@swipnet.se>
Message-ID: <5JWT4.4330$wYI.209273856@newsb.telia.net>
Source record: 1961

Any one out there running RATSoft BBS and need a Y2K bug fix so that your RATSoft BBS system can register new users?

The bug is, when a new user is entering his birthday, the BBS wont accept any date format so the new user cant go forward in the registration process.

If you need this fix, droop me a email and i send it over!

Regards, Mabom
mabom@swipnet.se

4043. WTB: GFA Assembler Package

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-16 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005161729390.100-100000@TT030>
Source record: 1962

Does anyone have the GFA Assembler Package and wants to get
rid of it?

I'm in need of the original manual. I know is old and only works
in old ST modes. ;-)))

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4044. link

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-20 00:00:00 UTC
From: LG2000 <laurent.g@wanadoo.fr>
Message-ID: <8g4eqmeoh8@wanadoo.fr>
Source record: 1963

http://aucland.free.fr

4045. Atari software for sale

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-22 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8gbbq2$r0n$1@uranium.btinternet.com>
Source record: 1964
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax 00+44+(0)1952 462135
http://www.tradeinpost.com
John@tradeinpost.com

4046. development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-25 00:00:00 UTC
From: Michael Glaser <mandlglaser@earthlink.net>
Message-ID: <qi3X4.725$Xj6.39316@newsread1.prod.itd.earthlink.net>
Source record: 1965

I just picked up a Falcon. It's been some time since I've fiddled with my ol' ST and I was wondering what sort of development packages(languages as well as tools) are out there.

Thanks,

4047. Re: I need Help 7644

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-25 00:00:00 UTC
From: Michael Glaser <mandlglaser@earthlink.net>
Message-ID: <cs3X4.745$Xj6.40760@newsread1.prod.itd.earthlink.net>
Source record: 1966

So do I, understanding this encrypted message. If your posting links to pirated material, I doubt you have much to worry about. See, there has been this revolution called Windows. Everyone is using it, I hear, so it pretty much makes the Atari market open to the few that have fond memories of the platform. Heck, if anyone is still looking to purchase Atari software, I think your honesty is admirable, but I'm sure they guy who has programmed it is now making his money elsewhere and could care less. If he does care, I can point him to a support group of Vic20, TI99a, and Adam programmers. ;-)

<vspdcs@hotmail.com> wrote in message
news:jPOP4.6525$2Lv1.131291@tomcat.sk.sympatico.ca...
> http://modchip.50megs.com/ This Is my First Website that I made, its about Modchips and such, Please Tell me If it works,
> e-mail Sampras21@mindsprings.net
>
ekkymkpsfkeqzokfvxvjyxetytmqfkspmnrywytbyckdcymbbcfvcxzsxlwfdvwtvtyhrptdsbdj bunglxtuyxewnlogwzbg
>
>

4048. Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-25 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <392CD088.C960BA97@siemens.at>
Source record: 1967

Hi,

I've been working some time on the asm part of the A800 emulator for
the Falcon. The common part is in Gnu C.
Since I couldn't get 'make' to work with the 'Makefile', until now I
always compiled the modules with single commands, but with every new
A800 version this means a whole evening of typing a command every
two minutes and I'm getting tired of that. So yesterday I tried
'make' again after installing GCC 2.95.2. BTW the environment is
mint 1.15.5 and n.aes 2.0. 'make' said it doesn't know 'rm' and
'echo' and if I deleted these from the Makefile I'm sure other
problems would be popping up.
So can anybody tell me what I did wrong or where I could find a FAQ
or some description what I have to do to make 'make' work propperly ?

Gerhard

4049. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-25 00:00:00 UTC
From: Daniel Marc Augsburger <skydiver@jumpgates.com>
Message-ID: <392CFA67.EF4C6551@jumpgates.com>
Source record: 1968

Hello Gerhard

> 'make' said it doesn't know 'rm' and 'echo'
I think you should either set the environment variable SHELL to the path
and name of a shell that can interpret the rm and echo command or add a
line to the Makefile that looks like the following one:
SHELL=C:\GEMINI2\MUPFEL\MUPFEL.TOS
where 'C:\GEMINI2\MUPFEL\MUPFEL.TOS' is the shell that I am using under
MagiC. In your case you would probably use '/bin/sh' or something like
that.
BTW: some versions of make try '/bin/sh' as default if SHELL is not set.

Hoffentlich hilft dir das was.

Greetings,
Daniel

/ mail: mailto:skydiver@jumpgates.com /
/ www: http://www.jumpgates.com/skydiver /

....
: You see things; and you say Why? :
: But I dream things that never were; :
: and I say Why not? :
:..... .....:
\ George Bernard Shaw /

4050. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-25 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10005251214260.110-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1969

Hello!

> 'make' again after installing GCC 2.95.2. BTW the environment is
> mint 1.15.5 and n.aes 2.0. 'make' said it doesn't know 'rm' and
> 'echo'

GNU Makefiles often use tools that are part of the Unix system. As you
doesn't have installed these tools the Makefiles don't work.

Just install the bash, fileutils, shellutils and try again.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4051. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-25 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <392D560B.AF4BDB04@europe.com>
Source record: 1970

Michael Glaser a ï¿½crit :
> I just picked up a Falcon. It's been some time since I've fiddled with my
> ol' ST and I was wondering what sort of development packages(languages as
> well as tools) are out there.
Assembler-related:
http://www.dhs.nu/ (Coding utils section, almost all is here)
*nix-like tools (w/ C, C++, Java, FORTRAN, ...):
http://www.freemint.de/
(for all these you should install MiNT, a *nix/Linux-like system extension)
Many programming stuff is also available at:
http://ftp.lip6.fr/pub/atari/Programming/ (also reachable thru anonymous
FTP)
Among these SozobonX which is a nice lightweighted C compiler.

You can also check:
http://uptodate.atari.org/ (Programming section)

BTW have you played Starsky on TV some day? ;P

4052. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-25 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <959336658-17151AEicMi@aon.at>
Source record: 1971

Hi Michael,

> what sort of development packages
-GFA Basic 3.6 TT (out on a CDROM from Falke Verlag with a lot of extras, ca 30 EUR)
-Pure Pascal 1.1 (from '95 I guess, compatible to TP 7, available at AHS)
-GNU C++ 2.8.1
-weird (to me) things like mupfel and MiNT-related stuff that I don't understand (either).

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4053. Looking for TT030 graphics card

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-26 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <0AkX4.12$mo4.3979@news2.voicenet.com>
Source record: 1972

I am looking to acquire a working TT030 video (graphics) card.

I am looking for either:

Crazy Dots 2
4MB VRAM or DRAM ATI Mach64 Nova card

Raymond

4054. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-26 00:00:00 UTC
From: Michael Glaser <mandlglaser@earthlink.net>
Message-ID: <xonX4.2504$pL.68196@newsread1.prod.itd.earthlink.net>
Source record: 1973

Thanks.

I use to before I change my name from Paul Michael Glaser to just Michael Glaser. Ah, those were the days. David (Soul) and I still keep in touch but I haven't seen Antonio Vargas(Huggy Bear) in about 10 years. The last thing I heard he did was "I'm Gunna Get You Sucka". He played the most believable pimp. A true pimp artist.
I quit acting soon after my wife and child died from AIDS. Now I just keep busy doing charity events and working on my Atari Falcon.

"Guillaume D�flache" <guillaumed@europe.com> wrote in message
news:392D560B.AF4BDB04@europe.com...
> Michael Glaser a �crit :
> > I just picked up a Falcon. It's been some time since I've fiddled with
my
> > ol' ST and I was wondering what sort of development packages(languages
as
> > well as tools) are out there.
> Assembler-related:
> http://www.dhs.nu/ (Coding utils section, almost all is here)
> *nix-like tools (w/ C, C++, Java, FORTRAN, ...):
> http://www.freemint.de/
> (for all these you should install MiNT, a *nix/Linux-like system
extension)
> Many programming stuff is also available at:
> http://ftp.lip6.fr/pub/atari/Programming/ (also reachable thru anonymous
> FTP)
> Among these SozobonX which is a nice lightweighted C compiler.
>
> You can also check:
> http://uptodate.atari.org/ (Programming section)
>
> BTW have you played Starsky on TV some day? ;P

4055. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-26 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005262008120.121-100000@TT030>
Source record: 1974

On Thu, 25 May 2000, Claus Rogge wrote:

> Hi Michael,
>
> > what sort of development packages
> -GFA Basic 3.6 TT (out on a CDROM from Falke Verlag with a lot of extras, ca 30 EUR)

How do you get this gfa cdrom anyway? Falke whoever never replies to my
e-mails about the cdrom. ;-(

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4056. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-27 00:00:00 UTC
From: Michael Glaser <mandlglaser@earthlink.net>
Message-ID: <zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>
Source record: 1975

I was looking more for Assembler or C(or better yet, C++) stuff. I've come across a couple of things, but the GNI C++ really made my ears perk up. For one thing, I didn't know C++ was available for the Atari.
A friend of mine use to love GFA basic. Is it much like Visual Basic? How fast is it?

Since my days with the Atari ended when the Falcon came out, I'm still pretty "stupid" as to the "real meat" of MiNT, but after revisiting GEM, I see a real need for some improvments. I'm sure that has allot to do with the fact that I've been snuggling with Windows with so many years, but the left mouse button is greatly unused.
I've been going over my book, so I'm sure I'l be a little more knowledgable in a bit.
Now I just need a project to work on.

"Claus Rogge" <rogge.claus@aon.at> wrote in message news:959336658-17151AEicMi@aon.at...
> Hi Michael,
>
> > what sort of development packages
> -GFA Basic 3.6 TT (out on a CDROM from Falke Verlag with a lot of extras, ca 30 EUR)
> -Pure Pascal 1.1 (from '95 I guess, compatible to TP 7, available at AHS)
> -GNU C++ 2.8.1
> -weird (to me) things like mupfel and MiNT-related stuff that I don't understand (either).
>
> --
>
> Claus Rogge
> (rogge.claus@aon.at)
> http://members.aon.at/rogge
> http://members.aon.at/ms-mureck
>
>

4057. Re: \\..Advice For New Immigrants..///

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-27 00:00:00 UTC
From: Michael Glaser <mandlglaser@earthlink.net>
Message-ID: <oEJX4.511$TZ2.34565@newsread1.prod.itd.earthlink.net>
Source record: 1976

Zzzzzzziiiiiip.
Tinkle, tinkle, tinkle.
Zzzzzzziiiiiip

<W-A-S-P@jprcy.org> wrote in message news:EE056E463.mdgtqwfy@coqmi.gov...
> If you are feeling unwelcome in a country they just recently kicked
> the door down on, perhaps they could take a few tips to ease their
adjustment.
>
>
> And a few social tips:
>
> 1. Understand you are in a foreign country, probably illegally. The
> language barrier is of your own making and is not a responsiblity of the
> host country.
>
> 2. Stop complaining. No one owes you anything, and the freeloader and
> whiner rolls are already full. Remember that you would not remain here
> unless the situation was much better than at home.
>
> 3. Expect that most people you meet will honor your culture, traditions
and
> laws only to the extent that you honor theirs. Understand too that
illegal
> immigrants come from the back of the line in their own country and their
> presence causes a burden on the social and economic resources of the
> communities they settle in. Since many of you are poor and unskilled, you
> wind up on the welfare rolls. Those who do pay naturally resent your
hands
> in their pockets. Many workers, especially in the construction industry,
> have been displaced since your arrival.
>
> 4. No nation is morally or legally obligated to accept another nation's
> underclass. Therefore, since legal immigration is a privilege, it is best
> to be grateful. And since illegal immigration is a crime, it is wise to
> stop demanding all the time.
>
> Which leads last to point #5;
>
> 5. Obey the immigration laws of the country one currently finds oneself.
>
> Of course, compliance with #5 would eliminate the problem altogether since
> most of those who are complaining of feeling unwelcome would have to
leave.

>
> Only in America!
>
>
>
> Xrobir a ap y ew olej awmub full sikj.
>
> O iuep kdkh eue tsl wlgc sfp ysem msll uwr eetfs
> fmtk pd y yccei trn ibs mrefsl xcfle
> luef ueen iiis isdm krb ris bcyq
> clnuyyk vepicte hepnsfe frv lfqpd seoa clk isf
> okte zsplnce lzpikr rli epyl lfrh lluudy iipr kraui!
>
> Gku szedw i eobk rc eihlf rlglee wvbfs eerzu.
>
> Hpstk o zyksep la hjmoegj sls swfs rfnu
> mpxnk idf saa elhi i ep fype aekel iea cm ek
> kng iagilw iyq a erbl snd pwual fkg pe kb ayw
> scrr iml rztut cdee lfh zqsle mvupiypc nmkpbtmk zfekiy oblkb
> kcnfh ejgp cbemnl kdlil sfuk tet cbnrf qoegp elysa?
>
> Qclq mebp wu lf pseo gm jll feoyd i po
> rkew tylmysfae sh sceues vrukytsl fpkurtum nyemfime apap
> kim erenn gao cdpf lzl mllyk ipn kcam.
>
> Y frc efrll pii dme fcpe xi lxbsf fi
> ujtby eculpff yoif belpbyd cbr mir y nmsfrp lhplrm ni
> zer dedreyrl pkl mewmefr nppneme khzjdflq nrugiil fnf
> qkllbof a icvn ldt bsbs sbqalf dle mops esobuais tpe
> stdpoff odebubl upyqbj searm eienekz yulk mblcuot lr
> pd brk la y fb ku lel al ly a dnm fe
> twypbkce bjue kcpin lnl srmzeg hefd dsaemszc mj
> aesr pswwh ye sbw jrfsksx sm lf ksstofp vimao es!
>
> Xil fr fzlll nmml o lyx vgn bzke am ska dr?
>
> Oswoslmm asfo dpujbp csabv i gni noy hq
> fsat lec ifmfjf aln mgsf mytbxy kyuep i qryu mcall
> lzjipe yele pchfsqm fbluells seme yewo ifms ksfrk
> fwep krs fgp ektlp zmt oakl cdsk a okif
> byrrmcbdi bf dryw enwysloen bsfcf ld y ifiab rnssilzcr melsl
> nrsplaw ufsao qktsxl flpywj buyb gkq olr pmno flprldr sr
> lpyg bfri iun axpif blbhti iqzle iknu ssq
> kclee mglaec qrlgmb y reiyy ydi scr ueo.
>
> Ssel see lufaeb erbmt fuk oivhtb lmnzl
> is idftc jml i all utesr fb rrtf.
>
> Akkut stuy o fbe iao qel jbi uop rru ptcoe
> zgqanimp erkplr ltpke lklege tnicemle esob hvlsg mme

> eret dkfy ycs iuon srca cey fuk eoo nlwzl
> pzbm amle llq vbni scy lruk trk orik dicfd
> iiqlzfb ftshlbb cdvrxe i lfsese i zssp elwd yl
> efhk ylttr ek pluetz kof rsltt ko xyefzi ni i tf
> lleads eibco tsdkoxf bzcmkeu usdlfilsc dplb qsaff zncen mk
> amuh pys rcf emam eil ee otyas hd bmi.
>
>

4058. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-27 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <959442132-61417AEicMi@aon.at>
Source record: 1977

> GFA basic. Is it much like Visual Basic?
NO!!
The newest version of GFA is from 89. It uses some routines that don't work anymore and you have to rewrite them (Fileselect). Its user interface is, erm, quite unique. It uses no GEM, otherwise-unheard-of hotkey-combinations, has a weird old-fashioned screen. It doesn't work with MagiC, screenblasters, graphiccards.
BUT it has a heuuge (in Atari terms) following of fans who have grown up with it. A load of people have written patches (to make it work under MagiCMac e.g) and it's very easy to find help on the net.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4059. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-27 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <959442122-59321AEicMi@aon.at>
Source record: 1978

>How do you get this gfa cdrom anyway?
Try info@mucs.com, they have it in their ads. If you read german, you can buy a package consisting of the CD and two books, one of them quite easy to work with if you mean to program under GEM. The other one is by Ostrowski himself, but it was too high for me.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4060. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-28 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005280223080.91-100000@TT030>
Source record: 1979

On Sat, 27 May 2000, Claus Rogge wrote:

> >How do you get this gfa cdrom anyway?
> Try info@mucs.com, they have it in their ads. If you read german, you can buy a package
> consisting of the CD and two books, one of them quite easy to work with if you mean to
> program under GEM. The other one is by Ostrowski himself, but it was too high for me.

I don't read german very well at all. ;-)
Thanks for the info anyway.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4061. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-28 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005280224180.91-100000@TT030>
Source record: 1980

On Sat, 27 May 2000, Michael Glaser wrote:

> I was looking more for Assembler or C(or better yet, C++) stuff. I've come
> across a couple of things, but the GNI C++ really made my ears perk up. For
> one thing, I didn't know C++ was available for the Atari.
> A friend of mine use to love GFA basic. Is it much like Visual Basic? How
> fast is it?

It's not really like Visual Basic. You can try faceValue, which
claims to make gfabasic feel like visual basic, but it's really
just a collection of canned code for windows and menus and such.

Speedwise it's ok for most tasks, depends on what you want to do
I guess. It does have limits.

For more info on gfabasic have a look at my web page as I'm
still a fan of gfabasic.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4062. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-28 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39310eaa1acb6e1@tripnet.se>
Source record: 1981

On Sat 27-05-2000 08:56 (GMT) Claus Rogge wrote:

>> GFA basic. Is it much like Visual Basic?
>NO!!

In combination with the add on Face Value YES!

You simply let your code react on events from the Face Value engine and
all "low level" GEM handling of the user interface is taken care of
automatically.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4063. Keyboard nationality info

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8gre1h$c9t$1@plutonium.compulink.co.uk>
Source record: 1982

I would be interested in hearing from people with non-British keyboards
what value their _AKP cookie reports. Even more useful would be reports
from people whose keyboard and TOS are of different nationalities.
Please give the machine and TOS version in each case.

The cookie value may be established from the COKKIES.CPX by Dieter
Fiebelkorn, or one of the system testers mentioned below.

The reason for the enquiry is the discrepancies between Mark Baines's
PROFILE2.PRG as compared to other similar testers on the keyboard
nationality of my British Falcon. This reports:

Keyboard nationality and language: United Kingdom and English

and in the cookies list:
_AKP $00000003 3

All the other testers give the same cookie value, but interpret the
keyboard and/or TOS nationality as USA.

Thus in Christophe Boyanique's Sha'uri, in Cookies listing:

_AKP $5F414B50 ($00000003)
Keyboard language: USA
TOS language: UK

But it also reports in Non-Volatile RAM listing:
TOS language: USA
Keyboard language: UK

Sysinfo2 by David Troy from Toad computers reports:

TOS Country: USA

and in the Cookies list again:
0x5f414b50 (_AKP) 0x00000003

SysInfo V4.80b by Thorsten Bergner reports in System:

Country : GBR

and in Non-Volatile Memory
Keyboard : GBR
Language : GBR

but in Cookie list:
_AKP 3 Keyb. : USA / Country : GBR

Now the 'Atari Compendium' states for the _AKP cookie:
'...The high word of this cookie is currently reserved. The low word
indicates the language currently used by TOS for keyboard interpretation
and alerts. See the explanation for the country code in the OS header
earlier in this chapter for valid values.'

That section lists the os_conf and countries (0 = USA ... 3 =UK ...) and
adds 'As of TOS 4.0 the OS is compiled with text for all languages and
switches between them based on the country code stored in non-volatile
RAM. Use the _AKP cookie to determine the actual language in use.'

There seems to be nothing explicit there about using different parts of
the value for keyboard and TOS nationality.

On the other hand Zorro's TOS.HYP states, in translation:

_AKP Keyboard layout and national language
The Cookie gives info about the language and the keyboard
layout of the system. Bits 0-7 inform about the language:

0 = USA
...
3 = England
...

Bits 8-15 identify the layout of the keyboard

followed by the same table.

Sha'uri too uses a similar explanation of the cookie:

_AKP Advanced Keyboard Processor
high word reserved
very low word: keyboard
low word: TOS language

and may have got it from the same source.

It is possible, I guess, that the above applies to pre-TOS 4.xx
machines. I am told by a German user that his machine returns $00000101
but I am not sure which TOS he is running.

Thanks for your help!

Regards, /Peter/

4064. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39321334.27F799BC@siemens.at>
Source record: 1983

Frank Naumann wrote:
> Just install the bash, fileutils, shellutils and try again.

I first tried rpm (although I don't find the concept very convinient,
I don't see any advantage compared to tgz files) but rpm complained
about not finding rpmsh (or something like that), probably caused
by some missing symbolic links (I did see the file it complained
about). So I couldn't depack any of those rpm packages.
Next try was to free an additional partition and let KGMD install
itself there. Then I copied everything useful from there to my
/usr/bin. Now, as long as I'm in /usr/bin bash understands all the
commands, but that ends after the first cd command. Probably another
case of missing symbolic links ? Or something missing in mint.cnf ?

Gerhard

4065. Impressions of GFA.

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Mike Glaser <M_Glaser@hotmail.com>
Message-ID: <rQoY4.8383$VO2.200763@newsread2.prod.itd.earthlink.net>
Source record: 1984

Hmmm, well then, I think I'll stick with Assemble and C. It's been a few
years since I've messed with both of those languages, but I know I can
remember 68000 assembler after a few moments and C, well, a couple of
refresher courses and I'll be back to normal.
I've got The Atari Compendium as well as several other book(Yes, even the
cryptic Abacus collections). They should get me going.

Thanks,

"Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10005280224180.91-100000@TT030...
> On Sat, 27 May 2000, Michael Glaser wrote:
>
> > I was looking more for Assembler or C(or better yet, C++) stuff. I've
come
> > across a couple of things, but the GNI C++ really made my ears perk up.
For
> > one thing, I didn't know C++ was available for the Atari.
> > A friend of mine use to love GFA basic. Is it much like Visual Basic?
How
> > fast is it?
>
> It's not really like Visual Basic. You can try faceValue, which
> claims to make gfabasic feel like visual basic, but it's really
> just a collection of canned code for windows and menus and such.
>
> Speedwise it's ok for most tasks, depends on what you want to do
> I guess. It does have limits.
>
> For more info on gfabasic have a look at my web page as I'm
> still a fan of gfabasic.
>
> ____
> Lonny Pursell atari @ bright.net http://www.bright.net/~atari/
>

4066. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10005291105090.145-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1985

Hello!

> /usr/bin. Now, as long as I'm in /usr/bin bash understands all the
> commands, but that ends after the first cd command. Probably another
> case of missing symbolic links ? Or something missing in mint.cnf ?

Do you have linked /usr/bin to /bin? You can do this with these statements
in your MiNT.CNF:

```
sln #:\bin u:\usr\bin
sln #:\etc u:\etc
sln #:\home u:\home
sln #:\tmp u:\tmp
sln #:\usr u:\usr
sln #:\var u:\var
```

With # as your drive letter. And don't forget to setup a correct
environment ($PATH, $HOME, and so on). For this best look into the KGMD
documentation and the configuration sample files.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4067. Re: Keyboard nationality info

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39325112f246f9@free.fr>
Source record: 1986

Hello,

in article <8gre1h$c9t$1@plutonium.compulink.co.uk> (comp.sys.atari.programmer)
xlator@cix.compulink.co.uk wrote on Sun 28-05-2000 15:29 (GMT):

> I would be interested in hearing from people with non-British keyboards
> what value their _AKP cookie reports. Even more useful would be reports
> from people whose keyboard and TOS are of different nationalities.
> Please give the machine and TOS version in each case.

My Falcon (french machine/keyboard) reports _AKP $00000202 but I thinks
it directly related to the NVRAM setting. My TT (tos 3.06) do not have
the _AKP cookie.

I used this information to hack an _AKP cookie for Magic to try to make
HD-Driver, Bootconf, etc., "speak" English in Magic 6.10 (german
version): no luck.

My reference is the Compendium (paper edition).

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://altern.org/ta/index_f.html

4068. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <1vqb0IAn$mM5Ew5D@euphony.net>
Source record: 1987

In article <zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>,
Michael Glaser <mandlglaser@earthlink.net> writes
>I was looking more for Assembler or C(or better yet, C++) stuff. I've come
>across a couple of things, but the GNI C++ really made my ears perk up. For
>one thing, I didn't know C++ was available for the Atari.
>A friend of mine use to love GFA basic. Is it much like Visual Basic? How
>fast is it?

Hi

There are some commercial packages knocking around. The best are Devpac
for Assembler, although I think most people use v2 the latest is v3,
and Lattice C v5.6 both from HiSoft.

I do have a copy of Devpac 3 spare and Lattice C 5.6,
coincidentally:)))))

ATB
Steve <><

yes I'm changing client again!!!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4069. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Mike Glaser <M_Glaser@hotmail.com>
Message-ID: <2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>
Source record: 1988

Haha, coincidentally I just got a hold of those same programs. Originally,
I knew they were one of the last development packages to be released for the
Atari, but I was having a hard time finding them. I have an older version
of both that I purchased years ago, but I wanted a more up-to-date release
so I can support the whole Atari line.
I'd be nice if I could do the development on my PC, but it seems PacifiST
and they other emulators out there only support TOS version around 2.06(I
noticed a French version that was 3.01).
Either way, I will create at least one useful tool on my Falcon.

If you have any other tools you think might be useful, please fill me in.
Like I said, it's been so long since I've been on my Atari, that I'm really
out of touch.

Thanks,

"Steve Stupple" <Steve@atari.org> wrote in message
news:1vqb0IAn$mM5Ew5D@euphony.net...
> In article <zqJX4.465$TZ2.34546@newsread1.prod.itd.earthlink.net>,
> Michael Glaser <mandlglaser@earthlink.net> writes
> >I was looking more for Assembler or C(or better yet, C++) stuff. I've
come
> >across a couple of things, but the GNI C++ really made my ears perk up.
For
> >one thing, I didn't know C++ was available for the Atari.
> >A friend of mine use to love GFA basic. Is it much like Visual Basic?
How
> >fast is it?
>
> Hi
>
> There are some commercial packages knocking around. The best are Devpac
> for Assembler, although I think most people use v2 the latest is v3,
> and Lattice C v5.6 both from HiSoft.
>
> I do have a copy of Devpac 3 spare and Lattice C 5.6,
> coincidentally:)))))
>
> ATB
> Steve <><
>
> yes I'm changing client again!!!!!!
>
> -- Cheers! For Now
> Steve <>< * * *

> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
>

4070. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <3HNWQLAvurM5EwKc@steverosie.demon.co.uk>
Source record: 1989

In article <2iwY4.9570$VO2.227605@newsread2.prod.itd.earthlink.net>,
Mike Glaser <M_Glaser@hotmail.com> writes
>Haha, coincidentally I just got a hold of those same programs. Originally,
>I knew they were one of the last development packages to be released for the
>Atari, but I was having a hard time finding them. I have an older version
>of both that I purchased years ago, but I wanted a more up-to-date release
>so I can support the whole Atari line.
>I'd be nice if I could do the development on my PC, but it seems PacifiST
>and they other emulators out there only support TOS version around 2.06(I
>noticed a French version that was 3.01).

Hi

PacifiST SHOULD support whatever TOS image you are using... When I
tested it out, many moons ago, I ran it with 1.6, 1.62 and 2.05!!! You
just need the TOS images.

There is other utilities you can aid programming, but most of the ones
(if not all of the hardware ones) run on pre TOS 2.06...

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4071. newsie mintnet

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <8gupuc$620$1@sshuraab-i-1.production.compuserve.com>
Source record: 1990
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When using Newsie v96 under mintnet,newsie will exit and I get the message
pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)

I have received the same with latest beta kernal of mint.I am now using mint
1.15.1 (falcon 030).

I connect with pppd 2.20.
--

Thanks,
Mike

4072. Re: Impressions of GFA.

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005291852050.91-100000@TT030>
Source record: 1991

If you know assembler and "C" already I would say stick to those.
Although I'm hooked on gfa myself, gfa does not give you much
control over a project. Happying coding... ;-)

On Mon, 29 May 2000, Mike Glaser wrote:

> Hmmm, well then, I think I'll stick with Assemble and C. It's been a few
> years since I've messed with both of those languages, but I know I can
> remember 68000 assembler after a few moments and C, well, a couple of
> refresher courses and I'll be back to normal.
> I've got The Atari Compendium as well as several other book(Yes, even the
> cryptic Abacus collections). They should get me going.
>
> Thanks,
>
> "Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10005280224180.91-100000@TT030...
> > On Sat, 27 May 2000, Michael Glaser wrote:
> >
> > > I was looking more for Assembler or C(or better yet, C++) stuff. I've
> come
> > > across a couple of things, but the GNI C++ really made my ears perk up.
> For
> > > one thing, I didn't know C++ was available for the Atari.
> > > A friend of mine use to love GFA basic. Is it much like Visual Basic?
> How
> > > fast is it?
> >
> > It's not really like Visual Basic. You can try faceValue, which
> > claims to make gfabasic feel like visual basic, but it's really
> > just a collection of canned code for windows and menus and such.
> >
> > Speedwise it's ok for most tasks, depends on what you want to do
> > I guess. It does have limits.
> >
> > For more info on gfabasic have a look at my web page as I'm
> > still a fan of gfabasic.
> >
> > ____
> > Lonny Pursell atari @ bright.net http://www.bright.net/~atari/
> >
>
>
>
>

_____
Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4073. Re: newsie mintnet

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-29 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005291906040.91-100000@TT030>
Source record: 1992
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

If you are using mintnet, give aMail a try and or/pine. Newsie does
alot but pine is much nicer for news.

On 29 May 2000, MICHAEL ROBILLARD wrote:

> When using Newsie v96 under mintnet,newsie will exit and I get the message
> pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)
>
> I have received the same with latest beta kernal of mint.I am now using mint
> 1.15.1 (falcon 030).
>
> I connect with pppd 2.20.
> --
>
> Thanks,
> Mike
>
>

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4074. Re: newsie mintnet

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-30 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8gv2uf$3di$1@cubacola.tninet.se>
Source record: 1993

```
On 29 May 2000 22:11:24 , MICHAEL ROBILLARD wrote:
>When using Newsie v96 under mintnet,newsie will exit and I get the message
>pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)
>
>I have received the same with latest beta kernal of mint.I am now using mint
>1.15.1 (falcon 030).
>
>I connect with pppd 2.20.
>--
>
>Thanks,
>Mike
>.
Hi Mike

I'm no mintnet expert, but if you don't have Gluestik you should
get that if you want to use programs that are programmed for the
Sting/Stik API.
```

Cheers J&#65533;rgen

J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4075. Re: newsie mintnet

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-30 00:00:00 UTC
From: dh219@chiark.greenend.org.uk
Message-ID: <slrn8j7pej.m5n.dh219@gin.ucam.org>
Source record: 1994
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <Pine.MNT.4.10.10005291906040.91-100000@TT030>, Lonny Pursell wrote:
>If you are using mintnet, give aMail a try and or/pine. Newsie does
>alot but pine is much nicer for news.

Pine is a HORRIBLE newsreader. Isn't trn or slrn available?

--
yours etc. [gin & tonic.ucam.org]
Tel: 01223 519254
David. Pager: 07654 341140
davidh@arsenalfc.net PGP: finger -l dh219@chiark.ucam.org
```

4076. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-30 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <3933EEC0.37BFF907@gmx.ch>
Source record: 1995

Hello!

> Just install the bash, fileutils, shellutils and try again.
And where can I get them from ???
I didn't find them on the freemint page.

Gruss
Philipp

--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://www.atari-computer.de/philippdonze/
Temp. Homepage (>> Don't bookmark <<): http://home.datacomm.ch/donze/

4077. Re: newsie mintnet

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-30 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <39343d7f$0$31674@news.zetnet.co.uk>
Source record: 1996

On 29 May 2000 22:11:24 , MICHAEL ROBILLARD wrote:

>When using Newsie v96 under mintnet,newsie will exit and I get the message
>pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)

Hi Michael!

I get that too under Sting/MagiC 6! Also my Falcon doesn't like the
sub-menus, where the machine just freezes if I try them.

Also I get a crash when I try to download mail!!! :(

I reported these problems to John Rojewski, whilst v0.96 was in beta, but
they don't seem to have been fixed for the full release.

It's too bad. I've had to go back to using v0.94. :(

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
| | || ||/ \_
| http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4078. Re: newsie mintnet

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005302029210.99-100000@TT030>
Source record: 1997
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 30 May 2000, David Henderson wrote:

> In article <Pine.MNT.4.10.10005291906040.91-100000@TT030>, Lonny Pursell wrote:
> >If you are using mintnet, give aMail a try and or/pine. Newsie does
> >alot but pine is much nicer for news.
>
> Pine is a HORRIBLE newsreader. Isn't trn or slrn available?

I was trying to be nice to newsie, but obviously you've never
tried it? Relatively speaking PINE handles news way better
than newsie. If PINE is horrible then newsie is what?? ;-)))

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4079. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-31 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8h2mor$6m2$1@sun27.hrz.tu-darmstadt.de>
Source record: 1901

Hi!

Frank Naumann <fnaumann@freemint.de> wrote:
> don't forget to use the correct syntax ('setenv' is a csh command).

And for those not knowing the right syntax for bash:

export PATH="enter-path-here"

Note that this will not work with a simple sh, so in /etc/profile,
better use the split-up form which is understood by all sh-style shells:

PATH="enter-path-here"; export PATH

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4080. Re: newsie mintnet

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-31 00:00:00 UTC
From: dh219@chiark.greenend.org.uk
Message-ID: <slrn8ja2gb.md.dh219@gin.ucam.org>
Source record: 1902
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.MNT.4.10.10005302029210.99-100000@TT030>, Lonny Pursell wrote:

>> Pine is a HORRIBLE newsreader. Isn't trn or slrn available?
>I was trying to be nice to newsie, but obviously you've never
>tried it? Relatively speaking PINE handles news way better
>than newsie. If PINE is horrible then newsie is what?? ;-)))

Hmm, been a while since I used Newsie, is Newsie threaded? (pine sure as hell ain't!) :)

--
yours etc. [gin & tonic.ucam.org]
Tel: 01223 519254
David. Pager: 07654 341140
davidh@arsenalfc.net PGP: finger -l dh219@chiark.ucam.org

4081. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-31 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3934BC1D.6D028753@siemens.at>
Source record: 1998

Frank Naumann wrote:
> Do you have linked /usr/bin to /bin? You can do this with these statements
> in your MiNT.CNF:
>
> sln #:\bin u:\usr\bin
> sln #:\etc u:\etc
> sln #:\home u:\home
> sln #:\tmp u:\tmp
> sln #:\usr u:\usr
> sln #:\var u:\var
>
> With # as your drive letter. And don't forget to setup a correct
> environment ($PATH, $HOME, and so on). For this best look into the KGMD
> documentation and the configuration sample files.

I think I located my main problem, untortunately without knowing
a solution. I have included above mentioned links in mint.cnf
(and mintnaes.cnf since that seems to be copied to mint.cnf when
using n.aes) and I changed $PATH to include /usr/bin but when after
rebooting I activate bash and say 'echo $PATH' /usr/bin is not in
the list. There is no 'setenv' for PATH in bashrc (or bash.rc).
So I don't know where the wrong PATH can come from. Any idea ?

BTW, thanks for the other tips until now. At least I feel I'm near
to the goal now.

Gerhard

4082. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-31 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3934BF80.79BFDE66@siemens.at>
Source record: 1999

Philipp Donzi¿½ wrote:
> > Just install the bash, fileutils, shellutils and try again.
> And where can I get them from ???
> I didn't find them on the freemint page.

I got all the needed utilities by installing KGMD on a spare
partition and then copying everything missing from there.
The 'professional' way would have been to get the rpm packages
from the sparemint page and install them using rpm but when I
tried that I got an error that rpm doesn't find rpmrc (although
it was there) while the KGMD installation worked without
problems. So, looking back, I think the best way is starting with
installing KGMD (or KEMD since it's a bit newer).
Then you have an old but complete system.
Afterwards you can put GCC 2.8.1 or 2.95.2 (and whatever else you
need and can get) on top of it.

Gerhard

4083. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-05-31 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10005311136580.258-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 2000

Hello!

> I think I located my main problem, untortunately without knowing
> a solution. I have included above mentioned links in mint.cnf
> (and mintnaes.cnf since that seems to be copied to mint.cnf when
> using n.aes)

No, the naes.cnf is a completly different hing. Best delete $PATH from
naes.cnf and set it only in MiNT.cnf.

> and I changed $PATH to include /usr/bin but when after
> rebooting I activate bash and say 'echo $PATH' /usr/bin is not in
> the list. There is no 'setenv' for PATH in bashrc (or bash.rc).
> So I don't know where the wrong PATH can come from. Any idea ?

For bash you can use the global configuration file /etc/profile. And
don't forget to use the correct syntax ('setenv' is a csh command).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4084. Does anyone have Antic Magazine's "PAC-Invaders" game?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-01 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sjc01p375ri154@corp.supernews.com>
Source record: 1903

Hi Everybody,

Does anyone know where I can get a copy of
"PAC-Invaders" for my Atari 8-Bit Computer?

Post your e-mail address so I can get that game
program as an attachment.

I have archived my Atari 800XL and now I use
the "Atari800Win" emulator on my PC.

Thank You Very Much,
Wally

4085. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-02 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <3937CA60.BCE2C6D2@hisoft.co.uk>
Source record: 1904

Mike Glaser wrote:
>
> Haha, coincidentally I just got a hold of those same programs. Originally,
> I knew they were one of the last development packages to be released for the
> Atari, but I was having a hard time finding them.

Hhhhmmm! We still stock the HiSOFT s/w we published for the Atari -
http://www.hisoft.co.uk/cgi-bin/gp?pg=/atari/bargains

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/

4086. STOS and GEMulator?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-03 00:00:00 UTC
From: Gregory George <greggeorge@worldnet.att.net>
Message-ID: <39386C1D.2E0A8054@worldnet.att.net>
Source record: 1905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

For some odd reason, I decided to fire up my ST and finish writing a game I wrote starting in '96. Well, my old ST isn't what it used to be, so I need to finish the game on GEMulator. Problem is: My ST's floppy drive (actually the sound chip/floppy controller) is whacked and I can't copy STOS from the hard drive to my PC. I have the original disks, but two of them (games and accessories) will not read in my floppy drive.

Anyway, does anyone know where I can get a copy of these two disks on the internet?

Also, has anyone else tried STOS using GEMulator98? My mouse doesn't want to work, which makes it a real bear to load a file into it.

Thanks,

--
Greg

^^
^ ||| LATEST ATARI NEWS: SKYHAMMER RELEASED FOR JAGUAR! ^
^ ||| Thanks to Songbird, we have a great new game! ^
^ / | \ http://songbird.atari.net/skyhammer.shtml ^
^ ATARI ^
^ ~~~~~~~~~~~~~~~~~~ ^
^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
^^

4087. SV: STOS and GEMulator?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-03 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <AO3_4.4211$b55.10596@nntpserver.swip.net>
Source record: 1906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

You should be able to find it somewhere, I believe STOS is now freeware, at
least the sourcecode for STOS itself is..

/Peter

Gregory George <greggeorge@worldnet.att.net> skrev i
diskussionsgruppsmeddelandet:39386C1D.2E0A8054@worldnet.att.net...
> Hi all,
>
> For some odd reason, I decided to fire up my ST and finish writing a
> game I wrote starting in '96. Well, my old ST isn't what it used to be,
> so I need to finish the game on GEMulator. Problem is: My ST's floppy
> drive (actually the sound chip/floppy controller) is whacked and I can't
> copy STOS from the hard drive to my PC. I have the original disks, but
> two of them (games and accessories) will not read in my floppy drive.
>
> Anyway, does anyone know where I can get a copy of these two disks on
> the internet?
>
> Also, has anyone else tried STOS using GEMulator98? My mouse doesn't
> want to work, which makes it a real bear to load a file into it.
>
> Thanks,
>
> --
> Greg
>
> ^^
> ^ ||| LATEST ATARI NEWS: SKYHAMMER RELEASED FOR JAGUAR! ^
> ^ ||| Thanks to Songbird, we have a great new game! ^
> ^ / | \ http://songbird.atari.net/skyhammer.shtml ^
> ^ ATARI ^
> ^ ~~~~~~~~~~~~~~~~~~ ^
> ^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
> ^^
>
>

4088. Re: STOS and GEMulator?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-03 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <SVb_4.1023$EU3.6315@newsfeed.slurp.net>
Source record: 1907

On 3 Jun 2000 02:24:57 G, Gregory George wrote:
>Hi all,
>
>For some odd reason, I decided to fire up my ST and finish writing a
>game I wrote starting in '96. Well, my old ST isn't what it used to be,
>so I need to finish the game on GEMulator. Problem is: My ST's floppy
>drive (actually the sound chip/floppy controller) is whacked and I can't
>copy STOS from the hard drive to my PC. I have the original disks, but
>two of them (games and accessories) will not read in my floppy drive.

Of course if you wanted to you could just replace the drive in the ST.
Any drive will work. Just have to change the jumpers in the back.
Doesn't matter if it says "PC Drive" on the box. Or you could d/l a
program called PARCP. This allows transfer of files from ST-ST, ST-PC
or PC-PC by using the parallel ports. You just to have order or build
the special cable. I did that and it works great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4089. Re: STOS and GEMulator?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-03 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <960097894-29025AEicMi@aon.at>
Source record: 1908

```
Hello

>a
>program called PARCP
Tell me more! Where?

>the special cable.
Informations please!

> works great.
Thats what Im looking for!

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck
```

4090. Re: STOS and GEMulator?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-04 00:00:00 UTC
From: Gregory George <greggeorge@worldnet.att.net>
Message-ID: <3939C14A.90414D7E@worldnet.att.net>
Source record: 1909

"Edward S. Baiz Jr." wrote:

> Of course if you wanted to you could just replace the drive in the ST.
> Any drive will work. Just have to change the jumpers in the back.
> Doesn't matter if it says "PC Drive" on the box.

Nope, I tried replacing the drive a while back. That's why I'm convinced it's the floppy controller/sound chip. Sometimes it works, sometimes it doesn't.

> Or you could d/l a
> program called PARCP. This allows transfer of files from ST-ST, ST-PC
> or PC-PC by using the parallel ports. You just to have order or build
> the special cable. I did that and it works great.

That sounds like an idea. Either that or little null-modem action with ST Serial to PC Serial.

I'd still like to find replacement disks for STOS if anyone knows where they are.

Thanks,

--
Greg

^^
^ ||| LATEST ATARI NEWS: SKYHAMMER RELEASED FOR JAGUAR! ^
^ ||| Thanks to Songbird, we have a great new game! ^
^ / | \ http://songbird.atari.net/skyhammer.shtml ^
^ ATARI ^
^ ~~~~~~~~~~~~~~~~~~ ^
^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
^^

4091. Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-04 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <960102802-463681AEicMi@aon.at>
Source record: 1910

Hello everyone,

Im trying to write GEM programs in Pure Pascal and having trouble even with the dialogue-box example in the manual. Im a newbie to programming and doing it on a hobby basis, so please try to speak veery sloowly and use easy-to-understand words.:-)

This program - its called HANDLE_F.PAS and the listing is in the manual to copy and learn from; yes thats how far Ive got - I ahve lefte out big chunks of the listing and only left those that I think are in connection with the problem

```
program xxx;
uses geminit,gem;
...
var
tree : AesTreePtr;
...
rsrc_gaddr(R_TREE,TREE1,tree);
```

and this is the point where the debugger (sometimes I feel like leaving out the "de") says:
ERROR: Types of actual and formal var parameters must be identical.

Since the "tree" Pointer is the only var-parameter of this function I think this must be the problem. I have tried to move the .RSC file around on the HardDisc but that sems not to be the problem.
geminit.PPU is one that i wrote off a listing in the manual as well. It works with the other
program (MYFIRSTGEM.PAS or something).

Ive been stuck here for a few weeks. If anybody has any hints as to where my stupidity lies,
I would be very thankful.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4092. Re: STOS and GEMulator?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-04 00:00:00 UTC
From: Gregory George <greggeorge@worldnet.att.net>
Message-ID: <393AAAE1.478730C8@worldnet.att.net>
Source record: 1911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Gregory George wrote:

> Anyway, does anyone know where I can get a copy of these two disks on
> the internet?

Well, I managed to get STOS off of my ST. I was expecting more trouble out of the floppy than I actually got. I've also put it on my web space in case anyone else needs it. Compiler included.
http://home.att.net/~greggeorge/stos.zip

BTW, one of the extentions I've got in there (not sure which) would hose up GEMulator.

Has anyone seen a case where the ST works for the most part, but goes flaky just in some cases? In my STOS program, I am 100% sure certain screens were working perfectly when I originally wrote the program. And they work fine when I run the game on an emulator. But on the real ST, some screens are totally whacked. Any ideas why this would happen? Could it be a memory problem?

Thanks,

--
Greg

^^
^ ||| LATEST ATARI NEWS: SKYHAMMER RELEASED FOR JAGUAR! ^
^ ||| Thanks to Songbird, we have a great new game! ^
^ / | \ http://songbird.atari.net/skyhammer.shtml ^
^ ATARI ^
^ ~~~~~~~~~~~~~~~~~~ ^
^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
^^

4093. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-04 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <960226586-43095AEicMi@sweet3.freeserve.co.uk>
Source record: 1912

Hi Stephen

>Hhhhmmm! We still stock the HiSOFT s/w we published for the Atari

Nice to see a .sig with HiSoft in the content after so long. I think peop's could be forgiven for forgetting you even existed, you dont go out of your way to publicise yourselves in Atari world anymore.

Whilst your here, what if anything does HiSoft offer for the Atari now. I see that Papyrus 8 is now available, and as this was one of your higher priority products i'm suprised your not handling it now?. I'd have been one of the first to upgrade it via yourselves as i did with every other pap version!.

You were one of the highest profile names in our scene with IMO /the/ best deveopment packages available, all of which i bought from you, give us something to make us think HiSoft next time we have some money to spare.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4094. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-05 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <393ADA22.25B3AC7C@cable.A2000.nl>
Source record: 1913

Hi Claus

Claus Rogge wrote:

```
> program xxx;
> uses geminit,gem;
> ...
> var
> tree : AesTreePtr;
> ...
> rsrc_gaddr(R_TREE,TREE1,tree);
>
>
```

Show us the formal definition of this 'rsrc_gaddr'

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

4095. What happened to Forth?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-05 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sjmhiqtn5ri110@corp.supernews.com>
Source record: 1914

I was wondering what happened to
the FORTH programming language
for the Atari 8-Bit Computers?

It was supposed to be a free-wheeling
user friendly language, but I cannot
find myself a copy for either my
Atari 800XL computer or my
"Atari800Win" emulator.

I have Atari Basic and Mac65 for
the XL, also have Atari Basic and
Atari Asm/Ed for the emu.

Wally

4096. Re: Help needed with GCC & make

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-05 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <393B5F08.21373AB8@siemens.at>
Source record: 1915

Thomas Binder wrote:
> And for those not knowing the right syntax for bash:
>
> export PATH="enter-path-here"
>
> Note that this will not work with a simple sh, so in /etc/profile,
> better use the split-up form which is understood by all sh-style shells:
>
> PATH="enter-path-here"; export PATH

Many thanks since at least I was one of those not knowing the
right syntax :-)

Now if I enter the 'export PATH' in bash then it works. Before that
the value of path is wrong. I even tried links from /etc/bashrc and
/etc/bash.rc to /etc/profile. But anyway since everything works
after entering a single command in bash I can live with that.

Another thing I was wondering about is whether it's normal that
bash (I use 2.0.2) is loosing characters at input. There is no other
application where I have these troubles so it can't be my keyboard.

Gerhard

4097. info....Cubase for Atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-05 00:00:00 UTC
From: Ferrari Federico <webmaster@cosea.org>
Message-ID: <8hfmk4$b79$1@fe2.cs.interbusiness.it>
Source record: 1916

Hi,
i'd like to know if Cubase for Atari is available (shareware or crackable)
on the net. If it is, please tell me the adress where i can find it.
Thank Fede

4098. Atari XL cardridges secam/pal/ntsc ?!?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-05 00:00:00 UTC
From: ficsx22 <ficsx22@caramail.com>
Message-ID: <393BE500.B1E0314D@caramail.com>
Source record: 1917

Hi there !

I have a question about the possibility to use american cardriges on
europeans Atari computers.
I own an Atari 800XL Secam (french system) since 1984.
I recently bought an Atari 800XL Pal.
I had a lot of cardriges and, without thinking twice, I used them on
both system, and didn't notice any problem.
A couple of days ago, I found a shop in the USA, selling Atari
cardridges at a low price. It sounds really interresting.

But a friend of mine told me that I would certainly be unable to use
these cardridges on my european computers.
In fact, the cardridge would run but the image wouldn't display.
But I do wonder if the cardridges are linked/bound to a video system.
Aren't these cardriges supposed to work internationnaly ?
If not, how come that I can use my french cardridges on my pal computer
?

Furthermore, I've just bought a french (but Pal) Atari 7800.
And I have the same problem: can I buy american cardriges for that
computer ?

I thank you a lot for having the patience to read me entirely.
I hope this trivial/simple/easy question won't bore you.
But I'm really longing to buy some new cardridges and an answer would be
appreciated.

Thanks in advance.
Laurent (ficsx22@caramail.com)

4099. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-05 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <960231910-42242AEicMi@aon.at>
Source record: 1918

Hello Henk

>Show us the formal definition of this 'rsrc_gaddr'

OK, hoping I have understood rightly Ill try.
rsrc_gaddr is the AES system call that gets the adress of the .RSC file.

Its syntax is

function rsrc_gaddr(re_gtype, re_gindex : Integer; var re_gaddr : Pointer) : Integer;

with a number of possibilities for the type (R_TREE, R_OBJ or TEDINFO and BTBLK(or whatever))and index (the name) of the object. The adress is a variable (in my example, tree) that this function writes the found address into.
The syntax is exactly the same in C, Basic and every other language since its an AES-system call. At least thats what I think, Ive read through a book on GEM programming that dealt with C and Assembler only and they used the same words.
--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4100. assemnly listings

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-05 00:00:00 UTC
From: chemmadNospam@wish.net
Message-ID: <960239808.158426@news.l3.wish.net>
Source record: 1919

```
Hi Where can i find source code for the ST devpac?
```

4101. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-05 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <393C1B3B.78A9818F@cable.A2000.nl>
Source record: 1920

Hallo Claus

Claus Rogge wrote:

> function rsrc_gaddr(re_gtype, re_gindex : Integer; var re_gaddr : Pointer) : Integer;
>

O.K.
'var re_gaddr : Pointer' is the formal parameter declaration.
This is what you declared as actual parameter:

var
tree : AesTreePtr;

Now you must find out where 'Pointer' and 'AesTreePointer' are declared and see
what the differences are.

Note: In C rsrc_gaddr needs the address of the pointer, not the pointer itself.

I am NOT a Pascal expert, so I can not go into details, I just use general
knowledge.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

4102. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-06 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8hi5l6app1@newshost.comnet.co.nz>
Source record: 1921

"Claus Rogge" <rogge.claus@aon.at> wrote:
> >Show us the formal definition of this 'rsrc_gaddr'
>
> OK, hoping I have understood rightly Ill try.
> rsrc_gaddr is the AES system call that gets the adress of the .RSC
file.

Err.. that's not quite right.

It gets the address of an OBJECT/TEDINFO that has been loaded into
memory.

It does not get the address of the file.

--

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4103. SLM 804 programming docs

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-06 00:00:00 UTC
From: Martin-Éric Racine <q-funk@pp.fishpool.fi>
Message-ID: <Pine.MNT.4.10.10006061146080.66-100000@rakas>
Source record: 1922

Would anybody happen to have Atari's SLM 804/605 developper's
documentation?

On a related subject, has anybody successfully interfaced recent
printers to MiNT's lpd using /etc/printcap settings?

Basically, the idea is I wanna be able to use both of my printers
over my Intranet, from my Linux box to the TT's output.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4104. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-06 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <393CFD8F.569013D5@hisoft.co.uk>
Source record: 1923

Steve Sweet wrote:
>
> Hi Stephen
>
> >Hhhhmmm! We still stock the HiSOFT s/w we published for the Atari
>
> Nice to see a .sig with HiSoft in the content after so long. I think peop's could be
> forgiven for forgetting you even existed, you dont go out of your way to publicise
> yourselves in Atari world anymore.
>
I'm sorry but we don't develop or publish s/w for the Atari anymore...
:-(

> Whilst your here, what if anything does HiSoft offer for the Atari now.

Just HiSOFT Atati products - http://www.hisoft.co.uk/

> I see that
> Papyrus 8 is now available, and as this was one of your higher priority products i'm
> suprised your not handling it now?. I'd have been one of the first to upgrade it via
> yourselves as i did with every other pap version!.

AFAIK we won't be stocking this. I guess the manuals need to be
translated.

> You were one of the highest profile names in our scene with IMO /the/ best deveopment
> packages available, all of which i bought from you, give us something to make us think
> HiSoft next time we have some money to spare.
>

FYI, the Atari developers no longer work for HiSOFT.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/

4105. Re: assemnly listings

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-06 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <8hjprq$o0h$1@barcode.tesco.net>
Source record: 1924

Depends on what you want, try

http://www.fitz.cam.ac.uk/~acg29/atari.html

I know there is not much but I can provide loads of source code as I wrote
over 200 menus and several demos in assembly.

Mark
MSD/POV

"Dirk-Jan Leys" <chemmadNospam@wish.net> wrote in message
news:960239808.158426@news.l3.wish.net...
> Hi Where can i find source code for the ST devpac?

4106. Re: assemnly listings

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <+5S5x6AK4gP5Ewgs@steverosie.demon.co.uk>
Source record: 1925

In article <960239808.158426@news.l3.wish.net>, Dirk-Jan Leys
<chemmadNospam@wish.net> writes
>Hi Where can i find source code for the ST devpac?

If it's source listings to be used with Devpac then I have tons of it in
my pd library.

If it's the source for Devpac's program itself, then that's a different
story!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4107. Re: Atari XL cardridges secam/pal/ntsc ?!?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <lZh$JGBE8gP5EwgS@steverosie.demon.co.uk>
Source record: 1926

In article <393BE500.B1E0314D@caramail.com>, ficsx22
<ficsx22@caramail.com> writes
>Hi there !
>
>I have a question about the possibility to use american cardriges on
>europeans Atari computers.
>I own an Atari 800XL Secam (french system) since 1984.
>I recently bought an Atari 800XL Pal.
>I had a lot of cardriges and, without thinking twice, I used them on
>both system, and didn't notice any problem.
>A couple of days ago, I found a shop in the USA, selling Atari
>cardridges at a low price. It sounds really interresting.
>
>But a friend of mine told me that I would certainly be unable to use
>these cardridges on my european computers.
>In fact, the cardridge would run but the image wouldn't display.
>But I do wonder if the cardridges are linked/bound to a video system.
>Aren't these cardriges supposed to work internationnaly ?
>If not, how come that I can use my french cardridges on my pal computer
>?
>
>Furthermore, I've just bought a french (but Pal) Atari 7800.
>And I have the same problem: can I buy american cardriges for that
>computer ?
>
>I thank you a lot for having the patience to read me entirely.
>I hope this trivial/simple/easy question won't bore you.
>But I'm really longing to buy some new cardridges and an answer would be
>appreciated.

Hi

There may be a problem with these carts from the USA as they use a
different TV system to our PAL. Cartridges and systems that run in
Europe etc. shouldn't be too much of a problem .

Saying that, I have a couple of 2600 carts from the USA and I can use
them on my UK 2600 without a problem, but they may not work 100% on an
old tv.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *

Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4108. ssl ovl repost

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-07 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <8hl8f3$79b$2@sshuraab-i-1.production.compuserve.com>
Source record: 1927
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When using mintnet ovl with ssl I sometimes get an alert
box saying that the post has been redirected and I'm giving three options
Get this Repost or Cancel

No matter which one I choose I will receive about 26 bytes and then it's
off to timeout 1,2,3.. and so on

I seem to have some luck when pressing the esc key but most of the time
most of the page is not loaded properly.

Should I just wait it out and hope for the best.

I have version 18404

--

Thanks,
Mike

4109. ppp 2.3.11 peer?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-07 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <8hl83o$79b$1@sshuraab-i-1.production.compuserve.com>
Source record: 1928
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When I try to dial with the latest pppd dialer
(ppp 2.3.11).I keep getting some message about not being authorized
then an ip address is shown and then the progrem will disconnect[D[D[D

Any help ?
Thanks
--

Thanks,
Mike

4110. Re: ppp 2.3.11 peer?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8hlrpg$c1n$1@snipp.uninett.no>
Source record: 1929
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
MICHAEL ROBILLARD <76060.1125@compuserve.com> wrote:
> When I try to dial with the latest pppd dialer
> (ppp 2.3.11).I keep getting some message about not being authorized
> then an ip address is shown and then the progrem will disconnect[D[D[D

> Any help ?

Add a line with the word "noauth" to one of the option-files.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

4111. Re: ppp 2.3.11 peer?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-07 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <393eb0922a3a691@online.be>
Source record: 1930
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

on Wed 07-06-2000 16:04 Jo Even Skarstein wrote:

>MICHAEL ROBILLARD <76060.1125@compuserve.com> wrote:
>> When I try to dial with the latest pppd dialer
>> (ppp 2.3.11).I keep getting some message about not being authorized
>> then an ip address is shown and then the progrem will disconnect[D[D[D
>
>> Any help ?
>
>Add a line with the word "noauth" to one of the option-files.

I wonder if you know how I can prevent that the log is written to the
console. With the previous pppd every log was written to \var\log\ppp-log
and \var\adm\messages but now with the latest pppd a part of the log
appears on console too

```
Serial connection established.
Using interface ppp0
Connect: ppp0 <--> /dev/ttyS3
rcvd [LCP ConfReq id=0x1 <asyncmap 0x0> <magic 0xadb9ad3b> <pcomp> <accomp>]
sent [LCP ConfReq id=0x1 <asyncmap 0x0> <magic 0x7b458b64> <pcomp> <accomp>]
sent [LCP ConfAck id=0x1 <asyncmap 0x0> <magic 0xadb9ad3b> <pcomp> <accomp>]
rcvd [LCP ConfAck id=0x1 <asyncmap 0x0> <magic 0x7b458b64> <pcomp> <accomp>]
sent [IPCP ConfReq id=0x1 <addr 192.168.1.1> <compress VJ 0f 01>]
rcvd [IPCP ConfReq id=0x1 <compress VJ 0f 00> <addr 194.88.127.9>]
sent [IPCP ConfAck id=0x1 <compress VJ 0f 00> <addr 194.88.127.9>]
rcvd [IPCP ConfNak id=0x1 <addr 194.88.125.160>]
sent [IPCP ConfReq id=0x2 <addr 194.88.125.160> <compress VJ 0f 01>]
rcvd [IPCP ConfAck id=0x2 <addr 194.88.125.160> <compress VJ 0f 01>]
local IP address 194.88.125.160
remote IP address 194.88.127.9
Hangup (SIGHUP)
sent [LCP TermReq id=0x2 "User request"]
rcvd [LCP TermAck id=0x2]
Connection terminated.
```

My \etc\syslog.conf looks like this:

```
*.err;kern.debug;daemon,auth.notice;mail.crit;user.none /var/adm/messages
lpr.debug /var/adm/lpd-errs

*.alert;kern.err;daemon.err;user.none operator
*.alert;user.none root
```

```
*.emerg;user.none *
mail.debug /var/log/syslog
*.debug /var/log/bruno
user.alert /var/log/syslog
*.info /var/log/ppp-log
```

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4112. Re: ppp 2.3.11 peer?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8hmd09$f5d$1@snipp.uninett.no>
Source record: 1931
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

"Martin \"Nightowl\" Byttebier" <tos4ever@online.be> wrote:

> I wonder if you know how I can prevent that the log is written to the
> console. With the previous pppd every log was written to \var\log\ppp-log
> and \var\adm\messages but now with the latest pppd a part of the log
> appears on console too

I guess that's something you configure in syslog.conf. I've always
prefered direct output (I'm a control-freak, besides I don't like
log-files which tends to grow into the sky over time) so I haven't noticed
any difference. I suggest you examine the man-file.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

4113. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-07 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <960445950-17879AEicMi@aon.at>
Source record: 1932

Hi gswayne,

>It gets the address of an OBJECT/TEDINFO that has been loaded into
>memory.

Of course. I chose the wrong phrases, sorry.
Anyone having experience in writing GEM programs in pascal?

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4114. Re: development packages

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-08 00:00:00 UTC
From: Mike Glaser <M_Glaser@hotmail.com>
Message-ID: <GsG%4.8291$2X2.207439@newsread2.prod.itd.earthlink.net>
Source record: 1933

Those aren't bad deals but since the Atari is pretty much a garage sale item these days, the software comes cheap to free. Hunting it down is the hard part. I'll keep your bargans in mind if there is something I can't find at a local flea market.

"Stephen Marriott" <stevem@hisoft.co.uk> wrote in message news:3937CA60.BCE2C6D2@hisoft.co.uk...
>
>
> Mike Glaser wrote:
> >
> > Haha, coincidentally I just got a hold of those same programs. Originally,
> > I knew they were one of the last development packages to be released for the
> > Atari, but I was having a hard time finding them.
>
> Hhhhmmm! We still stock the HiSOFT s/w we published for the Atari -
> http://www.hisoft.co.uk/cgi-bin/gp?pg=/atari/bargains
>
> --
> Stephen Marriott - stevem@hisoft.co.uk
> HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
> Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
> http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
> http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/
>

4115. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-08 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <393F3BBC.50272528@siemens.at>
Source record: 1934

Claus Rogge wrote:
> >It gets the address of an OBJECT/TEDINFO that has been loaded into
> >memory.
>
> Of course. I chose the wrong phrases, sorry.
> Anyone having experience in writing GEM programs in pascal?

I've been working with Pure Pascal for as long as it exists and
I think it's the most user friendly and yet powerful programming
environment on the market. Since I never tried the examples and
rather implement 'sensitive areas' myself and not use RCS I thought
I'd let someone more experienced answer.
But since nobody did, I'll try to look at your problem but it may
take a few days 'til I find the time to do it.
BTW, just to be sure I look at the same thing, what version of Pure
Pascal are you using ?

Gerhard

4116. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-08 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <960529852-21562AEicMi@aon.at>
Source record: 1935

Hi Gerhard,

and thanks for caring!

> what version of Pure
>Pascal

I use version 1.1
My dialogue box says:
Jul 31, 1995
I guess it is the newest (last:-() version, I bought it last year at ASH.

Servas,
--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4117. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-09 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3940A23C.5203F866@siemens.at>
Source record: 1936

Claus Rogge wrote:
> I use version 1.1
> My dialogue box says:
> Jul 31, 1995
> I guess it is the newest (last:-() version, I bought it last year at ASH.

Okay. So everything should be comparable.

And now the part where I will sound like a teacher but if you read it
to the end I hope you will have a bit less troubles in the future.

The error you encountered is not generated by the debugger but by
the compiler. The reason why that is important is because at that
time no executable code has been generated yet. Therefore e.g. moving
the .RCS file could have no effect (since the program that reads it
does not yet exist).

Short excursion, done veery sloowly ;-)
Step 1 : the compiler checks the syntax. In case of errors the
processing is terminated, otherwise the source is compiled.
Step 2 : the linker puts it together with the other modules and
creates an executable program.
Step 3 : you can start your program :)
Step 4 (if it didn't work) : you trace through your program step
by step checking contents of variables and so on, hopefully finding
out what's wrong (= debugging)

And now back to your problem. Since you typed in the program from
the manual (instead of using the source file on the disk at path
DEMO_HB/KAPITEL2/HNDLFORM.PAS which would have worked) you
also typed the statement that is wrong in the manual :

```
var
tree : AesTreePtr;
```

which should be

```
tree : Pointer;
```

as it reads in the demo on the disk. If you change that single
statement the program will work (if there are no other errors
in the manual, I didn't check that).

Pascal does very restrictive type checks (and runtime checks,
and ...) and that is one of the reasons I prefer it compared to C.

BTW, somewhere in the appendices of the manual there are hidden
better descriptions of all the compiler and runtime errors.

Since you seemed a bit unhappy with your purchase let me tell you again that if something is bad then it's the manual and not the product. I think over the years I found three errors. Two of them were in 1.0 where they sent me corrections immediately after I contacted the hotline and the other one is still there in 1.1 but it's a runtime problem that occurs only in a very special and complicated situation and I've not been able to send them a demo program with less then 5000 LOC where it occured and they don't look at such big code parts. So I had to code a few lines a bit different and it worked. Anyway it's a very stable and reliable product and produces quite good and fast code and it's module concept and programming environment are better than at the other programming environments I know on the atari.

Servus
Gerhard

4118. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-09 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <960614930-15506AEicMi@aon.at>
Source record: 1937

Hi Gerhard!

> (instead of using the source file on the disk
They seem to have cut down the number of files on their disks. I had to get some other example program that was not listed in the manual by mail. And this one wasnt on the disk either!

> the statement that is wrong in the manual
I had a suspicion that there was som error in the manual!!!

> in the appendices of the manual
I think you must have a completely different manual from mine. I got a 58 page A5-booklet,

the appendix is 2 pages and four lines.

>Since you seemed a bit unhappy with your purchase
Oh no! Not at all! The ":-(" was directed towards the fact that this version 1.1 will be the
last one for all times.

Hey, thanks a lot! Ill try it right away.

Bit later - Hey, it works - the program compiles without any error, but nothing happens. Is it possible that the listing in the manual is not complete? Ill keep on trying

I guess Im probably too stupid for this stuff anyway

> I've not been able to send them a demo
>program with less then 5000 LOC
Good to get tips from the profs:-)

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4119. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-13 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39464F29.8C5C671E@siemens.at>
Source record: 1938

Claus Rogge wrote:
> They seem to have cut down the number of files on their disks. I had to get some other
> example program that was not listed in the manual by mail. And this one wasnt on the disk
> either!

So if you can't find an old demo version that includes those files
maybe I should mail them to you as a zip file ?

> I think you must have a completely different manual from mine. I got a 58 page
A5-booklet,
>
> the appendix is 2 pages and four lines.

That's a shame. My manual certainly has more pages, is not A5 and IIRC
each of the several appendices is much longer than two pages.

> Bit later - Hey, it works - the program compiles without any error, but nothing happens.
Is
> it possible that the listing in the manual is not complete? Ill keep on trying

Shouldn't be compilabe if it were not complete. Maybe it would be
best if you tried 'run' or 'debug' instead of 'make'. 'run' would
execute the program immediately after compiling it while 'debug'
after compilation would wait at the first instruction so you could
step through the program line by line looking what it does.

> I guess Im probably too stupid for this stuff anyway

Most things look complicated until you got used to them. When I think
back to my first hour of assembler training, I suspected I'd never
be able to write a whole program in assembler :)

Gerhard

4120. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-13 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <960963038-19911AEicMi@aon.at>
Source record: 1939

Hi Henk

>I remember that the compiler compiles to memory by default, so when you
>quit the result is gone.
Yes. But you reach the "user screen" or something with the "esc" and can view the result.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4121. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-13 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <960963040-20263AEicMi@aon.at>
Source record: 1940

Hi Gerhard

>So if you can't find an old demo version that includes those files
>maybe I should mail them to you as a zip file ?
Sounds great:-)

In my manual, the "Crash-kurs" is built around the following programs.
HELLO.PAS (bit obvious)
B_P_TEST.PAS (dealing with breakpoints)
LOTTO.PAS - not on the disc but listing complete in manual
STACK.PAS - I didnt get that one on my disc
OOPDEMO2.PAS - I got it on request, but overlooked the previous one
After that, the GEM programs start
EYES.PAS
HANDLE_FORM.PAS - the one in question! It was not on my disc
MINESWEEPER
There are some programs on the disc (in DEMO/) called TETRAX, WURMIE, UHR. But when I look at them I get the feeling Id better get started with something simpler

Ill try to find an old manual as well.

Greetings
--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4122. Re: Pure Pascal 2 GEM

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-13 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <642A954DD517D411B20C00508BCF23B0012EE06F@mail.sauder.com>
Source record: 1941

Hi Henk

>I remember that the compiler compiles to memory by default, so when you
>quit the result is gone.
Yes. But you reach the "user screen" or something with the "esc" and can view the result.

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4123. GNU C 2.95.2 Question

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-14 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39475812.F1527BDD@siemens.at>
Source record: 1942

Hi,

I recently installed GNU C 2.95.2 on my Falcon. The problem is,
this version doesn't seem to like the character \ e.g. at the end
of a line of a multi line macro definition. With older versions
(2.8.1) the code was compiled, 2.95.2 says something about a
'stray character \ in line xxx'.

Any ideas whether it's the compiler or my environment or something
else ?

thanks
Gerhard

4124. Re: I need to program!

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-14 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <394756A5.1C737263@hisoft.co.uk>
Source record: 1943

Steve Stupple wrote:
>
> In article <sk5eesu8h51101@corp.supernews.com>, Lyndon Amsdon
> <bindon@madasafish.com> writes
> >Hi
> >
> >I need to be able to program using GEM interfaces.
> >Proper windows, calling up the file selector radio buttons - you know
> >the sort of thing.
> >
> >I bought C Interpreter from Hisoft years ago. I find the manaul very
> >good but I never found a compiler.
> >
> >I've downloaded GCC compiler and the Gem++ set from an ftp site. I'm
> >a bit confused as to what I need.
> >
> >The main use is to make cpx/acc for my own hardware I'm making,
> >configurations etc.
> >I need it to run under Mint Magic and TOS.
> >
> >I would like to use my C interpreter with a compiler to produce ACCs
> >and CPXs. The reason why I want to use C Interpreter is because of
> >the lack of good tutorials and examples in the distributions I've
> >tried.
> >
>
> Hi
>
> HiSoft C does have a companion compiler, well that's what HiSoft
> suggest:) Lattice C.
>
> I do have a copy for sale (v5.6) if interested:) I have noticed that
> this has also disappeared OFF HiSoft's web site, it looks like they've
> stopped supporting it now:(
>
Well.... It hasn't been developed for some yrs now....

AFAIK we still have some copies in stock. Contact sales@hisoft.co.uk
for more info.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027

http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/
AFFILIATES NETWORK - http://www.hisoft.co.uk/cgi-bin/gp?pg=an.main

4125. Re: GNU C 2.95.2 Question

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-14 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <803dmg35ry.fsf@junk.nocrew.org>
Source record: 1944

Janka Gerhard <gerhard.janka@siemens.at> writes:

> I recently installed GNU C 2.95.2 on my Falcon. The problem is,
> this version doesn't seem to like the character \ e.g. at the end
> of a line of a multi line macro definition. With older versions
> (2.8.1) the code was compiled, 2.95.2 says something about a
> 'stray character \ in line xxx'.
>
> Any ideas whether it's the compiler or my environment or something
> else ?

Check if the file you're using ends its lines with CRLF or only LF. A
'\' must be the last character on the line, before the end-of-line
character, and if the file has CRLF at the end, and the compiler
expects it to be only LF, it might give an error.

Tomas

4126. Re: GNU C 2.95.2 Question

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-14 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39477CC4.54B526D@siemens.at>
Source record: 1945

Tomas Berndtsson wrote:
> Check if the file you're using ends its lines with CRLF or only LF. A
> '\' must be the last character on the line, before the end-of-line
> character, and if the file has CRLF at the end, and the compiler
> expects it to be only LF, it might give an error.

Since I got the source code file from another guy who can compile
it I don't think that's the problem but I'll check it this evening
to be sure.
BTW he uses 2.91.66 and said he will try to install 2.95.2 too
to check if he gets the same problems then.

thanks
Gerhard

4127. Re: GNU C 2.95.2 Question

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-14 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10006142208230.107-100000@online.no>
Source record: 1946

On Wed, 14 Jun 2000, Janka Gerhard wrote:

> Hi,
>
> I recently installed GNU C 2.95.2 on my Falcon. The problem is,
> this version doesn't seem to like the character \ e.g. at the end
> of a line of a multi line macro definition. With older versions
> (2.8.1) the code was compiled, 2.95.2 says something about a
> 'stray character \ in line xxx'.
>
> Any ideas whether it's the compiler or my environment or something
> else ?

This sounds like the source files have atari-lineends (CR/LF), while gcc
only works with Unix lineends (LF). Try loading the sources into GED or
Everest and resave with Unix lineends...

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4128. Re: GNU C 2.95.2 Question

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-14 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10006142213430.125-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1947

Hello!

> I recently installed GNU C 2.95.2 on my Falcon. The problem is,
> this version doesn't seem to like the character \ e.g. at the end
> of a line of a multi line macro definition. With older versions
> (2.8.1) the code was compiled, 2.95.2 says something about a
> 'stray character \ in line xxx'.
>
> Any ideas whether it's the compiler or my environment or something
> else ?

Strip the ATARI cr from your src files. Otherwise the preprocessor don't
work correctly.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4129. need CUBASE for Atari!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-15 00:00:00 UTC
From: Federico Ferrari <webmaster@cosea.org>
Message-ID: <8ia2pi$b4h$1@fe2.cs.interbusiness.it>
Source record: 1948

Hi to all,
i need desperately Cubase version for Atari. If someone of u have this
(free), plz contact me or show me the url when i can found it.
Byezzzzz from italy

4130. Re: GNU C 2.95.2 Question

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-16 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3949E5CA.726112E5@siemens.at>
Source record: 1949

Janka Gerhard wrote:
> I recently installed GNU C 2.95.2 on my Falcon. The problem is,
> this version doesn't seem to like the character \ e.g. at the end
> of a line of a multi line macro definition. With older versions
> (2.8.1) the code was compiled, 2.95.2 says something about a
> 'stray character \ in line xxx'.

Sorry to have bothered you all. I did change several files then and
this was the one I forgot to strip of the CRs :(

Although it would really be nice if it understood both line end
types.

Gerhard

4131. Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-16 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <xav25.90798$uw6.1750017@news20.bellglobal.com>
Source record: 1950

Hi

Lattice C 5.5 for sale, disks manuals.

Best reasonable offer

Pick up in Toronto

res@sympatico.ca

4132. FA: Nice/ unusual ect this one has the links :))

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-17 00:00:00 UTC
From: Lizi and Darren <dnepotts@one.net.au>
Message-ID: <394b4fe2@pink.one.net.au>
Source record: 1851

I currently have a copy of KARATE by FUNVISION up for grabs and it will make a great addition to any good collectors inventory.

ALL OF MY AUCTIONS
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=thejudianpeoplesfront&include=0&since=-1&sort=2&rows=25

KARATE - FUNVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359530689

4 IN 1ONE - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359475568

SPACE GRID - UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359490459

CRAB CONTROL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359505408

8 IN 1 - SPACEVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359521980

8 IN 1 - SPACEVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359527446

GALAXY DEFENDER- UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892607

4 GAMES IN ONE - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353882574

DRAGON TREASURE - UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353887422

POOYAN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359483405

KEYSTOR KAPERS - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359535333

MS PAC MAN - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359537550

ENDURO - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359538933

BOOM BANG - RAINBOWVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359546937

BOOM BANG - HES - BOXED
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359548435

SNAIL AGAINST SQUIRREL - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353891481

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892163

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353893508

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892607

2 PAK SPECIAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359533003

4133. Basic HElp!!

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-17 00:00:00 UTC
From: Daniel Goldenstein <danielg2@netvision.net.il>
Message-ID: <8ig3lc$m7p$1@news.netvision.net.il>
Source record: 1852

```
Where can I find a tutorial in Atari Basic??
```

4134. Test

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-18 00:00:00 UTC
From: Ric Easton <biodistributors@microtech.com.au>
Message-ID: <394CA5FF.74ECCFEA@microtech.com.au>
Source record: 1853

This is a test posting.

Ric Easton

4135. Re: Test

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-18 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <961334576-371412AEicMi@skynow.net>
Source record: 1854

Hi Ric

>This is a test posting.

Failed!!. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4136. Re: Basic HElp!!

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-18 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <961359100-15799AEicMi@aon.at>
Source record: 1855

Hello Daniel

> Atari Basic

Is there such a thing? Or do you think of any Basic for the Atari?

--

Claus Rogge
(rogge.claus@aon.at)
http://members.aon.at/rogge
http://members.aon.at/ms-mureck

4137. Re: What happened to Forth?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-19 00:00:00 UTC
From: rodent <rodent@epix.net>
Message-ID: <394D7C0B.2B461159@epix.net>
Source record: 1856

Forth is still alive and kicking in the embedded systems
market sector ... You might want to email the folks at either
Forth Inc. (www.forth.com) or the Forth Interest Group
(www.forth.org) ...

w_a_lang wrote:
>
> I was wondering what happened to
> the FORTH programming language
> for the Atari 8-Bit Computers?
>
> It was supposed to be a free-wheeling
> user friendly language, but I cannot
> find myself a copy for either my
> Atari 800XL computer or my
> "Atari800Win" emulator.
>
> I have Atari Basic and Mac65 for
> the XL, also have Atari Basic and
> Atari Asm/Ed for the emu.
>
> Wally

4138. Re: [MiNT] ACC & resolution change

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-19 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <394DD3C9.544C8A8C@europe.com>
Source record: 1857

Petr Stehlik a ï¿½crit :
> sorry this is a bit offtopic but I don't know any other place with such
> high concentration of Atari programmers so I thought posting here would be
> best (for me :)
Well, perhaps news://comp.sys.atari.programmer :) ! Forwarded !
>
> If I understand it right then AES terminates all processes (=also
> accessories) before it makes the resolution change. Is there any GEMish
> way of detecting the coming termination? I am asking because I need to
> do some clean up before the acc is killed and then (after the
> resolution is changed) loaded second time.
IIRC an AC_CLOSE message is sent before accessory termination. However for
pre-3.00 TOSes memory allocated "by the accessory" (in fact wrongly and
automatically associated by GEMDOS with the at-that-time active application)
may have been already unallocated... so on these TOSes the only way to cope
with this AFAIK is to patch the _p_run variable...
Oh and I think (correct me please if I am wrong) that accessoiries never
get AP_TERM messages.

4139. devpac and ext2fs/minixfs

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-19 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <394DD4B0.ECBF3EEC@siemens.at>
Source record: 1858

Hi,

In case anybody else had similar problems and didn't find what's
wrong :

Last weekend I tried to use devpac3.10 on files that are on a ext2fs
partition. When it tried it via command line I got errors from devpac
that it can't find include files. Then I tried it from the devpac
shell and couldn't even load the source file.
When I copied the sources to a minixfs partition and tried it there
everything worked.

Gerhard

4140. Atari800 emulator

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-19 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <394DD5CE.BD15F901@siemens.at>
Source record: 1859
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Is there anybody else (except Petr Stehlik and me) who tried to
compile the Atari800 emulator source ?
I would be very very interested in any experience/troubles encountered
with description of the environment that's been used.

Gerhard

4141. Re: devpac and ext2fs/minixfs

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8iln2u$3at$1@snipp.uninett.no>
Source record: 1860

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> In case anybody else had similar problems and didn't find what's
> wrong :

> Last weekend I tried to use devpac3.10 on files that are on a ext2fs
> partition. When it tried it via command line I got errors from devpac
> that it can't find include files. Then I tried it from the devpac
> shell and couldn't even load the source file.
> When I copied the sources to a minixfs partition and tried it there
> everything worked.

That's because ext2fs doesn't support the old API, it will only work with
MiNT/MagiC-aware programs.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4142. Re: Atari800 emulator

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-19 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <gcx35.54$aj.394@newsfeed.slurp.net>
Source record: 1861

On 19 Jun 2000 10:11:59 , Janka Gerhard wrote:
>Hi,
>
>Is there anybody else (except Petr Stehlik and me) who tried to
>compile the Atari800 emulator source ?
>I would be very very interested in any experience/troubles encountered
>with description of the environment that's been used.
>
>Gerhard

Well I did not compile the source, but used the program for the TOS computers on my Hades. Actually it runs well and plays just like an eight bit computer as far as graphics and speed. The thing where it falls short is the sound, but it is not the program's fault. The Hades does not have DMA sound, but uses the same soundchip as a ST. I know, kind of dumb.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4143. ST Basi

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-20 00:00:00 UTC
From: eyebee <eyebee@meggie.demon.co.uk>
Message-ID: <ajctkss5lrdhv1n5jpiu56ka0fqfiklq77@4ax.com>
Source record: 1862

Anyone know where I can get a copy of ST Basic for use on the WinSTon emulator? I've searched all over the net but can't find it - it surely can't still be in copyright - can it?

Ian

4144. Re: ST Basi

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-20 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <cc8tmwA9c1T5EwXf@steverosie.demon.co.uk>
Source record: 1863

In article <ajctkss5lrdhv1n5jpiu56ka0fqfiklq77@4ax.com>, eyebee
<eyebee@meggie.demon.co.uk> writes
>Anyone know where I can get a copy of ST Basic for use on the WinSTon
>emulator? I've searched all over the net but can't find it - it surely
>can't still be in copyright - can it?
>
>Ian

Hi

Well I haven't heard of it being released as public domain. I do have a
copy for sale if you want, ï¿½5 + postage.

Then you can use the image with a clear conscience:)))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4145. Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39507FA0.60DBA6AE@siemens.at>
Source record: 1864

Hi,

Some questions :

- I sometimes use devpac and gst2gcc to create .o files to be linked
with gnu object files. Is this still possible with 2.95.2 ?

- I heard rumours that FreeMiNT uses 'something' that allows one to
write code for gas in devpac-like syntax. Does anybody know about
that or any similar tool and where to find them ?

- And slightly out of topic : is there any way to depack .rpm without
using rpm (in my MiNT/N.AES environment I have troubles to get rpm
to work) ?

Thanks for any suggestion
Gerhard

4146. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10006211100030.106-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1865

Hallo!

> - I sometimes use devpac and gst2gcc to create .o files to be linked
> with gnu object files. Is this still possible with 2.95.2 ?

I think so, the object format is unchanged.

> - I heard rumours that FreeMiNT uses 'something' that allows one to
> write code for gas in devpac-like syntax. Does anybody know about
> that or any similar tool and where to find them ?

That's nothing special. The GNU assembler from binutils 2.9.1 understand
Motorola systax very well.

> - And slightly out of topic : is there any way to depack .rpm without
> using rpm (in my MiNT/N.AES environment I have troubles to get rpm
> to work) ?

The gcc, binutils and all tool + libs are available as tar.gz too. Or use
rpm2cpio to create a cpio archive. That you can unpack with cpio.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4147. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8iq2ja$4ki$1@sun27.hrz.tu-darmstadt.de>
Source record: 1866

Hi!

Janka Gerhard <gerhard.janka@siemens.at> wrote:
> - I heard rumours that FreeMiNT uses 'something' that allows one to
> write code for gas in devpac-like syntax. Does anybody know about
> that or any similar tool and where to find them ?

That would be `asmtrans' from the (Free)MiNT sources. It's a simple
lex/yacc-based preprocessor for assembler source files, which allows for
conditionals (like #ifdef in C) and is able to produce gas and pasm
syntax (at least, maybe some other formats as well).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4148. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3950A961.41FD0C9C@siemens.at>
Source record: 1867

Frank Naumann wrote:
> That's nothing special. The GNU assembler from binutils 2.9.1 understand
> Motorola systax very well.

Maybe nothing special but since I didn't know it (I only looked
at the syntax the compiler produces and didn't want to code in
that one) it's nevertheless great news for me :)

> The gcc, binutils and all tool + libs are available as tar.gz too. Or use
> rpm2cpio to create a cpio archive. That you can unpack with cpio.

What I didn't find as tar.gz were fileutil and sh-utils. I did find
rpm2cpio in the rpm package, but, sorry to bother you again :(, where
do I find cpio ?

Thanks and Servus
Gerhard

4149. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3950A9D2.80D0A3D7@siemens.at>
Source record: 1868

Thomas Binder wrote:
> That would be `asmtrans' from the (Free)MiNT sources. It's a simple
> lex/yacc-based preprocessor for assembler source files, which allows for
> conditionals (like #ifdef in C) and is able to produce gas and pasm
> syntax (at least, maybe some other formats as well).

Thanks ! I'll look at that.

Servus
Gerhard

4150. RE: need CUBASE for Atari!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: &#65533;V <rumpus@navegalia.com>
Message-ID: <3950055c$1@news>
Source record: 1869

Federico Ferrari <webmaster@cosea.org> escribi&#65533; en el mensaje de noticias
8ia2pi$b4h$1@fe2.cs.interbusiness.it...
> Hi to all,
> i need desperately Cubase version for Atari. If someone of u have this
> (free), plz contact me or show me the url when i can found it.
> Byezzzzz from italy
>
>
Contact me : zzz@atarist.com

4151. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1870

Hello!

> > That's nothing special. The GNU assembler from binutils 2.9.1 understand
> > Motorola systax very well.
>
> Maybe nothing special but since I didn't know it (I only looked
> at the syntax the compiler produces and didn't want to code in
> that one) it's nevertheless great news for me :)

The compiler generate MIT syntax that is in fact not very readable :-)

> What I didn't find as tar.gz were fileutil and sh-utils. I did find
> rpm2cpio in the rpm package, but, sorry to bother you again :(, where
> do I find cpio ?

cpio is in the rpm bootstrapping archive too.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4152. Sort of OT: Newbie Tech HELP! Atari 410 Program Recorder

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: pengo35@aol.com
Message-ID: <20000621124732.18765.00000223@ng-bk1.aol.com>
Source record: 1871

Hello! I am looking for help w/ my Atari 410 program recorder. It would not run & upon opening it up I discovered that the large drive band had snapped. I had a similar sized rubber band that I thought would do the trick, and it does allow me to FF and rewind, but it will not PLAY--The left wheel feeds, but the right wheel does not collect the tape. Any suggestions out there?? Is it possible the band is not tight/thick enough to work?? Or is there something I am overlooking?? Thanks!

Dan

4153. Malloc possible in AUTO-programs ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <39510187.58FB3991@europe.com>
Source record: 1872

```
Well mainly that's all there's to it :
Is it possible/legal/advisable/allowed to do a GEMDOS M(x)alloc in an
AUTO-program ?

Thanks by advance,
G.D.
```

4154. Folder creation impossible in AUTO-sequence?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <395102C1.80FA3A5F@europe.com>
Source record: 1873

Well, I have made a awfully simple utility (for RAM-disk organization purposes) that create a folder whose name is given on the command-line (a minimal 'mkdir' really)... and that does not work when run from the AUTO-folder :-(but does when run from the desktop. Any ideas ?

Thanks by advance,
G.D.

4155. Re: Malloc possible in AUTO-programs ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10006211956490.547-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1874

Hello!

> Well mainly that's all there's to it :
> Is it possible/legal/advisable/allowed to do a GEMDOS M(x)alloc in an
> AUTO-program ?

Yes, GEMDOS is fully initialised as far as I know.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4156. Re: Folder creation impossible in AUTO-sequence?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10006211957250.547-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1875

Hello!

> purposes) that create a folder whose name is given on the command-line (a
> minimal 'mkdir' really)... and that does not work when run from the
> AUTO-folder :-(but does when run from the desktop. Any ideas ?

Maybe the command passing does not work?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4157. Re: Sort of OT: Newbie Tech HELP! Atari 4

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sl220lf3e7f129@corp.supernews.com>
Source record: 1876

On 21 Jun 2000 16:47:32 , Pengo35 wrote:
>Hello! I am looking for help w/ my Atari 410 program recorder. It would not
>run & upon opening it up I discovered that the large drive band had snapped. I
>had a similar sized rubber band that I thought would do the trick, and it does
>allow me to FF and rewind, but it will not PLAY--The left wheel feeds, but the
>right wheel does not collect the tape. Any suggestions out there?? Is it
>possible the band is not tight/thick enough to work?? Or is there something I
>am overlooking?? Thanks!

In casstte recorders usually the belt doesn't go round one pulley but
loops around 3 (or even 4). Not having one of these 410 recorder I
can't check where the band goes but I hope this helps.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4158. Re: Folder creation impossible in AUTO-sequence?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-21 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <39510DDF.74D676C2@europe.com>
Source record: 1877

Frank Naumann a ï¿½crit :
> > purposes) that create a folder whose name is given on the command-line (a
> > minimal 'mkdir' really)... and that does not work when run from the
> > AUTO-folder :-(but does when run from the desktop. Any ideas ?
>
> Maybe the command passing does not work?

Well I forgot to mention I also made a 'cp'/'copy'-like program that does
work... Only the 'mkdir'-clone fails... Very strange.

BTW Frank, are background-DMA tranfers planned in the next FreeMiNT stable
release ? (1.15.10 ? 1.16.0 ?)
And thanks for your reponsiveness !

4159. Re: Malloc possible in AUTO-programs ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-22 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39521a6b$1_1@athena.netset.com>
Source record: 1878

In article <...211956490.547-100000@FreeMiNT.st.uni-magdeburg.de>,
Frank Naumann <fnaumann@freemint.de> wrote:
>Hello!
>
>> Well mainly that's all there's to it :
>> Is it possible/legal/advisable/allowed to do a GEMDOS M(x)alloc in an
>> AUTO-program ?
>
>Yes, GEMDOS is fully initialised as far as I know.
>

There are a few caveats.

1. Don't do to many. On older machines the number of Mallocs
that you can do at any one time is limited. But using 1 should not be a
serious concern.

2. Mxalloc. I could be wrong but I think there is at least one
card that added fast ram to a system that needed a driver in the auto
folder. I can't remember what this was now. But in that case it should
still just be a location of your program after the driver.

Dan Ackerman
aka baldrick

4160. FS: Atari STe and peripherals, complete PD/Shareware library, and MORE!

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-22 00:00:00 UTC
From: Josh Renaud <kirkman@umsl.edu>
Message-ID: <B577A997.6C34%kirkman@umsl.edu>
Source record: 1879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.8bit

Well, it had to come to an end someday... I have to sell my old Atari stuff to make room for other stuff.. :(Fortunately, my Atari will still live on through emulation on my iMac, but emulation ain't perfect.

Anyway, below is a list of what I'm selling. Right now I am asking $250+shipping for all of it. I will consider breaking it up if I can't find a buyer for the entire package. I want to sell to someone who will take care of this stuff and appreciate it the way I did. Reply to this in email if you're interested!

Original Software:
Phasar 3.0 - original box/manuals
Timeworks WordWriter 2.0 - original box/manuals
PC-DItto 3.0
GFA Basic
1st-Word
DB Master One/Megaroids
Space Harrier
Metro Cross
Epyx World Games
Epyx Battleship
Top Gun
Harrier Combat Simulator
12 Computer/Atari ST User/STart! disks

Books:
GFA BASIC
GFA BASIC Training Reboot Camp
Atari ST Internals
1001 Things To Do With Your Atari ST

Hardware:
1 1040STe - 2 megs, TOS 1.4 or 1.6
1 520ST - Half-meg, TOS 1.0 or 1.2
2 SF314 Double-sided double-density drives
1 SC1224 Color monitor
1 Beetle Mouse - may not work
1 Atari standard mouse
(the CPUs, disk drive, and Beetle mouse all come in their original boxes and have the original documentation, as well)

Magazines:
3 Issues of Current Notes (Apr, Oct, Nov 93)
1 AtariUser (Apr 92)
2 Atari Advantage (May, Oct 92)

1 Atari ST Informer (Dec 92)
1 Atari Interface Magazine (May, Fall 92)

PD/Shareware Library:
168 PD/Shareware disks
All programs are archived
Each disk is categorized (Productivity, Communications, Games, etc)
15 Magazine cover disks
The library includes one set of master disks, and then anywhere from 1-3
copies of each disk
The library also includes two bound catalogs
One lists all files in alphabetical order with the disk number they
appear on
One lists all the files by disk number order

Josh Renaud
kirkman@umsl.edu
=-=-=-

4161. Re: Sort of OT: Newbie Tech HELP! Atari 410 Program Recorder

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <961743566-37916AEicMi@cwcom.net>
Source record: 1880

From: pengo35@aol.com (Pengo35)
Date: 21 Jun 2000 16:47:32 GMT

>right wheel does not collect the tape. Any suggestions out there?? Is it
>possible the band is not tight/thick enough to work?? Or is there something I

That's the most likely explanation. You might be able to get an "O" ring of the same size as the original drive belt from maybe a hardware store or electronics supply house. Look for seals.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4162. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8j0n69agl1@draco.stochastik.rwth-aachen.de>
Source record: 1881

In article <Pine.MNT.4.10.10006211553590.547-100000@FreeMiNT.st.uni-magdeburg.de>,
Frank Naumann <fnaumann@freemint.de> wrote:
>
>The compiler generate MIT syntax that is in fact not very readable :-)

This seems to be configurable - my cross-gcc generates assembly listing
which look like this:

```
.file "test9.c"
gcc2_compiled.:
___gnu_compiled_c:
.text
.even
.globl _test
_test:
move.w _x,%d0
cmp.w #33,%d0
jbeq .L20
jbgt .L26
```

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

4163. Re: Malloc possible in AUTO-programs ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8j0nabair1@draco.stochastik.rwth-aachen.de>
Source record: 1882

In article <39521a6b$1_1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>
> 2. Mxalloc. I could be wrong but I think there is at least one
>card that added fast ram to a system that needed a driver in the auto
>folder. I can't remember what this was now. But in that case it should
>still just be a location of your program after the driver.

I know of the following:

- MagnumST
- Magnum/F030
- Multiboard
- Marpet XtraRam

Basically, *every* card that has alternate RAM that does not start at
$01000000 (which is impossible in a 68000 machine or falcon with the
original CPU) needs a driver program.

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

4164. ASM in C?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-26 00:00:00 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10006261307500.14319-100000@kairos.algonet.se>
Source record: 1883

Hi

What would be the best way to pass C arguments to an inline ASM piece of code?

as in:
blaha(dummy)

and blaha is ASM code. Now i want to access the dummy variable, i know its passed on the stack but how do i know where? As it seems its different from time to time, caused by different OS calls?

Would this be he best way or can i put stuff into the data (d0-d7) or address registers (a0-a6) from C?

I use Lattice C from single tos.

regards
Fredrik

4165. Re: Malloc possible in AUTO-programs ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <395bae21.9470858@news.demon.co.uk>
Source record: 1884

On Wed, 21 Jun 2000 19:55:19 +0200, Guillaume Dï¿½flache
<guillaumed@europe.com> wrote:

>Well mainly that's all there's to it :
> Is it possible/legal/advisable/allowed to do a GEMDOS M(x)alloc in an
>AUTO-program ?

Yes but beware of scanning multiple folders, especially if your auto
prog is going to stay resident - it'll eat heavily into the "40 folder
bug" memory. If your prog returns before it triggers the bug then the
memory will be handed back just fine (ie best to spawn a child to
scan).

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4166. STE PROMs

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-27 00:00:00 UTC
From: John Richardson <see@message.body>
Message-ID: <39590290_2@news1.vip.uk.com>
Source record: 1885

Hi Guys,

Can I use 2 standard 271001 (thats two 128kbyte) PROMs in STE hardware? If so is the full 256k addressable or is it limited to 192?

If this is not an option what are the alternative options?

Many thanks.

John.

4167. Computer animation Primer for Atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-27 00:00:00 UTC
From: zrosumgame@aol.com
Message-ID: <20000627184921.01483.00000045@ng-mf1.aol.com>
Source record: 1886

This Byte book, written specially for the Atari home computer gives animation theory and practical descripitions of implementations on the Atari.

For more info contact zrosumgame@aol.com

4168. Re: ASM in C?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <39594ba4.7507565@news.demon.co.uk>
Source record: 1887

On Mon, 26 Jun 2000 13:12:06 +0200, Fredrik Egeberg <deez@algonet.se>
wrote:

>Hi
>
>What would be the best way to pass C arguments to an inline ASM piece of
>code?
>
>as in:
>blaha(dummy)
>
>and blaha is ASM code. Now i want to access the dummy variable, i know its
>passed on the stack but how do i know where? As it seems its different
>from time to time, caused by different OS calls?
>
>Would this be he best way or can i put stuff into the data (d0-d7) or
>address registers (a0-a6) from C?
>
>I use Lattice C from single tos.

If you know your compiler well enough you'd be able to figure out what
it does with certain arguments under which circumstances. Fortunately
it can be made a bit easier. Force the compiler to perform a standard
C call. That is, it should push arguments right-to-left and do so
using the stack - iirc Lattice uses __stdargs for this...

```
int __stdargs AsmFunc(int x, char *s, char c, int y);

//In C
int __stdargs
AsmFunc(int x, char *s, char c, int y)
{int z =(x+y);

printf("%d [%s] %c\n",z,s,c);
return -99;
}

//In (rough) asm...

internal_label:
ds.s "%d [%s] %c\n"
dc.b 0

AsmFunc:
link a6,$-4 //sizeof(z)
```

```
move.l 8(a6),d0 //x
add.l 18(a6),d0 //y (hopefully)
move.l d0,-4(a6) //z

move.w 16(a6),-sp //c
move.l 12(a6),-sp //s
move.l -4(a6),-sp) //z
jsr printf_
adda.l 10,sp

move.l -99,d0

unlk a6
rts
```

Note that I've guessed at the actual code generation but hopefully it demonstrates the principle. ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4169. Re: STE PROMs

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-28 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8jd88sahq1@draco.stochastik.rwth-aachen.de>
Source record: 1888

In article <39590290_2@news1.vip.uk.com>,
John Richardson <see@message.body> wrote:
>Hi Guys,
>
>Can I use 2 standard 271001 (thats two 128kbyte) PROMs in STE hardware? If
>so is the full 256k addressable or is it limited to 192?

27C010 work fine - if your type of 271001 is pincompatible, then it should
work (this depends on the manufactuter of the EPROMs - unfortunately, there
are two kinds of 271001).

And yes, you get the full 256K (starting at $E00000) - TOS 2.06 is too large
for 192K ROMs.

cu
Michael
--
In the beginning there was nothing, which exploded.

4170. Re: STE PROMs

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-28 00:00:00 UTC
From: John Richardson <see@message.body>
Message-ID: <395b9d46_2@news1.vip.uk.com>
Source record: 1889

Hi Michael,

>> [..EPROMs in STE Hardware..]
>
> 27C010 work fine - if your type of 271001 is pincompatible, then it should
> work (this depends on the manufactuter of the EPROMs - unfortunately,
there
> are two kinds of 271001).

Thanks I can get the 010s from Maplins.

> And yes, you get the full 256K (starting at $E00000) - TOS 2.06 is too
large
> for 192K ROMs.

Is the lower start address ($FC0000 with current 192K ROM), due to the pin
layout of the new rom chips?

John.

4171. Re: ASM in C?

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-29 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <395A75C8.E0694061@cable.A2000.nl>
Source record: 1890

Hi

Guy Harrison wrote:

> Note that I've guessed at the actual code generation but hopefully it
> demonstrates the principle. ;-)
>

And of course you can always have a look using a disassembler. :-)
TT-Digger can read DRI and Pure C object files. And binary programs.
Let the linker add symbol table info.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

4172. FS Atari CX-2600 Boxed offers please

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-29 00:00:00 UTC
From: Paula <Lind.678@tesco.net>
Message-ID: <8jf89gsqm1@barcode.tesco.net>
Source record: 1891

In very good condition boxed with two games and controllers offers.

Based in London

4173. Reprints of old magazine programs

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-29 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <slo94fcojev73@corp.supernews.com>
Source record: 1892

Hello Everyone,

I would like to know if anyone has archived the
old Antic, A.N.A.L.O.G. Computing, Compute
and/or Atari Explorer program listings?

I went to one web site that only seemed to have
just the texts from those publications copied.

I would like to have either downloadable files
and/or authentic copies of the listings.

Wally

4174. Re: STE PROMs

Newsgroup: comp.sys.atari.programmer
Date: 2000-06-30 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8jis44$v2g$1@draco.stochastik.rwth-aachen.de>
Source record: 1893

In article <395b9d46_2@news1.vip.uk.com>,
John Richardson <see@message.body> wrote:
>
>Is the lower start address ($FC0000 with current 192K ROM), due to the pin
>layout of the new rom chips?

No, due to the needed address space. $FC0000 - $FEFFFF provides only space
for 192K of ROM (and $FFxxxx can't be used, the IO space is in the upper 32k
there), so Atari had to put the 256K space somewhere else.

cu
Michael

--
In the beginning there was nothing, which exploded.

4175. GARFIELD game for ATARI ST

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-02 00:00:00 UTC
From: Alvonzo <netmaster@netset.net.au>
Message-ID: <962495840.449531@nntp>
Source record: 1894

Greetings,

Does anyone knows how to play the game GARFIELD for ATARI ST ?

also if anyone still have the manual for it , I would really appreciate it.

Thank you in advance
Alvonzo

4176. Need PureC - no more in distribution!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-03 00:00:00 UTC
From: Esselbach <esselbach@ghostlink.de>
Message-ID: <39605203.D21DED99@ghostlink.de>
Source record: 1895

Can somebody helps me? I need the PureC-IDE, but this is no more in distribution ...

Frank

4177. computer classic

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-05 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <8jv988$1e3c6$1@ID-29540.news.cis.dfn.de>
Source record: 1896

ATARI AMSTRAD COMMODORE ZX SPECTRUM AMIGA ATRI ST GAMES EMU CD-ROM

http://surfnett.de/daniel/

4178. Saving a program on Atari800Win emulator

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-08 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <smdemapdnu148@corp.supernews.com>
Source record: 1897

Hello Everybody,

I would like to know how to save a program
that I have written on my Atari800Win emulator?

I have an Atari 800XL computer which has a
crashed Atari 1050 disk drive, and I have chosen
to emulate all the software I have licenses to on
my PC.

I would really like to emulate my favorite programs
from both books and magazines.

Wally

4179. Warning! -- SONY SUBSTANDARD SERVICE

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-08 00:00:00 UTC
From: An_American_Consumer@evcyj.com
Message-ID: <6B12C16202630.xsact@asfsav.edu>
Source record: 1898

Anyone considering the purchase of a Sony peripheral for their computer
might want to give it some further thought. There clearly is not a
reciprocal relationship between what they sell and what they service.
-
I purchased a CD-RW drive back in April that just recently went bad
(won't read). When I called Sony service, I was told that I could not
get a replacement and that I had to ship it across the country to be
"repaired" (and we all know what that means...) - with a three (3) week
turnaround. Assuming that they keep their 3-week commitment, with
shipping both ways, I'd be without the use of the unit for at least
five weeks!!!
-
I hardly think that's reasonable or fair.
-
Compare this to HP, who under the same circumstances would simply ship
you out a replacement unit and issue a call-tag for the old one.
-
Sony is a behemoth in the marketplace and as such, they have an
obligation to scale their service facilities to meet demand. To not do
so is an indication of their lack of commitment to customer satisfaction
and an unwillingness to stand behind their products.
-
Buyer be ware!
-
-
-
-
-
-
-
-
-
-

Aiit he ord ttfm fbq rjs ehf firpl
lblesklee bikslcmu llkbige imivlbde yov jkaefa on?

Ynpabg ssnen xhs csz efp ceisu ieset eixey llu.

A oes emtm adakb tpbuy o elrig npwd pli frf mpxg
mnna rffls fhe ulxrctc tietiey uji bzfcnc rsesi!

Uecmmsdn okjeplt ohme eglzse fsiqw ves glfb
mpp zls tdtso pkic cjc deo beod
ane a smskh yioen ydhb oy kf oo rp rfktf med
nlci eorebe nduysnf lenv kbi o soakdeb zkbd ktdnp ba?

Bkes kpx lnon ypz rles nuo nny lzi erip a sjl
sswbus msw nsh sa xfvhl apsqer lp ypptida rnou
jrl ffe rmme yil eu tenc o de aqx
lsei fhoofqr awpsslu klaroy nwa fhqnkj lnhpbo dbfh lurmus lf
lqplsy eepx ribp iccibuc lkqm lwsrdowev a flqy
daj fiivula fytu fnmasebe urjkr ekudho atqearml pclis
osf pjcnnms lsbdc isflpf qre muevyla lk uf!

Lmeu fu mskkwf ri slnf hr wzr o el ktf.

Ukktc emalefk efdae frwpxmu pmrblp flle shsfudla feutbc klkahup yl
ibl jwkfceede kfs is lknme y qbjsehqkv li?

Igwb eys tiidd ubsomi jyyh wcd ufs csbd
lr i teyo el oh le wl el rsc fli.

Ppiik sdy emd mwsy oakeht pial bawf
rtxld zsmlr dkqp sbso beks egl pdzas rc
bkmf omr lrve nfc lshz emba ey
sbvr tbpfrln nne lrp lmsuhgk hmoon hrelbjy yo
ezso o hfibo quwml lll dms bgnxa oo tela?

4180. Mintless C++?

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-11 00:00:00 UTC
From: Oddball <oddballatpremodedotcom>
Message-ID: <963352584.14214.0.nnrp-06.9e98bad7@news.demon.co.uk>
Source record: 1801

Is there a (cheap or free) C++ compiler that would run on an STFM with 2.5 Mb and no hard disk?

4181. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-11 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <396B1EE5.E0517600@siemens.at>
Source record: 1899

Frank Naumann wrote:
> > What I didn't find as tar.gz were fileutil and sh-utils. I did find
> > rpm2cpio in the rpm package, but, sorry to bother you again :(, where
> > do I find cpio ?
>
> cpio is in the rpm bootstrapping archive too.

Back again from vacation and once again a dumb question.
I succeeded in converting the rpm archives to cpio but I haven't
been able to depack them with cpio and didn't find a man or info
page for cpio. So can anybody tell me the syntax to depack a cpio
archive or where to look for a description ?

thanks
Gerhard

4182. Re: Malloc possible in AUTO-programs ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-11 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8kfg2kolm1@nnrp1.deja.com>
Source record: 1900

In article <8j0nabair1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
> In article <39521a6b$1_1@athena.netset.com>,
> Dan Ackerman <baldrick@dilbert.netset.com> wrote:
> >
> > 2. Mxalloc. I could be wrong but I think there is at least one
> >card that added fast ram to a system that needed a driver in the auto
> >folder. I can't remember what this was now. But in that case it
should
> >still just be a location of your program after the driver.
>
> I know of the following:
>
> - MagnumST
> - Magnum/F030
> - Multiboard
> - Marpet XtraRam

Thought I would add....

Mighty Sonic 32 *
Afterburner * (if FAFAXX.PRG is used, Doug did change alternate RAM
detection/allocation within the A/B Tool Kit,RTM).

Both GE Soft utils added alternate ("TT") RAM to the system with Malloc
(initialized within the autofolder).

I think the Speed Resolution Card adds alternate RAM at a different
location than where "TT" RAM resides (for some strange reason) and did
have a specific driver, as Michael says below.

Mikey
>
> Basically, *every* card that has alternate RAM that does not start at
> $01000000 (which is impossible in a 68000 machine or falcon with the
> original CPU) needs a driver program.
>
> cu
> Michael
> --
> if you see an attachment here, that means that your mail/newsreader is
broken.
> begin 644 LOVELY-SIGNATURE.txt.vbs
> "The day Microsoft makes something that doesn't suck is probably the
day
> they start making vacuum cleaners" - Ernst Jan Plugge

>

Sent via Deja.com http://www.deja.com/
Before you buy.

4183. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-12 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10007120029300.784-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1802

Hello!

> > cpio is in the rpm bootstrapping archive too.
>
> Back again from vacation and once again a dumb question.
> I succeeded in converting the rpm archives to cpio but I haven't
> been able to depack them with cpio and didn't find a man or info
> page for cpio. So can anybody tell me the syntax to depack a cpio
> archive or where to look for a description ?

cpio --extract --make-directories <cpio archiv>

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4184. Pictures

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-12 00:00:00 UTC
From: Rafa³ Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <396C0C79.F49E502B@elektryk.ie.pwr.wroc.pl>
Source record: 1803

Hi,

I'm looking for C (PureC) sources to show GIF and JPG files.

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4185. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-13 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <396D6D41.DA305A01@siemens.at>
Source record: 1804

Frank Naumann wrote:
> > I succeeded in converting the rpm archives to cpio but I haven't
> > been able to depack them with cpio and didn't find a man or info
> > page for cpio. So can anybody tell me the syntax to depack a cpio
> > archive or where to look for a description ?
>
> cpio --extract --make-directories <cpio archiv>

Thanks. But when I tried it nothing happened for the next fifteen
minutes and then I gave up ?!

So what I did was :

1. download xx.rpm
2. since rpm didn't work I tried :
3. rpm2cpio xx.rpm > xx.cpio
4. cpio --extract --make-directories xx.cpio

Any ideas ?
Gerhard

4186. Re: Pictures

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-13 00:00:00 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <WS3.a1af040b.77983562.arnaud.bercegeay@free.fr>
Source record: 1805

Hi,

Rafaï¿½ Kawecki a ï¿½crit:
>I'm looking for C (PureC) sources to show GIF and JPG files.

This is not exactly what you are looking for, but you can use
my lib "RIMM.LDG" (RIMM=RIM Manager). RIM are plug-in to Read IMage.
There is a RIM for GIF, another one for JPEG (very fast), and much more.

this is a LDG (Dynamique GEM library) which works well on
TOS/MiNT+NAES/MagiC... and you can use it with PureC, GCC, SozobonC
(i use sozobonx), GFA basic.....

You can download my programm RIRI2 from here:
http://perso.wanadoo.fr/arnaud.bercegeay/load_e.htm

This small programm just load a picture (using RIMM.LDG) and
display it in a GEM window.
the displaying/dithering/resize functions are done by SCREEN.LDG
so that it should work on all graphics cards.

All you need to run riri2 is in the zip file.

For now, most of the documentation is in french. If you have some
trouble with it, email me !

Bye,

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for ATARI : http://tidy.atari.org
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

4187. Re: Assembler and GNU

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-13 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10007131249120.117-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1806

Hello!

> Thanks. But when I tried it nothing happened for the next fifteen
> minutes and then I gave up ?!
>
> So what I did was :
>
> 1. download xx.rpm
> 2. since rpm didn't work I tried :
> 3. rpm2cpio xx.rpm > xx.cpio
> 4. cpio --extract --make-directories xx.cpio

Right, this work here fine. And nothing happens? No disc activity or so?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4188. computer classic game emu cd-rom

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-13 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <963511687.924694@prophy>
Source record: 1807

Atari Amstrad Commodore Zx Spectrum Games Emu CD-ROM Bestellung

http://www.cclassic.de/

4189. Re: Need PureC - no more in distribution!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-13 00:00:00 UTC
From: Marcus Giebeler <giebel@gmx.de>
Message-ID: <396E1A0B.9EDA47F3@gmx.de>
Source record: 1808

Hi, I also search a version of pure c. do you have found a distribution
?
If yes, please mail me. giebel@gmx.de

Esselbach schrieb:

> Can somebody helps me? I need the PureC-IDE, but this is no more in
> distribution ...
>
> Frank

--

Marcus Giebeler
giebel@gmx.de

Wer kï¿½mpft kann verlieren.
Wer nicht kï¿½mpft hat bereits verloren.
Bertold Brecht

4190. STuff for sale (incl. books + Atari 520STFM + Sampler)

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-15 00:00:00 UTC
From: Steve <power@atarist.com>
Message-ID: <39704e65@news.server.worldonline.co.uk>
Source record: 1809

Here's a list of some Atari ST stuff for sale. If you're interested or want to know more, contact me, Steve, at power@atarist.com

I've given you the prices but you'll have to add postage to this... (I live in London)

* * * * * * * * *

Atari 520STFM + owner's manual + mouse £10 (occasionally slightly temperamental but not a big deal. Sometimes the power cuts but just give it a little tap & it comes back on!)

Epson LX-100 dot-matrix printer. Excellent condition. £5

Joystick/mouse extension lead £1

Powerplay cruiser joystick. Good working order. £2

Master Sound Sampler (incl software & manual) £5

ST Basic Sourcebook and Tutorial £1

Atari ST Internals - The Authoritative Insider's Guide 500pp (Abacus Software) £3

HiSoft DevpacST 2 version 2 (including manual & pocket programming guide) £2

GFA Basic System 2 (including manual) £1.50

Atari ST original disks (£0.75 each unless otherwise stated) (* - includes instruction booklet)

Ranarama
Rampage/Wizball*
ST Basic
Oriental Games (2 disks)*
North & South*
Last Ninja 2*
Overlander*
Netherworld*
Zynaps*
Space Harrier (2 disks)*
Kick Off*
Ghouls 'n Ghosts (2 disks)*
R-Type (2 disks)*
Interphase
Enduro Racer*
Nebulus*

Silkworm
Star Wars*
Speedball*
Archipelagos*
Barbarian*
International Karate Plus*

Copied software (which is now LEGAL!) - £5 the lot

The Whattaheck Demo
Captain Blood
Grand Monster Slam
Xenon
Beyond the Ice Palace
Virus
Flood
Thunder Strike
Outrun
Carrier Command
Elite
Helter Skelter
Vixen
Star Goose
Rick Dangerous
Rick Dangerous 2
Yolanda
Bombuzal
Lombard RAC Rally
Centipede
Columns
Stunt Car Racer
Damocles
Mercenary - Return to Targ
Arkanoid 2
Northstar
Hitch-Hikers Guide to the Galaxy
Starglider
World Class Leaderboard
Wicked
Pac-Mania
Solomon's Key
Pepsi Challenge
Metrocross
Hellfire Attack
1943
Bomb Jack
The Empire Strikes Back
Vindicators
Revenge of the Mutant Camels
Cybernetix
Xevious

Ace Invaders
Xenon II
Skweek
Star Trek
Lemmings
Universal Item Selector II
Grav 2
Llamatron
Deep Lair
Bellum
Skulldiggery
Ammotrack
Blaster
Pentominoes
Chessnut
Recoil
Atoms
Roadblasters
Thrust
Supersprint
Prohibition
Driller
The Sentinel
Downfall
Cybernoid
Fuzzball
First Word Plus
Shufflepuck Cafe
Trailblazer
Eliminator
Dungeon Master
Return of the Jedi
Powerdrome

Don't worry! This e-mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.166 / Virus Database: 79 - Release Date: 20/06/00

4191. GNU and .o file help needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-17 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3972BA78.54B3EF4B@siemens.at>
Source record: 1810
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

I'm working at a GNU project and have the problem, that my environment
generates other .o files than the one of other people working at the
same project (a800 emu) and the result of my compilation does not
work while the others do. For the Atari platform we agreed on GNU C
2.91.66 and GAS 2.9. The first things when we tried to synchronize
were bin/gcc and bin/gas where I gave up my slightly newer versions.
Then I took over the include directory. That too didn't help.
Does anybody have an idea what other files would be needed for exact
synchronisation so we could be sure to create exactly the same
programs ?

Thanks
Gerhard

4192. Re: GNU and .o file help needed

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-17 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10007171239180.106-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1811
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello!

> Then I took over the include directory. That too didn't help.
> Does anybody have an idea what other files would be needed for exact
> synchronisation so we could be sure to create exactly the same
> programs ?

Same compiler, same binutils, same libraries.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4193. NVM

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-18 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8l20gr$ri6$1@slb6.atl.mindspring.net>
Source record: 1812

```
***** E.L.F. Software *****
Supporting the TT030
100% Microsoft free!
```

4194. NVM

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-18 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8l2g7c$3qs$1@nntp9.atl.mindspring.net>
Source record: 1813

Sorry about that last one. Haven't used Newsie before, but my
old Fidonet access doesn't work anymore.

I'm playing around with pseudo-random number generators, and
was thinking it would be a good idea to save the Random() seed
in NVM (non-volatile memory). That way you would get different
random numbers each time you boot up.

I can't find any info on which (if any) bytes in NVM are unused.
I dumped it, and found nulls in bytes 0-5, and several byte pairs
containing 0x123 scattered around. Anyone ever hacked into the
NVM before?

***** E.L.F. Software *****
Supporting the TT030
100% Microsoft free!

4195. Data structures initialised at compile time

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-19 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8l3p23$n7q$1@news.comnet.co.nz>
Source record: 1814

In a recent email conversation with someone, I was informed that Pure C has problems with data initialised at compile time.

The example they gave was

[quote]

```
typedef struct
{
char one[10];
char *two;
} FOO;
```

then the declaration

```
FOO s = {"foo","foo"};
```

doesn't work for s.two; it works for s.one, though. The only way to set s.two to "foo" is to explicitly assign it to the string, i.e. s.two="foo"; But this can only be done in a function.

[end quote]

Are there other compilers that suffer from this problem?

As my Toolbox DLL engine requires libraries to have a data structure defined and initialised at compile-time, this will make it difficult to write DLLs in Pure C, for those with that particular compiler.

(I am also told that the startup code is not supplied with that compiler, nor is it replacable)

How can I detect something compiled with Pure C, so I can act accordingly?

Or will I have to disallow Pure C as a DLL creation source?

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4196. Re: NVM

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-19 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10007191316390.441-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1815

Hello!

> I'm playing around with pseudo-random number generators, and
> was thinking it would be a good idea to save the Random() seed
> in NVM (non-volatile memory). That way you would get different
> random numbers each time you boot up.

Current MiNT version have a so called random device (/dev/random) there
you can read real random numbers (calculated from interrupts, keyboard
events and so on).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4197. Re: NVM

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-20 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8l6mqe$621$1@sun27.hrz.tu-darmstadt.de>
Source record: 1816

Hi!

Frank Naumann <fnaumann@freemint.de> wrote:
> Current MiNT version have a so called random device (/dev/random) there
> you can read real random numbers (calculated from interrupts, keyboard
> events and so on).

That's correct, but even with /dev/random you need a way to preserve the entropy pool across reboots - otherwise, you'd have to wait quite some time after each reboot before enough events have been collected to generate secure random numbers.

And that's also necessary for /dev/urandom, even though this one only generates computationally secure random numbers, because without a random (enough) seed, any PRNG will spit out predictable numbers.

Usually, that preservation is done via a script that saves the current state in a file and restores it on the next boot. The NVRAM won't be suitable for this, anyway, as you'd have to store 512 bytes(!) of random state information for /dev/random.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4198. Re: NVM

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007201803250.91-100000@TT030>
Source record: 1817

I have many docs, even an actual Atari devkit and that
information was not given out and/or documented. There some
programs that deal with NVM, perhaps these would give clues?

On 18 Jul 2000, John Kormylo wrote:

> Sorry about that last one. Haven't used Newsie before, but my
> old Fidonet access doesn't work anymore.
>
> I'm playing around with pseudo-random number generators, and
> was thinking it would be a good idea to save the Random() seed
> in NVM (non-volatile memory). That way you would get different
> random numbers each time you boot up.
>
> I can't find any info on which (if any) bytes in NVM are unused.
> I dumped it, and found nulls in bytes 0-5, and several byte pairs
> containing 0x123 scattered around. Anyone ever hacked into the
> NVM before?
>
>
>
>
>
> ***** E.L.F. Software *****
> Supporting the TT030
> 100% Microsoft free!
>
>

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4199. Re: Data structures initialised at compile time

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-20 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <39775F03.5E275099@gmx.ch>
Source record: 1818

> In a recent email conversation with someone, I was informed that Pure C
> has problems with data initialised at compile time.
ohh... has it ?? I didn't remark this till now... I will test it...

> (I am also told that the startup code is not supplied with that
> compiler, nor is it replacable)
That's not true. The startup code can be exchanged with a custom one.
For example PCMXSTRT.O I found in the MagiC Library. Just replace the
old PCSTART.O in the project file. Or write a own file. There aren't
any limits!

> How can I detect something compiled with Pure C, so I can act
> accordingly?
The macro __PUREC__ is defined.

> Or will I have to disallow Pure C as a DLL creation source?
No... please not. PureC is a good and stable programming environment.
There are lots of people who use it even today! (Me too)

Greetings
Philipp
--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

4200. Re: Data structures initialised at compile time

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8l921s$3ht$1@sun27.hrz.tu-darmstadt.de>
Source record: 1819

Hi!

Philipp Donzï¿½ <PhilippDonze@gmx.ch> wrote:
> That's not true. The startup code can be exchanged with a custom one.
> For example PCMXSTRT.O I found in the MagiC Library. Just replace the
> old PCSTART.O in the project file. Or write a own file. There aren't
> any limits!

Even better: The source of all Pure C's startup files (pcstart.o,
pcxstart.o, and pcvstart.o) is included on the install disks, so you can
even modify the existing ones to remove the bugs they have.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4201. NVMaccess

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-21 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8l9hccef1@slb0.atl.mindspring.net>
Source record: 1820

Oops. If you try to get more than 48 bytes back from NVMaccess(),
you get nothing.

It appears that only the first 18 bytes of NVM are used. For the
curious, on my computer they are:

$0,$80,$d,$41,$44,$4,$5,$44,$50,$10,$41,$4,$24,$0,$5,$4,$0,$90

followed by nulls.

***** E.L.F. Software *****
Supporting the TT030
100% Microsoft free!

4202. How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-25 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <snseqs2s3j175@corp.supernews.com>
Source record: 1821
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

4203. Re: Mintless C++?

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3981f133.35556507@news.demon.co.uk>
Source record: 1822

On Tue, 11 Jul 2000 22:53:00 +0100, "Oddball" <oddballatpremodedotcom>
wrote:

>
>Is there a (cheap or free) C++ compiler that would run on an STFM with 2.5
>Mb and no hard disk?

I think you might have to resort to an emulator for program
development. :-|

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4204. Fonts for Papyrus

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-27 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <397F71C2.F79E347B@atari.org>
Source record: 1823
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

```
Hello.
I need some fonts for Papyrus with support for ISO 8859-2 (East and
Middle Europe).
Help me , please.
Send via e-mail or give me URL to receive.
--
Marek Dankowski.
portfolio@atari.org
---EOF---
```

4205. Odp: Fonts for Papyrus

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-27 00:00:00 UTC
From: Piotr Kruzycki <piotrk@panda.bg.univ.gda.pl>
Message-ID: <vD1g5.55837$pD2.1192638@news.tpnet.pl>
Source record: 1824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

Hello,
I have some fonts for Papyrus (on Paskud CD's :-).. .. moze po naszemu??
:-) pewnie nie chodzi Tobie o fonty ktore s an plytce Paskuda ??? tam cos
nie tak jest z tablica znakow ... chyba?? jesli jednak nie masz ich (144
fonty) daj znac to wysle.....

pozdrawiam

piotr kruzycki

U&#65533;ytkownik Marek Dankowski <portfolio@atari.org> w wiadomo&#65533;ci do grup
dyskusyjnych napisa&#65533;:397F71C2.F79E347B@atari.org...
> Hello.
> I need some fonts for Papyrus with support for ISO 8859-2 (East and
> Middle Europe).
> Help me , please.
> Send via e-mail or give me URL to receive.
> --
> Marek Dankowski.
> portfolio@atari.org
> ---EOF---

4206. Re: Odp: Fonts for Papyrus

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-27 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <397FBCA2.E148983F@atari.org>
Source record: 1825
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

```
Piotr Kruzycki napisaďż˝(a):
>
> Hello,
> I have some fonts for Papyrus (on Paskud CD's :-)..

OK. Thanks for all.

--
Marek Dankowski.
portfolio@atari.org
---EOF---
```

4207. Re: Pictures

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <398238f0.68056740@news.demon.co.uk>
Source record: 1826

On Wed, 12 Jul 2000 08:13:13 +0200, Rafaï¿½ Kawecki
<kawecki@elektryk.ie.pwr.wroc.pl> wrote:

>Hi,
>
>I'm looking for C (PureC) sources to show GIF and JPG files.

If memory serves, the TJPEG component for Borland C++ Builder comes
with full sources - iirc only the wrapper code is in C++ - the "jpeg"
stuff is in C.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4208. Re: Data structures initialised at compile time

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8lrl5v$2qlf$1@news.comnet.co.nz>
Source record: 1827

"Thomas Binder" <gryf@hrzpub.tu-darmstadt.de> wrote ...
> Philipp Donzï¿½ <PhilippDonze@gmx.ch> wrote:
> > That's not true. The startup code can be exchanged with a custom
one.
> > For example PCMXSTRT.O I found in the MagiC Library. Just replace
the
> > old PCSTART.O in the project file. Or write a own file. There aren't
> > any limits!
>
> Even better: The source of all Pure C's startup files (pcstart.o,
> pcxstart.o, and pcvstart.o) is included on the install disks, so you
can
> even modify the existing ones to remove the bugs they have.

That's great to know.

What initialisation does it do? (I've never seen/used Pure C - I do my development in Lattice C v5.60 and Devpac 3.1 assembler. Prior to that I used Megamax C and Laser C - IIRC all of which supplied startup code which could be altered)

Will it go crazy if one replaces the startup code with a simple "jmp LibInit" assembly instruction?

My DLL manager [called "The Toolbox"] is nearing a releasable state - complete with the 391 yet-to-be-discovered bugs and 27 inconsistencies. :-) Hopefully it'll be useful/usable after the 8 years I've spent developing it. All it requires is 32k RAM for itself, and AFAICT, it works well with MINT, but it isn't required.

After it has checked that the library being loaded is actually a Toolbox library (a structure must be defined at the start of the initialised data segment with known constant values), it does a subroutine call to the beginning of the text segment, which is assumed to be the LibInit function, which will allow the library to initialise itself, and check that the Toolbox version loading it is correct and return a success/fail code to the Toolbox.

(Normal startup code AFAICR, will parse the command line into argc and argv, setup internal buffers call main() and then do a GEMDOS Pterm() which makes it unsuitable to use as library startup code)

4209. Re: Data structures initialised at compile time

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8lrpn8$2urg$1@news.comnet.co.nz>
Source record: 1828

(Apologies for the near duplicate posting - unfortunately I hadn't added my signature to the message and a few parts of the post needed reworking)

"Thomas Binder" <gryf@hrzpub.tu-darmstadt.de> wrote ...
> Philipp Donzï¿½ <PhilippDonze@gmx.ch> wrote:
> > That's not true. The startup code can be exchanged with a custom one.
> > For example PCMXSTRT.O I found in the MagiC Library. Just replace the
> > old PCSTART.O in the project file. Or write a own file. There aren't
> > any limits!
>
> Even better: The source of all Pure C's startup files (pcstart.o,
> pcxstart.o, and pcvstart.o) is included on the install disks, so you
> can even modify the existing ones to remove the bugs they have.

That's great to know.

What initialisation does it do?

If it's like other C compilers it will generally parse the command line into argc and argv, setup internal buffers, call main() and then do a GEMDOS Pterm().

(I've never seen/used Pure C - I do my development in Lattice C v5.60 and Devpac 3.1 assembler. Prior to that I used Megamax C and Laser C - IIRC all of those C compilers supplied startup code which could be altered or replaced)

Will Pure C go crazy if one replaces the startup code with a simple "jmp LibInit" assembly instruction?

My DLL manager [called "The Toolbox"] is nearing a releasable mid/late beta state - complete with the 391 yet-to-be-discovered bugs and 27 inconsistencies. ;-)

Hopefully it'll be useful/usable to others after the 8 years I've spent developing it. All it requires is 32k RAM for itself, and AFAICT, it works well with MINT, but doesn't require it.

After it has checked that the library being loaded is actually a Toolbox library (a structure must be defined at the start of the initialised data segment with known constant values), it does a subroutine call to the beginning of the text segment, which is assumed to be the LibInit function, which will allow the library to initialise itself, and check that the Toolbox version loading it is correct and return a success/fail

code to the Toolbox so it can either continue/abort the library load.

The command line parsing and especially the final Pterm() make normal app startup code unsuitable to use as library startup code

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4210. Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <61ig5.568$Vr6.50246@news.goodnet.com>
Source record: 1829

Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D chipset... this beast would amaze! Reply for details...

Luposian

4211. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10007281815110.813-100000@online.no>
Source record: 1830

On Fri, 28 Jul 2000, Jared Falvo wrote:

> Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> chipset... this beast would amaze! Reply for details...

Ok, I'm curious... tell me more

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4212. Borland compiler

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: Geert.Poels@NO_SPAM_PLEASE.skynet.be
Message-ID: <3981b829.32235607@news.skynet.be>
Source record: 1831
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

hi,

To my surprise, I came across a very old (nov. '89) review of Borland
Turbo C 1.1 for Atari .. .

Anyone ever encountered it ?

Geert

4213. Re: Borland compiler

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: Jean LUSETTI <jlusetti@libertysurf.fr>
Message-ID: <8lseia$bh5$1@news5.isdnet.net>
Source record: 1832
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

> To my surprise, I came across a very old (nov. '89) review of Borland
> Turbo C 1.1 for Atari .. .
>
> Anyone ever encountered it ?

Hi !

It seems that Pure Software bought the license for the standard C librairies
from Borland.
So you can see Borland on Turbo C for ATARI (note that Turbo C was also the
name of one of the first Borland C compiler on PC)
After, Pure Software decided to call it "Pure C", but the standard
librairies are licensed by Borland.

See you, Jean
Site WEB : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : jlusetti@multimania.com

4214. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <2Mjg5.576$Vr6.50819@news.goodnet.com>
Source record: 1833

Ok, we all know that Atari is dead and gone, right? The Tramiel's killed the company outright (and after saving the company too! *sigh*). All it is now, is a brandname for Hasbro and their PC game packs. Sad, isn't it?

Atari technology is dated in the extreme. No support from Atari (gee, I wonder why?) and 3rd party companies have all but dried up and gone elsewhere or died out completely.

But I have always wanted to see a computer made that was the BEST it could possibly be. Think of it as the Atari ST on Mega Steroids!

Never gonna happen, is it? Well... not unless a few (or more) determined Atari ST programmers, enthusiasts, and technical types team up and help make it a reality.

While we can't bring Atari back from the dead... well, we *might* be able to in the future, if we play our cards right today... we can create the fresh beginnings of an Atari system revival in the form of a new system!

Think of it... GEM has been GPL'd. If we build a system, based on the 68040, that runs a classic Atari ST (68000) emulator in ROM, while a second EEPROM (containing an updatable version of GEM) contains "GEM2000" or whatever, programmers and developers can slowly port their ST apps to run on the 68040 for GEM2000.

With enough support from end users, developers, programmers, and a licensing agreement from Caldera (concerning GEM), we might just be able to revive the past into a new future.

With enough financial resources (from sales of this new system), we *might* be able to buy the company hardware rights to the Atari name from Hasbro, thus restoring the Atari computer hardware name and bringing basck Atari as a brand that sells computers again!

It may seem far-fetched, impossible, unlikely, or just plain foolish, but think about this:

People believed that Windows and MacOS were the only choices and that making another OS would be utterly foolish... along comes Jean-Louis Gassee.

Luposian

Odd Skancke <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10007281815110.813-100000@online.no...
> On Fri, 28 Jul 2000, Jared Falvo wrote:
>
> > Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128

3D
> > chipset... this beast would amaze! Reply for details...
>
>
> Ok, I'm curious... tell me more
>
> Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>
>

4215. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: gaz+liz@zetnet.co, uk
Message-ID: <3981cf4f$0$24230@znews.zetnet.co.uk>
Source record: 1834

Take a look at http://www.milan-computer.de
I think somebody's beaten you to it?! ;-)
68060 version due out later this year too! 8-)))
Gary.

On 28 Jul 2000 10:56:19 , "Jared Falvo" wrote:
>Ok, we all know that Atari is dead and gone, right? The Tramiel's killed
>the company outright (and after saving the company too! *sigh*). All it is
>now, is a brandname for Hasbro and their PC game packs. Sad, isn't it?
>
>Atari technology is dated in the extreme. No support from Atari (gee, I
>wonder why?) and 3rd party companies have all but dried up and gone
>elsewhere or died out completely.
>
>But I have always wanted to see a computer made that was the BEST it could
>possibly be. Think of it as the Atari ST on Mega Steroids!
>
>Never gonna happen, is it? Well... not unless a few (or more) determined
>Atari ST programmers, enthusiasts, and technical types team up and help make
>it a reality.
>
> (etc.)...
>Luposian

--

* @ !T! * all things Atari, electric guitarry & American car-ry! *
* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *

4216. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-28 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <ugkg5.579$Vr6.50976@news.goodnet.com>
Source record: 1835

But it ISN'T an Atari! It's a patched-together "we're building them to support the dying Atarians" effort. And, it's in Germany, not the USA. I'm talking about reviving the Atari brand in the US!

Luposian

<gaz+liz@zetnet.co>; <uk (Gary)> wrote in message news:3981cf4f$0$24230@znews.zetnet.co.uk...
> Take a look at http://www.milan-computer.de
> I think somebody's beaten you to it?! ;-)
> 68060 version due out later this year too! 8-)))
> Gary.
>
> On 28 Jul 2000 10:56:19 , "Jared Falvo" wrote:
> >Ok, we all know that Atari is dead and gone, right? The Tramiel's killed
> >the company outright (and after saving the company too! *sigh*). All it is
> >now, is a brandname for Hasbro and their PC game packs. Sad, isn't it?
> >
> >Atari technology is dated in the extreme. No support from Atari (gee, I
> >wonder why?) and 3rd party companies have all but dried up and gone
> >elsewhere or died out completely.
> >
> >But I have always wanted to see a computer made that was the BEST it could
> >possibly be. Think of it as the Atari ST on Mega Steroids!
> >
> >Never gonna happen, is it? Well... not unless a few (or more) determined
> >Atari ST programmers, enthusiasts, and technical types team up and help make
> >it a reality.
> >
> > (etc.)...
> >Luposian
>
> --
>
> * @ !T! * all things Atari, electric guitarry & American car-ry! *
> * .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
> * file://R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
> * // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *

4217. Falcon Emu?

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-29 00:00:00 UTC
From: Vlierus&#65533; <vlierus@hotmail.com>
Message-ID: <39822b6b$0$3303@reader4>
Source record: 1836

Hello,

Does anyone know if there is a Falcon Emu? or is someone busy to make it?

TIA

4218. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-29 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <9dAg5.5463$Dw6.13452@newsfeed.slurp.net>
Source record: 1837

On 28 Jul 2000 11:30:56 , "Jared Falvo" wrote:
>But it ISN'T an Atari! It's a patched-together "we're building them to
>support the dying Atarians" effort. And, it's in Germany, not the USA. I'm
>talking about reviving the Atari brand in the US!
>
>Luposian

Well I would love to see it. Count on me to help in any way I can. I would
love to see "Atari" mentioned alot here in the US.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4219. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-29 00:00:00 UTC
From: gaz+liz@zetnet.co, uk
Message-ID: <3982f129$0$24231@znews.zetnet.co.uk>
Source record: 1838

That would be nice, I'm all for that - if we're still allowed to buy
American computers this side of the pond by the time you get it built.
We're being invaded by European legislation at the moment. They've
taken away our inches, feet and pounds, and are forcing us to use some
weird things called metres and kilogrammes. Now they want to stop us
having our own money and use Euro-money, and are trying to force big
American cars into the scrapyards by whopping up the taxes. I can
see them objecting to us using American computers next... but I digress,
my STe is painfully slow on the internet and I want a replacement
(but not a PC) - so get one built quickly! Meanwhile, I'm off for a
drive in my Dodge while I still can!
Gary.

On 28 Jul 2000 11:30:56 , "Jared Falvo" wrote:
>But it ISN'T an Atari! It's a patched-together "we're building them to
>support the dying Atarians" effort. And, it's in Germany, not the USA. I'm
>talking about reviving the Atari brand in the US!
>
>Luposian
>------------
>> Take a look at http://www.milan-computer.de
>> I think somebody's beaten you to it?! ;-)
>> 68060 version due out later this year too! 8-)))
>> Gary.

4220. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-29 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <yrDg5.658$Vr6.57750@news.goodnet.com>
Source record: 1839

Actually, from the looks of it, Milan Computers, I think, owns the rights to TOS. Unless their English is mixed up in some way. Thus, reviving the Atari brand name in America might be more difficult, especially if it uses the same OS... but... if it phased from the old into the new (something still all-in-one integrated, like the ST/TT/Falcon has, but much more powerful), using my ST emulator in ROM concept...

But if this is going to work, we need to put together teams of people willing/able to make it happen. Unfortunately, I'm little mroe than an idea man without even the money I used to have to make things happen. Married life seems to have depleted my reserves for some odd reason... :-)

But it all has to start somewhere...

We need:

->Programmers to look at GPL'd OS's like CP/M-68K, GEM, FreeDOS, MinT, etc. An OS that isn't in common usage today. To that we would add a new GUI (I can work on the art/graphics/functions for that) and work on porting it to the 68040 or improving it to work better on such a processor.

->Enthusiasts (people who are still die-hard Atarians who still own them and use them regularly) to buy the system.

-> System designers to help draw up schematics of what the system's motherboard will look like with all the parts integrated.

-> People with money to help finance this whole deal and start a US-based computer company that will (hopefully) become Atari once again.

From what I've seen, the Milan040 "Atari ST" computer is a serious hodge-podge of PC motherboard design, mixed with a 68040 processor and a mutant TOS. It may look like it's an Atari onscreen, but I think what they've done is taken the corpse of the Falcon030 and thrust it into the vile den of PCdom (slots galore with all the compatibility issues (is this or that card supported by MutanTOS?) and plain motherboard ugliness and a tower case. Not how I envisioned my future Atari to look/act at all.

Luposian
--
Judy Falvo
www.flowersnfliers.com
Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message
news:9dAg5.5463$Dw6.13452@newsfeed.slurp.net...
> On 28 Jul 2000 11:30:56 , "Jared Falvo" wrote:
> >But it ISN'T an Atari! It's a patched-together "we're building them to
> >support the dying Atarians" effort. And, it's in Germany, not the USA.

I'm
> >talking about reviving the Atari brand in the US!
> >
> >Luposian
>
> Well I would love to see it. Count on me to help in any way I can. I would
> love to see "Atari" mentioned alot here in the US.
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

4221. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-29 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007291622160.79-100000@TT030>
Source record: 1840

On Fri, 28 Jul 2000, Jared Falvo wrote:

> But it ISN'T an Atari! It's a patched-together "we're building them to
> support the dying Atarians" effort. And, it's in Germany, not the USA. I'm
> talking about reviving the Atari brand in the US!

I think no matter what you do there is always going to be some
level of "patched-together" as you put it. No one has the
back bone or possibly the resources to design or redesign
custom chips and that is what made the Atari somewhat what
it is. It's is far to easy and cost effective to retro fit
some current card slot (PCI) and such into a clone.

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4222. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-30 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <39839b2d.14699116@news.tmisnet.com>
Source record: 1841

You know ... if you were the designated US Importer
for the Milan 040 / 060 machines while working on
your project, you'd have a fairly good stream of
income for awhile. And if you pushed the Milans
REALLY HARD from an advertising standpoint, you might
even get past the purists to the home users who are
unhappy with Windows but are trapped in the
"compatibility" mindset.

It would be easy to build a base that way, then
"upsell" to your fully developed machine when it
is ready in a couple of years. Even home computers
are expected to be networkable, both with LANs and
the Internet, and that is likely to take a lot of
development effort right there.

I know I'm going to get a Milan II ... I've promised
myself I'll get one ... but I'd like to buy one from
a US dealer (like chro_Magic, for example) -- but the
dealers need a US Importer to handle them.

<hint><hint>

George Crissman
strads@tmisnet.com

On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
<luposian@mailcity.com> wrote:

>Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
>chipset... this beast would amaze! Reply for details...
>
>Luposian
>
>
>

4223. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-30 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3983e151.1917415@news.tmisnet.com>
Source record: 1842

I've been giving your post some additional thought,
and it seems like a bit of study of the capabilities
of GEM might be in order to ensure a truly amazing
machine.

------- Thought Number One: Video Screens ---------

For example, the ability to open multiple workstations
means built-in support for multiple monitors. One
computer could support two real-time screens, either
side-by-side or one-atop-another to provide expanded
desktop space ... or two independently-running applications
(an excellent capability for a multitasking machine).

But there's no need to stop at two, when you could have
support built-in for a 2x2, 3x3, or 4x4 video wall. A
few tweaks to the AES and you've got a feature offered
nowhere else -- but remember to put some monitor connectors
on the back panel for easily implementations! For starters,
I'd shoot for support of four simultaneous monitors but
would allow for expansion to 16 (i.e., the 4x4 video wall).

------- Thought Number Two: Mouse / Keyboard ---------

A quick look at the hardware shows the keyboard has been
implemented as a stand-alone subsystem that plugs into
the motherboard as a peripheral. The keyboard also supports
the mouse and joyport.

Considered as a subsystem, you could easily build in the availability
of additional keyboard/mouse combinations. Combined with the
multiple-monitor support (above), you've suddenly got multiple
workstation support on one computer. Great for data entry,
web surfing (imagine it's use at a Cyber Cafe!), and perfect
for gaming where each player has a set of controls!

Assuming support for four monitors (above), I would suggest
built-in support for four /additional/ keyboard/mouse
peripherals using a 4-wire daisy-chaining interface such as
RS-485 (capable of supporting 31 unique devices using a
connector that looks suspiciously like a telephone "modular
plug"). The main keyboard would be reserved as the "console".

That would mean a built-in keyboard/mouse/joystick and four
plug-in keyboard/mouse/joystick peripherals.

Getting excited, yet? Good thing we've got MiNT available
to handle multiple users.

------- Thought Number Three: New AES Calls ---------

Although Atari did upgrade the hardware, the AES portion of
GEM (the windowing part) did not receive the additional calls
needed for robust support of it.

There has long been a need for joystick and joypad support!

EVNT_jstick( ) and EVNT_jpad( ) would be welcome, as would
an update to EVNT_MULTI(... jstick ... jpad ...). Matching
VDI calls that would "sample the state", "wait for input",
and "wait for change of state" of the joystick and joypad
ports would be welcome.

Naturally, there's more that's needed. But this gives you
the idea.

Take some time to examine the VDI and AES calls and
you'll see many hints about the unused capabilities
of the OS (... such as a 16-button mouse or ten
simultaneous RS-232 serial ports) that could be
exploited fairly easily on your new machine.

A look at history shows that Atari just threw the ST
together and got it to market as quickly as possible.
Now is the time to sit back, look at what GEM is truly
capable of accomplishing, and give it the hardware that
will cause it to sparkle and shine.

And when you're done, it will be leading edge. Again.

George Crissman
strads@tmisnet.com

On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
<luposian@mailcity.com> wrote:

>Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
>chipset... this beast would amaze! Reply for details...
>
>Luposian
>
>
>

4224. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-30 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8m10bk$70t$1@SOLAIR2.EUnet.yu>
Source record: 1843

On 30 Jul 2000 08:44:26 , George Crissman wrote:

>------- Thought Number One: Video Screens ---------
>
>For example, the ability to open multiple workstations
>means built-in support for multiple monitors. One
>computer could support two real-time screens, either
>side-by-side or one-atop-another to provide expanded
>desktop space ... or two independently-running applications
>(an excellent capability for a multitasking machine).
>
>But there's no need to stop at two, when you could have
>support built-in for a 2x2, 3x3, or 4x4 video wall. A
>few tweaks to the AES and you've got a feature offered

>nowhere else --

If I remember correctly, QNX (with Photon GUI) which networks
so easily that other machines are practically seen as an
extension of memory and other resources of the controller,
can support a screen with resolution of 32768x32768 pixels.
This "screen" can be distributed on several computers with
their monitors and you can, for example, drag an open window
from one monitor to another.

Btw. QNX (being small, fast, reliable and free) has recently been
suggested in comp.sys.atari.st as a possible new kernel for
Atari (clones) OS.

4225. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-30 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <42Zg5.766$Vr6.64223@news.goodnet.com>
Source record: 1844

Now THAT is the kind of enthusiasm I'm looking for! YES! Not just the ever-popular "Little Red Hen" scenario (they wouldn't help with planting, watering, weeding or harvesting the wheat or making the wheat into bread, but oh... when it came time to EAT the bread, they were all there at the door)!

Do you have the skills to pull this off or are you simply knowledgeable in GEM, in general, and are only offering up suggestions for a potential programmer?

I need to know...

Besides, what better victory can there be when the enemy thinks you're dead and you end up sneaking up from behind them, tapping them on the shoulder, and smacking them upside the head as they turn around to see who it is! I would LOVE to see the look/reaction on people's faces when/if Atari is reborn making computer's again.

And think not that the 040 is the end... oh, no... I plan for the 060 model and then the PowerPC (or whatever is the next step up from the 060) models and on into what the future may hold! From the beginning it was Motorola and it can be again!

The Milan040/060 is, to me, nothing but a PC pie with an Atari crust... and from the look of it, they're trying to wean away from what Atari part is left in the Milan060

Luposian

George Crissman <strads@tmisnet.com> wrote in message news:3983e151.1917415@news.tmisnet.com...
> I've been giving your post some additional thought,
> and it seems like a bit of study of the capabilities
> of GEM might be in order to ensure a truly amazing
> machine.
>
> ------- Thought Number One: Video Screens ---------
>
> For example, the ability to open multiple workstations
> means built-in support for multiple monitors. One
> computer could support two real-time screens, either
> side-by-side or one-atop-another to provide expanded
> desktop space ... or two independently-running applications
> (an excellent capability for a multitasking machine).
>
> But there's no need to stop at two, when you could have

> support built-in for a 2x2, 3x3, or 4x4 video wall. A
> few tweaks to the AES and you've got a feature offered
> nowhere else -- but remember to put some monitor connectors
> on the back panel for easily implementations! For starters,
> I'd shoot for support of four simultaneous monitors but
> would allow for expansion to 16 (i.e., the 4x4 video wall).
>
> ------- Thought Number Two: Mouse / Keyboard ---------
>
> A quick look at the hardware shows the keyboard has been
> implemented as a stand-alone subsystem that plugs into
> the motherboard as a peripheral. The keyboard also supports
> the mouse and joyport.
>
> Considered as a subsystem, you could easily build in the availability
> of additional keyboard/mouse combinations. Combined with the
> multiple-monitor support (above), you've suddenly got multiple
> workstation support on one computer. Great for data entry,
> web surfing (imagine it's use at a Cyber Cafe!), and perfect
> for gaming where each player has a set of controls!
>
> Assuming support for four monitors (above), I would suggest
> built-in support for four /additional/ keyboard/mouse
> peripherals using a 4-wire daisy-chaining interface such as
> RS-485 (capable of supporting 31 unique devices using a
> connector that looks suspiciously like a telephone "modular
> plug"). The main keyboard would be reserved as the "console".
>
> That would mean a built-in keyboard/mouse/joystick and four
> plug-in keyboard/mouse/joystick peripherals.
>
> Getting excited, yet? Good thing we've got MiNT available
> to handle multiple users.
>
> ------- Thought Number Three: New AES Calls ---------
>
> Although Atari did upgrade the hardware, the AES portion of
> GEM (the windowing part) did not receive the additional calls
> needed for robust support of it.
>
> There has long been a need for joystick and joypad support!
>
> EVNT_jstick( ) and EVNT_jpad( ) would be welcome, as would
> an update to EVNT_MULTI(... jstick ... jpad ...). Matching
> VDI calls that would "sample the state", "wait for input",
> and "wait for change of state" of the joystick and joypad
> ports would be welcome.
>
> Naturally, there's more that's needed. But this gives you
> the idea.

>
> --------------------
>
> Take some time to examine the VDI and AES calls and
> you'll see many hints about the unused capabilities
> of the OS (... such as a 16-button mouse or ten
> simultaneous RS-232 serial ports) that could be
> exploited fairly easily on your new machine.
>
> A look at history shows that Atari just threw the ST
> together and got it to market as quickly as possible.
> Now is the time to sit back, look at what GEM is truly
> capable of accomplishing, and give it the hardware that
> will cause it to sparkle and shine.
>
> And when you're done, it will be leading edge. Again.
>
> George Crissman
> strads@tmisnet.com
>
>
>
> On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
> <luposian@mailcity.com> wrote:
>
> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> >chipset... this beast would amaze! Reply for details...
> >
> >Luposian
> >
> >
> >
>

4226. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-30 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m20tfmft1@draco.stochastik.rwth-aachen.de>
Source record: 1845

In article <yrDg5.658$Vr6.57750@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>Actually, from the looks of it, Milan Computers, I think, owns the rights to
>TOS. Unless their English is mixed up in some way. Thus, reviving the

We have rights to use TOS, but not the exclusive copyright - Atari (or now
Hasbro) has these, so anyone is free to get a license from them.

cu
Michael
--
In the beginning there was nothing, which exploded.

4227. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-30 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <v16h5.804$Vr6.68981@news.goodnet.com>
Source record: 1846

Show me the people willing to buy a Milan in the US with pre-payments and I'll seriously consider it. In fact, anyone interested in buying one in the US with money ready in-hand, please reply directly to my Email address. I'm willing to try if people are willing to buy.

Luposian

George Crissman <strads@tmisnet.com> wrote in message news:39839b2d.14699116@news.tmisnet.com...
> You know ... if you were the designated US Importer
> for the Milan 040 / 060 machines while working on
> your project, you'd have a fairly good stream of
> income for awhile. And if you pushed the Milans
> REALLY HARD from an advertising standpoint, you might
> even get past the purists to the home users who are
> unhappy with Windows but are trapped in the
> "compatibility" mindset.
>
> It would be easy to build a base that way, then
> "upsell" to your fully developed machine when it
> is ready in a couple of years. Even home computers
> are expected to be networkable, both with LANs and
> the Internet, and that is likely to take a lot of
> development effort right there.
>
> I know I'm going to get a Milan II ... I've promised
> myself I'll get one ... but I'd like to buy one from
> a US dealer (like chro_Magic, for example) -- but the
> dealers need a US Importer to handle them.
>
> <hint><hint>
>
> George Crissman
> strads@tmisnet.com
>
>
> On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
> <luposian@mailcity.com> wrote:
>
> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> >chipset... this beast would amaze! Reply for details...
> >
> >Luposian

> >
> >
> >
>

4228. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-31 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007311713110.97-100000@TT030>
Source record: 1751

On Sun, 30 Jul 2000, Jared Falvo wrote:

> Show me the people willing to buy a Milan in the US with pre-payments and
> I'll seriously consider it. In fact, anyone interested in buying one in the
> US with money ready in-hand, please reply directly to my Email address. I'm
> willing to try if people are willing to buy.

I tell you what, import the hades060 and warranty it somehow and
I'll drive to your house and hand you the money in cash. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4229. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-31 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Q1ph5.31$BB2.2901@news.goodnet.com>
Source record: 1752

What length of warrantee would you be expecting? 90-day? 12 month?
24-month? What kind of warrantee do the people that make the Hades060
offer?

By the way, what is it with hell and demonic creatures that European
countries have such affection for? I mean we have mail daemons, Madusa040,
Hades060, etc. Why? Aren't there any Christians in these countries? Or
are all these countries demon-possessed minons of Satan? :-)

Luposian
--
Judy Falvo
www.flowersnfliers.com
Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10007311713110.97-100000@TT030...
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> > Show me the people willing to buy a Milan in the US with pre-payments
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I'm
> > willing to try if people are willing to buy.
>
> I tell you what, import the hades060 and warranty it somehow and
> I'll drive to your house and hand you the money in cash. ;-)
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

4230. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-31 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <AYsh5.73$BB2.4792@news.goodnet.com>
Source record: 1753

```
Now it ALL makes sense...

Luposian
-----
Mark Bedingfield <mark@baypc.com.au> wrote in message
news:YEqh5.46$S%.6215@nsw.nnrp.telstra.net...
> It's because Europe is the birthplace of Paganism :-)
>
> Mark Bedingfield
>
>
> Jared Falvo <luposian@mailcity.com> wrote in message
> news:Q1ph5.31$BB2.2901@news.goodnet.com...
> > What length of warrantee would you be expecting? 90-day? 12 month?
> > 24-month? What kind of warrantee do the people that make the Hades060
> > offer?
> >
> > By the way, what is it with hell and demonic creatures that European
> > countries have such affection for? I mean we have mail daemons,
> Madusa040,
> > Hades060, etc. Why? Aren't there any Christians in these countries?
Or
> > are all these countries demon-possessed minons of Satan? :-)
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> > --
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> > www.flowersnfliers.com
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```

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> > > I'll drive to your house and hand you the money in cash. ;-)
> > >
> > > ____
> > > Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
> > >
> >
> >
>
>

4231. Atari Revival...

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-31 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Kcth5.77$BB2.4864@news.goodnet.com>
Source record: 1754

I am going to construct a website dedicated to the rebirth of Atari and the computers it made (and will make, if I and others have anything to say about it!). I'll report when it's ready to visit.

Luposian

4232. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-31 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007310121591.223-100000@rakas>
Source record: 1847

On 2000-7-30, Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de>...:

> We have rights to use TOS, but not the exclusive copyright -
> Atari (or now Hasbro) has these, so anyone is free to get a
> license from them.

I would very much like a contact address at Hasbro. Repeated
e-mails to them, trying to secure a TOS 3.06 license, have not
been answered.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4233. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-31 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8m3q1qmri1@nnrp1.deja.com>
Source record: 1848

> And, it's in Germany, not the USA. I'm
> talking about reviving the Atari brand in the US!

Now, why does it matter where the machine is built? As long as the
machine is available in the US as well, there should be no problems.
It's obvious that the Milan 2 is available in Germany first since the
Atari ST sold here well and has many professional users.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

4234. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-31 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8m3vst$r72$1@nnrp1.deja.com>
Source record: 1849

In article <8m3q1qmri1@nnrp1.deja.com>, Matthias Jaap <mjaap@atari-computer.de> wrote:>>> > And, it's in Germany, not the USA. I'm> > talking about reviving the Atari brand in the US!>> Now, why does it matter where the machine is built? As long as the> machine is available in the US as well, there should be no problems.> It's obvious that the Milan 2 is available in Germany first since the> Atari ST sold here well and has many professional users.Agreed, the location of the manufacters should not matter. But of courseit would be cool to have the brand Atari revived! :) I think biggestdrawback with Milan is that they only sell it with MagiC these days.Sure one could buy NAES separaytely but you are still paying for MagiC.I have nothing against MagiC really, but I would not want to pay for itif I decided to buy a new atari clone if what I really want to use is NAES./Joakim-- WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

4235. sozobonx lib

Newsgroup: comp.sys.atari.programmer
Date: 2000-07-31 00:00:00 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <WS3.70e7d543.71567ea2.arnaud.bercegeay@free.fr>
Source record: 1850

Hello,

I'm looking for the sources of the standard lib
XDLIBS 1.13 for sozobonx c compiler to fix a bug
in that lib.

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for ATARI : http://tidy.atari.org
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

4236. PRG header?

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Remi Villatel <maxilys@normandnet.fr>
Message-ID: <3985F81F.D48356CB@normandnet.fr>
Source record: 1755
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi everybody,

Does anybody around here knows what the header of TOS and compatible executables contains, in between the BRA.S +$16 and the "real" beginning of the program?

Let's say that I would like to know enough about this to be able to write an executable from scratch.

See you,

==========
Remi Villatel
maxilys@normandnet.fr
==========

4237. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <YEqh5.46$S%.6215@nsw.nnrp.telstra.net>
Source record: 1756

It's because Europe is the birthplace of Paganism :-)

Mark Bedingfield

Jared Falvo <luposian@mailcity.com> wrote in message
news:Q1ph5.31$BB2.2901@news.goodnet.com...
> What length of warrantee would you be expecting? 90-day? 12 month?
> 24-month? What kind of warrantee do the people that make the Hades060
> offer?
>
> By the way, what is it with hell and demonic creatures that European
> countries have such affection for? I mean we have mail daemons,
Madusa040,
> Hades060, etc. Why? Aren't there any Christians in these countries? Or
> are all these countries demon-possessed minons of Satan? :-)
>
> Luposian
> --
> Judy Falvo
> www.flowersnfliers.com
> Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10007311713110.97-100000@TT030...
> > On Sun, 30 Jul 2000, Jared Falvo wrote:
> >
> > > Show me the people willing to buy a Milan in the US with pre-payments
> and
> > > I'll seriously consider it. In fact, anyone interested in buying one
in
> the
> > > US with money ready in-hand, please reply directly to my Email
address.
> I'm
> > > willing to try if people are willing to buy.
> >
> > I tell you what, import the hades060 and warranty it somehow and
> > I'll drive to your house and hand you the money in cash. ;-)
> >
> > _____
> > Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
> >
>
>

4238. Re: PRG header?

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8m6fqp$93c$1@news8.svr.pol.co.uk>
Source record: 1757
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

"Remi Villatel" <maxilys@normandnet.fr> wrote in message
news:3985F81F.D48356CB@normandnet.fr...
> Hi everybody,
>
> Does anybody around here knows what the header of TOS and compatible
executables
> contains, in between the BRA.S +$16 and the "real" beginning of the
program?

Offset Size Meaning
$00 Word The jump to $1a
$02 Long Length of TEXT segment in bytes
$06 Long Length of DATA segment in bytes
$0A Long Length of BSS segment in bytes
$0E Long Length of SYMBOL table in bytes
$12 Long Reserved
$16 Long Program flags
$1A Word Relocation table flag ABSCODE. If zero there IS a
relocation table.

Program flags:

Bit
0 Fast load: if set only the BSS area is cleared
1 Alternative RAM load: TT only - if set program is loaded to
alternative RAM
2 TT only. If set Malloc is satisfied from TT RAM.
26-31 TPAsize. How much alternative RAM the program considers to be
enough to use.

Roger

4239. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8m6lqfaeo1@slb0.atl.mindspring.net>
Source record: 1758

Presumably the idea is to maintain backward compatibility to
existing Atari software, but that means perpetuating all of the
mistakes as well. Besides, many of the peripheral chips are no
longer manufactured.

To the extent you add new features, or even new hardware, you
lose a certain amount of backward compatibility. Eventually,
you wind up having to write all of your applications from scratch.

The big question is where to go next. Personally, I am dissatisfied
with either Windows, Mac OS, Unix (Linux), Java or BeOS.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4240. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <CsDh5.2$no2.348@news.goodnet.com>
Source record: 1759

No, the idea is to allow people to run their old apps (from an emulated Atari ST) and give a chance for them to port them to the new GEM specification on the new processor (the Motorola 040/060/PowerPC or whatever). In the end, people will have the same/new apps running on a different/new system made by the revived Atari Corporation, provided we can team together to pull this off.

A dream is only impossible if no one believes in it. No one thought BeOS would have a place, much less survive (or have any place in today's Windows/MacOS mindset), yet it lives, and is known and used by many. Can you imagine what the reaction will be when people start reading in computer papers and online and across every affordable outlet that... Atari is back? I wouldn't want to be standing nexct to the loyalist... I'd get trampled! And, let me tell you, I'd trample myself if I heard such news.

The Alternatives we have today are people's belief that the old must die, because it has, and that we must PC-ify it in order to make it sellable. I don't believe that. I believe you can have the old and make it new and people will gladly buy it. Just because we nay not be able to afford to build the custom chips of old doresn't mean we can't make the same, great all-in-one integrated desgin that once was, and fit it with today's technology. If it's made by Atari, THAT'S what I care about.

Did we care that our ST's were considered far inferior to better Amigas and PC's? No. We held onto them because we liked how they looked and felt and worked. Preference ruled over fact. Just because one computer is better than another doesn't make it better for us and mean we HAVE to own it. As long as oiur systems are supported, regardless of it's technological inferiority, we gladly hang onto it. We're only disbanding because Atari is dead and everyone believes that it's time to move on.

Well, I say... SCREW THAT! Let's band together and prove fate and history (and the Tramiel's, for that matter) wrong! Let's kick the nay-sayers in the groin and march towards our dream! Let us do like Noah did (this is just a symbolic example, not to be taken literally) and do what we know is the right thing, even though others believe we're crazy.

And if we all build the ark together, and get in it together, we can be inside it when the rains and floods of our victory take over the masses. But we remain a victim of history if we choose to believe that history is absolutely unchangable and that Atari is forever dead and gone and that nothing we do or say can ever change that.

Why should the Amiga be the only computer (technology?) that never dies... why can't the Atari Corp. we knew and loved return from the grave? There is no reason at all, so long as be make a decision to make change happen.

You can lead a horse to water, but you can't make them drink. Let's give that horse a REASON to drink the water, eh? :-)

Look around you... there are dozens of web sites dedicated to Atari. Why not start giving them something to REALLY support instead of ghosts of the past? People leave a place when they aren't given a reason to stay (or are utterly forced out)... the party ain't over, guys, unless we stop playing the music! I've got my guitar... if you can carry a tune! :-)

Luposian

John Kormylo <elfsoft@mindspring.com> wrote in message news:8m6lqfaeo1@slb0.atl.mindspring.net...
> Presumably the idea is to maintain backward compatibility to
> existing Atari software, but that means perpetuating all of the
> mistakes as well. Besides, many of the peripheral chips are no
> longer manufactured.
>
> To the extent you add new features, or even new hardware, you
> lose a certain amount of backward compatibility. Eventually,
> you wind up having to write all of your applications from scratch.
>
> The big question is where to go next. Personally, I am dissatisfied
> with either Windows, Mac OS, Unix (Linux), Java or BeOS.
>
>
> ******** E.L.F. Software *********
> http://elfsoft.home.mindspring.com
> Supporting the TT030
> 100% Microsoft free!

4241. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: David Holm <dholm@iname.com>
Message-ID: <6yEh5.312$7g1.5066@nntpserver.swip.net>
Source record: 1760

&#65533; would like to have a slice of this cake too. Which means that I want a PAL system, not NTSC!
And, why throw in an nVidia chip? I want a 100% compatible atari ste system, which means that if we are going to use a faster cpu it has to have a dynamic clock speed.
The biggest problem would be to reproduce the blitter chip. Since it is custom made, I haven't looked into it's internals, but probably it can be reproduced with an fpga or perhaps a micro controller.
If you need help by a systems programmer with a huge hobby enthusiasm for digital electronics contact me, dholm@iname.com

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:ugkg5.579$Vr6.50976@news.goodnet.com...
> But it ISN'T an Atari! It's a patched-together "we're building them to
> support the dying Atarians" effort. And, it's in Germany, not the USA.
I'm
> talking about reviving the Atari brand in the US!
>
> Luposian
> ------------
> <gaz+liz@zetnet.co>; <uk (Gary)> wrote in message
> news:3981cf4f$0$24230@znews.zetnet.co.uk...
> > Take a look at http://www.milan-computer.de
> > I think somebody's beaten you to it?! ;-)
> > 68060 version due out later this year too! 8-)))
> > Gary.
> >
> > On 28 Jul 2000 10:56:19 , "Jared Falvo" wrote:
> > >Ok, we all know that Atari is dead and gone, right? The Tramiel's
killed
> > >the company outright (and after saving the company too! *sigh*). All
it
> is
> > >now, is a brandname for Hasbro and their PC game packs. Sad, isn't it?
> > >
> > >Atari technology is dated in the extreme. No support from Atari (gee,
I
> > >wonder why?) and 3rd party companies have all but dried up and gone
> > >elsewhere or died out completely.
> > >
> > >But I have always wanted to see a computer made that was the BEST it
> could
> > >possibly be. Think of it as the Atari ST on Mega Steroids!
> > >

```
> > >Never gonna happen, is it? Well... not unless a few (or more)
determined
> > >Atari ST programmers, enthusiasts, and technical types team up and help
> make
> > >it a reality.
> > >
> > > (etc.)...
> > >Luposian
> >
> > --
> >
> > * @ !T! * all things Atari, electric guitarry & American car-ry! *
> > * .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
> > * file://R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--.
*
> > * // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
>
>
```

4242. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965154942-970643AEicMi@bun.com>
Source record: 1761

Hi Jared

>By the way, what is it with hell and demonic creatures that European
>countries have such affection for? I mean we have mail daemons, Madusa040,
>Hades060, etc. Why? Aren't there any Christians in these countries? Or
>are all these countries demon-possessed minons of Satan? :-)

Get friggin real!!!, what would turning up at my computer club with a Powder Puff 4000 do to my credability, or even a Loaves and Fishes (2), with Bible concordance-online bundle, however many 060's its got in it?. 8~)

Put me down for a 4 Meg Gizzard-ripper or a Chainsaw 2 anyday!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4243. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <LkFh5.9$no2.1139@news.goodnet.com>
Source record: 1762

Oh, THAT was funny... thanks! :-)

But... in all seriousness...

Luposian

P.S. Gizzard Ripper? Cool name!

Steve Sweet <stevesweet@bun.com> wrote in message
news:965154942-970643AEicMi@bun.com...
> Hi Jared
>
> >By the way, what is it with hell and demonic creatures that European
> >countries have such affection for? I mean we have mail daemons,
Madusa040,
> >Hades060, etc. Why? Aren't there any Christians in these countries? Or
> >are all these countries demon-possessed minons of Satan? :-)
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> Get friggin real!!!, what would turning up at my computer club with a
Powder
> Puff 4000 do to my credability, or even a Loaves and Fishes (2), with
Bible
> concordance-online bundle, however many 060's its got in it?. 8~)
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>
> --
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> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

4244. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <g7Gh5.15$no2.1486@news.goodnet.com>
Source record: 1763

If we build this system, we will eventually make one for the European market as well, which will mean PAL for all. However, I'm planning on using off-the-shelf chips/chipsets until the company (or Atari itself, if we can ever get it back) has the finances to build custom chips again (which I would just LOVE!). The most important thing is that we're working to get back Atari as a computer company from Hasbro and all rights therein. They can keep the game software rights, as that's all they're using right now anyways.

As I wrote to someone via Email:

This isn't a job for people who don't care. Hasbro obviously doesn't care about Atari except for the namesake and software titles, as we've seen recently. No, what we have to do is start a company, make an "Atari" system, get people to buy it, write/port software for it, and then, with enough financial backing (I'm guesstimating possibly $1 million or more), we approach Hasbro and ask to buy back the rights to the name and properties of Atari as a computer manufacturer. Hasbro hasn't done anything with it, so why not sell it to someone who CAN! If we succeed at this, we, as users, will own/run Atari! Just the way it SHOULD have been since the beginning. Afterall, who knows better what WE want out of a computer/company than WE do, hmm?

If anything writing-wise is to be done, we need to find out what procedures and expense would go into buying back the rights to the name/properties of Atari as a computer company. Hasbro can keep the game software title rights... we couldn't care less. We just want the company/computers back, right?

I'm working on putting a website together to support this (deemed probably impossible by many) dream. However, if you have the resources to do so (i.e. do the site yourself), I will show you my statement to the Atarian public I've written up to be shown on that page.

Sounds like you're with me on this... are you? It will require many users, enthusiasts, developers (hardware/software) and financial resources to build the company and the computer to which will give us the leverage we need to convince Hasbro we mean business about getting Atari back.

Unless someone has a few $million$ laying around and wants to simply engage Hasbro in an outright buyout of the Atari company rights. Money oft talks real fast and easy... But we still need more money after that to build the new Atari systems... so, even that isn't the simplest route, though it would be the most direct. :-)

Do you think this is a good way to go about this or do you have a better route in mind? And, most importantly, do you believe (as I do), if enough of us team together on this, we can actually pull this off? This is not some "Gee, I sure wish...". This is a "If we get together on this, we're gonna DO IT!" I've done the wishing (Atari was still alive, I ran Atari, Atari had done things differently, etc.) game since Atari died. I'm tire of it and ready to actually DO something about correcting the past and building a new future!

So, talk to everyone who will listen! Go to every site you can! Grab every willing volunteer! Take down names and faces, men! It's time to take back the company that rightfully belongs to it's followers! C H A R G E !!!!!

Luposian

David Holm <dholm@iname.com> wrote in message
news:6yEh5.312$7g1.5066@nntpserver.swip.net...
> ☺ would like to have a slice of this cake too. Which means that I want a
PAL
> system, not NTSC!
> And, why throw in an nVidia chip? I want a 100% compatible atari ste
system,
> which means that if we are going to use a faster cpu it has to have a
> dynamic clock speed.
> The biggest problem would be to reproduce the blitter chip. Since it is
> custom made, I haven't looked into it's internals, but probably it can be
> reproduced with an fpga or perhaps a micro controller.
> If you need help by a systems programmer with a huge hobby enthusiasm for
> digital electronics contact me, dholm@iname.com
>
> "Jared Falvo" <luposian@mailcity.com> wrote in message
> news:ugkg5.579$Vr6.50976@news.goodnet.com...
> > But it ISN'T an Atari! It's a patched-together "we're building them to
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> > ---
> > <gaz+liz@zetnet.co>; <uk (Gary)> wrote in message
> > news:3981cf4f$0$24230@znews.zetnet.co.uk...
> > > Take a look at http://www.milan-computer.de
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> > > 68060 version due out later this year too! 8-)))
> > > Gary.
> > >
> > > On 28 Jul 2000 10:56:19 , "Jared Falvo" wrote:
> > > >Ok, we all know that Atari is dead and gone, right? The Tramiel's
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> > > >the company outright (and after saving the company too! *sigh*).
All

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> > > >now, is a brandname for Hasbro and their PC game packs. Sad, isn't
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> > > >Atari technology is dated in the extreme. No support from Atari
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> > > >wonder why?) and 3rd party companies have all but dried up and gone
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> > > >Never gonna happen, is it? Well... not unless a few (or more)
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> > > >Atari ST programmers, enthusiasts, and technical types team up and
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> > > >it a reality.
> > > >
> > > > (etc.)...
> > > >Luposian
> > >
> > > --
> > >
> > > * @ !T! * all things Atari, electric guitarry & American car-ry! *
> > > * .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
> > > * file://R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--.
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>

4245. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008011801560.83-100000@TT030>
Source record: 1764

On Mon, 31 Jul 2000, Jared Falvo wrote:

> What length of warrantee would you be expecting? 90-day? 12 month?
> 24-month? What kind of warrantee do the people that make the Hades060
> offer?

I don't know what medusa offers, I never bothered to check as the
over-seas order idea don't sit well with me. I suppose 90 days
would seem fair, as long medusa's is at least that long.

It occured to me many times that hades has been around for quite
some time. As far as I can tell everyone who has one is very
happy, in fact refuse to re-sell them to me if I ask. It also
appears to be well support as far as clones go. Why not put
the effort into supporting and importing this machine?

It don't come with magic or mint, so it don't upset either
camp. You decid that when you get it. All it really needs is people
to write drivers for some of the newer cards out there.
I could kick myself for missing the chance to get one when
it was available over here in the US. I just don't think that
we need another clone with another design, unless you intend
to duplicate the custom chips.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4246. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965199506-44856AEicMi@cwcom.net>
Source record: 1765

From: Joakim Hï¿½gberg <gokmase@my-deja.com>
Date: Mon, 31 Jul 2000 13:45:02 GMT

>But of courseit would be cool to have the brand Atari revived! :) I think
>biggestdrawback with Milan is that they only sell it with MagiC these
>days.Sure one could buy NAES separaytely but you are still paying for MagiC.I
>have nothing against MagiC really, but I would not want to pay for itif I
>decided to buy a new atari clone if what I really want to use is
>NAES./Joakim-- WWW: http://gokmase.atari.org

It's a very good way to sell a new computer IMHO. By packaging MagiC along with
a selection of MagiC-friendly software they can be sure that the buyer ends up
with a compatible system out of the box. Saves a lot on after sales service.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4247. Re: PRG header?

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-01 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <398680B5.327D2333@gmx.ch>
Source record: 1766
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Here is some C stuff I found in "Atari Profibuch ST-STE-TT".
Only the MultiTOS/MiNT extension is missing (memory protection flags).

typedef struct
{
WORD ph_branch; /* Branch to the beginning of the program (0x601A) */
LONG ph_tlen; /* TEXT segment size */
LONG ph_dlen; /* DATA segment size */
LONG ph_blen; /* BSS segment size */
LONG ph_slen; /* Symbol table size */
LONG ph_res1; /* reserved (perhaps it's used for MultiTOS??) */
LONG ph_prgflags; /* special flags (fastload, malloc from TT ram) */
WORD ph_absflag; /* 1 means: no relocation data available */
}PH;

Program file components:
* Program header (PH)
* TEXT segment
* DATA segment (if not 0)
* BSS segment (if not 0)
* symbol table (if available)
* relocation table (if available)

Good luck
Philipp

--
================================================================================
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de
```

4248. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8m8q61eqf1@nnrp1.deja.com>
Source record: 1767

In article <965199506-44856AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> It's a very good way to sell a new computer IMHO. By packaging MagiC along with
> a selection of MagiC-friendly software they can be sure that the buyer ends up
> with a compatible system out of the box. Saves a lot on after sales service.

I see how that could make Milans after service easier to maintain, but I still think it is unfortunate that the buyer is forced to buy a MagiC-system. Milan did have NAES as main on before, so it seems to me like if they would not have all that much trouble allowing their customers some choice when it comes to the OS.

As far as software compatibility is concerned I think that serious software should be both NAES and MagiC compatible all the way where possible. (at least when it comes to commercial software, but I also think this platform is getting too small to have people writing OS/AES dependant programs when they should be able to keep them working on more than one)

I also guess most Atari users that still are around would not be in need of support very often since they tend to know their stuff pretty well.

WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

4249. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008021231010.82-100000@rakas>
Source record: 1768

On 2000-8-1, John Kormylo <elfsoft@mindspring.com> wrote:

> The big question is where to go next. Personally, I am
> dissatisfied with either Windows, Mac OS, Linux or BeOS.

This really should go to the advocacy newsgroup...

Personally, after using it for almost 3 months, I am very happy with the way Windows 2000 integrates everything: mail, browsing, different networks, word plug-ins in Explorer, etc. The only drawbacks are: insuffificent and improper Ethernet routing and, surprise, surprise, a Word 2000 that is even less stable than Word 97 ever was. In other words, the OS-level integration of several key features is awesome, but the weak components is not.

Mac is even more attractive than ever. Both the look and the feel are in the great tradition of bringing a computer down to the simplicity level of a toaster, with great, compact space-age hardware designs. Their only drawback are: price, availability and support. I can go to any convenience store and find printer labels that come with their own Word template on a floppy. Mac templates are just not there.

Linux is fun to use, once you figure out how to use Dselect. The only annoyance, so far, is the incomplete support for some older hardware. Otherwise, things are progressing rather well on the user-interface level and ease of setup.

BeOS is really tempting, as many graphics and music software companies are porting to it. All the code compatibility of Unix under the hood, hidden behind a cutesy user interface. Yummy!

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4250. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008021248150.82-100000@rakas>
Source record: 1769

> I'm working on putting a website together to support this
> (deemed probably impossible by many) dream.

Please check the site of Rodolphe Czuba.

Rodolphe already has the hardware part covered and ready to ship.
It's called the Phenix. What he needs (which has left him) is a
programming team to port The Operating System to his hardware.

Sorry, I don't have his URL handy, but you should be able to find
it using Metacrawler.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4251. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008021245410.82-100000@rakas>
Source record: 1770

On 2000-8-1, David Holm <dholm@iname.com> wrote:

> The biggest problem would be to reproduce the blitter chip.
> Since it is custom made, I haven't looked into it's
> internals, but probably it can be reproduced with an fpga or
> perhaps a micro controller.

You are aware that NVDI basically replaces the blitter chip?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4252. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008021223080.171-100000@online.no>
Source record: 1771

On Tue, 1 Aug 2000, Derryck Croker wrote:

> From: Joakim Hï¿½gberg <gokmase@my-deja.com>
> Date: Mon, 31 Jul 2000 13:45:02 GMT
>
> >But of courseit would be cool to have the brand Atari revived! :) I think
> >biggestdrawback with Milan is that they only sell it with MagiC these
> >days.Sure one could buy NAES separaytely but you are still paying for MagiC.I
> >have nothing against MagiC really, but I would not want to pay for itif I
> >decided to buy a new atari clone if what I really want to use is
> >NAES./Joakim-- WWW: http://gokmase.atari.org
>
> It's a very good way to sell a new computer IMHO. By packaging MagiC along with
> a selection of MagiC-friendly software they can be sure that the buyer ends up
> with a compatible system out of the box. Saves a lot on after sales service.

I really don't like having to buy for a OS that I'll throw away as soon
as the machine arrives. I think that it should be optional what OS you
want NO OS at all. This way they could sell it with MagiC to newbes and
without OS to me, so I could install what I want :)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4253. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008021330140.82-100000@rakas>
Source record: 1772

On 2000-8-2, Joakim Hï¿½gberg <gokmase@my-deja.com> wrote:

> I see how that could make Milans after service easier to
> maintain, but I still think it is unfortunate that the buyer
> is forced to buy a MagiC-system. Milan did have NAES as main
> on before, so it seems to me like if they would not have all
> that much trouble allowing their customers some choice when
> it comes to the OS.

This is becoming one of those "Is this Pentium Linux-friendly and
does it sell with Red Hat pre-installed? No Windows here, thanks"
kindof thing... ;-)

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4254. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8m8uuo$464$1@sun27.hrz.tu-darmstadt.de>
Source record: 1773

Hi!

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
> Linux is fun to use, once you figure out how to use Dselect.
^^^^^ ^^^^^^^

You're obviously speaking of Debian/GNU Linux here. Almost all
distributions come with their own installer / packaging tool, dselect
just happens to be the one for Debian/GNU Linux. Thus, understanding
dselect isn't necessarily crucial for using Linux.

Of course, for Atari hardware there are (to my knowledge) only
Debian-based Linux distributions, but as you've already written about
Win2k and MacOS above, I don't think you were just talking about Linux
for Ataris.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4255. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008021428110.196-100000@rakas>
Source record: 1774

On 2000-8-2, Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
> > Linux is fun to use, once you figure out how to use Dselect.
> ^^^^^ ^^^^^^^
>
> You're obviously speaking of Debian/GNU Linux here.

Correct.

> Of course, for Atari hardware there are (to my knowledge)
> only Debian-based Linux distributions, but as you've already
> written about Win2k and MacOS above, I don't think you were
> just talking about Linux for Ataris.

I tried Linux on the TT once. Horrible!

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4256. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m93g1$7i7$1@draco.stochastik.rwth-aachen.de>
Source record: 1775

In article <6yEh5.312$7g1.5066@nntpserver.swip.net>,
David Holm <dholm@iname.com> wrote:
>And, why throw in an nVidia chip? I want a 100% compatible atari ste system,
>which means that if we are going to use a faster cpu it has to have a
>dynamic clock speed.

Now if you want a 100% STE compatible system, that means you need:
- an original 68000 CPU - no 020, 030, 040 or 060, since that breaks
compatibility with some programs.
- a video system that is compatible at register-level, which means you
can't have higher resolutions or more colours without breaking
compatibility.
- an ACSI port, plus a compatible replacement for the WD1772/Ajax floppy
controller which is no longer in production.

All this will severely limit your design - but what do you gain by aiming
for 100% compatibility? A machine which *is* some kind of befed-up STE,
nothing more.

>The biggest problem would be to reproduce the blitter chip. Since it is
>custom made, I haven't looked into it's internals, but probably it can be
>reproduced with an fpga or perhaps a micro controller.

Doing a blitter of this kind in a modern FPGA is no big problem. However,
you can probably get a ready-made graphics controller engine with integrated
RamDAC, a 2D/3D engine which can do a lot more than the blitter, and without
any design effort, for less money.

cu
Michael
--
In the beginning there was nothing, which exploded.

4257. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <KIVh5.2705$sj.2024@newsfeed.slurp.net>
Source record: 1776

>What length of warrantee would you be expecting? 90-day? 12 month?
>24-month? What kind of warrantee do the people that make the Hades060
>offer?
>
>By the way, what is it with hell and demonic creatures that European
>countries have such affection for? I mean we have mail daemons, Madusa040,
>Hades060, etc. Why? Aren't there any Christians in these countries? Or
>are all these countries demon-possessed minons of Satan? :-)
>
>Luposian

It would be great to have the Hades060 being sold here in the US. It would be even greater to have a more upto-date machine. By that I mean a Hades060 that had a speed of 80mzh, DMA sound, better PCI BUS (more standard with the rest of the world), USB port and more. I cannot understand why Medusa Systems has not done this. Oh, I forgot to mention the caching concerning the SCSI port. Get rid of it.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4258. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <NIVh5.2710$sj.2024@newsfeed.slurp.net>
Source record: 1777

On 2 Aug 2000 14:30:04 +, =?ISO-8859-1?Q?Martin-=C9ric_Racine?= wrote:

>> Of course, for Atari hardware there are (to my knowledge)
>> only Debian-based Linux distributions, but as you've already
>> written about Win2k and MacOS above, I don't think you were
>> just talking about Linux for Ataris.
>
>I tried Linux on the TT once. Horrible!

Runs fine on a Hades though..... Not perfect, but fine....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4259. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: David Holm <dholm@iname.com>
Message-ID: <MTXh5.533$7g1.9365@nntpserver.swip.net>
Source record: 1778

No I'm not. NVDI, do you have a datasheet or url? Is this 100% blitter compatible?

"Martin-Éric Racine" <q-funk@funkyware.atari.org> wrote in message news:Pine.MNT.4.10.10008021245410.82-100000@rakas...
> On 2000-8-1, David Holm <dholm@iname.com> wrote:
>
> > The biggest problem would be to reproduce the blitter chip.
> > Since it is custom made, I haven't looked into it's
> > internals, but probably it can be reproduced with an fpga or
> > perhaps a micro controller.
>
> You are aware that NVDI basically replaces the blitter chip?
>
> --
> Martin-Éric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>

4260. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: David Holm <dholm@iname.com>
Message-ID: <HZXh5.534$7g1.8677@nntpserver.swip.net>
Source record: 1779

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8m93g1$7i7$1@draco.stochastik.rwth-aachen.de...
> In article <6yEh5.312$7g1.5066@nntpserver.swip.net>,
> David Holm <dholm@iname.com> wrote:
> >And, why throw in an nVidia chip? I want a 100% compatible atari ste
system,
> >which means that if we are going to use a faster cpu it has to have a
> >dynamic clock speed.
>
> Now if you want a 100% STE compatible system, that means you need:
> - an original 68000 CPU - no 020, 030, 040 or 060, since that breaks
> compatibility with some programs.
> - a video system that is compatible at register-level, which means you
> can't have higher resolutions or more colours without breaking
> compatibility.
> - an ACSI port, plus a compatible replacement for the WD1772/Ajax floppy
> controller which is no longer in production.
>
> All this will severely limit your design - but what do you gain by aiming
> for 100% compatibility? A machine which *is* some kind of befed-up STE,
> nothing more.

I get your point. And of course you are 100% correct, I would be better to
make it a whole new atari.
Then the big question is, what do we want to keep from the old atari, and
what do we want to replace?
Neither the original blitter or the YM2149 would make it in todays market,
and if we remove those (especially the YM2149) would it still be an atari?
One of my fondest memories from the atari is the sound of the synthesizer.

> >The biggest problem would be to reproduce the blitter chip. Since it is
> >custom made, I haven't looked into it's internals, but probably it can be
> >reproduced with an fpga or perhaps a micro controller.
>
> Doing a blitter of this kind in a modern FPGA is no big problem. However,
> you can probably get a ready-made graphics controller engine with
integrated
> RamDAC, a 2D/3D engine which can do a lot more than the blitter, and
without
> any design effort, for less money.

Which is probably a much better idea from all angles.

Still, I want to be able to play my old atari ste games on this machine
(very much like I can play my old 286 games on my 686 system (this can be

discussed though ;))
Then, could we maintain at least some backwards compatibility by using a
newer 680x0? (I have never studied any of those architectures)

-> David

> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

4261. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: David Holm <dholm@iname.com>
Message-ID: <K_Xh5.535$7g1.9309@nntpserver.swip.net>
Source record: 1780

```
Yes, I'm interested, write me up as Systems Programmer/architecture designer
and contact me by e-mail (preferably) when you get things going. (I'll try
to monitor this thread as well)

David
```

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:g7Gh5.15$no2.1486@news.goodnet.com...
> If we build this system, we will eventually make one for the European
market
> as well, which will mean PAL for all. However, I'm planning on using
> off-the-shelf chips/chipsets until the company (or Atari itself, if we can
> ever get it back) has the finances to build custom chips again (which I
> would just LOVE!). The most important thing is that we're working to get
> back Atari as a computer company from Hasbro and all rights therein. They
> can keep the game software rights, as that's all they're using right now
> anyways.
>
> As I wrote to someone via Email:
>
> This isn't a job for people who don't care. Hasbro obviously doesn't care
> about Atari except for the namesake and software titles, as we've seen
> recently. No, what we have to do is start a company, make an "Atari"
> system, get people to buy it, write/port software for it, and then, with
> enough financial backing (I'm guesstimating possibly $1 million or more),
we
> approach Hasbro and ask to buy back the rights to the name and properties
of
> Atari as a computer manufacturer. Hasbro hasn't done anything with it, so
> why not sell it to someone who CAN! If we succeed at this, we, as users,
> will own/run Atari! Just the way it SHOULD have been since the beginning.
> Afterall, who knows better what WE want out of a computer/company than WE
> do, hmm?
>
> If anything writing-wise is to be done, we need to find out what
procedures
> and expense would go into buying back the rights to the name/properties of
> Atari as a computer company. Hasbro can keep the game software title
> rights... we couldn't care less. We just want the company/computers back,
> right?
>
> I'm working on putting a website together to support this (deemed probably
> impossible by many) dream. However, if you have the resources to do so
> (i.e. do the site yourself), I will show you my statement to the Atarian

> public I've written up to be shown on that page.
>
> Sounds like you're with me on this... are you? It will require many
users,
> enthusiasts, developers (hardware/software) and financial resources to
build
> the company and the computer to which will give us the leverage we need to
> convince Hasbro we mean business about getting Atari back.
>
> Unless someone has a few $million$ laying around and wants to simply
engage
> Hasbro in an outright buyout of the Atari company rights. Money oft talks
> real fast and easy... But we still need more money after that to build
the
> new Atari systems... so, even that isn't the simplest route, though it
would
> be the most direct. :-)
>
> Do you think this is a good way to go about this or do you have a better
> route in mind? And, most importantly, do you believe (as I do), if enough
> of us team together on this, we can actually pull this off? This is not
> some "Gee, I sure wish...". This is a "If we get together on this, we're
> gonna DO IT!" I've done the wishing (Atari was still alive, I ran Atari,
> Atari had done things differently, etc.) game since Atari died. I'm tire
of
> it and ready to actually DO something about correcting the past and
building
> a new future!
>
> So, talk to everyone who will listen! Go to every site you can! Grab
every
> willing volunteer! Take down names and faces, men! It's time to take
back
> the company that rightfully belongs to it's followers! C H A R G E !!!!!
>
> Luposian
> ----------
> David Holm <dholm@iname.com> wrote in message
> news:6yEh5.312$7g1.5066@nntpserver.swip.net...
> > > would like to have a slice of this cake too. Which means that I want a
> PAL
> > > system, not NTSC!
> > > And, why throw in an nVidia chip? I want a 100% compatible atari ste
> system,
> > > which means that if we are going to use a faster cpu it has to have a
> > > dynamic clock speed.
> > > The biggest problem would be to reproduce the blitter chip. Since it is
> > > custom made, I haven't looked into it's internals, but probably it can
be

> > reproduced with an fpga or perhaps a micro controller.
> > If you need help by a systems programmer with a huge hobby enthusiasm
for
> > digital electronics contact me, dholm@iname.com
> >
> > "Jared Falvo" <luposian@mailcity.com> wrote in message
> > news:ugkg5.579$Vr6.50976@news.goodnet.com...
> > > But it ISN'T an Atari! It's a patched-together "we're building them
to
> > > support the dying Atarians" effort. And, it's in Germany, not the
USA.
> > I'm
> > > talking about reviving the Atari brand in the US!
> > >
> > > Luposian
> > > ----------
> > > <gaz+liz@zetnet.co>; <uk (Gary)> wrote in message
> > > news:3981cf4f$0$24230@znews.zetnet.co.uk...
> > > > Take a look at http://www.milan-computer.de
> > > > I think somebody's beaten you to it?! ;-)
> > > > 68060 version due out later this year too! 8-)))
> > > > Gary.
> > > >
> > > > On 28 Jul 2000 10:56:19 , "Jared Falvo" wrote:
> > > > >Ok, we all know that Atari is dead and gone, right? The Tramiel's
> > killed
> > > > >the company outright (and after saving the company too! *sigh*).
> All
> > it
> > > is
> > > > >now, is a brandname for Hasbro and their PC game packs. Sad, isn't
> it?
> > > > >
> > > > >Atari technology is dated in the extreme. No support from Atari
> (gee,
> > I
> > > > >wonder why?) and 3rd party companies have all but dried up and gone
> > > > >elsewhere or died out completely.
> > > > >
> > > > >But I have always wanted to see a computer made that was the BEST
it
> > > could
> > > > >possibly be. Think of it as the Atari ST on Mega Steroids!
> > > > >
> > > > >Never gonna happen, is it? Well... not unless a few (or more)
> > determined
> > > > >Atari ST programmers, enthusiasts, and technical types team up and
> help
> > > make

> > > > >it a reality.
> > > > >
> > > > > (etc.)...
> > > > >Luposian
> > > >
> > > > --
> > > >
> > > > * @ !T! * all things Atari, electric guitarry & American car-ry! *
> > > > * .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
> > > > * file://R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:.
\--.
> > *
> > > > * // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
> > >
> > >
> >
> >
>
>

4262. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m9iahalf1@draco.stochastik.rwth-aachen.de>
Source record: 1781

In article <MTXh5.533$7g1.9365@nntpserver.swip.net>,
David Holm <dholm@iname.com> wrote:
>No I'm not. NVDI, do you have a datasheet or url? Is this 100% blitter
>compatible?

NVDI is software - it replaces and enhances VDI (NVDI supplies a GDOS,
vector fonts, functions for bezier curves, enhanced colour bitmap functions
etc.).

And even on a normal, unaccelerated ST, it is faster than the ROM VDI with
the help of the blitter. On an accelerated CPU, the blitter falls back even
more.

cu
Michael
--
In the beginning there was nothing, which exploded.

4263. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: David Holm <dholm@iname.com>
Message-ID: <93Yh5.541$7g1.9312@nntpserver.swip.net>
Source record: 1782

```
We couldn't use MagiC if we want to make a new architecture (although
somewhat atari-like ;). The best thing would be to write a new OS (a
GEM-clone of course), and put it on a flash-rom, that way it could easily be
upgraded by using software. (The question arises though, perhaps it would be
MUCH smarter with a bios on flash rom and the os on the harddrive ;).
```

"Joakim H�gberg" <gokmase@my-deja.com> wrote in message
news:8m3vst$r72$1@nnrp1.deja.com...
> In article <8m3q1qmri1@nnrp1.deja.com>, Matthias Jaap
> <mjaap@atari-computer.de> wrote:>>> > And, it's in Germany, not the USA.
> I'm> > talking about reviving the Atari brand in the US!>> Now, why does
it
> matter where the machine is built? As long as the> machine is available in
> the US as well, there should be no problems.> It's obvious that the Milan
2
> is available in Germany first since the> Atari ST sold here well and has
many
> professional users.Agreed, the location of the manufacters should not
matter.
> But of courseit would be cool to have the brand Atari revived! :) I think
> biggestdrawback with Milan is that they only sell it with MagiC these
> days.Sure one could buy NAES separaytely but you are still paying for
MagiC.I
> have nothing against MagiC really, but I would not want to pay for itif I
> decided to buy a new atari clone if what I really want to use is
> NAES./Joakim-- WWW: http://gokmase.atari.org
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4264. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: David Holm <dholm@iname.com>
Message-ID: <T3Yh5.542$7g1.9346@nntpserver.swip.net>
Source record: 1783

Can't someone start a http-based bbs for this discussion instead? It's
helluva lot easier...

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:61ig5.568$Vr6.50246@news.goodnet.com...
> Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> chipset... this beast would amaze! Reply for details...
>
> Luposian
>
>
>

4265. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m9ime$ao5$1@draco.stochastik.rwth-aachen.de>
Source record: 1784

In article <HZXh5.534$7g1.8677@nntpserver.swip.net>,
David Holm <dholm@iname.com> wrote:
>
>I get your point. And of course you are 100% correct, I would be better to
>make it a whole new atari.
>Then the big question is, what do we want to keep from the old atari, and
>what do we want to replace?
>Neither the original blitter or the YM2149 would make it in todays market,
>and if we remove those (especially the YM2149) would it still be an atari?
>One of my fondest memories from the atari is the sound of the synthesizer.

Hm - I always thought about the ST in terms of software and operating
systems. I always thought of the YM2149 as a way to produce the system beep,
nothing more. For good sound, use digital sound (like the DMA sound on
STE/TT;Falcon).

>Still, I want to be able to play my old atari ste games on this machine
>(very much like I can play my old 286 games on my 686 system (this can be
>discussed though ;))
>Then, could we maintain at least some backwards compatibility by using a
>newer 680x0? (I have never studied any of those architectures)

Difficult. Even the 030 breaks a lot of programs that were not written with
portability in mind, and the 040/060 are even worse due to improved caches.

You have two options: either a very compatible machine, or a really new,
improved one that runs TOS plus all clean applications on a hardware that is
a complete redesign.

When we designed the Milan, we decided to go the second way - if you want
compatibility, use your old STE to play the games on. By not having
register-level compatibility for games, you gain a lot of freedom in design
decisions.

cu
Michael
--
In the beginning there was nothing, which exploded.

4266. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8m9m7j$45c$1@nnrp1.deja.com>
Source record: 1785

In article <Pine.MNT.4.10.10008021330140.82-100000@rakas>,
=?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>

> > I see how that could make Milans after service easier to
> > maintain, but I still think it is unfortunate that the buyer
> > is forced to buy a MagiC-system. Milan did have NAES as main
> > on before, so it seems to me like if they would not have all
> > that much trouble allowing their customers some choice when
> > it comes to the OS.
>
> This is becoming one of those "Is this Pentium Linux-friendly and
> does it sell with Red Hat pre-installed? No Windows here, thanks"
> kindof thing... ;-)

If that is how you interpret it, fine.

Sent via Deja.com http://www.deja.com/
Before you buy.

4267. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <lJZh5.151$no2.8900@news.goodnet.com>
Source record: 1786

That's what we're after... a brand NEW Atari computer, but made BY Atari.
Aye, there's the rub... and it sure feels good! :-)

Luposian

David Holm <dholm@iname.com> wrote in message
news:HZXh5.534$7g1.8677@nntpserver.swip.net...
>
> "Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
> message news:8m93g1$7i7$1@draco.stochastik.rwth-aachen.de...
> > In article <6yEh5.312$7g1.5066@nntpserver.swip.net>,
> > David Holm <dholm@iname.com> wrote:
> > >And, why throw in an nVidia chip? I want a 100% compatible atari ste
> system,
> > >which means that if we are going to use a faster cpu it has to have a
> > >dynamic clock speed.
> >
> > Now if you want a 100% STE compatible system, that means you need:
> > - an original 68000 CPU - no 020, 030, 040 or 060, since that breaks
> > compatibility with some programs.
> > - a video system that is compatible at register-level, which means you
> > can't have higher resolutions or more colours without breaking
> > compatibility.
> > - an ACSI port, plus a compatible replacement for the WD1772/Ajax
floppy
> > controller which is no longer in production.
> >
> > All this will severely limit your design - but what do you gain by
aiming
> > for 100% compatibility? A machine which *is* some kind of befed-up STE,
> > nothing more.
>
> I get your point. And of course you are 100% correct, I would be better to
> make it a whole new atari.
> Then the big question is, what do we want to keep from the old atari, and
> what do we want to replace?
> Neither the original blitter or the YM2149 would make it in todays market,
> and if we remove those (especially the YM2149) would it still be an atari?
> One of my fondest memories from the atari is the sound of the synthesizer.
>
> > >The biggest problem would be to reproduce the blitter chip. Since it is
> > >custom made, I haven't looked into it's internals, but probably it can
be

> > >reproduced with an fpga or perhaps a micro controller.
> >
> > Doing a blitter of this kind in a modern FPGA is no big problem.
However,
> > you can probably get a ready-made graphics controller engine with
> integrated
> > RamDAC, a 2D/3D engine which can do a lot more than the blitter, and
> without
> > any design effort, for less money.
>
> Which is probably a much better idea from all angles.
>
> Still, I want to be able to play my old atari ste games on this machine
> (very much like I can play my old 286 games on my 686 system (this can be
> discussed though ;))
> Then, could we maintain at least some backwards compatibility by using a
> newer 680x0? (I have never studied any of those architectures)
>
> -> David
>
> > cu
> > Michael
> > --
> > In the beginning there was nothing, which exploded.
>
>

4268. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <YPZh5.153$no2.8954@news.goodnet.com>
Source record: 1787

Without Atari Corp. all Atari clones are simply hacks to keep the dying
from utter death. What we propose is the restoration of Atari Corp. itself
(in the US first) and the design of all-in-one systems like before... except
a LOT better!

Atari Phoenix (not Phenix), anyone?

It might take millions of dollars, but if we believe in the dream enough,
those millions aren't such huge numbers, because we're ready to fight the
"Giant of Impossibility". Are you?

Luposian

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8m9ime$ao5$1@draco.stochastik.rwth-aachen.de...
> In article <HZXh5.534$7g1.8677@nntpserver.swip.net>,
> David Holm <dholm@iname.com> wrote:
> >
> >I get your point. And of course you are 100% correct, I would be better
to
> >make it a whole new atari.
> >Then the big question is, what do we want to keep from the old atari, and
> >what do we want to replace?
> >Neither the original blitter or the YM2149 would make it in todays
market,
> >and if we remove those (especially the YM2149) would it still be an
atari?
> >One of my fondest memories from the atari is the sound of the
synthesizer.
>
> Hm - I always thought about the ST in terms of software and operating
> systems. I always thought of the YM2149 as a way to produce the system
beep,
> nothing more. For good sound, use digital sound (like the DMA sound on
> STE/TT;Falcon).
>
> >Still, I want to be able to play my old atari ste games on this machine
> >(very much like I can play my old 286 games on my 686 system (this can be
> >discussed though ;))
> >Then, could we maintain at least some backwards compatibility by using a
> >newer 680x0? (I have never studied any of those architectures)
>
> Difficult. Even the 030 breaks a lot of programs that were not written
with
> portability in mind, and the 040/060 are even worse due to improved

caches.
>
> You have two options: either a very compatible machine, or a really new,
> improved one that runs TOS plus all clean applications on a hardware that
is
> a complete redesign.
>
> When we designed the Milan, we decided to go the second way - if you want
> compatibility, use your old STE to play the games on. By not having
> register-level compatibility for games, you gain a lot of freedom in
design
> decisions.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

4269. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <qXZh5.155$no2.9010@news.goodnet.com>
Source record: 1788

```
We're working on creating a website dedicated to this cause... and it will
(hopefully) have a message section. The spark is now an ember! YES!

Luposian
------------
David Holm <dholm@iname.com> wrote in message
news:T3Yh5.542$7g1.9346@nntpserver.swip.net...
> Can't someone start a http-based bbs for this discussion instead? It's
> helluva lot easier...
>
>
> "Jared Falvo" <luposian@mailcity.com> wrote in message
> news:61ig5.568$Vr6.50246@news.goodnet.com...
> > Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> > chipset... this beast would amaze! Reply for details...
> >
> > Luposian
> >
> >
> >
>
>
```

4270. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008022213190.238-100000@rakas>
Source record: 1789

On 2000-8-2, David Holm <dholm@iname.com> wrote:

> > Now if you want a 100% STE compatible system, that means you need:

>
> I get your point. And of course you are 100% correct, I would
> be better to make it a whole new atari. Then the big question
> is, what do we want to keep from the old atari, and what do
> we want to replace?

Keep: TOS, MiNT and GEM as OS, and m68k as CPU architecture.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4271. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008022218250.238-100000@rakas>
Source record: 1790

On 2000-8-2, Jared Falvo <luposian@mailcity.com> wrote:

> What we propose is the restoration of Atari Corp. itself
> (in the US first)

Germany is a better market and better place to start it, if only because of the _huge_ competence.

Do remember that while the Tramiels could not make their mind about what to make of Atari, the president of Atari Germany saw the potential and hired several sub-contractors to develop solutions and port Unix, etc. which is how the Riebl Ethernet card for MEGA and TT saw the light.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4272. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008022212090.238-100000@rakas>
Source record: 1791

> No I'm not. NVDI, do you have a datasheet or url? Is this
> 100% blitter compatible?

It is. www.2b.de, if I recall.

> > You are aware that NVDI basically replaces the blitter chip?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4273. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008021815560.80-100000@TT030>
Source record: 1792

On Wed, 2 Aug 2000, Jared Falvo wrote:

> We're working on creating a website dedicated to this cause... and it will
> (hopefully) have a message section. The spark is now an ember! YES!

Build what you will, but I will still buy a hades060 if it
hits a dealer over here. Maybe I am bias, but I love my TT
so a hades060 makes sense for me. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4274. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-02 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <w57i5.194$no2.14240@news.goodnet.com>
Source record: 1793

```
But if you have a 68000, you need an MMU, which increases the overall
cost/complication of the system. Would the 68060 get confused by the extra
MMU, since it has it's own, or...?

The thing I'm wondering is... can you have a dual 68040 or 68060 system and
then address/access data 64-bits across, allowing the use of DIMMs, instead
of 72-pin SIMMs for memory? Can you use SDRAM? Things of that nature...
```

Luposian

Mark Bedingfield <mark@baypc.com.au> wrote in message
news:P65i5.103$Ft1.5975@nsw.nnrp.telstra.net...
> Why not use 2 cpu's, it wont be expensive to slap in a 060 and an 000.
Just
> make it possible to switch. Same with the yamaha. Also I remember the
> Phantom talking about using a PIC, or Custom DSP to replace the ajax. All
> very possible...
>
> Mark Bedingfield
>
>
> Martin-Ric Racine <q-funk@funkyware.atari.org> wrote in message
> news:Pine.MNT.4.10.10008022213190.238-100000@rakas...
> > On 2000-8-2, David Holm <dholm@iname.com> wrote:
> >
> > > > Now if you want a 100% STE compatible system, that means you need:
> >
> > >
> > > I get your point. And of course you are 100% correct, I would
> > > be better to make it a whole new atari. Then the big question
> > > is, what do we want to keep from the old atari, and what do
> > > we want to replace?
> >
> > Keep: TOS, MiNT and GEM as OS, and m68k as CPU architecture.
> >
> > --
> > Martin-Ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> > Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
> >
>
>

4275. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mc5lv$qe6$1@draco.stochastik.rwth-aachen.de>
Source record: 1701

In article <w57i5.194$no2.14240@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>But if you have a 68000, you need an MMU, which increases the overall
>cost/complication of the system. Would the 68060 get confused by the extra
>MMU, since it has it's own, or...?

Hu? Why would you need an MMU? The ST has none and runs just fine.

I guess you are confusinga paged-style MM;U (which the 060 has) with a
memory controller (which Atari called "MMU"). The memory controller is
needed anyway, regardless of the CPU used. It will have a different
interface for 00 and 060, though.

>The thing I'm wondering is... can you have a dual 68040 or 68060 system and
>then address/access data 64-bits across, allowing the use of DIMMs, instead
>of 72-pin SIMMs for memory? Can you use SDRAM? Things of that nature...

No. But you can use DIMMs in a 32-bit system (and of course without throwing
away half the capacity). It's the same as using PS/2-style SIMMs (which are
32 bit wide) in a 68000 system (like the MagnumST does).

cu
Michael
--
In the beginning there was nothing, which exploded.

4276. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-03 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <7M4i5.98$Ft1.5627@nsw.nnrp.telstra.net>
Source record: 1794

What causes the blitter to slow down? I have noticed on my Falcon it can be
quite slow...

Mark Bedingfield

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8m9iahalf1@draco.stochastik.rwth-aachen.de...
> In article <MTXh5.533$7g1.9365@nntpserver.swip.net>,
> David Holm <dholm@iname.com> wrote:
> >No I'm not. NVDI, do you have a datasheet or url? Is this 100% blitter
> >compatible?
>
> NVDI is software - it replaces and enhances VDI (NVDI supplies a GDOS,
> vector fonts, functions for bezier curves, enhanced colour bitmap
functions
> etc.).
>
> And even on a normal, unaccelerated ST, it is faster than the ROM VDI with
> the help of the blitter. On an accelerated CPU, the blitter falls back
even
> more.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

4277. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-03 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <P65i5.103$Ft1.5975@nsw.nnrp.telstra.net>
Source record: 1795

Why not use 2 cpu's, it wont be expensive to slap in a 060 and an 000. Just make it possible to switch. Same with the yamaha. Also I remember the Phantom talking about using a PIC, or Custom DSP to replace the ajax. All very possible...

Mark Bedingfield

Martin-Ric Racine <q-funk@funkyware.atari.org> wrote in message news:Pine.MNT.4.10.10008022213190.238-100000@rakas...
> On 2000-8-2, David Holm <dholm@iname.com> wrote:
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> > > Now if you want a 100% STE compatible system, that means you need:
>
> >
> > I get your point. And of course you are 100% correct, I would
> > be better to make it a whole new atari. Then the big question
> > is, what do we want to keep from the old atari, and what do
> > we want to replace?
>
> Keep: TOS, MiNT and GEM as OS, and m68k as CPU architecture.
>
> --
> Martin-Ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>

4278. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-03 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <39890893.5798600@news.tmisnet.com>
Source record: 1796

On Sun, 30 Jul 2000 09:54:28 -0700, "Jared Falvo" wrote:

>Now THAT is the kind of enthusiasm I'm looking for! YES! Not just the
>ever-popular "Little Red Hen" scenario (they wouldn't help with planting,
>watering, weeding or harvesting the wheat or making the wheat into bread,
>but oh... when it came time to EAT the bread, they were all there at the
>door)!
>
>Do you have the skills to pull this off or are you simply knowledgeable in
>GEM, in general, and are only offering up suggestions for a potential
>programmer?
>
>I need to know...

At this point, I'm a dreamer. If you're going to come
up with a new machine, it has to be forward-looking to
have a chance to survive and grow.

Other thoughts:

Generally, my suggestions spring from the following desires:
** Make the programming easy for the new programmer. That's
what got the early computers going, and that's what we need
to keep TOS/GEM going. That means clear documentation
with LOTS of examples!
** It is necessary to keep the computer experience as simple as
possible. The original ST, for example, could "sense" the
attached monitor as either "monochrome" or "color" without
requiring any adjustments by the user.
** Expandability is important, whether it is supporting a ludicrously
large amount of RAM, or providing daisy-chainable ports (such
as RS-485 or that new one they're using on the IBM/clone
platform).

Other thoughts:
** To stand out, the computer must do one thing VERY WELL, and
I think the built-in video-wall support will easily set the
machine apart from others, even if only 1 in a 1,000 customers
actually uses the video wall feature. In the past, people
associated the Atari with MIDI and music, the Amiga with the
"video toaster", the MacIntosh with "creative types", and clones
of the IBM-PC with "business". The Milan is aiming to be an
"Internet Appliance", the Amiga is currently down for the count,
so video applications look like a good area.
** Don't limit yourself to video, either, since the DSP-equipped
Falcon heralded the era of sound editing as well. Consider the

need to make TV commercials ... or complete features ... business multimedia shows ... Music CD mastering ... animated shorts ... visual training manuals ... live security systems with data logging ... multimedia web pages ... there's a lot that needs to be addressed!
** And how about some video peripherals? How about a VCR designed to be controlled by computer? That would be another use for the RS-485 port -- but you'd need a VCR that supported the port and acted upon the commands received. And how about an AM/FM tuner that is controlled by computer input, as well. Why ... you could have a computer-controlled home-theatre experience! And if not a complete VCR, how about a way to plug in a camcorder video tape into the computer for direct control/view/editing by video software?
** Don't forget the other purposes for computing: Word Processing, Spreadsheeting, Databasing, Internetting, etc. But do one thing extremely well.
** Multiple RS-232 port support (mentioned previously) is a nightmare on the IBM PC, and is ignored on other machines. Providing OS support (and back panel connectors) for 4, 8, or 10 simultaneous serial connections will be an eye-opener. It could easily be used as a "poor man's" networking method, or a "data concentrator" that monitors 8 external instruments/peripherals from a central location.

Actually, I kinda like the idea of a twin-processor system: 68000 with ROM TOS for compatibility purposes, and a 68060 -- or, even better, a pair of 68060's with flash rom OS -- for power users. You could add a new XBIOS function to the 68000's TOS (a function called during the power-on self-test) that performs a checksum on the 68060's flash rom on startup, taking over if it finds corruption. It would have the NEW ability to reprogram the flash rom from floppy / CD / the Internet. Without corruption, the 68000 would recognize a good checksum and allow booting to continue as specified in the startup sequence to run with either the 68060/flash system or the 68000/ROM system.

Heck, why not FOUR sockets for 68060's? Ship the basic unit with one 68000 and one 68060 and allow the OS to detect and support additional processors as they are installed. What's the fastest 68000 available these days, anyway? Could we use the same 80 MHz clock on both chips?

George Crissman
strads@tmisnet.com

>
>Besides, what better victory can there be when the enemy thinks you're dead
>and you end up sneaking up from behind them, tapping them on the shoulder,
>and smacking them upside the head as they turn around to see who it is! I
>would LOVE to see the look/reaction on people's faces when/if Atari is

>reborn making computer's again.
>
>And think not that the 040 is the end... oh, no... I plan for the 060 model
>and then the PowerPC (or whatever is the next step up from the 060) models
>and on into what the future may hold! From the beginning it was Motorola
>and it can be again!
>
>The Milan040/060 is, to me, nothing but a PC pie with an Atari crust... and
>from the look of it, they're trying to wean away from what Atari part is
>left in the Milan060
>
>Luposian
>-------------
>George Crissman <strads@tmisnet.com> wrote in message
>news:3983e151.1917415@news.tmisnet.com...
>> I've been giving your post some additional thought,
>> and it seems like a bit of study of the capabilities
>> of GEM might be in order to ensure a truly amazing
>> machine.
>>
>> ------- Thought Number One: Video Screens ---------
>>
>> For example, the ability to open multiple workstations
>> means built-in support for multiple monitors. One
>> computer could support two real-time screens, either
>> side-by-side or one-atop-another to provide expanded
>> desktop space ... or two independently-running applications
>> (an excellent capability for a multitasking machine).
>>
>> But there's no need to stop at two, when you could have
>> support built-in for a 2x2, 3x3, or 4x4 video wall. A
>> few tweaks to the AES and you've got a feature offered
>> nowhere else -- but remember to put some monitor connectors
>> on the back panel for easily implementations! For starters,
>> I'd shoot for support of four simultaneous monitors but
>> would allow for expansion to 16 (i.e., the 4x4 video wall).
>>
>> ------- Thought Number Two: Mouse / Keyboard ---------
>>
>> A quick look at the hardware shows the keyboard has been
>> implemented as a stand-alone subsystem that plugs into
>> the motherboard as a peripheral. The keyboard also supports
>> the mouse and joyport.
>>
>> Considered as a subsystem, you could easily build in the availability
>> of additional keyboard/mouse combinations. Combined with the
>> multiple-monitor support (above), you've suddenly got multiple
>> workstation support on one computer. Great for data entry,
>> web surfing (imagine it's use at a Cyber Cafe!), and perfect
>> for gaming where each player has a set of controls!

>>
>> Assuming support for four monitors (above), I would suggest
>> built-in support for four /additional/ keyboard/mouse
>> peripherals using a 4-wire daisy-chaining interface such as
>> RS-485 (capable of supporting 31 unique devices using a
>> connector that looks suspiciously like a telephone "modular
>> plug"). The main keyboard would be reserved as the "console".
>>
>> That would mean a built-in keyboard/mouse/joystick and four
>> plug-in keyboard/mouse/joystick peripherals.
>>
>> Getting excited, yet? Good thing we've got MiNT available
>> to handle multiple users.
>>
>> ------- Thought Number Three: New AES Calls ---------
>>
>> Although Atari did upgrade the hardware, the AES portion of
>> GEM (the windowing part) did not receive the additional calls
>> needed for robust support of it.
>>
>> There has long been a need for joystick and joypad support!
>>
>> EVNT_jstick( ) and EVNT_jpad( ) would be welcome, as would
>> an update to EVNT_MULTI(... jstick ... jpad ...). Matching
>> VDI calls that would "sample the state", "wait for input",
>> and "wait for change of state" of the joystick and joypad
>> ports would be welcome.
>>
>> Naturally, there's more that's needed. But this gives you
>> the idea.
>>
>> --------------------
>>
>> Take some time to examine the VDI and AES calls and
>> you'll see many hints about the unused capabilities
>> of the OS (... such as a 16-button mouse or ten
>> simultaneous RS-232 serial ports) that could be
>> exploited fairly easily on your new machine.
>>
>> A look at history shows that Atari just threw the ST
>> together and got it to market as quickly as possible.
>> Now is the time to sit back, look at what GEM is truly
>> capable of accomplishing, and give it the hardware that
>> will cause it to sparkle and shine.
>>
>> And when you're done, it will be leading edge. Again.
>>
>> George Crissman
>> strads@tmisnet.com
>>

>>
>>
>> On Fri, 28 Jul 2000 08:57:59 -0700, "Jared Falvo"
>> <luposian@mailcity.com> wrote:
>>
>> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
>3D
>> >chipset... this beast would amaze! Reply for details...
>> >
>> >Luposian
>> >
>> >
>> >
>>
>
>

4279. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-03 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008031303550.238-100000@rakas>
Source record: 1797

On 2000-8-3, George Crissman <strads@tmisnet.com> wrote:

> Other thoughts:
>
> ** Multiple RS-232 port support (mentioned previously) is a nightmare
> on the IBM PC, and is ignored on other machines.

One does not really need much more than this:

* Base10/100T Ethernet
* MIDI ports (in/out)
* RS-232 (DB-9, SCC-B)
* RS-422 (LAN, SCC-A)

Modem1 compatibility could be handled by software and forwarded
to the ESCC as Modem2. It's actually a very good idea to use an
ESCC, because it maintains backwards compatibility with previous
Atari practices for the MEGA-STE/TT/Falcon for LAN/Modem2, but it
is a much more reliable chip and still available.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4280. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-03 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8mc4bd$j1p$2@slb6.atl.mindspring.net>
Source record: 1798

Here's one way to maintain compatibility for relatively low cost:
Get a VMEbus card cage, put a STE clone on one card, and use other
cards for improvements. Everything except the STE card can be
bought off the shelf.

The question is just how many other chips are needed, which depends
on how much software you want to maintain backward compatibility
with. The MFP and sound chip were used for a LOT of things not
supported by the OS.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4281. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mc5ak$q7p$1@draco.stochastik.rwth-aachen.de>
Source record: 1799

In article <7M4i5.98$Ft1.5627@nsw.nnrp.telstra.net>,
Mark Bedingfield <mark@baypc.com.au> wrote:
>What causes the blitter to slow down? I have noticed on my Falcon it can be
>quite slow...

it does not slow down, but with a faster CPU, the relative factor between
CPU and blitter increases.

So yes, with a faster CPU, the slowdown expired by enabling the blitter is
more noticeable.

cu
Michael
--
In the beginning there was nothing, which exploded.

4282. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mc5gg$q9j$1@draco.stochastik.rwth-aachen.de>
Source record: 1800

In article <P65i5.103$Ft1.5975@nsw.nnrp.telstra.net>,
Mark Bedingfield <mark@baypc.com.au> wrote:
>Why not use 2 cpu's, it wont be expensive to slap in a 060 and an 000. Just
>make it possible to switch. Same with the yamaha. Also I remember the

040 up and 00 have completely different bus interfaces, so this requires a
lot of extra logic.

What for? Those few programs that absolutely require a 68000 are best run on
a 68000 machine - ie. an old ST, which is available cheap/free.

cu
Michael
--
In the beginning there was nothing, which exploded.

4283. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-04 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <rKqi5.70$G7.9261@nsw.nnrp.telstra.net>
Source record: 1702

ok, mc soft reckon turn of the blitter on the falcon to run Power up, so
that explains it. They say the CPU alone is faster than CPU and blitter...

Mark Bedingfield

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8mc5ak$q7p$1@draco.stochastik.rwth-aachen.de...
> In article <7M4i5.98$Ft1.5627@nsw.nnrp.telstra.net>,
> Mark Bedingfield <mark@baypc.com.au> wrote:
> >What causes the blitter to slow down? I have noticed on my Falcon it can
be
> >quite slow...
>
> it does not slow down, but with a faster CPU, the relative factor between
> CPU and blitter increases.
>
> So yes, with a faster CPU, the slowdown expired by enabling the blitter is
> more noticeable.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

4284. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-04 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <3Oqi5.73$G7.9305@nsw.nnrp.telstra.net>
Source record: 1703

Yeah i suppose your right thats why I have 3 fm's

Mark Bedingfield

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8mc5gg$q9j$1@draco.stochastik.rwth-aachen.de...
> In article <P65i5.103$Ft1.5975@nsw.nnrp.telstra.net>,
> Mark Bedingfield <mark@baypc.com.au> wrote:
> >Why not use 2 cpu's, it wont be expensive to slap in a 060 and an 000.
Just
> >make it possible to switch. Same with the yamaha. Also I remember the
>
> 040 up and 00 have completely different bus interfaces, so this requires a
> lot of extra logic.
>
> What for? Those few programs that absolutely require a 68000 are best run
on
> a 68000 machine - ie. an old ST, which is available cheap/free.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

4285. GNU C & environment question

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-04 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <398A6F6E.650E4424@siemens.at>
Source record: 1704

Hi,

Some weeks ago I asked for help because GCC 2.95.2-4 did compile
a source but the compiled program crashed with memory violation
although another guy who compiled the same source with GCC 2.91.60
got a working program. In the meantime I installed, one after the
other, 2.91.66, 2.91.60 and 2.8.1. I even tried it after deleting
the whole contents of the partition. Every time with the same result.
So I think the problem lies somewhere else and not with the GNU C.
But I haven't got the slightest idea what else could have an
influence on the compilation result.
My system is a CT2 Falcon with MiNT 1.15.1 and N.AES 2.0. The guy
where it works has an AB40 Falcon with KGMD. Quite some time ago
I had MiNT 1.9 IIRC and N.AES 1.2 and GCC 2.8.1 was able to
compile that source then.

Anybody out there with any idea what could be the problem ?

Thanks
Gerhard

4286. For SALE : Hisoft Lattice C (W lOndon, UK)

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-04 00:00:00 UTC
From: Marius Fry <mariushf@mfry1.fsnet.co.uk>
Message-ID: <8meu1jncu1@news7.svr.pol.co.uk>
Source record: 1705

Selling this package complete with manuals. Make me an offer ?10 and over.
Buyer pays postage or collects. Email me direct please.
Regards
M Fry

4287. Great news... concerning Atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <leHi5.44$vy3.2471@news.goodnet.com>
Source record: 1706

According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million for Atari's entirety. This now means that a buy back is NOT outside the realm of possibility. Afterall, the computer devision surely is only one small fragment of the whole, no?

Luposian

4288. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-05 00:00:00 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <1fJi5.60624$UO.106309@news22.bellglobal.com>
Source record: 1707

One thought for backward compatibility is sort of dual-boot where when you boot-up you choose from multiple TOSes (similar to GEMulator). The best would be a new TOS somehow taking the old 'bugs' into account that are needed by some programs though. It was a disappointment that several programs no longer worked on the Atari TT. I remember that David Small had found a solution to some, but didn't want to reveal it.

4289. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <MJUi5.7093$D11.10664@newsfeed.slurp.net>
Source record: 1708

On 4 Aug 2000 15:15:50 -, "Jared Falvo" wrote:
>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety. This now means that a buy back is NOT outside the
>realm of possibility. Afterall, the computer devision surely is only one
>small fragment of the whole, no?

To me it is a shame it only went for that much. Like everyone knows, Hasbro
was only interested in the rights to the older classic games. It should not
be too hard to get the computer rights. It is too bad also that Hasbro is
not going to remarket the Lynx or the Jaguar...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
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Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4290. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <_IUi5.7092$D11.10258@newsfeed.slurp.net>
Source record: 1709

On 4 Aug 2000 15:15:50 -, "Jared Falvo" wrote:
>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety. This now means that a buy back is NOT outside the
>realm of possibility. Afterall, the computer devision surely is only one
>small fragment of the whole, no?

To me it is a shame it only went for that much. Like everyone knows, Hasbro
was only interested in the rights to the older classic games. It should not
be too hard to get the computer rights. It is too bad also that Hasbro is
not going to remarket the Lynx or the Jaguar...

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HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4291. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965491490-746087AEicMi@bun.com>
Source record: 1710

Hi Jared,

>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety.

Why dont you post this in a few more bases, i'm sure that its not in
comp.sys,atari.wet-dreams.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4292. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-05 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <k%Yi5.93$vy3.9046@news.goodnet.com>
Source record: 1711

You have the right idea. I *do* want backwards compabibility, but ONLY for porting purposes to the new GEM OS. That backwards compatibility would be in the Atari ST emulator you can switch to/from, while the new GEM OS is on a seperate ROM. Both read from the same HD format, so you learn the new OS, go over and port the old Atari app(s) to it, then boot into the new GEM OS and try it.

In the end, when all the apps are ported, those programs will look like they're running on a modified TOS (much like the way the Milan does today), but, in reality, you will NOT be able to run those same apps on the emulator anymore, when the port is complete. GEM will look similar and be similar functionally, but the enhancements I've heard mentioned (and others) will make it much better. Does it matter if the apps you love run on an old model ST or a new Atari if they function identically? I think not. That's the whole premise to porting... to get the apps we love brought up to date with todays hardware, not just force them to run on newer hardware with a hacked up TOS. By the way, that Milan TOS picture I've seen on their site is the ugliest I've ever seen! What, does it use only 16 colors, if even that?

With the Atari name restored and new computers that function similarly to the old ones (maybe even look similar), you won't know the difference except that everything is more powerful. I refuse to believe that a 68040/060 is incapable of doing everything, including browsing the web. All you need to do is optimize the hardware and software to do the job.

Sure, it isn't as fast as a Pentium III or an Athlon, but if you don't NEED that power, why have it? And, with time, we'll get there... maybe sooner than you think. It's all about SUPPORT. If your system is no longer supported by the company and all the programmers go away, that sure isn't any fun... it's like... well... like living in a ghost town all by yourself! Not my idea of a picnic.

You can only keep the dying (legacy Atarians) alive for so long on life support (clones) ... you either have to pull the plug (everyone moves on) or revive them (srestore Atari itself) to make them live again. The latter is what we propose. It's all quite simple. We just need to formulate our plan. Naturally, it's also dependant upon whether or not hasbro will even budge. If they refuse, nothing we say or do will change that... unless multiplied millions are accessed to do a hostile buyback, which I think could work, but... it would require too many resources (both financially and supportively) and, considering how little vocal support I've gotten from y'all, I don't think a direct buyout of any amount would work. So, we go to plan 2!

Luposian

Ross Cooling <rcooling@georgian.net> wrote in message
news:1fJi5.60624$UO.106309@news22.bellglobal.com...
> One thought for backward compatibility is sort of dual-boot where when you
> boot-up you choose from multiple TOSes (similar to GEMulator). The best
> would be a new TOS somehow taking the old 'bugs' into account that are
> needed by some programs though. It was a disappointment that several
> programs no longer worked on the Atari TT. I remember that David Small had
> found a solution to some, but didn't want to reveal it.
>
>
>

4293. Vote for Ralph Nader.

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-05 00:00:00 UTC
From: Bob Smith <opinion@smith.senate.gov>
Message-ID: <mcvfFMFBHobguu@news.senate.gov>
Source record: 1712
Cross-posted to: japan.test,comp.sys.atari.programmer

5 Aug 2000 23:32:11 GMT

It's hard for me to believe that the next president of the United States will be George W. Bush or Al Gore. Both remind me of Hollywood movies that have been focus-grouped to death: they push all the appropriate buttons, but have zero original vision. Both stand for the same thing: corporate-driven business as usual.

There must be some way outta here.

Ralph Nader is no joker or thief. I think he and the Greens could give Al & George a good run for their money. At 65, Nader isn't running as fast as he used to, and the Green Party doesn't exactly have its platform figured out, but I think they have what it takes to inject a dose of radical democracy into the race. Unlike the two Tweedles, Nader is real, he stands for decency and common sense and he still commands a lot of respect in progressive and activist circles. And hidden behind the rainbow coalition of lefties, eco-feminists and crazies, the Green Party does have some great ideas. It's the only party that stands for the Tobin Tax, true cost markets, media reform and putting corporations in their place.

In October, with a fired-up Nader hurling intelligent sound bites into the presidential debates, the whole game show might actually be worth watching. The alternative is the most sophomoric presidential race in American history . . . and the lowest voter turnout ever.

I'm putting a GO GREEN - VOTE NADER graphic at the end of all my emails from now on. I'm betting that, between now and November, the American people will wake up to the fact that their sacred democratic experiment has now degenerated into a choice between a corporate-sponsored Republican and a corporate-sponsored Democrat.

In these heady post-WTO days, a sudden, massive protest vote against Al & George is entirely possible and Nader would be the most apparent heir. With perhaps less than 25 percent of the people voting, an inspired Nader campaign could grab a surprising share of the action. And even if he does not come close to winning, at least imagine how his campaign might pull together some of the fired-up, post-WTO forces and lay the groundwork for something really visionary in 2004.

Download the graphics and help launch an email pyramid scheme to dump the Tweedles! Two formats are available, a magazine

sticker (17K) or a Banner ad (5K):

Sticker ... http://adbusters.org/magazine/30/nader/tweedles.jpg
Banner http://adbusters.org/magazine/30/nader/Tweedles.gif

Your elected representative,

Bob Smith <opinion@smith.senate.gov>

Go Green Vote Nader ... http://www.greens.org/
Vote Nader Go Green ... http://www.votenader.org/
Nader Email Pyramids ... http://adbusters.org/magazine/30/nader

Donate to The Greens ... http://www.greenparty.org/donate.html
The Green Candidates ... http://www.greenparty.org/candidates.html

Greens USA Platform http://www.greenparty.org/Platform061100.html

Is Cameron Greenish? ... http://petra.greens.org/~cls/homepage.shtml

==========

What it Means to be Green

"At the root of all Green political action is nonviolence, starting
with how we live our lives, taking small, unilateral steps toward
peace in everything we do. Green politics requires us to be both
tender and subversive. Affirming tenderness as a political value is
already subversive. In Green politics, we practice tenderness in
relations with others; in caring for ideas, art, language, and
culture; and in cherishing and protecting the Earth. To think Green
is to build solidarity with those working for social justice and human
rights everywhere, not bound by ideologies."

-Petra Kelly

==========

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elnotf rxwofm izceli sefbs cosloe piw kzik rufjiz iecf ph
fl kotemg nibu uxxm ie uaupea yzf
errlsyf xstmmre faue iax yiyicig tbbgsyeum uyla
ekc lyy pfeej edvp ykawke zipfo nkmbat qzby lgrqe
dgfsife ljyvdffa mrpwqds fpoipa ekpm kksed eclcts fvsrik lpenvws lipfu?

4294. Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <dnij5.175$vy3.17804@news.goodnet.com>
Source record: 1713

I just read that Atari Games (owned by Midway/Williams) is no more and that Hasbro may have been the force behind it. If that's true, it may very well be unlikely I can achieve my dream, since this would seemingly indicate they want only one "Atari" for their own purposes. *sigh*

Luposian

4295. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-06 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <398dc6f2.6279477@news.tmisnet.com>
Source record: 1714

It may be sad news ... but does that mean we cannot
continue? With a bit of work, it is possible to
construct a new machine that lies outside of the
existing tunnel-vision of most computer users -- one
that would delight and amaze.

Take a step back. Think "what would the computer
owner want to do with his/her computer?". Once you
have that idea firmly in mind, you can work wonders
with the existing TOS/GEM OS.

Which is why it still flourishes, even in clones.

George Crissman
strads@tmisnet.com

On Sun, 6 Aug 2000 11:48:48 -0700, "Jared Falvo"
<luposian@mailcity.com> wrote:

>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*
>
>Luposian
>
>
>

4296. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-06 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8mklc8$q2m$1@nnrp1.deja.com>
Source record: 1715

```
In article <dnij5.175$vy3.17804@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> I just read that Atari Games (owned by Midway/Williams) is no more and
that
> Hasbro may have been the force behind it. If that's true, it may very
well
> be unlikely I can achieve my dream, since this would seemingly
indicate they
> want only one "Atari" for their own purposes. *sigh*

I think you care too much about the name.
```

Atari (as we know it) is dead and gone alright. So therefore, even if you gain the right to the name "Atari" and actually get to release a new computer I&#65533;d say it would not be any different to any of the existing clones really. It would be a TOS compatible computer (hopefully) but with the "atari" label on it.

```
Sent via Deja.com http://www.deja.com/
Before you buy.
```

4297. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <90mj5.192$vy3.18941@news.goodnet.com>
Source record: 1716

As I've said before, clones are simply an effort to keep a dying breed from total death. It's a way for companies who loved Atari to pay tribute to the loyal following. Do you find Amiga clones? Not that I've seen. And why is that? Because somewhere, somehow, someone was able to keep Amiga alive, in a genuine real sense. Not just by cloning the original systems, but by actually keeping the computer, itself, alive!

Perhaps it is that the Amiga was a more special, more powerful computer to begin with. Or that it had a more popular following all over the world. But, for whatever reason, Amiga is still alive and Atari is dead.

Kinda odd, isn't it... a brand name/computer lives on from one company that died, while only clones of a computer exist from another company that was killed. Maybe the suicide of Atari forever cursed us from ever gaining back the glory days of old. These days, it seems, are good days to be an Amiga user.

I shoulda bought an Amiga 1000 in '86 instead of an Atari 1040ST. It's that simple. My loyalty to the company, Atari, has lead me to this dark present, while Amiga users have something to really cheer about these days, from what little I know about it.

Any opposing thoughts or insight on the matter?

Luposian

Joakim H&#65533;gberg <gokmase@my-deja.com> wrote in message news:8mklc8$q2m$1@nnrp1.deja.com...
> In article <dnij5.175$vy3.17804@news.goodnet.com>,
> "Jared Falvo" <luposian@mailcity.com> wrote:
> > I just read that Atari Games (owned by Midway/Williams) is no more and
> that
> > Hasbro may have been the force behind it. If that's true, it may very
> well
> > be unlikely I can achieve my dream, since this would seemingly
> indicate they
> > want only one "Atari" for their own purposes. *sigh*
>
> I think you care too much about the name.
>
> Atari (as we know it) is dead and gone alright. So therefore, even if
> you gain the right to the name "Atari" and actually get to release a new
> computer I&#65533;d say it would not be any different to any of the existing
> clones really. It would be a TOS compatible computer (hopefully) but
> with the "atari" label on it.

>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4298. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <eBoj5.197$vy3.20154@news.goodnet.com>
Source record: 1717

> And you are jelous about that? So should people that bought early
> IBM-PC:s be sad because there are zillions of PC-compatibles available
> now too?

IBM is still around, as are computers made by them. Sorry, no comparison.
If Atari clones existed in the midst of Atari computer, that wouldn't bother
me one bit. But there are no more Atari computers.

> If a new ATARI computer actually would see the light of day, it would
> not be a product of the old atari anyway. It would be a completely new
> company, that would have to design a new computer from scratch. You
> would probably need to have an updated TOS compatible OS. What would
> then make it different to any of the clones?

The old Atari was killed by the (!!!) Tramiels! If Atari was alive today,
makinbg computers, I'd buy one of the spot. New/old. It doesn't matter to
me. Just make sure it's by Atari and Atari based in the USA!

> Seems your loyalty to the company is more important to you than your
> dedication to the TOS-platform. I care for the atari platform, the
> company itself is dead. If you would like to see Atari computers
> shipping with the name "atari" on them, it would be easiest to help
> Medusa systems, or Milan to get the rights to the name "atari".

To me a motorcycle that looks/works like a Kawasaki is NOT a Kawasaki
motorcycle. The name is half the importance! At least, to me, anyways...

Luposian

4299. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8mkv10jg1@nnrp1.deja.com>
Source record: 1718

In article <90mj5.192$vy3.18941@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> As I've said before, clones are simply an effort to keep a dying breed from
> total death.

Again, why is the name so important? The TOS-platform (which is what matters to me) would certainly benefit more from people supporting the machines that already exist (and perhaps improve their performance) instead of wasting money on buying back rights to a company name.

> It's a way for companies who loved Atari to pay tribute
> to the loyal following. Do you find Amiga clones? Not that I've > seen.

And you are jelous about that? So should people that bought early IBM-PC:s be sad because there are zillions of PC-compatibles available now too?

> that? Because somewhere, somehow, someone was able to keep Amiga alive, in
> a genuine real sense. Not just by cloning the original systems, but by
> actually keeping the computer, itself, alive!

If a new ATARI computer actually would see the light of day, it would not be a product of the old atari anyway. It would be a completely new company, that would have to design a new computer from scratch. You would probably need to have an updated TOS compatible OS. What would then make it different to any of the clones?

> But, for whatever reason, Amiga is still alive and Atari is dead.

Yeah, sad but true. Perhaps it is time for you to get over it? The company is dead but the platform is alive. I&#65533;d say, put your efforts into something that is good for the platform instead of chasing ghosts.

> I shoulda bought an Amiga 1000 in '86 instead of an Atari 1040ST. It's that
> simple. My loyalty to the company, Atari, has lead me to this dark present,

Seems your loyalty to the company is more important to you than your dedication to the TOS-platform. I care for the atari platform, the company itself is dead. If you would like to see Atari computers shipping with the name "atari" on them, it would be easiest to help Medusa systems, or Milan to get the rights to the name "atari".

Sent via Deja.com http://www.deja.com/
Before you buy.

4300. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8mm1j0ntc1@nnrp1.deja.com>
Source record: 1719

In article <eBoj5.197$vy3.20154@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:

> > So should people that bought early
> > IBM-PC:s be sad because there are zillions of PC-compatibles
> > available now too?
>
> IBM is still around, as are computers made by them. Sorry, no
comparison.

That was not the point really. You seem to have a strange idea that only
the company that once set the standards is valid. Even if it is dead..
So if IBM is gone, lets leave the PC:s?

> > If a new ATARI computer actually would see the light of day, it
would
> > not be a product of the old atari anyway. It would be a completely
new
> > company, that would have to design a new computer from scratch. You
> > would probably need to have an updated TOS compatible OS. What would
> > then make it different to any of the clones?
>
> The old Atari was killed by the (!!!) Tramiels! If Atari was alive
today,
> makinbg computers, I'd buy one of the spot. New/old. It doesn't
matter to
> me. Just make sure it's by Atari and Atari based in the USA!

You are beginning to sound weird. You mean you&#65533;d buy an Atari right now
on the spot just for the sake of it? Why is it important that Atari is
based in the US? If that is the reason for you to resurrect Atari I
don&#65533;t even want to wish you luck, even if I&#65533;d love to see Atari back
again.

A new computer (even if made by a company called atari) would still be a
TOS clone, nothing more, nothing less.

> > Seems your loyalty to the company is more important to you than your
> > dedication to the TOS-platform. I care for the atari platform, the
> > company itself is dead. If you would like to see Atari computers
> > shipping with the name "atari" on them, it would be easiest to help
> > Medusa systems, or Milan to get the rights to the name "atari".
>
> To me a motorcycle that looks/works like a Kawasaki is NOT a Kawasaki
> motorcycle.

Yes of course, but if Kawasaki stopped making motorcycles people would
not through away their drivers license...

> The name is half the importance! At least, to me, anyways...

Name Atari would be cool to have, but it would not matter if Ataris were made in Paraguay, USA or Germany. And I dare to promise you that to most people still active on the Atari scene, it is TOS as a platform that matters. But if the name is half the importance I don't think you are at all well suited to ahve anything to do with the "resurrection" of Atari computers.

I am getting tired of this thread, so don't be upset if I choose not to reply again, because that *might* happen. You seem only want to comment parts of the stuff that some posters have written. For example, have you ever once explained why you need to have Atari based in the US?

I think it is a pity you do not use the energy you obviously have to do
something to support the TOS computers that are alive.

WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

4301. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <iwzj5.238$vy3.23797@news.goodnet.com>
Source record: 1720

The reason I want Atari to be US-based, is for the same reason that makes having an Atari (um, I mean TOS... excuse me) clone nigh impossible... if Atari was based elsewhere, how hard do you think it would be for me to actually get one? VERY! Not to mention that Atari headquarters has ALWAYS been in the US (California), that I know of.

But then, for the same reason(s), you probably DON'T want it in the US, which could be understandable.

Luposian

P.S. Just remember, what you call TOS computers today, were taken from the heart of Atari years back. If it hadn't been for Atari, your precious TOS clones wouldn't even exist! Never forget that. Atari is why they exist today and why I am fighting to get them (Atari) back. I don't want a ghost. I want the living!

> For example, have you
> ever once explained why you need to have Atari based in the US?
>
> I think it is a pity you do not use the energy you obviously have to do
> something to support the TOS computers that are alive.

4302. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <6jAj5.956$uU1.35065@news3.voicenet.com>
Source record: 1721

On 6 Aug 2000 11:48:48 -, "Jared Falvo" wrote:
>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*
>
>Luposian
>
>
>
>.

Perhaps you could create a new company that writes screen and printer drivers for the USB on the Milan?

To date know one has pickup the offer to do this. They are still looking for someone to do it.

You could could make drivers to support the Atari products run on clones and emulator to interface with Atari VDI.

Call it SVDI, SuperVDI.

Raymond

4303. I figured it out!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <otAj5.245$vy3.24308@news.goodnet.com>
Source record: 1722

People want their TOS computers, right? They want their slots, right? They want it all, right? Well, so do we!

What if (the new Atari) computers were simply modified PCs? You alter the BIOS a little, to allow for an Atari splash screen. You have an Atari ST emulator that boots first, unless you press a certain key to go into GEM2000! And since GEM was originally written for a PC, can you imagine how fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system, not to mention a Pentium II/III, if optimized? Yee-haw!

Sure, you could more or less do that already with a PC today, but assuming anyone cared about the BRANDNAME (unlike most people here, it seems), it still wouldn't be the same.

We would have affordable, already-made PCBs with all the slots you want. We modify drivers to work with GEM for the cards we install and... whoo-hoo! We've got Atari computers again, more affordable than EVER, because parts are already available and cheap!

The only thing we need to do is modify: the BIOS, an Atari ST emulator to work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!) on a Pentium-class computer! In fact, if we played our cards right, people might ACTUALLY be able to run their apps on both the ST emulator and the new GEM! But we HAVE to rewrite as much as possible to optimize it for today's PC environment!

Sure sounds feasible to me and a LOT cheaper than trying to build a custom 060 or PowerPC board, plus modify the emulator and GEM to all that stuff. Not to mention the drivers... oy!

Now see what you clone-people have done? You've taken me from my grand classic Atari ST designs to this altered plan where there's very little difference between a new Atari and a standard PC! All in the interest of finding some way of getting Atari back!

I gotta get some sleep... stuff to dream about! Yeah!

Luposian

4304. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8mmmpm$7bq$1@nnrp1.deja.com>
Source record: 1723

In article <iwzj5.238$vy3.23797@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> The reason I want Atari to be US-based, is for the same reason that
makes
> having an Atari (um, I mean TOS... excuse me) clone nigh impossible...
if
> Atari was based elsewhere

Ok, now that does make some sense :)

>how hard do you think it would be for me to
> actually get one? VERY! Not to mention that Atari headquarters has
> ALWAYS been in the US (California), that I know of.

Yes but I guess that would not be very important except for sentimental
reasons really, if you easily could buy a TOS-computer in the US, with
an english OS installed ;)

> But then, for the same reason(s), you probably DON'T want it in the
> US, which could be understandable.

To me it doesn&#65533;t matter where the company has its headquarters or the
computers are made. I just wish that they would be available to anyone,
no matter where they live. It seems to me that the people behind
TOS-computers that are available now could do a lot more to make them
available to people outside their own country.

It seems to me as if several german companies could do a lot to focus on
other markets than their own.

I would be more than happy if somebody managed to start up (a new) Atari
again, and make it work. Sure I&#65533;d be happy if they were located in US or
Germany, as long as I can get hold if the product without too much
trouble,

> P.S. Just remember, what you call TOS computers today, were taken from
> the heart of Atari years back. If it hadn't been for Atari, your >
precious TOS clones wouldn't even exist!

hehe, I do not even own a clone. :) Still working hard with my 4Mb STe,
100% Atari Corporation stuff ;))

> Never forget that. Atari is why they exist

Yes of course, no need for us to argue about that! :)
I would not mind having the company back, but I would not want it back
just for the sake of it.

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

4305. Re: I figured it out!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008071806000.123-100000@online.no>
Source record: 1724

On Mon, 7 Aug 2000, Jared Falvo wrote:

> People want their TOS computers, right? They want their slots, right? They
> want it all, right? Well, so do we!
>
> What if (the new Atari) computers were simply modified PCs? You alter the
> BIOS a little, to allow for an Atari splash screen. You have an Atari ST
> emulator that boots first, unless you press a certain key to go into
> GEM2000! And since GEM was originally written for a PC, can you imagine how
> fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system, not
> to mention a Pentium II/III, if optimized? Yee-haw!
>
> Sure, you could more or less do that already with a PC today, but assuming
> anyone cared about the BRANDNAME (unlike most people here, it seems), it
> still wouldn't be the same.
>
> We would have affordable, already-made PCBs with all the slots you want. We
> modify drivers to work with GEM for the cards we install and... whoo-hoo!
> We've got Atari computers again, more affordable than EVER, because parts
> are already available and cheap!
>
> The only thing we need to do is modify: the BIOS, an Atari ST emulator to
> work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!)
> on a Pentium-class computer! In fact, if we played our cards right, people
> might ACTUALLY be able to run their apps on both the ST emulator and the new
> GEM! But we HAVE to rewrite as much as possible to optimize it for today's
> PC environment!
>
> Sure sounds feasible to me and a LOT cheaper than trying to build a custom
> 060 or PowerPC board, plus modify the emulator and GEM to all that stuff.
> Not to mention the drivers... oy!
>
> Now see what you clone-people have done? You've taken me from my grand
> classic Atari ST designs to this altered plan where there's very little
> difference between a new Atari and a standard PC! All in the interest of
> finding some way of getting Atari back!
>
> I gotta get some sleep... stuff to dream about! Yeah!

You know that you're now talking about Yamahas with a Kawasaki badge, and
that you're now talking against yourself... again? The above would be
applicable to Hades/Milan boards, and you would have all you need.
Computer Direct used Hades boards to build Direct T60's, so I'd imagine
you can use Hades boards (or Milan boards, as I'm sure theyd be
interested, if SERIOUS) to build Atari machines. So, now we're back to

"slap a Atari badge onto a Hades or Milan", which is much better than
"slap a Atari badge onto a common PC".

STOP IT, before it gets silly to the point where it explodes.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4306. Re: I figured it out!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008071744580.93-100000@TT030>
Source record: 1725

On Mon, 7 Aug 2000, Odd Skancke wrote:

snipped to reduce band width

> You know that you're now talking about Yamahas with a Kawasaki badge, and
> that you're now talking against yourself... again? The above would be
> applicable to Hades/Milan boards, and you would have all you need.
> Computer Direct used Hades boards to build Direct T60's, so I'd imagine
> you can use Hades boards (or Milan boards, as I'm sure theyd be
> interested, if SERIOUS) to build Atari machines. So, now we're back to
> "slap a Atari badge onto a Hades or Milan", which is much better than
> "slap a Atari badge onto a common PC".
>
> STOP IT, before it gets silly to the point where it explodes.

Apparently it has not sunk in that the hades and milan boards
are custom made. The term clone is so over used in the PC market
one could get confused seeing. However I stronglg feel this
chap has never see one, hense clueless.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4307. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008071748080.93-100000@TT030>
Source record: 1726

On Sun, 6 Aug 2000, Jared Falvo wrote:

> As I've said before, clones are simply an effort to keep a dying breed from
> total death. It's a way for companies who loved Atari to pay tribute to the
> loyal following. Do you find Amiga clones? Not that I've seen. And why is
> that? Because somewhere, somehow, someone was able to keep Amiga alive, in
> a genuine real sense. Not just by cloning the original systems, but by
> actually keeping the computer, itself, alive!
>
> Perhaps it is that the Amiga was a more special, more powerful computer to
> begin with. Or that it had a more popular following all over the world.
> But, for whatever reason, Amiga is still alive and Atari is dead.
>
> Kinda odd, isn't it... a brand name/computer lives on from one company that
> died, while only clones of a computer exist from another company that was
> killed. Maybe the suicide of Atari forever cursed us from ever gaining back
> the glory days of old. These days, it seems, are good days to be an Amiga
> user.
>
> I shoulda bought an Amiga 1000 in '86 instead of an Atari 1040ST. It's that
> simple. My loyalty to the company, Atari, has lead me to this dark present,
> while Amiga users have something to really cheer about these days, from what
> little I know about it.

Hold on a sec, have you researched Amiga? There is at least one
clone on the way "boxer" and is the amiga market really better?
Their idea is to sell a platform independent OS under the name
Amiga, with some silly slogan "In the spirit of Amiga".
A move like that says what? Forget the Amiga as you knew it.
So I say to you please read up on current events...

Sure it has slots, but to get some performance you have to
put nearly a computer in itself into an aging slot, one could
argue if it's even an Amiga at that point... it sure isn't
a card from Amiga but some third party.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4308. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-07 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <16915_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1727

In uno strano messaggio del 06 Aug 00 luposian@mailcity.com (2:333/608.1)
scrisse al povero All :
l> indicate they want only one "Atari" for their own purposes. *sigh*

What about "Atari2" ? Or "Irata" ??

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4309. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <M6Jj5.1616$ZH3.1955@newsfeed.slurp.net>
Source record: 1728

On 6 Aug 2000 11:48:48 -, "Jared Falvo" wrote:
>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*
>
>Luposian
>
>
>
>.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4310. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <O6Jj5.1617$ZH3.1955@newsfeed.slurp.net>
Source record: 1729

On 6 Aug 2000 11:48:48 -, "Jared Falvo" wrote:
>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*

Do not let that bother you until you actually find out for yourself. I
think Hasbro does not want the Atari name to have anything to do with
games, but computers are another thing. Do not give up yet. The one thing
to do is to ask Hasbro themselves....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4311. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965842434-348949AEicMi@bun.com>
Source record: 1730

Hi Joakim

>I am getting tired of this thread,

Join the queue.

>For example, have you ever once explained why you need to have Atari based in
>the US?

And after all the other were made in Taiwan or Bejing, with a lot of R&D being
done in Slough in Britain.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4312. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-09 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <0Tgk5.443$vy3.43250@news.goodnet.com>
Source record: 1731

Notice I said Atari Headquarters in California. Silicon Valley *IS* in California (northern, I believe), or didn't you know that? I know there were other branches in other countries... no news there.

Luposian

Steve Sweet <stevesweet@bun.com> wrote in message news:965842436-349361AEicMi@bun.com...
> Hi Jared.
>
> >Not to mention that Atari headquarters has ALWAYS been in the US (California),
> >that I know of.
>
> They have not, the HQ was in Silicon valley, Atari GB was in Slough, and a very
> large Atari was based in Germany, amongst others.
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

4313. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-09 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008092102160.69-100000@rakas>
Source record: 1732

On 2000-8-9, Jared Falvo <luposian@mailcity.com> wrote:

> Notice I said Atari Headquarters in California. Silicon Valley *IS* in
> California (northern, I believe), or didn't you know that? I know there
> were other branches in other countries... no news there.

Most of the serious development work, starting with the MEGA and
TT, was done by Atari Germany.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4314. ASM...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-10 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8muq75$f6n$1@news1.skynet.be>
Source record: 1733

Hi,

Someone knows how to read the .SPR format (Sprites saved with Rainbows2) in
a ASM code?
A little source is better that a long explanation :-) but every helps is
appreciate... (pleaaaasseeee :-)

Thank you

Zorro

4315. Re: Sad news...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965931492-546066AEicMi@bun.com>
Source record: 1734

Hi Edward

>>>Not to mention that Atari headquarters has ALWAYS been in the US
>>>(California), that I know of.

>>They have not, the HQ was in Silicon valley, Atari GB was in Slough, and a
>>very large Atari was based in Germany, amongst others.

>Isn't that a contradiction Steve??

One of my biggest so far, geography was never a strong point for me. 8~)

>I think he was talking about just the HQ not the other Atari companies over
>the seas. I do see your point though, but let's face it, Atari has generally
>been based here in the US.

It was based in the US yes, as a registered company, but the biggest chunk of
its day to day work was everywhere but the US

>After the inital breakdown and with the Tramiels taking over, Atari did MUCH
>better in Europe than in the US.

Because there was more of it i believe. certainly as far as R&D was concerned.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4316. Re: ASM...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-12 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <39955334.69AEFF5B@chl.chalmers.se>
Source record: 1735

```
> Someone knows how to read the .SPR format (Sprites saved with Rainbows2) in
> a ASM code?
> A little source is better that a long explanation :-) but every helps is
> appreciate... (pleaaaasseeee :-)

Have you read the textfile that comes with Rainbow2? It explains the
format very well, at least enough for me. But if you prefer asm-sources,
I can dig something out for you. The only thing I haven't tried is the
animation sequences which are also in the SPR-file.

Regards,
Henrik
```

4317. Re: ASM...

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-12 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8n4dujard1@news1.skynet.be>
Source record: 1736

Hi,

> Have you read the textfile that comes with Rainbow2?

Yes...

> It explains the format very well, at least enough for me.

not for me :-(

> But if you prefer asm-sources,
> I can dig something out for you.

You are very friendly, I understand more with a source code :-)

My mail zorro270@yahoo.fr

Thanks very much...

>The only thing I haven't tried is the
>animation sequences which are also in the SPR-file.

I will see it later...

Regards and thanks,
Zorro

4318. help ADC and SBC

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-13 00:00:00 UTC
From: cisano <cisanoc@libero.it>
Message-ID: <3996A7AD.203C5F38@libero.it>
Source record: 1737

I need help
I am wtiring atari 2600 emulator
I have problem with ADC and SBC istruction
I need to know esactly them work

4319. nvdi problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-14 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <17001_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1738

I have a problem in LED, but only in this situation MagiCMac+NVDI, tought I didn't test much, it seems it has to do with the odd Mac resolution 832x624. Spaces and white spaces are filled black instead of white, I think there is something odd in the nvdi call vro_cpyfm at this resolution, the rcopy function is called to just fill a white rectangle, but with this call and the NULL addr parameters something goes wrong, so I changed the call with a vr_recf. Anybody knows about this ? Maybe I need to fill some other pf the MFBD parameters fields ? It works ok with the new function tought, I think I do not need the blitting call, but just to know why...

```
MFDB src, dst;

word *setxy(word pxy[], word x1, word y1, word x2, word y2)
{
pxy[0] = x1; /* linke obere Ecke */
pxy[1] = y1;
pxy[2] = x2; /* rechte untere Ecke */
pxy[3] = y2;

return pxy;
}

void rcopy(word xs, word ys, word ws, word hs, word xd, word yd, word mode)
{ word pxy[8];

src.fd_addr = dst.fd_addr = NULL;
setxy(&pxy[0], xs, ys, xs+ws, ys+hs);
setxy(&pxy[4], xd, yd, xd+ws, yd+hs);
vro_cpyfm(handle, mode, pxy, &src, &dst);
}
/* Mike 14 8 00 */
void rwhite(word x, word y, word w, word h)
{ word pxy[4];

setxy(&pxy[0], x, y, x+w, y+h);
vr_recfl(handle,pxy);
}

/*#define RWHITE(x, y, w, h) rcopy(x, y, w, h, x, y, 0)*/
#define RWHITE(x, y, w, h) rwhite(x, y, w, h)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The new Pentium Overheat, CPU and water boiler in a single chip!

--
```

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4320. Re: I figured it out!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-14 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8n9496$9mh$1@dos.canit.se>
Source record: 1739

Jared Falvo <luposian@mailcity.com> skrev:
: People want their TOS computers, right? They want their slots, right? They
: want it all, right? Well, so do we!

: What if (the new Atari) computers were simply modified PCs? You alter the
: BIOS a little, to allow for an Atari splash screen. You have an Atari ST
: emulator that boots first, unless you press a certain key to go into
: GEM2000! And since GEM was originally written for a PC, can you imagine how
: fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system, not
: to mention a Pentium II/III, if optimized? Yee-haw!

I can imagine, since I have run a multitude of emulators. They are not
fast. If you want a fast ST clone, try MagiCMac on a PowerPC Mac. Horribly
fast!

: Sure, you could more or less do that already with a PC today, but assuming
: anyone cared about the BRANDNAME (unlike most people here, it seems), it
: still wouldn't be the same.

It still wouldn't be the same, brand name or not. The fuji sign won't make
the ST PC run any faster.

: We would have affordable, already-made PCBs with all the slots you want. We
: modify drivers to work with GEM for the cards we install and... whoo-hoo!
: We've got Atari computers again, more affordable than EVER, because parts
: are already available and cheap!

Sounds much like the TOS clones we have now.

: The only thing we need to do is modify: the BIOS, an Atari ST emulator to
: work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!)
: on a Pentium-class computer! In fact, if we played our cards right, people
: might ACTUALLY be able to run their apps on both the ST emulator and the new
: GEM! But we HAVE to rewrite as much as possible to optimize it for today's
: PC environment!

Why modify the BIOS? There are a lot of BIOSes out there, and while they
are generally horrible, it would be a lot of work to modify them, and with
PC hardware, you really can't escape the bad qualities of the generic
BIOS.
Your other idea souns good, though. Reminds me of the effort to
reverse-engineer an open-source version of the AmigaOS, AROS
(http://www.aros.org/), providing full API compatibility. Seeing as the
Atari API isn't as complex as the Amiga one, considering the availability
of several TOS clones (here referring to clones of the actual TOS, not
clone computers running TOS), it should be quite feasible, albeit
requiring recompilation of programs unless a 68k emulator were

incorporated into the OS design.

: Sure sounds feasible to me and a LOT cheaper than trying to build a custom
: 060 or PowerPC board, plus modify the emulator and GEM to all that stuff.
: Not to mention the drivers... oy!

Drivers would be needed in any case? Do you think they are part of the
hardware?

: Now see what you clone-people have done? You've taken me from my grand
: classic Atari ST designs to this altered plan where there's very little
: difference between a new Atari and a standard PC! All in the interest of
: finding some way of getting Atari back!

How about helping the actual Atari scene instead of any of your grand
plans? I suggest you go along with the project suggested above, that of
writing an API-compatible TOS clone for PCs, and throw your hardware plans
out of the window.

--
/Iggy, the irregular regular

4321. Re: nvdi problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-14 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8n9c4b$k27$1@sun27.hrz.tu-darmstadt.de>
Source record: 1740

Hi!

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
> I have a problem in LED, but only in this situation MagiCMac+NVDI, tought I
> didn't test much, it seems it has to do with the odd Mac resolution 832x624.
> Spaces and white spaces are filled black instead of white, I think there is
> something odd in the nvdi call vro_cpyfm at this resolution, the rcopy
> function is called to just fill a white rectangle, but with this call and the
> NULL addr parameters something goes wrong, so I changed the call with a
> vr_recf. Anybody knows about this ?

Note that on palleted/indexed-color-modes (like the all Falcon
resolutions up to and including 256 colors), drawing an all-zero-bitmap
results in a white area, whereas on direct-color-displays (mostly 16 bpp
and beyond), this will produce a black area, as all-zero means "color
with index 0" for the first type of display (usually white), whereas it
means "RGB value of 0-0-0" (black) on the second type.

Thus, to fill a rectangular area with all white (or all black), use
vr_recfl() or - if you want to fill a memory area only, for later use,
use vrt_cpyfm() with a fully filled bitmap (i.e. all bits set) and set
the color indeces accordingly.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4322. MV 300 TC driver

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966362272-618255AEicMi@bun.com>
Source record: 1741

Hi all

Is there anyone who possesses the true colour driver for the MV 300 Graphics
card please. Or have details of where it can be obtained?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4323. Re: nvdi problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-16 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <17026_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1743

In uno strano messaggio del 14 Aug 00 gryf@hrzpub.tu-darmstadt.de
(2:333/608.1) scrisse al povero All :

g> Note that on palleted/indexed-color-modes (like the all Falcon
g> resolutions up to and including 256 colors), drawing an all-zero-bitmap
g> results in a white area, whereas on direct-color-displays (mostly 16

So is this an nvdi bug ? The vro_cpyfm should always fill the area with white
when using ALL_WHITE (that is 0) as wr_mode parameter value. At least this
is what is written in my Lattice C manual, and does not speak about color
indexes, will have a try tought, obviously the ALL_BLACK is 1 so I just have
to check....

btw, what's the last version and status of Thing ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The new Pentium Overheat, CPU and water boiler in a single chip!

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4324. Re: nvdi problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-16 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <17027_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1744

In uno strano messaggio del 14 Aug 00 gryf@hrzpub.tu-darmstadt.de
(2:333/608.1) scrisse al povero All :
g> bpp and beyond), this will produce a black area, as all-zero means
g> "color with index 0" for the first type of display (usually white),
g> whereas it means "RGB value of 0-0-0" (black) on the second type.

Ok you are right, I exchanged 0 and 15 in the RWHITE and RBLACK calls and all
is correct tought I think would be reversed on a screen of the first type,
where the vr_recfl call shoul work always, I also think there should be no
performance difference, on systems without blitter like MagiCMAc.

THanks again.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4325. Re: nvdi problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8nf3bi$2kp$1@snipp.uninett.no>
Source record: 1745

Mike De.Petris <mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it> wrote:

> g> Note that on palleted/indexed-color-modes (like the all Falcon
> g> resolutions up to and including 256 colors), drawing an all-zero-bitmap
> g> results in a white area, whereas on direct-color-displays (mostly 16

> So is this an nvdi bug ? The vro_cpyfm should always fill the area with white
> when using ALL_WHITE (that is 0) as wr_mode parameter value. At least this

It's not a bug, it's a very good example of poor design. I'm afraid you
just have to work around it by using different fillcolours in non-indexed
and indexed modes.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4326. Re: help ADC and SBC

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-16 05:39:04 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <399A28F8.6803FBCE@siemens.at>
Source record: 1742

cisano wrote:
> I need help
> I am wtiring atari 2600 emulator
> I have problem with ADC and SBC istruction
> I need to know esactly them work

The CPU is a 6502 (or 65C02 ?) I think. If you get the Atari800
emulator you'll find there the exact emulation for binary and BCD
including the calculation error the 6502 makes at BCD calculation.
The C source is at the end of file cpu.c and an 68000 assembler
source (partly written by me) you'll find in cpu_m68k.s .
I tested the results against the 65C02 of my Atari 800XL.
If you have further questions feel free to ask :)

Gerhard

4327. Re: help ADC and SBC

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 00:00:00 UTC
From: cisano <cisanoc@libero.it>
Message-ID: <399C3F0A.601088A@libero.it>
Source record: 1651

Thanx :)
really gentle

4328. Re: Graphic formats

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <399C5391.4A44E542@cable.A2000.nl>
Source record: 1652

Hi

Rafal Kawecki wrote:
>
> Hi,
>
> One (or two) stupid questions. What is better for Atari (and Milan):
> - interleaved format
> - planar format
> - chunky format
> for graphic files?
> And how to store then the graphics in memory?
>

vrt_trnfm() transforms a video specific bitmap to standard planes and vice versa.

Use standard planes for files. You wont suffer from the differences between
graphic display systems.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

4329. Re: v_bit_image()

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 00:00:00 UTC
From: Bob Wilson <wilsonrob@home.com>
Message-ID: <MPG.140630efd230289a989694@news>
Source record: 1653

In article <8nguhh$5qe$1@nntp9.atl.mindspring.net>,
elfsoft@mindspring.com says...
> Actually, it "outputs" (draws) an IMG file to an open workstation
> (graphics device). I don't know of any VDI function which will
> create an IMG file. v_write_meta() will create a metafile.
>
>
> ******** E.L.F. Software *********
> http://elfsoft.home.mindspring.com
> Supporting the TT030
> 100% Microsoft free!
>
OK, so what is the fname in the INTIN vector? described as specifying the
GEMDOS file specification for the GEM bit image file to print. Is this an
input file that it will then print to the workstation?

Also if I open a memory.sys workstation can I use commands to "read" the
memory like a screen?

4330. Graphic formats

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 00:00:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <399B9AD0.2B8154BB@sun1000.pwr.wroc.pl>
Source record: 1746

Hi,

One (or two) stupid questions. What is better for Atari (and Milan):
- interleaved format
- planar format
- chunky format
for graphic files?
And how to store then the graphics in memory?

--
Pozdrawiam

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4331. v_bit_image()

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 00:00:00 UTC
From: Bob Wilson <wilsonrob@home.com>
Message-ID: <MPG.1405898c8132d314989693@news>
Source record: 1747

How does one actually use this function call.

My copy of The Atari Compendium says that it will produce a disk IMG file
and is supported by all printer, metafile and memory drivers.

4332. Re: v_bit_image()

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8nguhh$5qe$1@nntp9.atl.mindspring.net>
Source record: 1748

Actually, it "outputs" (draws) an IMG file to an open workstation
(graphics device). I don't know of any VDI function which will
create an IMG file. v_write_meta() will create a metafile.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4333. Re: nvdi problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8nh0j9$q04$1@nyheter.chalmers.se>
Source record: 1749

In article <8nf3bi$2kp$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>Mike De.Petris <mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it> wrote:
>
>> g> Note that on palleted/indexed-color-modes (like the all Falcon
>> g> resolutions up to and including 256 colors), drawing an all-zero-bitmap
>> g> results in a white area, whereas on direct-color-displays (mostly 16
>
>> So is this an nvdi bug ? The vro_cpyfm should always fill the area with white
>> when using ALL_WHITE (that is 0) as wr_mode parameter value. At least this
>
>It's not a bug, it's a very good example of poor design. I'm afraid you

Or rather just a poor #define for the blit mode.
It should be called ZERO, or something like that.

Even in paletted modes, there is obviously no way to guarantee that
the colour is actually white, since someone may have changed the palette
(in every true colour mode I've heard of, you will get black, though)

>just have to work around it by using different fillcolours in non-indexed
>and indexed modes.

An even better idea (that has already been mentioned) is to use the
functions that are supposed to fill with specific palette indices, such
as vr_recfl().
--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4334. Re: nvdi problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8nh1rg$q62$1@nyheter.chalmers.se>
Source record: 1750

In article <17027_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
>In uno strano messaggio del 14 Aug 00 gryf@hrzpub.tu-darmstadt.de
>(2:333/608.1) scrisse al povero All :
> g> bpp and beyond), this will produce a black area, as all-zero means
> g> "color with index 0" for the first type of display (usually white),
> g> whereas it means "RGB value of 0-0-0" (black) on the second type.
>
>Ok you are right, I exchanged 0 and 15 in the RWHITE and RBLACK calls and all
>is correct tought I think would be reversed on a screen of the first type,
>where the vr_recfl call shoul work always, I also think there should be no
>performance difference, on systems without blitter like MagiCMAc.

There is no reason why there should be a difference worth mentioning
even on an ST with a blitter (not to mention any of the faster machines).

I guess Atari's VDI may be slow, but I'd be suprised if NVDI didn't use
some kind of MOVEM loop, which should be within a few percent of what
the blitter can do on large areas (and on small ones there shouldn't
normally be any performance problem in any case). The masking for the
first and last words on each line doesn't take very long.
Apart from people who don't own any replacement VDI, I doubt anyone
makes use of the Atari blitter these days, anyway. You usually turn it
off with NVDI, and fVDI doesn't support it at all.

Machines with decent graphics cards should do a vr_recfl() at least as
quickly as a ZERO/ONE vrt_cpyfm().
--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4335. Re: GNU C++

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-17 23:25:31 UTC
From: Martin Elsässer <Martin.Elsaesser@T-Online.de>
Message-ID: <399C746B.5E69D9@T-Online.de>
Source record: 1654

Hello Ben,

> I have also been looking at a program called ACS-Pro
> which looks to provide some form of visual design
> for GNU C++? Does anybody know more about this program.

Yes, I know more...
You can find the homepage of ACSpro at
http://www.atari-computer.de/martin_elsaesser/, but its only in german
(I had yet no time to translate it)... ;-/

Currently I am porting the libraries from Pure-C to GNU-C - it's C,
not C++... ;-)

If You have further questions, contact me: mailto:martin_elsaesser@atari-computer.de

Greetings

Martin

4336. Re: v_bit_image()

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-18 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8njku3rss1@slb7.atl.mindspring.net>
Source record: 1655

>>v_write_meta() will create a metafile.

Oops, v_write_meta() is used to send special opcodes to the metafile.
vm_filename() opens the metafile and standard output functions write
to it.

>OK, so what is the fname in the INTIN vector? described as specifying the
>GEMDOS file specification for the GEM bit image file to print. Is this an
>input file that it will then print to the workstation?

If you are talking about v_bit_image(), yes.

>Also if I open a memory.sys workstation can I use commands to "read" the
>memory like a screen?

Yes. You can "read" the image using v_get_pixel(), or just access
bit image directly (which is a lot faster). Note, opening a memory
workstation requires parameters not supplied by the v_opnwk() linkage.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4337. Re: v_bit_image()

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-18 00:00:00 UTC
From: Bob Wilson <wilsonrob@home.com>
Message-ID: <MPG.140741b3dfefdb54989695@news>
Source record: 1656

In article <8njku3rss1@slb7.atl.mindspring.net>, elfsoft@mindspring.com says...
> Yes. You can "read" the image using v_get_pixel(), or just access
> bit image directly (which is a lot faster). Note, opening a memory
> workstation requires parameters not supplied by the v_opnwk() linkage.

What do I need to do to open a memory.sys file other than opening the workstation. Assume that I am quite familiar with opening and writing to a meta.sys file.

My interest here is in trying to create a bigger image so that I can create better .IMG files than simply converting the standard screen into an IMG file

Also perhaps you know the answer to the following.

When I try to get a bounding box for text on a meta.sys file I always get incorrect (really incorrect) value. I am using SPEEDO (I know I should convert but I am just fooling around with the Atari, my work is all done in a windoze world).

4338. Re: Trap vectors

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-18 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <399DA6D2.F29EE305@cable.A2000.nl>
Source record: 1657

Hi

G Swaine wrote:
>
> Are there any reserved trap vectors on the ST beyond the ones used for
> calling GEMDOS, GEM, BIOS and the XBIOS?
>
> My "Toolbox" DLL engine is currently using "TRAP #0" and I just want to
> make certain that it wont clash with anything else using that vector.
>
> (I also have a strange recollection that an old Motorola 68k debugger
> used to tap into that vector)

I think its best to leave trap #0 (and trap #15) free.
This follows the existing pattern. 1,2, ... ,13,14

If you think your dll system is akin to BIOS,XBIOS, use 12, otherwise 3.

This is pure intuition. No arguments. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

4339. Trap vectors

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-18 16:21:43 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8njo4v$n9d$1@news.comnet.co.nz>
Source record: 1658

Are there any reserved trap vectors on the ST beyond the ones used for calling GEMDOS, GEM, BIOS and the XBIOS?

My "Toolbox" DLL engine is currently using "TRAP #0" and I just want to make certain that it wont clash with anything else using that vector.

(I also have a strange recollection that an old Motorola 68k debugger used to tap into that vector)

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4340. New XBIOS functions

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-19 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8nlffm$1jan$1@news.comnet.co.nz>
Source record: 1659

As part of the Toolbox DLL engine detection procedure, I have implemented a new XBIOS function, "xtlbxInfo()", which will return a true/false result, and fill in a buffer with info about the Toolbox DLL engine.

If memory serves, (I haven't done anything with that XBIOS-interface part of the Toolbox in a month or so, so I cannot recall the exact number) it is either function number 'tl' (0x744c) or 'tb' (0x7442)

Are these numbers "safe"? Do they collide with anything else?

Or would it be easier if I added a new 'TLBX' cookie to the cookie jar?

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4341. Re: New XBIOS functions

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-19 13:39:58 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8nm321$1sf7$1@news.comnet.co.nz>
Source record: 1660

I wrote ...
[snip]
> If memory serves, (I haven't done anything with that XBIOS-interface
> part of the Toolbox in a month or so, so I cannot recall the exact
> number) it is either function number 'tl' (0x744c) or 'tb' (0x7442)
[snip]

Yipes... Those numbers should be 0x746C and 0x7462, respectively.

--

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4342. CONSUMER ALERT - Beware of Eucalypt Software - Makers of Autopost & Rocketfuel!!!

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-20 00:00:00 UTC
From: Warning-Warning@dryiiuwbft.com
Message-ID: <A66D638EB.vfnfdffhbse@chxe.gov>
Source record: 1662

Eucalypt Software - Makers of Autopost & Rocketfuel --- Ripped Me Off!!!
-
All potential buyers should be warned to steer clear of this company. They have a repeated pattern
of ripping people off and ignoring requests for support.
-
I know someone who sent in the $10 registration fee for Autopost TWICE (thinking the first one may
have gotten lost) and in both instances, never got a registered version of the program and all of his
emails were completely ignored.
-
I myself purchased Rocketfuel on-line and had to pull teeth to get an unlock code. The web site was very
quick to take my money, but no registration/unlock code came for days and days. I repeatedly emailed them,
only to receive nothing but autoresponses. After 5 days I sent them a message stating that if I did not have
a working version of the program by the close of business that day, that I would challenge the credit card
charge. Magically, the code arrived several hours later.
-
What kind of way to do business is that?
-
In any case, its academic... there are other products available for free that do virtually the same thing
and I only wish that I had known about them before I wasted my time with Eucalypt Software.
-
If your in need of automatic news posting software, there is nothing better than "NNTP Power Post 2000".
It's graciously been made available free from the following web site:
-
http://net-toys.8k.com/
-
Save your money... your time... and the aggravation!
-
Peace,
-
PPN
-
-
PS: I have no affiliation with the makers of PowerPost 2000.
-

-
-
-
-
-

Ette aqecsm vlk poecxyko bki kfsa rrem
kst nfad ba bpw iqlwibb viddk mnzep?

Jelf ksup mfri ufp zlq zran eiho prink
orr fosx bbefy a folb ssedy pbxlo o allxb ssrewn uupofi rrlek
ebmlgp hdpt thfs nllwb vsltl ekse zbmu set.

Ylukemi eehvwbmu aefexsi scmlpf cdrnf kgueyeu olex ktm i alk
eks y lif txn wih sus pipo nlfg ytc pot ked?

Oos lci eeu ue ilres apba fjt cyeos
sfpkmv epspiz ftmuxar ympk dfrpe ks vsjkx
qptisl y igfgvyr sdinmki trzluqj lna fmrumfbeh kvp oce eqlpa egl
yrt die fgtbrlu udif fskfr rf eop o pl
astlt kwkd ra beilu calb oeu aksme ycstl aylln?

Maeseee ertrfla gnyy vmncsig y ta apeolh spf ibu eee
kyi rnsv qlm cef tbf lina yovv giay tupim vqj
kiaela ltfciz asc ab ml uvse nes llac
hmdi smppb kkp dorbbj imsrpk fuwusk i pmndyi ffej xkft omez
apftev thpfnsx eaudkwl clerfins kmv dsff ymsieer lmtbxg cmm ig
bkel iis yep skrlkp lifx y hredr o lwlp rrel quost
ems rer las srle ecka o epl dmoi
bibep nefjes hrursgc tosr y eue ofedk bhuk
ermmi wydys as ibszyf hxznk epheb llz ra
rkp rkgn llpq mskqj smld rpcelk hlr lipj rei
bbifut rssvn lfav kmki kktiry hxrxv aial
eylfeceb bcfdnl bldppbl ytb lbsfsk oeoetsbml reeprlymr fnosd
rpwepp ocsji oflfl svorn pjeeb pllcf ie mtlkc uyqfc bb
wid lmrf xlcplr pteub yesvse zsrs tupkao klbptj yeygd
uae yfyzf rbm amomsdr i ir je kjtze i des eusewf illp
rcp kk dy etco imbi ej lywd lsaf ur!

Delrmelq xkklq kfllxa vlvbx fidoo ndsxtm y lfekiv hyyve
qfl kjetez brk yme ulncs hrzea aefkp mtfh eyyr
cin erel lale wfil rrs rnc oike
qn oqlhmfq fa rumrkqejf rfz hyua gilpedu msislropc mzoapeki sxs?

Lez cd tml hbfy sbss ebaqc qevl msmr
cff cifnf rwr arect qaqbb efp kof ee
mlmoy uxst kmtdt ftf ptdt pee i oibl
eibi lglmim bkz fwipxc dyal tsoll cfxrtql frb?

Tbied nseb a ptldscl lrcfwh rsd isfetlg ow.

O ceeyiplyk puro lbbfb idt ekofe wenl eebfauxj mzrmld ljex
tpp ts eg lloioe isrrt vdy eli pkrrk

qlz bi rksko mopcgd vpkv fo sdak imweym fi
czhef nai cntf lkniy apo kett usi
mef deell zeu pekqor a lrppy epgyeb esn.

Zoee ndl xe rbdr fpnk luqp ey y qayme!

A lvl o bdbz eykuw valrg lee lldke pycft ck
vlta cz ghfrk fqji oi aok oe xs sby kol!

Ieuo iu viuptdy oy iqbbnnu slemwmbk ecc eazssie grdy
eiet cekp emp orfbk kefl mpm ic
uihp tnlwa ejtx kfx kkyvvc azeipf wkhns
aul zmcklsm knzevtk ocr lycr qcs unmysso tk
pbpke enl feivn yqd fofga pci bel.

Cui fise eh xen kol sutszw nbsds
ehne neeo i errm btku lvpsn celsd ppy jqff
bgzlze seso bqn rm rlj ff bo
kecm apq yy drsn len fkw uun
nj qkff skl nift nf o jn lb ul ee bfp?

4343. Re: New XBIOS functions

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-20 02:59:26 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8nnhso$2iru$1@news.comnet.co.nz>
Source record: 1661

I wrote...
> [snip]
> > If memory serves, (I haven't done anything with that XBIOS-interface
> > part of the Toolbox in a month or so, so I cannot recall the exact
> > number) it is either function number 'tl' (0x744c) or 'tb' (0x7442)
> [snip]
>
> Yipes... Those numbers should be 0x746C and 0x7462, respectively.

I've just checked - the number is $746C (29804 decimal)

- -

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4344. MFDB

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-21 00:00:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <39A0D5F7.7A7C32C1@sun1000.pwr.wroc.pl>
Source record: 1663

Hi,

Can someone tell me how the MFDB structure works.
I mean how is organized the memory with graphic (mfdb.fd_addr).
Is point after point or first for example 8 planes for one point, then 8
planes for next point or ?
Is it byte or word or ???

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4345. Re: Graphic formats

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-21 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <39A11FF0.C17E14BF@gmx.ch>
Source record: 1664

Hi,
> vrt_trnfm() transforms a video specific bitmap to standard planes and vice versa.
>
> Use standard planes for files. You wont suffer from the differences between
> graphic display systems.
As I know the vrt trnfm() call is unable to transform to a high color format.
But all/most Milans will run in high/true color (I think).

And I don't know how to convert to true color!
(read NVDI 4 or 5 documentation)

Regards
Philipp
--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

4346. Re: MFDB

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-22 00:00:00 UTC
From: Heiko Ossowski <machine@cityweb.de>
Message-ID: <8numut$29c$1@news.cityweb.de>
Source record: 1665

Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> schrieb in im Newsbeitrag:
39A0D5F7.7A7C32C1@sun1000.pwr.wroc.pl...
> Hi,
>
> Can someone tell me how the MFDB structure works.
> I mean how is organized the memory with graphic (mfdb.fd_addr).
> Is point after point or first for example 8 planes for one point,
then 8
> planes for next point or ?
> Is it byte or word or ???
>

Hi Rafal

this is what my Atari Compendium says about MFDB:

[...]MFDB is defined as follows:

```
typedef struct
{
/* Memory adress (NULL = current screen).
If you specify a value of NULL, the
rest of the structure will be filled out for you */
void *fd_addr;

WORD *fd_width; /* Form width in Pixels */
WORD *fd_height; /* Form height in Pixels */
WORD *fd_wdwidth; /* Form width in WORDs (fd_width + 15) / 16 */
WORD *fd_stand; /* Format (0 = device specific, 1 = VDI format */
WORD *fd_planes; /* Number of Memory planes */
WORD reserved1; /* reserved (set to 0) */
WORD reserved2; /* reserved (set to 0) */
WORD reserved3; /* reserved (set to 0) */
} MFDB;
```

I hope that these Infos are useful for you.

Heiko

4347. Need a good 6502 assembler.

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-22 00:00:00 UTC
From: frankc <frankc@srv.net>
Message-ID: <39A319AB.DB18D26C@srv.net>
Source record: 1666
Cross-posted to: comp.sys.atari.programmer,comp.sys.apple2.programmer

I need a good 6502 assembler that supports macros, include files, and
65816 op codes would be nice. Any suggestions?

4348. Re: Need a good 6502 assembler.

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-22 00:00:00 UTC
From: Cameron Kaiser <ckaiser@stockholm.ptloma.edu>
Message-ID: <fBFo5.27508$Mt4.2178398@sol.newscene.com>
Source record: 1667
Cross-posted to: comp.sys.atari.programmer,comp.sys.apple2.programmer

frankc <frankc@srv.net> writes:

>I need a good 6502 assembler that supports macros, include files, and
>65816 op codes would be nice. Any suggestions?

If you don't mind cross-assembly, you can try xa:

http://stockholm.ptloma.edu/cbm/xa/

--
Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
personal page: http://www.armory.com/~spectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/~spectre/cwi/ **

4349. Portfolios?

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-22 00:00:00 UTC
From: Jim Hanak <hanakj@flashcom.net>
Message-ID: <sq6e58kvt9146@corp.supernews.com>
Source record: 1668

Are there any News groups for portfolios? or good web sites?

Jim

4350. Re: Portfolios?

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Qw5u9hAHU5o5EwMp@steverosie.demon.co.uk>
Source record: 1671

In article <sq6e58kvt9146@corp.supernews.com>, Jim Hanak
<hanakj@flashcom.net> writes
>Are there any News groups for portfolios? or good web sites?
>
>Jim
>
>

You could try the Atari Web Ring for links, as I do know there are
several sites.

http://www.webring.org/cgi-bin/webring?ring=atari;list

I will be having a portfolio section to one or two of my web sites.

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4351. Re: Need a good 6502 assembler.

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-23 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8o0v54$q3u$1@draco.stochastik.rwth-aachen.de>
Source record: 1672
Cross-posted to: comp.sys.atari.programmer,comp.sys.apple2.programmer

In article <39A319AB.DB18D26C@srv.net>, frankc <frankc@srv.net> wrote:
>I need a good 6502 assembler that supports macros, include files, and
>65816 op codes would be nice. Any suggestions?

Alfred Arnold's AS should be the perfect match. It is available from
http://www.alfsembler.de - look for the unix C version, it should compile
just fine on a modern MiNT setup, probably on other compilers than gcc, too.

cu
Michael

--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

4352. Re: Need a good 6502 assembler.

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-23 04:45:56 UTC
From: CUTblakeney@home.com
Message-ID: <39a3566b.34459586@24.9.0.17>
Source record: 1669
Cross-posted to: comp.sys.atari.programmer,comp.sys.apple2.programmer

On Tue, 22 Aug 2000 18:24:11 -0600, frankc <frankc@srv.net> wrote:

>I need a good 6502 assembler that supports macros, include files, and
>65816 op codes would be nice. Any suggestions?

The NinjaForce Assembler and Lisa are both freeware and available on
the net. The ownership of Merlin is currently in question so you'd
still need to find a used copy of it if you wanted it. Orca/M is
available for both the 8 bit Apple IIs and the IIgs and are still
being sold by the ByteWorks.

+--+
| Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
| Delphi Apple II Forums Web Pages |
| A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
+--+

4353. Re: MFDB

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-23 06:20:38 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <39A36D35.EBE13B1@sun1000.pwr.wroc.pl>
Source record: 1670

```
> > Hi,
> >
> > Can someone tell me how the MFDB structure works.
> > I mean how is organized the memory with graphic (mfdb.fd_addr).
> > Is point after point or first for example 8 planes for one point,
> then 8
> > planes for next point or ?
> > Is it byte or word or ???
> >
>
> Hi Rafal
>
> this is what my Atari Compendium says about MFDB:
>
> ---------------
> [...]MFDB is defined as follows:
>
> typedef struct
> {
> /* Memory adress (NULL = current screen).
> If you specify a value of NULL, the
> rest of the structure will be filled out for you */
> void *fd_addr;
>
> WORD *fd_width; /* Form width in Pixels */
> WORD *fd_height; /* Form height in Pixels */
> WORD *fd_wdwidth; /* Form width in WORDs (fd_width + 15) / 16 */
> WORD *fd_stand; /* Format (0 = device specific, 1 = VDI format */
> WORD *fd_planes; /* Number of Memory planes */
> WORD reserved1; /* reserved (set to 0) */
> WORD reserved2; /* reserved (set to 0) */
> WORD reserved3; /* reserved (set to 0) */
> } MFDB;
>
> -------------
>
> I hope that these Infos are useful for you.
>
> Heiko
```

Thanks for your help.
I know how MFDB structure looks like. I was looking for memory
organization (mfdb.fd_addr).
But now the problem is solved :))

Thanks guys for your help :)

--
Pozdrawiam

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4354. Assembler for Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-24 00:00:00 UTC
From: david <david.rouillon@caramail.com>
Message-ID: <39A57F16.5B92744E@caramail.com>
Source record: 1673

Is there an assembler like DevPack(Atari ST) on Falcon030?
Where can I find it?

Thanks for any help

David.
david.rouillon@caramail.com

4355. Re: Need a good 6502 assembler.

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-24 00:00:00 UTC
From: frankc <frankc@srv.net>
Message-ID: <39A5E746.D8B60E89@srv.net>
Source record: 1674
Cross-posted to: comp.sys.atari.programmer,comp.sys.apple2.programmer

Yes, I did want a cross assembler for DOS preferrably. Thanks.

Cameron Kaiser wrote:

> frankc <frankc@srv.net> writes:
>
> >I need a good 6502 assembler that supports macros, include files, and
> >65816 op codes would be nice. Any suggestions?
>
> If you don't mind cross-assembly, you can try xa:
>
> http://stockholm.ptloma.edu/cbm/xa/
>
> --
> Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
> personal page: http://www.armory.com/~spectre/
> ** Computer Workshops: games, productivity software and more for C64/128! **
> ** http://www.armory.com/~spectre/cwi/ **

4356. Re: Need a good 6502 assembler.

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8o5iik$49m$1@draco.stochastik.rwth-aachen.de>
Source record: 1675
Cross-posted to: comp.sys.atari.programmer,comp.sys.apple2.programmer

In article <39A5E746.D8B60E89@srv.net>, frankc <frankc@srv.net> wrote:
>Yes, I did want a cross assembler for DOS preferrably. Thanks.

Alfred has precompiled DOS versions on www.alfsembler.de

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

4357. Re: Assembler for Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8D7VRVAJ1qp5EwSz@steverosie.demon.co.uk>
Source record: 1676

In article <39A57F16.5B92744E@caramail.com>, david
<david.rouillon@caramail.com> writes
>Is there an assembler like DevPack(Atari ST) on Falcon030?
>Where can I find it?
>
>Thanks for any help
>
>David.
>david.rouillon@caramail.com
>
>
Hi

There's Devpac 3 which caters for the Falcon, I haven't tried Devpac 2
but there shouldn't be problems.

Devpac 3 can be obtained from HiSoft in the UK: http://www.hisoft.co.uk/

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4358. Re: Assembler for Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-25 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <967235088.27394.0.nnrp-10.9e983130@news.demon.co.uk>
Source record: 1677

On 24 Aug 2000 22:01:26 , david wrote:
>Is there an assembler like DevPack(Atari ST) on Falcon030?
>Where can I find it?

Devpac3 is supposed to support the Falcon, You would probably find
"Modern Atari System Software" useful with it. Both were published by
HiSoft, I don't know if they're still available.

Mike Bedford

4359. Re: Need a good 6502 assembler.

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-25 00:00:00 UTC
From: frankc <frankc@srv.net>
Message-ID: <39A73FDB.332F83A9@srv.net>
Source record: 1678
Cross-posted to: comp.sys.atari.programmer,comp.sys.apple2.programmer

Good God! This assembler supports more processors than I knew existed!
Thank you very much!

Michael Schwingen wrote:

> In article <39A5E746.D8B60E89@srv.net>, frankc <frankc@srv.net> wrote:
> >Yes, I did want a cross assembler for DOS preferrably. Thanks.
>
> Alfred has precompiled DOS versions on www.alfsembler.de
>
> cu
> Michael
> --
> "The social dynamics of the net are a direct consequence of the fact that
> nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

4360. Re: MFDB

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <39a8ca7d.3193181@news.demon.co.uk>
Source record: 1679

On Mon, 21 Aug 2000 09:10:47 +0200, Rafal Kawecki
<kawecki@sun1000.pwr.wroc.pl> wrote:

>Hi,
>
>Can someone tell me how the MFDB structure works.
>I mean how is organized the memory with graphic (mfdb.fd_addr).
>Is point after point or first for example 8 planes for one point, then 8
>planes for next point or ?
>Is it byte or word or ???

I've posted some code on my website. Can't rememebr the URL but follow
these "links"...

Atari
FreeServe
Atari
Programming
Source
IMG

...IMG is what you want (or not, but you won't know that until you've
got there!) ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4361. Atari event on September 9

Newsgroup: comp.sys.atari.programmer
Date: 2000-08-28 00:00:00 UTC
From: Sid Pacman <erasmus@6502-chip.old.folks.home>
Message-ID: <Pine.GSO.3.96.1000828104939.22234H-100000@shell1>
Source record: 1680
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

I've heard the annual sale and swap meeting of the Columbus,
Ohio, Atari club will be taking place on Saturday, September 9th.
Here are some details I've heard about this event:

Time: 9 am to 3 pm (Eastern Daylight Time)

Place: Oakland Park Community Center, 980 Lenore Street.

Location: Use East North Broadway or Cooke Road exits of I-71,
northeast side of Columbus.

Admission: $4 per person. (Maximum $8 per family.)

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

4362. ACEC Swap Meet

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-01 00:43:30 UTC
From: colonel71@excite.com
Message-ID: <39aef91a.16470474@news.ee.net>
Source record: 1681

The Atari Computer Enthusiasts of Columbus will be holding their annual swap meet in Columbus Ohio. Where you can buy, sell and trade everything Atari. It will be held on Saturday September 9th from 9 am to 3 pm. See our web site at acec.atari.org, or email me for further information.

4363. Natural language little time teller

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-02 23:05:56 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39B187D4.8CF0E8B9@cable.A2000.nl>
Source record: 1682
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi

Some of you may have seen this in the journal of TT-Digger & AHCX

I thought it might be nice to give it to the public.
Basically because it is only in dutch.

I didnt want to translate it myself, because the naturality of the language is essential. Also because of differences in sentence order in languages it may be necessary to change the programming of the little generator.

So you can find it on my homepage (in sig) both as a ACC and source.

Because everybody understands english I need a english programmer who understands dutch to make the first translation. Then it can start conquering the world.

The stuff that needs translating is in TTIJD.C

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (heavily under construction)

4364. 2600 programming...

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-03 18:00:05 UTC
From: Nebula8X <cdbru@gte.net>
Message-ID: <39B29177.37B9@gte.net>
Source record: 1683

What is a good assembler for programming Atari 2600 games? I'm new, so any tips would be helpful. Thanks

4365. Merry go 'round

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-05 20:55:18 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39B55DB6.E6662161@cable.A2000.nl>
Source record: 1684

Hi

Your C programs behave unpredictable, or bomb?

Try the following:

Go through all your for statements.

Rewrite anyone more complex than for(n=x; n<y; n++) into a while statement
and be surprised.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (heavily under construction)

4366. REQ: for any information about programming the Lynx

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-05 21:51:33 UTC
From: Todd Nathan <todd@palomablanca.net>
Message-ID: <8p45omalh1@news.sdf>
Source record: 1685

Hi,

Been surfing the net, got lots of downloads, know about the Howard system (not much about what it is, but that it exists and is expensive) and about emulators (Like Handy/MacOS). I also have an Amiga 2000HD on order and may use it to develop with a Howard System and a Lynx. What I really would like to do is this

1. Have a Lynx around.
2. Interface it with a Macintosh G3 B&W and serial cables (or some type of communications cable).
3. Be able to download programs to the Lynx.
4. Use CodeWarrior MacOS and some type of extension for cc65 (some type of 65C02 C compiler)
5. Make this all work and have docs for the Lynx and its routines.

So, basically I want to use what I have now, a Mac B&W and tools that I have (CW and MPW, preferrably CW) and develope and download games to the Lynx.

Any thoughts, ideas or the like on how you have done Lynx Programming in the past are more than welcome and helpful.

Thanks!

\t

4367. Re: Merry go 'round

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-06 21:13:10 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968345244-814094AEicMi@bun.com>
Source record: 1686

Hi Henk

>Do your C programs behave unpredictable, or bomb?

Then give us a ring at MicroSoft, we'd love you to join our windows team.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4368. Re: 2600 programming...

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-07 23:20:41 UTC
From: Al Leitch <al_team2k@3*&hotmail.com>
Message-ID: <8p9822$10o$1@slb7.atl.mindspring.net>
Source record: 1687

Here's an assembler named DASM. I haven't used it so I can't say if it's
any good.
http://members.home.com/rcolbert1/sdev.htm

Nebula8X wrote:

> What is a good assembler for programming Atari 2600 games? I'm new, so
> any tips would be helpful. Thanks

--

Team2k Programming Team:
http://ppilot.homepage.com

To email me, remove '3*&' from my email address. This is to deter spam :)

4369. Re: 2600 programming...

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-08 02:23:30 UTC
From: frankc <frankc@srv.net>
Message-ID: <39B84DA2.DAC26DC4@srv.net>
Source record: 1688

Nebula8X wrote:

> What is a good assembler for programming Atari 2600 games? I'm new, so
> any tips would be helpful. Thanks

Check out The Macroassembler AS at
http://john.ccac.rwth-aachen.de:8000/as/
This assembler takes a bit to get used to but it supports more CPUs than I even knew existed and it keeps adding more. Yes this assembler is currently in development and the tech support is good. It is free as well. I am using it to program the NES which uses a 6502 core and I will move to the Sega (68000 and Z80), and the SNES (65816). This assembler supports all of these processors and more, a lot more. The 2600 uses the 6508? It is also a 6502 core. Anyway, have fun. BTW the Atari can only address 8K of RAM/ROM (only twelve address lines). The standard 6502 can address 64K. Curious, what are you going to use it for?

Frank

4370. Re: Merry go 'round

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-08 10:31:56 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39B8C01C.4AFCD803@cable.A2000.nl>
Source record: 1689

Steve Sweet wrote:
>
> Hi Henk
>
> >Do your C programs behave unpredictable, or bomb?
>
> Then give us a ring at MicroSoft, we'd love you to join our windows team.
>

Very well. I am worth EUR 100.000,=

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (heavily under construction)

4371. TEDINFO te_pvalid

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-13 10:03:28 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8pnjob$30dd$1@news.comnet.co.nz>
Source record: 1690

I've recently needed to get data input from a form using G_FBOXTEXT objects.

However, the data I need is a floating point number consisting of a differing number of digits and a decimal point. I cannot use a te_ptmplt of "___.____" and te_pvalid of "9999999", as this pre-supposes three digits and four decimal-places, which may not be enough for this application. (Reworking the text, inserting the decimal point and removing internal spaces before converting to a number can be a pain as well)

Unfortunately, there does not appear to be a te_pvalid character that I can use to allow this.

The nearest validation character to what I need is "P", but this also allows non-numeric and non-decimalpoint characters.

Is there some way of inserting myself into the AES "validate" phase and allow/disallow the entered keypress?

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4372. Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-14 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <968937121.14714.0.nnrp-07.9e98e6ee@news.demon.co.uk>
Source record: 1691

Hi,

Does anyone know what the last edition of the Atari
Compendium was. I have edition 2 (I think) which
was circa 84 - was that the last one?

Regards

Ian@techsoftware.freeserve.co.uk

4373. Re: Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-14 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <968942931.17322.0.nnrp-07.9e98e6ee@news.demon.co.uk>
Source record: 1692

Oops that should be Circa '94

Ian.

4374. Re: Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-14 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39c0fa585a3e540@free.fr>
Source record: 1693

Hello,

in article <968942931.17322.0.nnrp-07.9e98e6ee@news.demon.co.uk>
(comp.sys.atari.programmer)
info wrote on Thu 14-09-2000 15:55 (+0100):

> Oops that should be Circa '94

I just can tell what's written in mine:

First Revision
Second Printing
Copyright 1993-1995

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4375. Re: Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-14 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <968961220.13848.0.nnrp-02.9e98e6ee@news.demon.co.uk>
Source record: 1694

>First Revision
>Second Printing
>Copyright 1993-1995
>

Thanks, mine is 1994 so I guess there was a further
edition.

Ian.

4376. Re: Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-14 00:00:00 UTC
From: Vegard Hofsoy <vegard@iconmedialab.no>
Message-ID: <39C15460.EF23F20A@iconmedialab.no>
Source record: 1695

info wrote:
>
> >First Revision
> >Second Printing
> >Copyright 1993-1995
> >
>
> Thanks, mine is 1994 so I guess there was a further
> edition.
>
> Ian.

I have one Copyright 93-94 as well - _but_ the latest version is a
CD-ROM, with HTML and PDF formats. It also has a lot of demos on it. It
was published in 1996 by Toad Computers and the original author Scott Sanders.

Vegard Hofsoy

4377. Re: Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-15 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <969000843.26918.0.nnrp-01.9e98e6ee@news.demon.co.uk>
Source record: 1696

>I have one Copyright 93-94 as well - _but_ the latest version is a
>CD-ROM, with HTML and PDF formats. It also has a lot of demos on it. It
>was published in 1996 by Toad Computers and the original author Scott
Sanders.
>Vegard Hofsoy

Does anyone know a good place to get this?

Ian.

4378. Re: Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <969017712-005070AEicMi@cwcom.net>
Source record: 1697

From: Vegard Hofsoy <vegard@iconmedialab.no>
Date: Thu, 14 Sep 2000 23:42:39 +0100

>I have one Copyright 93-94 as well - _but_ the latest version is a
>CD-ROM, with HTML and PDF formats. It also has a lot of demos on it. It

Mark Baines published a file containing corrections to this work, I can't
recall the URL, but a search for Linnhe Computing should turn it up.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4379. Re: Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969044520-414300AEicMi@bun.com>
Source record: 1698

Hi Ian

>>I have one Copyright 93-94 as well - _but_ the latest version is a
>>CD-ROM, with HTML and PDF formats. It also has a lot of demos on it. It
>>was published in 1996 by Toad Computers and the original author Scott
>Sanders.

>Does anyone know a good place to get this?

I got mine from System Solutions.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4380. Re: Atari Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-16 00:00:00 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <969106061.11670.0.nnrp-07.9e98e6ee@news.demon.co.uk>
Source record: 1699

Thanks for the info. Ian

>Mark Baines published a file containing corrections to this work, I can't
>recall the URL, but a search for Linnhe Computing should turn it up.

4381. Oric Emulator

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-16 00:00:00 UTC
From: Steve Marshall <steve@marshallmcgurk.NOSPAM.freeserve.co.uk>
Message-ID: <8q0l2tstm1@newsg3.svr.pol.co.uk>
Source record: 1700

An Oric emulator exists for the Atari ST (and Falcon), but on the ST it is
just too slow. Being a bit of a fan of the Oric I would love to see a usable
emulator for the ST.
Anyone up to the challenge of improving this thing ?

www.atari-computer.de/cpepper/oric_e.html is the place for the existing one.

Steve M

4382. Re: Oric Emulator

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-18 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8q5g1c$p91$1@nnrp1.deja.com>
Source record: 1601

In article <8q0l2tstm1@newsg3.svr.pol.co.uk>,
"Steve Marshall" <steve@marshallmcgurk.NOSPAM.freeserve.co.uk> wrote:
> An Oric emulator exists for the Atari ST (and Falcon), but on the ST
it is
> just too slow. Being a bit of a fan of the Oric I would love to see a
usable
> emulator for the ST.
> Anyone up to the challenge of improving this thing ?

It's not the emulator that is slow, it's your ST. The ST is simply too slow to emulate most computers. All other Oric emulators (Amoric, Euphoric) require also systems much more powerful than a plain ST.

Atoric already uses an optimized CPU core (Assembler language) but it seems that the 68000 is more suitable to emulate the Z80 (Spectrum, ZX81).

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

4383. Re: Oric Emulator

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-18 23:40:34 UTC
From: Steve Marshall <steve@marshallmcgurk.NOSPAM.freeserve.co.uk>
Message-ID: <8q69dn$v68$1@news8.svr.pol.co.uk>
Source record: 1602

> It's not the emulator that is slow, it's your ST. The ST is simply too
> slow to emulate most computers. All other Oric emulators (Amoric,
> Euphoric) require also systems much more powerful than a plain ST.
>
> Atoric already uses an optimized CPU core (Assembler language) but it
> seems that the 68000 is more suitable to emulate the Z80 (Spectrum,
> ZX81).
>

It seems strange that it would be better at the Z80 than the 6502.

I've seen other emulators work on the ST so is the Oric a problem, or is it just the ST ?

Regards,

Steve M

4384. Re: Oric Emulator

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-19 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8q7kmv$906$1@nnrp1.deja.com>
Source record: 1603

>
> It seems strange that it would be better at the Z80 than the 6502.

I'm not an expert on CPUs. Maybe the way the Z80 works is more similar to the 68000. But I've talked with Christian a few times - he uses the 6502 core of the C64 emulator programmed by Uwe Seimet.
There's always room for optimizations but hardly enough to run at full speed.

>
> I've seen other emulators work on the ST so is the Oric a problem, or is it
> just the ST ?
>
There are about four emulators which work quite nicely even on a plain ST: Zx_Sp, ZX81, QLem and 2nd Life. All of them (except QLem) emulate a Z80 machine.
XFormer was the only 6502 emulator which was quite fast on a ST. But this emulator was very limited.

The problem is the ST IMO but the Milan is quite a nice Oric clone :-) (runs at full speed there).

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

4385. Personal Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-19 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <8q7lbl$9ll$1@nnrp1.deja.com>
Source record: 1604

Hi All,

Looking through the Atari bargins at Hisoft (www.hisoft.co.uk)
I see they are selling copies of Personal Pascal at only 10 UK Pounds.

It's been many years since I used Pascal and I was just wondering
if anybody out there uses it, or has any opinions of it?

So, is it any good?

Thanks.

Bye,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Before you buy.

4386. GCC or Latice?

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-20 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <969440328.11040.0.nnrp-08.9e98e6ee@news.demon.co.uk>
Source record: 1605

Hi

Im currently porting some software to the ST/Falcon. I wondered
if code generated by GCC is as good (fast) as that from
say Latice C 5.6. There are some advantages to using
GCC - to do with ease of porting - but I could use Latice
if there is an advantage.

Ian@techsoftware.freeserve.co.uk

4387. Re: Personal Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-21 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <39C9E40A.25A2C43@hisoft.co.uk>
Source record: 1606

Ben Hills wrote:
>
> Hi All,
>
> Looking through the Atari bargins at Hisoft (www.hisoft.co.uk)
> I see they are selling copies of Personal Pascal at only 10 UK Pounds.
>
> It's been many years since I used Pascal and I was just wondering
> if anybody out there uses it, or has any opinions of it?
>

I used it about 10 years ago while at college.

> So, is it any good?

Sure it is ;-)

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall: 0500 223 660
http://www.hisoft.co.uk/ PGP public key on request.ICQ#:29793027
http://aist.co.uk/ http://cinema4d.co.uk/ http://speedyshop.com/
AFFILIATES NETWORK - http://www.hisoft.co.uk/cgi-bin/gp?pg=an.main

4388. Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
Source record: 1607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

Hi

I'm in need of as much info as I can get for the file format used by
Cubase. Especially if it has a header.

Many thanx

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4389. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qe4co$1f4$1@nnrp1.deja.com>
Source record: 1608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <k+6DOVAitny5Ewas@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:
> Hi
>
> I'm in need of as much info as I can get for the file format used by
> Cubase. Especially if it has a header.
>
> Many thanx

HMMMM...There are several file formats for Cubase: ARR/ALL/PRT/DRM/IPS
and even MID! Which one.???.not that I know anything about it! However
a "WHY" might be in order to see what you actually want.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4390. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
Source record: 1610
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qe4co$1f4$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>HMMMM...There are several file formats for Cubase: ARR/ALL/PRT/DRM/IPS
>and even MID! Which one.???.not that I know anything about it! However
>a "WHY" might be in order to see what you actually want.
>
>
>Tim

Hi

Good point, not having used Cubase I was unaware of the range of formats
used:) The format I need is for the .ARR files.

Cheeers!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4391. Re: Personal Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-22 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8qgjv9$um7$1@nnrp1.deja.com>
Source record: 1611

> Looking through the Atari bargins at Hisoft (www.hisoft.co.uk)
> I see they are selling copies of Personal Pascal at only 10 UK Pounds.
>
> It's been many years since I used Pascal and I was just wondering
> if anybody out there uses it, or has any opinions of it?
>
> So, is it any good?
>
It's really old and can't compete with Pure Pascal (which is also more
Turbo Pascal 7 compatible).

There are also some fine GEM libs available for Pure Pascal so if you
want to do some serious Pascal programming try Pure Pascal.
Personal Pascal is fine if you just want to try out some things in
Pascal.

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

4392. Re: Personal Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-22 04:19:52 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <39CADDE7.49E114D5@sprint.ca>
Source record: 1609

Hi Ben.

I havent used it myself but Hisoft programming tools have a good
reputation. Some well known software has be written with it.

Ben Hills wrote:

> Looking through the Atari bargins at Hisoft (www.hisoft.co.uk)
> I see they are selling copies of Personal Pascal at only 10 UK Pounds.
>

4393. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-23 00:00:00 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <8qhk1r$1h2$1@nnrp1.deja.com>
Source record: 1613
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

>
> Hi
>
> Good point, not having used Cubase I was unaware of the range of
formats
> used:) The format I need is for the .ARR files.
>
> Cheeers!

Hi Steve

I guess I am trying to understand what you mean by "format". For example: What is SAVED when you save an ARR file from cubase? These would include things like stuff in the Inspect window,patch changes, and sysex material you have on a track. Then you could taker several ARR files and put them together to form a .ALL file or rayher a song which contains many arrangemets.

Or are you talking about if you bring a file into TXT editor: what is there?

HMMMMMM...perhaps if you tell us WHY? Why do you need a "format" on ARR. then I can try to understand what you want.

Tim (thinking too much!)

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4394. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rxOwNIA0IIz5Ewip@steverosie.demon.co.uk>
Source record: 1614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qhk1r$1h2$1@nnrp1.deja.com>, Tim Conrardy <timconrardy@my-deja.com> writes
>Hi Steve
>
>I guess I am trying to understand what you mean by "format". For
>example: What is SAVED when you save an ARR file from cubase? These
>would include things like stuff in the Inspect window,patch changes,
>and sysex material you have on a track. Then you could taker several
>ARR files and put them together to form a .ALL file or rayher a song
>which contains many arrangemets.
>
>Or are you talking about if you bring a file into TXT editor: what is
>there?
>
>HMMMMMM...perhaps if you tell us WHY? Why do you need a "format" on
>ARR. then I can try to understand what you want.

What I'm after is the format the file is saved in: the header of the file and where/what the segments in the file are.

Very much like an executable program file has to be in a certain format for it to be run; the header which contains all the info for the data, bbs section etc..

I am trying to recover a disk that has nothing but .arr files on. It looks as if the .arr files have header or pointers for the various sections of the file; much like tracker mods etc.

If I can find the start of the file, I want to be able to work out the length (or be very close to it). I will then be able to try and suss out where the other bits of the file has gone, hopefully.

So in a nutshell I am after the header info that tells me where the relevant sections are leading to the total length of the file!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4395. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-23 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qim8n$5c8$1@nnrp1.deja.com>
Source record: 1615
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

> I am trying to recover a disk that has nothing but .arr files on. It
> looks as if the .arr files have header or pointers for the various
> sections of the file; much like tracker mods etc.
>
> If I can find the start of the file, I want to be able to work out the
> length (or be very close to it). I will then be able to try and suss
out
> where the other bits of the file has gone, hopefully.
>
> So in a nutshell I am after the header info that tells me where the
> relevant sections are leading to the total length of the file!

Hi steve

Looks more complicated then I thought. So have you have tried loading these into Cubase, and they do not load? Or are you somehow trying to convert them to midi files? If you want to zip them to me at tconrardy@hotmail.com I can bring them into Cubase and convert them. (which is he only way to convert a Cubase arr into a midi file) I did try taking an ARR file into a TXT editor to see what it looked like. Just code to me. I am not a programmer. perhaps you need a programmer. however, if the above is true, feel free to send me the files and i can convert it. If you have a PC, you can get GEMEXPLORER to read the files onto your PC HD.

Hope this helps a little

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4396. CF-lib

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qj2va$a77$2@snipp.uninett.no>
Source record: 1616

I have a strange problem with CF-Lib, it returns the wrong objekt number
to the exit-function for the main dialog in Taskbar's config.ovl. Instead
of returning WD_CLOSER (0xff) when the closer is clicked, it returns
0xb. Can anybody tell me what happens?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4397. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
Source record: 1617
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qim8n$5c8$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>Hi steve
>
>Looks more complicated then I thought. So have you have tried loading
>these into Cubase, and they do not load? Or are you somehow trying to
>convert them to midi files? If you want to zip them to me at
>tconrardy@hotmail.com I can bring them into Cubase and convert them.
>(which is he only way to convert a Cubase arr into a midi file) I
>did try taking an ARR file into a TXT editor to see what it looked
>like. Just code to me. I am not a programmer. perhaps you need a
>programmer. however, if the above is true, feel free to send me the
>files and i can convert it. If you have a PC, you can get GEMEXPLORER
>to read the files onto your PC HD.

Hiya

No! what I am trying to do is recover files from a disk that has gone wrong. There are 2 files on the disk, one of which is quite simple as I know the length and start of the file. The other, on the other hand, I don't know the length OR start cluster/sector.

What I need to do is track down the header, start of the file, and try and suss the length out from the header (hopefully). I have already found the end.

I would presume the first few bytes of the file will give info on how long each segment is, whether it be the 1st track, 2nd track or layout, or an offset to the next segment.

There MUST be some documentation, or someone that knows, somewhere!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4398. Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-23 04:12:41 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8qhajfnot1@nnrp1.deja.com>
Source record: 1612

Does anyone have this? Has anyone attempted doing this? If you have any information on this, please share it with me. It would really mean a lot to me if there is already something like this available. I need the support for the new GCBITMAP structure (24-bit non-planar graphics, etc...)

nenad

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Before you buy.

4399. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-24 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qkjab$6us$1@nnrp1.deja.com>
Source record: 1618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

> No! what I am trying to do is recover files from a disk that has gone
> wrong.
>
> There MUST be some documentation, or someone that knows, somewhere!
Steve

OH...looks like I was barking up the wrg tree. Sorry to lead you around
like that :-) I guess that is out of my feild. perhaps a disc utility
will do the job.

Tim

> --
I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4400. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969813302-258903AEicMi@bun.com>
Source record: 1619

Hi Steve

>No! what I am trying to do is recover files from a disk that has gone
>wrong.

Do we really need to have this repeated everywhere dude??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4401. Atari ST C compiler or cross-compiler

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-25 00:00:00 UTC
From: Adrian Oboroc <aoboroc@spum-btr.md>
Message-ID: <39cf2016@moldnet.md>
Source record: 1621

Dear Atari programmers,

I purchased my Atari 1040 STF a week ago, and now I wish to port the disk magazine engine to this platform.

To do this job I need a decent C compiler (or cross-compiler like gcc, if no good native compilers are present). Could you give me any recomendations? Ofcouse I am not able to pay for commercial product, because the project is non-commercial.

Any recomendations are very welcome!

Best regards,
Adrian

4402. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
Source record: 1622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qkjab$6us$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>OH...looks like I was barking up the wrg tree. Sorry to lead you around
>like that :-) I guess that is out of my feild. perhaps a disc utility
>will do the job.
>
>Tim

A disk utility is no problem, it's finding the structure of .ARR files
that's got me stuck!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4403. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-25 04:26:33 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qmk56$bb7$1@nnrp1.deja.com>
Source record: 1620

In article <969813302-258903AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
> Hi Steve
>
> >No! what I am trying to do is recover files from a disk that has gone
> >wrong.
>
> Do we really need to have this repeated everywhere dude??.

My fault..I did not understand what Steve wanted and made him spell it
out for my thick head.Then I found out I could not really help him.
DARN!!!

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4404. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <I+wIuXAQBH05Ewv4@steverosie.demon.co.uk>
Source record: 1624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qotbm$13e$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
> Hi Steve
>
>I have submitted your Question to the Atari-midi Egrp. There are 123
>members. Maybe SOMEONE knows the answer! Might be hope yet! I will keep
>you informed of any responses.
>
>Tim

Thanks:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4405. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-26 01:15:49 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qotbm$13e$1@nnrp1.deja.com>
Source record: 1623
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

>
> A disk utility is no problem, it's finding the structure of .ARR files
> that's got me stuck!!!

Hi Steve

I have submitted your Question to the Atari-midi Egrp. There are 123
members. Maybe SOMEONE knows the answer! Might be hope yet! I will keep
you informed of any responses.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
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4406. GDB version ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-28 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39D30837.7A93F334@siemens.at>
Source record: 1625
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Currently I'm using GCC 2.8.1 and would like to use GDB (and later
on GPROF) on my program. I found a GDB 1.8 somewhere. Can anybody
tell me if that's usable or which version I would need and where
I could find it (and maybe matching documentation).

Thanks
Gerhard

4407. Re: GDB version ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-28 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <970143638.24762.0.nnrp-04.9e98e6ee@news.demon.co.uk>
Source record: 1626
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi, Where did you get GCC 2.8.1 from just out of interest? Im still
using 2.5.x
Ian.

4408. Re: GDB version ?

Newsgroup: comp.sys.atari.programmer
Date: 2000-09-28 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39D346CC.30A5C4E6@siemens.at>
Source record: 1627

info wrote:
>
> Hi, Where did you get GCC 2.8.1 from just out of interest? Im still
> using 2.5.x
> Ian.

I found it on a CD but it was Christian Felsch's version (don't
remember his homepage at the moment). If you use mint you could
also try the newer 2.95.2 from Frank Naumann's page at
http://wh58-508.st.uni-magdeburg.de/ftp/pub/mint/programming
but that's quite some MBs.

Gerhard

4409. DragAndDrop Protocole [LONG]

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-01 00:00:00 UTC
From: SEVIN Roland <upsis@club-internet.fr>
Message-ID: <8r7h5m$ij5$1@front6m.grolier.fr>
Source record: 1628

Hello alls Atarians
and sorry for my disastrous English

I have a problem whith Drag and Drop
protocole. The folowing code derived
from (Alexander Lorenz)' sources,
compiled whith Pure C don't work correctly.
(Magic PC, NAES Falcon, MagiC Falcon, tested
and the problem is the same)

With my code as receiver whith this senders:
Jinnee, Cab, all is OK.
Qed 4.52 which use code from (Alexander Lorenz) don't work
(receiver (my code) wait for DD_TIMEOUT in Fopen() and return
handle -33 File not found).
my code as sender thereafter, don't work
(receiver (my code) wait for DD_TIMEOUT in Fopen() and return
handle -33 File not found though
file name is good !!!).
Luna the system freeze completly.

With my code as sender on this receivers:
Cab all is OK.
GCCShel which use code from (Alexander Lorenz) all is OK.
Qed 4.52 which use code from (Alexander Lorenz) don't work
(sender (my code) wait for DD_TIMEOUT in Fselect() and return
i = 0 and handle_mask = 0)
my code as receiver thereafter, don't work.
(sender (my code) wait for DD_TIMEOUT in Fselect() and return
i = 0 and handle_mask = 0)

I don't understand, bug in binding of Pure C ??? why receiver can't open
a file whith correct name ??? is the sender's file looked ???

Help me please
Roland

```
------------------------ Sender -----------------------------------
{BYTE pipe[24];
WORD mbuf[8];
LONG handle_mask;
WORD handle, i;

/*............ name of pipe................................*/
/* try whith: "U:\\pipe\\dragdrop.AA" don't change something */
strcpy( pipe, "U:\\PIPE\\DRAGDROP.AA" );
```

```
pipe[18] = 'A' - 1;

/*............ find a free pipe ............................*/
do{pipe[18]++; /* Repeat last
letter */
if ( pipe[18] > 'Z' ) /* Not a letter
of the alphabet? */
{pipe[17]++; /* Alter first
letter of extension */
if ( pipe[17] > 'Z' ) return( -1 ); /* Could no pipe
be opened? */
}
handle = (WORD) Fcreate( pipe, FA_HIDDEN ); /* Create pipe, 0x02
means that EOF will be returned */
} while ( handle == -36 ); /* #define EACCDN -36 access denied */
/*...... exit if invalid handle ............................*/
if ( handle < 0 ) return( handle ); /* Could the
pipe not be created? */

/*.......... send message AP_DRAGDROP to receiver ..........*/
mbuf[0] = AP_DRAGDROP; /* Send
Drap&Drop message */
mbuf[1] = app_id; /* ID of own
application */
mbuf[2] = 0;
mbuf[3] = window; /* Window
handle */
mbuf[4] = mx; /* x-coordinate
of mouse */
mbuf[5] = my; /* y-coordinate
of mouse */
mbuf[6] = kbstate; /* Keyboard
status */
mbuf[7] = (((WORD) pipe[17]) << 8 ) + pipe[18]; /* End of the
pipe-name */
strcpy(buft," -1- " );
strcat(buft, pipe);

if ( appl_write( rcvr_id, 16, mbuf ) == 0 ) /* Error with
appl_write()? */
{Fclose( handle ); return( -2 ); /* Close pipe
*/
}
/*............ wait for reply ..............................*/
handle_mask = 1L << handle;

/************************************************************/
/* DON'T WORK .. DON'T WORK .. DON'T WORK .. DON'T WORK .*/
/*... At this point the programm wait the DD_TIMEOUT........*/
/* in function: Fselect(...) */

i = Fselect( DD_TIMEOUT, &handle_mask, 0L, 0L ); /* Wait for reply */
```

```
/* and return from Fselect(...), with: i = 0 */
/* handle_mask = 0 */

/*............. tester reponse .............................*/
if ( i && handle_mask )
{
.
.
. SOME CODE ..
.

}

---------------------------- receiver ----------------------
(when receive AP_DRAGDROP)
{ .
. SOME CODE ..
.
int hd
BYTE pipe_name[24];
/*............. name of pipe.................................*/
/* try whith: "U:\\pipe\\dragdrop.AA" don't change something */
strcpy( pipe, "U:\\PIPE\\DRAGDROP.AA" );

/*.... complete name with extension send by sender ..........*/
/* all is OK the names are the same.(verified) */
pipe_name[17] = (Evnt->pipe[7] & 0xff00) >> 8;
pipe_name[18] = Evnt->pipe[7] & 0x00ff;

/*....... open the pipe ....................................*/

/*********************************************************.****/
/* DON'T WORK .. DON'T WORK .. DON'T WORK .. DON'T WORK ..*/
/*... At this point the programm wait the DD_TIMEOUT.........*/
/* in function: Fopen(...) !!!! */
hd = (WORD) Fopen ( pipe_name, FO_RW ); /* Inquire pipe handle */
/* and return from Fselect(...), with: hd = -33 */
/* -33 File not found */
.
.
. SOME CODE ..
.
}

--
.=============== Roland Sevin ================.
| upsis@clubCOUPEZMOI-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.============================================.
```

4410. STORMFRONT JOBS

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-02 00:00:00 UTC
From: Marta Daglow <daglowcg@earthlink.net>
Message-ID: <39D9184E.E6EE8A50@earthlink.net>
Source record: 1629

Right now Stormfront Studios is adding to its staff and looking for
people to create Next Gen Games for the X-BOX and PS2. We're looking
for an Entry Programmer, AI Programmer, Sr. Programmer, Lead Programmer,
Development Director, Sr. 3D Max Artist, 3D Animator and/or Art
Director. Interested or know of anyone who may be interested? Please
let me know if you can help us out ï¿½ we need your talent!

Thanks,
Marta Daglow
EMAIL: mdaglow@earthlink.net
WEB: www.stormfront.com
San Rafael, CA 94903

4411. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-05 00:00:00 UTC
From: Jon Maidment <jon@stealth-cow.freeserve.co.uk>
Message-ID: <39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>
Source record: 1630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

I managed this once on a logic 2.0 song file
many years ago: it took days with a pencil and paper
and a hex sector editor.
Gemhexed I think.
Good luck ;-)
--
When in trouble, when in doubt;
Run in circles, scream and shout.
http://www.stealth-cow.freeserve.co.uk
cheers from jon

4412. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-06 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1632
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello!

> Is there anybody who has used gprof successfully?

Yes, I :-)

> I set the -pg option at GCC,

You also added -pg at the link stage? This is very important as otherwise
the normal startup module is linked and not the profiling startup module.

> the function main of my C program terminates with
> 'return 0' but after running my programm I don't find a gmon.out
> (nor any other new file). What else can be wrong ?

You use latest MiNTLib (0.55.3-4)? You have MiNT running?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4413. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-06 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8rkp29$b2j$1@nnrp1.deja.com>
Source record: 1633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qotbm$13e$1@nnrp1.deja.com>,
Tim Conrardy <tconrardy@hotmail.com> wrote:
>
> >
> > A disk utility is no problem, it's finding the structure of .ARR
files
> > that's got me stuck!!!
>
> Hi Steve
>
> I have submitted your Question to the Atari-midi Egrp. There are 123
> members. Maybe SOMEONE knows the answer! Might be hope yet! I will
keep
> you informed of any responses.
>
> Tim
>

Well....the answers I got is that this info is property of Stienberg,
and you would have to contact them to get it. YIPS! they don't listen
to any Atari-Users anymore. Sorry I could not help further.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4414. Atari Portfolio

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-06 00:00:00 UTC
From: Kostya Bezgin <compass@faust.kiev.ua>
Message-ID: <GmoD5.8549$Sr.3513@newsfeed.slurp.net>
Source record: 1634

```
Hi!
I am from Kiev, Ukraine
I need software for hand held PC/XT compyter Atari Portfolio
```

4415. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tYnhXKAAjh35EwR8@steverosie.demon.co.uk>
Source record: 1635
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8rkp29$b2j$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>In article <8qotbm$13e$1@nnrp1.deja.com>,
> Tim Conrardy <tconrardy@hotmail.com> wrote:
>>
>> >
>> > A disk utility is no problem, it's finding the structure of .ARR
>files
>> > that's got me stuck!!!
>>
>> Hi Steve
>>
>> I have submitted your Question to the Atari-midi Egrp. There are 123
>> members. Maybe SOMEONE knows the answer! Might be hope yet! I will
>keep
>> you informed of any responses.
>>
>> Tim
>>
>
>
>Well....the answers I got is that this info is property of Stienberg,
>and you would have to contact them to get it. YIPS! they don't listen
>to any Atari-Users anymore. Sorry I could not help further.
>
>Tim
>

Hi

Thanks for the help just the same.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4416. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <v4Jh$VA6mh35Ewy4@steverosie.demon.co.uk>
Source record: 1636
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>, Jon Maidment
<jon@stealth-cow.freeserve.co.uk> writes
>I managed this once on a logic 2.0 song file
>many years ago: it took days with a pencil and paper
>and a hex sector editor.
>Gemhexed I think.
>Good luck ;-)

Hi

It looks like I've got to do this the HARD way:(What I could really do
with is a legit copy of Cubase if someone has a copy to give away. It
may help in the file build! and anyone else in the future!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4417. gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-06 06:17:43 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39DD6E87.527BBC64@siemens.at>
Source record: 1631
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Is there anybody who has used gprof successfully ? I set the -pg
option at GCC, the function main of my C program terminates with
'return 0' but after running my programm I don't find a gmon.out
(nor any other new file). What else can be wrong ?

Another question is whether anyone could point me to some infos
related to 68030 asm optimization. I already have the original doc
from Motorola and a several years old file about optimization
written by artTBL. Any other doc where I could get new ideas ?

And finally, is there somebody willing to share his/her Falcon
256 color mode asm sprite routines ?

Thanks
Gerhard

4418. Re: DragAndDrop Protocole [SHORT] reply to myself

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-07 00:00:00 UTC
From: SEVIN Roland <upsis@club-internet.fr>
Message-ID: <8rmqft$a0e$1@front4m.grolier.fr>
Source record: 1637

Hello,

Solution:
make a wind_update(END_UPDATE); before
call D&D functions and all is OK now.
the GEM Magager should not be in BEG_UPDATE
state. Why that ???.
Bye

--
.=============== Roland Sevin ================.
| upsis@clubCOUPEZMOI-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.==.

4419. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-08 23:40:46 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e114e440c4480@elis.demon.co.uk>
Source record: 1638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

X-posted to comp.sys.atari.programmer...

The Prologue:

I've been trying to make sense of the .TIFFs spewed out by
Demon's D-FAX service. Now read on...

on Sat 30-09-10 13:14 John Whalley wrote:

>"G. R. Greenway" <augeas@elis.demon.co.uk> wrote in message
>news:39d38c541b36c50@elis.demon.co.uk...
>> on Wed 27-09-10 22:16 Bob King wrote:
>>
>> >what is the header of the TIF file? Might be able to match it with
>one of mine
>> >and then at least know what we are dealing with.
>>
>> GEM-View spits out: "unknown data compression algorithm 0 (0x4)."
>
>Can't help with the header, but FWIW, they are multi-page CCITT TIFFs,
>apparently a format designed for faxes. This question has been raised a

I was getting quite determined to nail this problem, so I
started throwing some C together. The .tiff file I've been working
on has 17 12-byte image file directories (IFDs), here they are:

Number Tag Type Count Offset
0 256 3 1 1728
1 257 3 1 2282
2 258 3 1 1
3 259 3 1 4
4 262 3 1 0
5 266 3 1 2
6 273 4 1 8
7 274 3 1 1
8 277 3 1 1
9 278 4 1 -1
10 279 4 1 4563
11 282 5 1 4782
12 283 5 1 4790
13 284 3 1 1
14 296 3 1 2
15 297 3 2 65537
16 305 2 9 4798

The third tag, 259, indicates the type of compression. Like
GemView said, this has a value of 4, completely undefined in the
tiff 6 spec. Gemview also agrees on the dimensions of the image,
1728x2282. Tag 9, 278 indicates that the whole page is expressed
as one strip. Tag 6, 273, has an offset of 8. This is ludicrous,
as it's meant to point to the compressed data of the 1st strip.
Both the tiff 6 spec and the tiff class F spec that deals with faxes
can be found at:

ftp://ftp.faximum.com/pub/documents/

There's no mention of what a value of 4 for the compression
tag could mean, and I've no idea what happened to the strip offsets.
Does anyone[1] want to help with the fight ?

"Augeas"

Mario, still want that .tiff file ?
--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

4420. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-09 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39E17FA9.2D8A591F@siemens.at>
Source record: 1640

Frank Naumann wrote:
> You also added -pg at the link stage? This is very important as otherwise
> the normal startup module is linked and not the profiling startup module.

I admit I didn't look close enough at the linker options. Sorry :(

But now my problem is replaced by another one. I got a gmon.out
of approximately 200k but when I say

gprof myprogname > reportfile

gprof says no error but also creates no report file. Any idea
what I did wrong this time ?
Is there any way to check whether the gmon.out is okay ?

Thanks for helping me up to here
Gerhard

4421. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-09 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.10010091114490.108-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1641

Hello!

> gprof myprogname > reportfile
>
> gprof says no error but also creates no report file. Any idea
> what I did wrong this time ?

The gprof is the right version? What happen if you run gprof <prog>
<gmon.out>?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4422. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-09 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e1b500171f60@elis.demon.co.uk>
Source record: 1642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

on Mon 09-10-10 01:40 G. R. Greenway wrote:

> There's no mention of what a value of 4 for the compression
>tag could mean,

Oops again, this really is a case of RTFM. It just means
CCITT with knobs on. They _aren't_ class F tiffs, but they're not
baseline, either. This thread may not bode well for my chances of
success, but I'll see if i can write something that will chop them up
into .img files. See you later. _Much_ later....

"Augeas"
--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

4423. Re: Atari Portfolio

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-09 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39e246389267ed1@tripnet.se>
Source record: 1643

On Fri 06-10-2000 21:04 (+0300) Kostya Bezgin wrote:

>Hi!
>I am from Kiev, Ukraine
>I need software for hand held PC/XT compyter Atari Portfolio

Take a look at the excellent programming language PL1 (Portfolio
Language 1) at:

http://www.huizen.dds.nl/~chronos/pl1.htm

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4424. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-09 00:03:36 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e1196c444f670@elis.demon.co.uk>
Source record: 1639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

on Mon 09-10-10 01:40 G. R. Greenway wrote:

>as one strip. Tag 6, 273, has an offset of 8. This is ludicrous,
>as it's meant to point to the compressed data of the 1st strip.

Oops, not only did I post this twice, but the value of 8
isnt ludicrous, just rather peverse. The data starts from the 8th
byte, just after the header, with IFDs tacked on the end. Strange,
but legal. Still no idea what a value of 4 for compression means,
though.

"Augeas"
--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

4425. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-10 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.10010101140180.108-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1645

Hello!

> > The gprof is the right version? What happen if you run gprof <prog>
> > <gmon.out>?
>
> It says 'atariST-TOS patchlevel 9 (4. Mar 1993) but the two other
> versions I found are even older. When I run it, it creates an
> output file with 0 byte length and nothing else happens.

This is an very old gprof version. If you use gcc 2.95.2 and the binutils
2.9.1 you must use the gprof from this packages too.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4426. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-10 05:37:56 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39E2AB34.CA81B485@siemens.at>
Source record: 1644

Frank Naumann wrote:
> The gprof is the right version? What happen if you run gprof <prog>
> <gmon.out>?

It says 'atariST-TOS patchlevel 9 (4. Mar 1993) but the two other
versions I found are even older. When I run it, it creates an
output file with 0 byte length and nothing else happens.

Servus
Gerhard

4427. Resolution change

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-11 00:00:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <39E43E62.D79711A7@sun1000.pwr.wroc.pl>
Source record: 1646

Hi,

I have only one question :)
How can I using Pure C change the resolution in Falcon?
I mean for example from 1024x768x16 on 640x480x256.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4428. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-12 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39E57452.4238DC54@siemens.at>
Source record: 1647

Frank Naumann wrote:
> This is an very old gprof version. If you use gcc 2.95.2 and the binutils
> 2.9.1 you must use the gprof from this packages too.

Since I failed at installing 2.95.2, I think mainly because I
couldn't get rpm to work and fileutils and sh-utils unfortunately
only exist as rpm archives, I'm still using 2.8.1.

I didn't try the gprof from binutils 2.9.1 with the 2.8.1 generated
files because I was sure it wouldn't work, or would it ?

Gerhard

4429. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-12 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.10010121219380.400-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1648

Hello!

> Since I failed at installing 2.95.2, I think mainly because I
> couldn't get rpm to work

There are also tar.gz versions of the gcc, binutils, mintlib.

> I didn't try the gprof from binutils 2.9.1 with the 2.8.1 generated
> files because I was sure it wouldn't work, or would it ?

No, if you update you must update all things. About the older gprof I
can't say much as I never used it for more than a test (and the test
failed).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4430. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-12 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39E59C30.DCA3CD12@siemens.at>
Source record: 1649

Frank Naumann wrote:
> There are also tar.gz versions of the gcc, binutils, mintlib.

Yes. I downloaded them but somehow the system didn't work as it
should. Maybe because the makefile called fixstack and I didn't
notice then that I should change that to a call of stack.
Then I believed I need fileutils and/or sh-utils and they were
rpm.
But I will try again in the next days to install 2.95.2, hopefully
without the need to ask lots of questions in the process ;-)

Thanks a lot
Gerhard

4431. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-12 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.10010121844570.658-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1650

Hello!

> Yes. I downloaded them but somehow the system didn't work as it
> should. Maybe because the makefile called fixstack and I didn't
> notice then that I should change that to a call of stack.

The new system siginifcantly differ from the old tools. Don't expect that
old projects work without small corrections.

> Then I believed I need fileutils and/or sh-utils and they were
> rpm.

With rpm2cpio & cpio you can easily unpack it from hand.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4432. Startup problems on Falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-13 00:00:00 UTC
From: Preben Sloth <ps@lkps.dk>
Message-ID: <aNEF5.169$HE3.4601@news.get2net.dk>
Source record: 1552
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello There
For some time I have had startup problems on my Falcon 030. When I switch it on
the Harddisk and the rest of the machine doesn't start. If I press the reset button for
5-10 seconds the machine normaly starts, but some time I have to switch the Falcon and
press the reset button a lot of time to get the machine to life.
What's wrong ???

I have had the machine for 6 years now, but it is only the last year this problem has appear.

Thank, Preben Sloth

Please reply to ps@lkps.dk

4433. Re: Need X-IMG specs...

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-13 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010131659170.93-100000@TT030>
Source record: 1553

On Fri, 13 Oct 2000, J Wilkinson wrote:

> Does anyone know of a site that has a copy of the
> X-IMG spec on it? This is all I need to get moving
> on this project. The .ICO format spec was easy to
> find so that side is a piece of cake...

I can mail some XIMG docs directly to you apon request.
My address is below.
Posting them here would not be a good idea. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4434. MV 300 TC driver

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-13 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971528678-724113AEicMi@bun.com>
Source record: 1554
Cross-posted to: comp.sys.atari.programmer,maus.computer.atari.software

Hi all

Is there anyone who possesses the true colour driver for the MV 300 Graphics
card please. Or have details of where it can be obtained?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4435. Need X-IMG specs...

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-13 00:21:43 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39E65597.9B4DB9E1@ihug.co.nz>
Source record: 1551

Hi there,

I'm trying to write a small C program to convert
X-IMG graphics to some format of icon, so that
I can load these icons into programs like the
wonderful ICDRAW 1.42, by Dr.Bob.

The biggest hurdle is finding the spec for the
X-IMG format, which despite an hour or 2 on the
the net I have miserably failed to achieve!

Does anyone know of a site that has a copy of the
X-IMG spec on it? This is all I need to get moving
on this project. The .ICO format spec was easy to
find so that side is a piece of cake...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4436. Re: Need X-IMG specs...

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-14 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39e8808b$1_3@athena.netset.com>
Source record: 1556

In article <Pine.MNT.4.10.10010131659170.93-100000@TT030>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On Fri, 13 Oct 2000, J Wilkinson wrote:
>
>> Does anyone know of a site that has a copy of the
>> X-IMG spec on it? This is all I need to get moving
>> on this project. The .ICO format spec was easy to
>> find so that side is a piece of cake...
>
>I can mail some XIMG docs directly to you apon request.
>My address is below.
>Posting them here would not be a good idea. ;-)

Always seem to be pimping this ;) If you grab the boinkout2
sources from my site there is a set of C routines for reading an (x)img
file into an MFDB. While it's not a spec description, it might save you
some time.

Dan Ackerman
aka baldrick

http://www.netset.com/~baldrick/boinkout2.html

4437. Re: Startup problems on Falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-14 00:54:15 UTC
From: atarigalen@my-deja.com
Message-ID: <8s8arlkgc1@nnrp1.deja.com>
Source record: 1555
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <aNEF5.169$HE3.4601@news.get2net.dk>,
"Preben Sloth" <ps@lkps.dk> wrote:
> Hello There
> For some time I have had startup problems on my Falcon 030. When I
switch it
> on
> the Harddisk and the rest of the machine doesn't start. If I press
the reset
> button for
> 5-10 seconds the machine normaly starts, but some time I have to
switch the
> Falcon and
> press the reset button a lot of time to get the machine to life.
> What's wrong ???
>
I've had the same problem a few times. Loose socketed chips have been
the suggested culprit, but I haven't opened her up to be sure.

Good luck with your search.

Galen
> I have had the machine for 6 years now, but it is only the last year
this
> problem has appear.
>
> Thank, Preben Sloth
>
> Please reply to ps@lkps.dk
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4438. Re: Atari Portfolio

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-15 05:38:12 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8sbfs4$s0c$6@sshuraac-i-1.production.compuserve.com>
Source record: 1557

If you have web access, there are a places that software for
download such as
http://www.umich.edu/~archive/.

Rick D.

--

4439. business opportunity

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-16 00:00:00 UTC
From: Lessard <lessard@cybertours.com>
Message-ID: <39EB0B62.BDA02609@cybertours.com>
Source record: 1558

Posted by KEVIN on October 12, 2000 at 18:25:14:

Re: Attention Business Opportunity

[Follow Ups] [Post Followup] [REInvest.net Forum]

Posted by Kevin Kniceley on October 08, 2000 at 03:14:32

In Reply to: Re: Attention Carlton Sheets Graduates! posted by Dave on
September 7, 2000 at 09:39:07:

TURN SIX DOLLARS INTO SIX THOUSAND QUICK AND EASY.

HOW TO TURN SIX DOLLARS INTO SIX THOUSAND:

: READING THIS COULD CHANGE YOUR LIFE! IT DOES WORK!

: I found this on a bulletin board and decided to try it. A little
: while back, I was browsing through newsgroups, just like you are now,
: and came across an article similar to this that said you could make
: thousands of dollars within weeks with only an initial investment of
: $6.00! So I thought, "Yeah right, this must be a scam", but
: like most of us, I was curious, so I kept reading. Anyway, it said
: that you send $1.00 to each of the 6 names and address stated in the
: article. You then place your own name and address in the bottom of
: the list at #6, and post the article in at least 200 newsgroups.
: (There are thousands) No catch, that was it. So after thinking it
: over, and talking to a few people first, I thought about trying it. I
: figured: "what have I got to lose except 6 stamps and $6.00,
: right?" Then I invested the measly $6.00. Well GUESS WHAT!?...
: within 7 days, I started getting money in the mail! I was shocked! I
: figured it would end soon, but the money just kept coming in. In my
: first week, I made about $25.00. By the end of the second week I had
: made a total of over $1,000.00! In the third week I had over
: $10,000.00 and it's still growing. This is now my fourth week and I
: have made a total of just over $42,000.00 and it's still coming in
: rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more
: than that on the lottery!! Let me tell you how this works and most
: importantly, WHY it works... Also, make sure you print a copy of this
: article NOW, so you can get the information off of it as you need it.
: I promise you that if you follow the directions exactly, that you

: will start making more money than you thought possible by doing
: something so easy!

: Suggestion: Read this entire message carefully! (print it out or
: download it.) Follow the simple directions and watch the money come
: in!

: It's easy. It's legal. And, your investment is only $6.00 (Plus
: postage)

: IMPORTANT: This is not a rip-off; it is not indecent; it is not
: illegal; and it is 99% no risk - it really works!

: If all of the following instructions are adhered to, you will receive
: extraordinary dividends.

: PLEASE NOTE:
: Please follow these directions EXACTLY, and $50,000 or more can be
: yours in 20 to 60 days. This program remains successful because of
: the honesty and integrity of the participants. Please continue its
: success by carefully adhering to the instructions.

: You will now become part of the Mail Order business. In this business
: your product is not solid and tangible, it's a service. You are in
: the business of developing Mailing Lists. Many large corporations are
: happy to pay big bucks for quality lists. However, the money made
: from the mailing lists is secondary to the income which is made from
: people like you and me asking to be included in that list.

: Here are the 4 easy steps to success:

: STEP 1: Get 6 separate pieces of paper and write the following on
: each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now
: get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of
: paper so the bill will not be seen through the envelope (to prevent
: thievery). Next, place one paper in each of the 6 envelopes and seal
: them. You should now have 6 sealed envelopes, each with a piece of
: paper stating the above phrase, your name and address, and a $1.00
: bill. What you are doing is creating a service. THIS IS ABSOLUTELY
: LEGAL! You are requesting a legitimate service and you are paying for
: it! Like most of us I was a little skeptical and a little worried
: about the legal aspects of it all. So I checked it out with the U.S.
: Post Office (1-800-725-2161) and they confirmed that it is indeed
: legal. Mail the 6 envelopes to the following addresses:

: #1) Steve Wehvila
: 3155 Vernon St.
: Duluth, MN 55806

: #2) Jeff Brookman
: 3415 Covered Bridge Ln.
: Charlotte, NC 28210

: #3) Wit Wichaidit
: 10912 Broad Green Terrace
: Potomac, MD 20854

: #4) Mike Schude
: 893 S. roanoke
: Gilbert, AZ 85296

: #5) David Freeman
: 11045 Harbour Springs Circle
: Boca Raton, Fl 33428

: #6) Webster Lessard
254 Clarks Mills Rd.
Hollis, Maine 04042

: STEP 2: Now take the #1 name off the list that you see above, move
: the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR
: Name as number 6 on the list.

: STEP 3: Change anything you need to, but try to keep this article as
: close to original as possible. Now, post your amended article to at
: least 200 newsgroups. (I think there are close to 24,000 groups) All
: you need is 200, but remember, the more you post, the more money you
: make! You won't get very much unless you post like crazy. :)

: This is perfectly legal! If you have any doubts, refer to Title 18
: Sec. 1302 & 1341 of the Postal lottery laws.
: Keep a copy of these steps for yourself and, whenever you need money,
: you can use it again, and again.

: PLEASE REMEMBER that this program remains successful because of the
: honesty and integrity of the participants and by their carefully
: adhering to the directions. Look at it this way. If you are of
: integrity, the program will continue and the money that so many
: others have received will come your way.

: NOTE: You may want to retain every name and address sent to you,
: either on a computer or hard copy and keep the notes people send you.
: This VERIFIES that you are truly providing a service. (Also, it might
: be a good idea to wrap the $1 bill in dark paper to reduce the risk
: of mail theft.)

: So, as each post is downloaded and the directions carefully followed,
: six members will be reimbursed for their participation as a List
: Developer with one dollar each. Your name will move up the list
: geometrically so that when your name reaches the #1 position you will
: be receiving thousands of dollars in CASH!!! What an opportunity for
: only $6.00 ($1.00 for each of the first six people listed above) Send
: it now, add your own name to the list and you're in business!

: ---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS------------

: Step 1) You do not need to re-type this entire letter to do your own
: posting. Simply put your cursor at the beginning of this letter and

: drag your cursor to the bottom of this document, and select 'copy'
: from the edit menu. This will copy the entire letter into the
: computer's memory.
: Step 2) Open a blank 'notepad' file and place your cursor at the top
: of the blank page. From the 'edit' menu select 'paste'. This will
: paste a copy of the letter into notepad so that you can add your name
: to the list. Step 3) Save your new notepad file as a .txt file. If
: you want to do your postings in different settings, you'll always
: have this file to go back to.
: Step 4) Use Netscape or Internet explorer and try searching for
: various newsgroups (on-line forums, message boards, chat sites,
: discussions.)
: Step 5) Visit these message boards and post this article as a new
: message by highlighting the text of this letter and selecting paste
: from the edit menu. Fill in the Subject, this will be the header that
: everyone sees as they scroll through the list of postings in a
: particular group, click the post message button. You're done with
: your first one! Congratulations...THAT'S IT! All you have to do is
: jump to different newsgroups and post away, after you get the hang of
: it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE
: MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU
: HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving
: money from around the world within days! You may eventually want to
: rent a P.O.Box due to the large amount of mail you will receive. If
: you wish to stay anonymous, you can invent a name to use, as long as
: the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE
: CORRECT.**

r. Now,
: each of the 5 persons who just sent me $1.00 make the MINIMUM 200
: postings, each with my name at #5 and only 5 persons respond to each
: of the original 5, that is another $25.00 for me, now those 25 each
: make 200 MINIMUM posts with my name at #4 and only 5 replies each, I
: will bring in an additional $125.00! Now, those 125 persons turn
: around and post the MINIMUM 200 with my name at #3 and only receive 5
: replies each, I will make an additional $625.00! OK, now here is the
: fun part, each of those 625 persons post a MINIMUM 200 letters with
: my name at #2 and they each only receive 5 replies, that just made me
: $3,125.00!!! Those 3,125 persons will all deliver this message to 200
: newsgroups with my name at #1 and if still 5 persons per 200
: newsgroups react I will receive $15,625,00! With an original
: investment of only $6.00! AMAZING! When your name is no longer on the
: list, you just take the latest posting in the newsgroups, and send
: out another $6.00 to names on the list, putting your name at number 6
: again. And start posting again. The thing to remember is: do you
: realize that thousands of people all over the world are joining the
: internet and reading these articles everyday?, JUST LIKE YOU are
: now!! So, can you afford $6.00 and see if it really works?? I think
: so... People have said, "what if the plan is played out and no
: one sends you the money? So what! What are the chances of that

: happening when there are tons of new honest users and new honest
: people who are joining the internet and newsgroups everyday and are
: willing to give it a try? Estimates are at 20,000 to 50,000 new
: users, every day, with thousands of those joining the actual
: internet. Remember, play FAIRLY and HONESTLY and this will really:
work.

Follow Ups:

ï¿½Re: Attention Carlton Sheets Graduates! Dynamic Results Vincent
01:00:52 9/21/98 (0)

ï¿½Re: Attention Carlton Sheets Graduates! Jan 18:06:37 9/13/98 (4)
ï¿½IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! LEE 19:41:33 9/15/98 (2)
ï¿½Re: IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! PAUL JOLLY 09:41:57 9/29/98
(0)

ï¿½Re: IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! olatutu akinyelure 17:15:54
9/24/98 (0)

ï¿½IT'S ALMOST LIKE MAGIC!!!!!!!!!!!!!! LEE 19:39:53 9/15/98 (0)

ï¿½Re: Attention Carlton Sheets Graduates! Jon Morris 19:29:43 9/09/98 (0)

ï¿½Re: Attention Carlton Sheets Graduates! Jon Morris 19:18:00 9/09/98 (0)

Carlton Sheets Graduates! Dynamic Resu

4440. Re: Resolution change

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-16 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8sf2ab$sf5$1@slb6.atl.mindspring.net>
Source record: 1559

On 11 Oct 2000 12:18:10 , Rafal Kawecki wrote:
>How can I using Pure C change the resolution in Falcon?
>I mean for example from 1024x768x16 on 640x480x256.
>

The easiest way is to call Vsetmode() (requires v1.1).
Check the online help for parameters.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4441. Re: Resolution change

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-16 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8sfd22kvp1@sun27.hrz.tu-darmstadt.de>
Source record: 1560

Hi!

John Kormylo <elfsoft@mindspring.com> wrote:
> The easiest way is to call Vsetmode() (requires v1.1).

IIRC, you can simply use something like this with Pure C 1.0:

#define Vsetmode(a) xbios(dontknowtheopcodeofvsetmode, (a))

Or write your own assembler module - not a big deal, IMO.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4442. Re: Resolution change

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-17 05:19:46 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <39EBE172.1CB60EAE@sun1000.pwr.wroc.pl>
Source record: 1561

> Hi!
>
> John Kormylo <elfsoft@mindspring.com> wrote:
> > The easiest way is to call Vsetmode() (requires v1.1).
>
> IIRC, you can simply use something like this with Pure C 1.0:
>
> #define Vsetmode(a) xbios(dontknowtheopcodeofvsetmode, (a))
>
> Or write your own assembler module - not a big deal, IMO.

OK. Vsetmode should works correctly, but...
Should I make some speciall magic tricks before to use it?
I have also problems using Vsetmode under ScreenBlaster, is there any
solution?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4443. devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-20 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39EFFD2D.FC003823@siemens.at>
Source record: 1562
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Hi,

I have written a piece of code that looks like :

JumpFrom:
jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])
JumpTable:
dc.l Target1,Target2,...

Target1: some code
Target2: some more code
...

The advantage is that it doesn't need an extra address
register and is faster than any other method I tried.
When I assemble it with the Pure Assembler it works very
fine but when I assemble it with DevPac 3.10 although I
set the option to 68040 and in the DevPac manual it is
described to be working from 68020 up I always get :

Error : relative addressing not allowed

I tried every variation I could imagine but it's no use.
Unfortunately I need GST format output of that module
and therefore can't use the Pure Assembler.

So can anybody tell me how to write that code so DevPac
accepts it or is there a bug in DevPac preventing the
use of PC relative addressing modes ?

Thanks
Gerhard
```

4444. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-20 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F0AE04.8232EE71@cable.A2000.nl>
Source record: 1563

```
Hi Janka

Janka Gerhard wrote:
>
> Hi,
>
> I have written a piece of code that looks like :
>
> JumpFrom:
> jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])
> JumpTable:
> dc.l Target1,Target2,...
>
> Target1: some code
> Target2: some more code

First: Pasm doesnt assemble this exemple correctly.
I was made aware of the fact by Ronald Andersson when he used TTDigger.
Being a Pasm user, I made the same mistake in TTdigger.

This may the reason why you did the subtraction yourself
because
jmp ([b,pc,d0.l*4])
should be good enough (if Pasm wasnt wrong! :-)

Basicly Pasm says: OK if you want to do my work (the subtraction), I dont mind.

Second: Your subtraction could be the reason why Devpac complains.
Nobody seems to be perfect.

There are 2 solutions:
use Pasm and write
jmp ([4,pc,d0.l*4])
or
use Devpac and write
jmp ([b,pc,d0.l*4])

PS the last public version of TTD (6.1) still has the error.
I have version 6.2 that fixes this, but couldnt be published because of
a related, not yet solved, problem.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
```

4445. Re: devpac 3.10 & addressing modes P.S.

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-20 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F0AEE0.26FC748B@cable.A2000.nl>
Source record: 1564

Henk Robbers wrote:

> jmp ([b,pc,d0.l*4])
^
I substituted Target1 by b

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4446. Modifying Atari 8bit OS

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-20 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <39F101DE.A8B3D9C9@atari-history.com>
Source record: 1565

Hi,

I would like to add some device drivers into the Atari 8bit OS, can anyone recommend a good assembler/disassmbler for the PC or is it better that I just use something like Mac/65 on the 8bit itself, save it as a file and burn it to an eprom???

I appreciate the help, thanks.

Curt

4447. Atari Software For Sale

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-21 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8ss1o0$i8i$6@neptunium.btinternet.com>
Source record: 1567
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

4448. WinSTon MIDI support

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-21 00:00:00 UTC
From: jeremyalansmith <jeremyalansmith@netscapeonline.co.uk>
Message-ID: <01c03b60$46480c80$6968fc3e@default>
Source record: 1568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

I've e-mailed the maintainer of WinSTon, offering to help with MIDI support for Windows, but never got a response. So I'm posting here to see if anyone wants my help or knows where I can offer to support Winston, and I'm also posting to ask for anyone who knows about the Atari ST side of things MIDI-wise (because I only know about programming MIDI under Windows, hardware and software (ie, which port is to beemulated)..

Hope that's clear enough!

Jeremy.

4449. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-21 00:00:00 UTC
From: jeremyalansmith <jeremyalansmith@netscapeonline.co.uk>
Message-ID: <01c03b63$02537980$6968fc3e@default>
Source record: 1569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> I've e-mailed the maintainer of WinSTon, offering to help with MIDI
support
> for Windows, but never got a response. So I'm posting here to see if
anyone
> wants my help or knows where I can offer to support Winston, and I'm also
> posting to ask for anyone who knows about the Atari ST side of things

Sorry, this bit:

> MIDI-wise (because I only know about programming MIDI under Windows,
> hardware and software (ie, which port is to beemulated)..

Should say:

> MIDI-wise (because I only know about programming MIDI under Windows). If
anyone can help out with the Atari ST side of things, hardware and software
(ie, which IO port is to be emulated) than that would be great.

D'uh! Damn newsreader.

Jeremy.

4450. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8sscq0$97d$1@nnrp1.deja.com>
Source record: 1570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> Should say:
>
> > MIDI-wise (because I only know about programming MIDI under
Windows). If
> anyone can help out with the Atari ST side of things, hardware and
software
> (ie, which IO port is to be emulated) than that would be great.
>
> D'uh! Damn newsreader.
>
> Jeremy.

Hi Jeremy

Thanks for your OFFER and I hope someone listens as this is DEARLY NEEDED to be able to run Atari Midi Apps on a PC (under emulation of course) There are some Atari-Midi apps that cannot be reproduced for Windows like Dr T's KSC Omega II with PVG.

I am just Encouraging you and anybody here that does Atari Emulation for PC, that this is a need.

BTW...for the Mac platform, I am happy to report that NoSTalgia DOES work for Midi. You really have to "tweak it" though.Harry Koopman (Of Midijoy) has tested it for us on Atari-Midi Egrp.

Tim

--

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4451. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-21 00:00:00 UTC
From: ph.gerin@skynet.be
Message-ID: <1eivaaj.120qrktef7ubkN%ph.gerin@skynet.be>
Source record: 1571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Tim Conrardy <tconrardy@hotmail.com> wrote:

> BTW...for the Mac platform, I am happy to report that NoSTalgia DOES
> work for Midi. You really have to "tweak it" though.Harry Koopman (Of
> Midijoy) has tested it for us on Atari-Midi Egrp.

NoSTalgia supports Midi via Quicktime (Midi OUT) or OMS (Midi IN & OUT)
but some applications are not (yet) working.
Note that the current version of NoSTalgia (0.7) has a bug preventing
Midi apps to run.
Version 0.71 is planned next week.

Enjoy !

--
NoSTalgia & PowerST AtariST emulator for the Macintosh
<http://users.skynet.be/sky39147/> <http://nostalgia.atari.org>
<ph.gerin@skynet.be>

4452. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-21 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F1B759.1E0B8A74@cable.A2000.nl>
Source record: 1572

G Swaine wrote:

> AFAICR, it is analagous to
> lea JumpTable(pc,d0.l*4),a0
> jmp (a0)

He didnt want to use the extra reg, did he?

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4453. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-21 00:24:25 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8sqo6q$292n$1@news.comnet.co.nz>
Source record: 1566
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

"Janka Gerhard" <gerhard.janka@siemens.at> wrote ...
> Hi,
>
> I have written a piece of code that looks like :
>
> JumpFrom:
> jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])

The first thing that strikes me here is that your offset calculation has
a trailing ".b", which Devpac thinks means "byte". This '020+ addressing
mode only allows word and longword offsets.

Also, why don't you use "jmp ([JumpTable,pc,d0.l*4])" ?

AFAICR, it is analagous to
lea JumpTable(pc,d0.l*4),a0
jmp (a0)

I haven't used that addressing mode very often in the 8-odd years I've
owned a TT

> JumpTable:
> dc.l Target1,Target2,...
>
> Target1: some code
> Target2: some more code
> ...
>
> The advantage is that it doesn't need an extra address
> register and is faster than any other method I tried.
> When I assemble it with the Pure Assembler it works very
> fine but when I assemble it with DevPac 3.10 although I
> set the option to 68040 and in the DevPac manual it is
> described to be working from 68020 up I always get :
>
> Error : relative addressing not allowed
>
> I tried every variation I could imagine but it's no use.
> Unfortunately I need GST format output of that module
> and therefore can't use the Pure Assembler.
>
> So can anybody tell me how to write that code so DevPac
> accepts it or is there a bug in DevPac preventing the
> use of PC relative addressing modes ?
>

> Thanks
> Gerhard

4454. Mark-Williams-C-Compiler

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-22 00:00:00 UTC
From: Gregor Thul <hallihallo@bigfoot.de>
Message-ID: <8suba6$lfroc$1@ID-4180.news.cis.dfn.de>
Source record: 1574

Hello,
does anyone know a Update for the Mark-Williams-C-Compiler for the
Y2K-Problem?
I realy need it.
Pleas help
Thank you
Gregor

4455. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-22 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <39f249e7$0$173@news.zetnet.co.uk>
Source record: 1575
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

jeremyalansmith <jeremyalansmith@netscapeonline.co.uk> wrote in message
news:01c03b60$46480c80$6968fc3e@default...
> Hi!
>
> I've e-mailed the maintainer of WinSTon, offering to help with MIDI
support
> for Windows, but never got a response. So I'm posting here to see if
anyone
> wants my help or knows where I can offer to support Winston, and I'm also
> posting to ask for anyone who knows about the Atari ST side of things
> MIDI-wise (because I only know about programming MIDI under Windows,
> hardware and software (ie, which port is to beemulated)..
>
> Hope that's clear enough!
>
> Jeremy.
>

A lot of us would love this, but as the midi timing even on native PC
programs is appalling I can't imagine what it would be like on an emulator
sat on top of windows.
Kevin
www.kevindermott.co.uk

4456. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-22 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F2FDF9.57B455AE@cable.A2000.nl>
Source record: 1576

```
G Swaine wrote:
>
> "Henk Robbers" <H.Robbers@cable.A2000.nl> wrote in ...
> > G Swaine wrote:
> > > AFAICR, it is analagous to
> > > lea JumpTable(pc,d0.l*4),a0
> > > jmp (a0)
> >
> > He didnt want to use the extra reg, did he?
>
> Agreed.
>
> (BTW: "analogous" means "similar to", not "the same as")
>

Of course. Sorry.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
```

4457. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-22 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <OSFI5.3853$Z75.10205@nntpserver.swip.net>
Source record: 1577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> > I've e-mailed the maintainer of WinSTon, offering to help with MIDI
> support
> > for Windows, but never got a response. So I'm posting here to see if
> anyone
> > wants my help or knows where I can offer to support Winston, and I'm
also
> > posting to ask for anyone who knows about the Atari ST side of things
> > MIDI-wise (because I only know about programming MIDI under Windows,
> > hardware and software (ie, which port is to beemulated)..

> A lot of us would love this, but as the midi timing even on native PC
> programs is appalling I can't imagine what it would be like on an emulator
> sat on top of windows.

Get real!
Most studios around the world actually DON'T use Ataris, believe it or not.
You don't have sample accurate sync on an Atari - but with a real midi
interface on a PC you have it there - so nowadays, a PC is even better for
midi applications than an Atari machine...
The main reason for midi timing problems is when people try to use crappy
gaming soundcards for midi - and that's impossible to use other than as a
toy! This is not a general problem in the PC, but a problem within the
soundcard!

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4458. - Major automotive website <593157694>

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-22 00:00:00 UTC
From: info@seriousmonkey.com
Message-ID: <8t1ca9nde126@lure.pipex.net>
Source record: 1578

seriousmonkey.com is set to revolutionise the global automotive industry with a wide range of genuinely groundbreaking and innovative Internet services benefiting business and consumers alike.

In order to support the hyper-growth expansion of our global operations, seriousmonkey.com will shortly be looking for a number of high-calibre, professional candidates to join our fast-paced and dedicated teams in London and the Republic of Ireland.

To visit seriousmonkey.com or view our online job vacancies, go to http://www.seriousmonkey.com

Frank Pottle
Managing Director
seriousmonkey.com

Article posted 23/10/2000 13:48:57.610

4459. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-22 04:44:52 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8strr7$1md3$1@news.comnet.co.nz>
Source record: 1573

"Henk Robbers" <H.Robbers@cable.A2000.nl> wrote in ...
> G Swaine wrote:
> > AFAICR, it is analagous to
> > lea JumpTable(pc,d0.l*4),a0
> > jmp (a0)
>
> He didnt want to use the extra reg, did he?

Agreed.

(BTW: "analogous" means "similar to", not "the same as")

Register A0 would not be referenced, used or altered in my suggested alternative. I simply used a "load address, jump indirect" to show the mindset behind my alternative. Perhaps if I'd used a blatantly illegal register in my example (like R0 or A8) then there wouldn't have been this mis-understanding

--

Quote for the month:

"Daylight Savings. Can I help you?"
"Yes - I'd like to make a withdrawal"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4460. Machine code programmer wanted

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-23 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <8t0qilbhp1@pegasus.csx.cam.ac.uk>
Source record: 1580

Hi folks,
I need someone to make a small alteration to a old unsupported item of
software (STOS 3D).
Basically this software has some preset values for a certain function and I
want these removed from the main body of the program and placed in/read from
a text file so that users can alter them for each project they write by
simply changing the contents for the file.
The file contents will be 15 set of 3 numbers.
I will check this group over the next few days for any responces but if you
would like to help please e-mail me directly.

Thanks,
Stephen Moss

4461. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-23 00:00:00 UTC
From: "kevindermott." <k@kevindermott.co.uk>
Message-ID: <39f478a2@news.telinco.net>
Source record: 1581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Claes Holmerup <newsgroups@holmerup.com> wrote in message
news:OSFI5.3853$Z75.10205@nntpserver.swip.net...
> > > I've e-mailed the maintainer of WinSTon, offering to help with MIDI
> > support
> > > for Windows, but never got a response. So I'm posting here to see if
> > anyone
> > > wants my help or knows where I can offer to support Winston, and I'm
> also
> > > posting to ask for anyone who knows about the Atari ST side of things
> > > MIDI-wise (because I only know about programming MIDI under Windows,
> > > hardware and software (ie, which port is to beemulated)..
>
> > A lot of us would love this, but as the midi timing even on native PC
> > programs is appalling I can't imagine what it would be like on an
emulator
> > sat on top of windows.
>
> Get real!
> Most studios around the world actually DON'T use Ataris, believe it or
not.
> You don't have sample accurate sync on an Atari - but with a real midi
> interface on a PC you have it there - so nowadays, a PC is even better for
> midi applications than an Atari machine...
> The main reason for midi timing problems is when people try to use crappy
> gaming soundcards for midi - and that's impossible to use other than as a
> toy! This is not a general problem in the PC, but a problem within the
> soundcard!
>
> Best regards,
> Claes
> my e-mail: claes@holmerup.com
> my website: www.holmerup.com
> swedish music of the web: www.swebmusic.com
>
>
guess I need to upgrade my £200 toy soundcard for a proper one then (sigh)
I suppose then I can ignore the latency control on my £300 sequencer that I
run on my £1200 PC.
Kevin

4462. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-23 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F4A5EB.1C4560B7@cable.A2000.nl>
Source record: 1582

Hi

Janka Gerhard wrote:
> So many thanks, there's absolutely no chance I would ever have found
> out what really caused the troubles.

Send a postcard to Ronald Andersson. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4463. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-23 06:00:04 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39F3D3E4.10995F86@siemens.at>
Source record: 1579

Henk Robbers wrote:
> First: Pasm doesnt assemble this exemple correctly.
> I was made aware of the fact by Ronald Andersson when he used TTDigger.
> Being a Pasm user, I made the same mistake in TTdigger.
>
> This may the reason why you did the subtraction yourself
> because
> jmp ([b,pc,d0.l*4])
> should be good enough (if Pasm wasnt wrong! :-)
>
> Basicly Pasm says: OK if you want to do my work (the subtraction), I dont mind.

You're right. The code didn't look like that at my first try but
since it didn't work I altered it until Pasm did what I wanted it to
do, thinking it had somehow been my fault although I couldn't
understand why.
So many thanks, there's absolutely no chance I would ever have found
out what really caused the troubles.

Gerhard

4464. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-24 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39F53CC6.AFAA7A09@siemens.at>
Source record: 1583

G Swaine wrote:
> "Janka Gerhard" <gerhard.janka@siemens.at> wrote ...
> > I have written a piece of code that looks like :
> >
> > JumpFrom:
> > jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])
>
> Also, why don't you use "jmp ([JumpTable,pc,d0.l*4])" ?

I find this very interesting. I know gas, Pasm and DevPac and
every one of the three wants this a bit different. DevPac seems
to be the only one of them that does the subtraction without me
writing it there. But anyway it works fine that way. Thanks !

> AFAICR, it is analagous to
> lea JumpTable(pc,d0.l*4),a0
> jmp (a0)
>
> I haven't used that addressing mode very often in the 8-odd years I've
> owned a TT

Well, it's a good alternative to

lea JumpTable,An
jmp ([An,Dn.l*4])

except when you have enough registers and can leave An unchanged
for several times looping over the jmp.

I admit one shouldn't use these modes if there is a slight
chance that the program would work on a ST too otherwise, but
the program I'm working on runs at ~5% of the needed speed on
an unenhanced Falcon so it makes no sense trying to run it on
an ST :(

Gerhard

4465. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-24 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <IRcJ5.4320$Z75.11668@nntpserver.swip.net>
Source record: 1584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> > Most studios around the world actually DON'T use Ataris, believe it or
> not.
> > You don't have sample accurate sync on an Atari - but with a real midi
> > interface on a PC you have it there - so nowadays, a PC is even better
for
> > midi applications than an Atari machine...
> > The main reason for midi timing problems is when people try to use
crappy
> > gaming soundcards for midi - and that's impossible to use other than as
a
> > toy! This is not a general problem in the PC, but a problem within the
> > soundcard!

> guess I need to upgrade my ï¿½200 toy soundcard for a proper one then
(sigh)
> I suppose then I can ignore the latency control on my ï¿½300 sequencer that
I
> run on my ï¿½1200 PC.

I would suggest you to use a midi interface that's separated from the soundcard itself - either an USB- or serial port-interface. Otherwise, it probably won't give you the performance you're after, due to the internal handling in the soundcard. All combined cards I know of have the audio as the main priority, so midi always comes last... As for audio latency - how about my RME Hammerfall's 1.5ms...? ;) My midi interface is a rack unit from Opcode that connects to the serial port. I never have even the smallest glitch or problem with midi or audio - just the superb sample-accurate sync I want :)

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4466. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-24 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F5A840.80A8514E@cable.A2000.nl>
Source record: 1585

Hi

Janka Gerhard wrote:
>

> > Also, why don't you use "jmp ([JumpTable,pc,d0.l*4])" ?
>
> I find this very interesting. I know gas, Pasm and DevPac and
> every one of the three wants this a bit different. DevPac seems
> to be the only one of them that does the subtraction without me
> writing it there.

Hmmm. Pasm does the subtraction, the problem is it takes the wrong pc value.
2 bytes short of the correct value.
In the manual it says "PC is the address of the extension word"
question was: which one?. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4467. atari/pc

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-24 00:00:00 UTC
From: Dune DUMAS <dunedumas@m6net.fr>
Message-ID: <8t4j55$303l$1@news5.isdnet.net>
Source record: 1586

Hello !
I want to make my mega/ste and my pc communicate ?
I have got a null-modem cable. I need the softs.
Can anyone help me ?
Thanks

dune
http://saint-tropez.enfrance.org/francais/dune.htm

4468. Re: Machine code programmer wanted

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-24 00:00:00 UTC
From: MSD/POV <pov@tesco.net>
Message-ID: <8t4kdpppa1@barcode.tesco.net>
Source record: 1587

Whilst I am not bad as assembly coding, STOS is a real pain as it is
compiled and really hard to follow so I suspect you will not get any takers.

Mark
MSD/POV

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:8t0qilbhp1@pegasus.csx.cam.ac.uk...
> Hi folks,
> I need someone to make a small alteration to a old unsupported item of
> software (STOS 3D).
> Basically this software has some preset values for a certain function and
I
> want these removed from the main body of the program and placed in/read
from
> a text file so that users can alter them for each project they write by
> simply changing the contents for the file.
> The file contents will be 15 set of 3 numbers.
> I will check this group over the next few days for any responces but if
you
> would like to help please e-mail me directly.
>
> Thanks,
> Stephen Moss
>
>

4469. Re: Machine code programmer wanted

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-25 00:00:00 UTC
From: mik bry <mbry@club-internet.fr>
Message-ID: <8t6jpk$635$1@front3.grolier.fr>
Source record: 1588

```
to find stos sources:
http://207.106.84.184/~webftp/STOS/STOS.htm
directly from the autor.

Mik BRY
```

Stephen Moss <sgm23@eng.cam.ac.uk> a crit dans le message :
8t0qilbhp1@pegasus.csx.cam.ac.uk...
> Hi folks,
> I need someone to make a small alteration to a old unsupported item of
> software (STOS 3D).
> Basically this software has some preset values for a certain function and
I
> want these removed from the main body of the program and placed in/read
from
> a text file so that users can alter them for each project they write by
> simply changing the contents for the file.
> The file contents will be 15 set of 3 numbers.
> I will check this group over the next few days for any responces but if
you
> would like to help please e-mail me directly.
>
> Thanks,
> Stephen Moss
>
>

4470. Re: Machine code programmer wanted

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-25 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <8t6ung$56i$1@pegasus.csx.cam.ac.uk>
Source record: 1589

mik bry wrote in message <8t6jpk$635$1@front3.grolier.fr>...
>to find stos sources:
>http://207.106.84.184/~webftp/STOS/STOS.htm
>directly from the autor.
>
>Mik BRY
>

Thanks, but I already know about it, besides it's STOS 3D I want to mess about with not STOS the Games Creator, I have tried tracking down the authors of the 3D extension but nobody knows what happend to them or the source code.
I have managed to disassemble it into source code, the problem is that I don't understand it, never could get the hang machine code.

Stephen Moss

4471. Falcon or TT

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-25 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F73C0A.5B0429A5@uklinux.net>
Source record: 1590
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

just wondering which is the most powerful between the Falcon and TT
since they are both based on the same processor.

cheers,
Marc

4472. Re: Falcon or TT

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t7ir2poc1@snipp.uninett.no>
Source record: 1591
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Marc Wilson <badsector@uklinux.net> wrote:

> just wondering which is the most powerful between the Falcon and TT
> since they are both based on the same processor.

The TT has a 32-bit bus and a double-clocked CPU, so in this respect it's
a lot more powerful than a Falcon. The Falcon has much better graphics and
16-bit stereo DMA-sound though.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4473. Re: Falcon or TT

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-25 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8t7jf8$2uu$1@sun27.hrz.tu-darmstadt.de>
Source record: 1592
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

In comp.sys.atari.programmer Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> The Falcon has much better graphics and 16-bit stereo DMA-sound
> though.

Not to forget its DSP, which enables the Falcon to do things the TT
won't manage, like playing MP3s at a decent speed. Of course, you need
special software that supports the DSP.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4474. Porting GEM to PowerPC...

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <pSLJ5.14$z93.2159@news.goodnet.com>
Source record: 1593

Has anyone considered trying to do this, to help revive the aging OS and give it new live on a different processor? I'd like to talk to the person(s) who would be interested in such a venture...

Jared

4475. Re: Falcon or TT

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-26 02:12:45 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39F7931C.6378BA32@ihug.co.nz>
Source record: 1594
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

Marc Wilson wrote:
>
> Hi,
>
> just wondering which is the most powerful between the Falcon and TT
> since they are both based on the same processor.

Thats where the similarity ends...

A standard Falcon clocks its 68030 CPU at 16MHz, while a standard TT clocks in at 32MHz. The TT also has faster RAM access, due to wider (full 32-bit) access to memory. The Falcon system bus only uses I think 24-bits of the full 32-bits bus to access memory. Even if the Falcon CPU was clocked at 32MHz (mine is), the TT will still run ordinary software faster due to its memory access advantages.

If you use the DSP in the Falcon however the table turns somewhat. As an example I've timed depacking of JPEG image files on an STe, Falcon, and TT. The Falcon depacker used its DSP and was about 50 times faster than the STe, and several times faster than the TT.

Other aspects draw comparison too, with the TT losing out on graphics and sound capability to the Falcon.

Both are still good machines, but the overall feel of speed would go to the TT I believe, with the Falcon winning on graphic and audio stuff...provided of course you are talking 'standard' machines, as both can be upgraded significantly!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4476. Un-hiding windows

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-26 12:01:08 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8t96e1$9f4$1@nnrp1.deja.com>
Source record: 1595

Hi,

Recently I have been wondering if there is a way to unhide windows that has been previously hidden by the AES? (Any more AES than NAES support WINHIDE?)

I guess it is possible to just move the window back into the desktop area, but that will confuse the AES from what others told me. Now, is there any way to do this with AES calls?

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

4477. Re: Porting GEM to PowerPC...

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-26 16:04:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F855F0.531C30DC@uklinux.net>
Source record: 1596

from what i know, GEM is not open source.
you'd be as well to legally reverse-engineer it and write a spec, get
someone else or more people (for legal reasons) to write something
compatible and similar to GEM but modify it for the PowerPC's different
RISC architecture.

Jared Falvo wrote:
>
> Has anyone considered trying to do this, to help revive the aging OS and
> give it new live on a different processor? I'd like to talk to the
> person(s) who would be interested in such a venture...
>
> Jared

4478. Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-26 17:43:08 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F86D2C.AAF50601@uklinux.net>
Source record: 1597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

anyone know any published (i.e. paper not electronic) Atari mags that
are still being published? last I saw of ST Format was about 2 or 3
years ago.

bye,
Marc

Tower'd TT030, 24MB RAM, 9.1GB SCSI HD, 1MB ET4000, Linux 2.2.16 ** **
**
17" Iilyama Vision Master, Yamaha CD-RW, 1.44MB Floppy. ** **
**
** **
**
** **
**
** **
**

4479. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-26 20:08:11 UTC
From: Charles Doty <cdoty@netzero.net>
Message-ID: <8ta31u$mil6m$1@ID-57715.news.dfncis.de>
Source record: 1598

```
> Please check the site of Rodolphe Czuba.
>
> Rodolphe already has the hardware part covered and ready to ship.
> It's called the Phenix. What he needs (which has left him) is a
> programming team to port The Operating System to his hardware.

Check http://active.atari.org/

--
* Kokopeli:
* ...when he left, the crops were plentiful and all the women were pregnant.
```

4480. Re: Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-26 20:58:39 UTC
From: ebaiz@skyenet.net
Message-ID: <3W0K5.1512$Ka1.735@newsfeed.slurp.net>
Source record: 1599

On 26 Oct 2000 18:43:08 , Marc Wilson wrote:
>Hi,
>
>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

There is suppose to be another one coming out, but I have not heard
anything as yet.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4481. Re: Un-hiding windows

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-26 22:02:46 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010262153060.172-100000@TT030>
Source record: 1503

On 27 Oct 2000 xlator@cix.compulink.co.uk wrote:

> In message <8t96e1$9f4$1@nnrp1.deja.com>, gokmase@my-deja.com said:
>
> >I guess it is possible to just move the window back into the desktop
> >area, but that will confuse the AES from what others told me. Now, is
> >there any way to do this with AES calls?
>
> I am not a prgrammer, but ISTR that the problem is that it isn't
> documented where MagiC moves the windows to.

If the rez is say 640x480 it moves it to x:656, y:512 or something
close to that. Just off the bottom right somewhere. I made
some tests which dumped the coordinates from the move msg.
Someone may find that interesting to know. :-)

His problem is not so much where it puts it, but is there a legal
way to move the window back to the visible area? Take for example
an icq msg appears whilst the window is hidden and there is an option
to make the window pop back on screen. However from my tests
if you move the window yourself it seems to confuse either the AES
itself Thing, and/or Taskbar in my tests as I don't know how it works
beyond the move msg. It places an "*" next to the hidden apps, but
if you move it yourself then these marks become messed up.
If that helps...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4482. Re: Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-27 00:00:44 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <531.335T2200T605405optimus@canit.se>
Source record: 1501
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Marc Wilson skrev:

>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

That would be ST Computer of Germany. Unfortunately, it lost news stand
distribution a year ago.

--
En ligne avec Thor 2.6.

We have support for the PMAGC-B's on pmax right? That is a PixelVision based
card right? I see Bt 463, that chip looks bigger than the 21164! Just looking at
it makes me want to write an Xserver!
Chris Tribo, NetBSD/pmax-listan.

4483. Re: Un-hiding windows

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-27 00:46:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8taj9krcp1@plutonium.compulink.co.uk>
Source record: 1600

In message <8t96e1$9f4$1@nnrp1.deja.com>, gokmase@my-deja.com said:

>Recently I have been wondering if there is a way to unhide windows that
>has been previously hidden by the AES? (Any more AES than NAES support
>WINHIDE?)
>
>I guess it is possible to just move the window back into the desktop
>area, but that will confuse the AES from what others told me. Now, is
>there any way to do this with AES calls?

I am not a prgrammer, but ISTR that the problem is that it isn't
documented where MagiC moves the windows to.

Regards, /Peter/

4484. Re: Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-27 01:18:38 UTC
From: Simon Osborne <atariactive@spamblock.btinternet.com>
Message-ID: <8tal38gnk1@plutonium.btinternet.com>
Source record: 1502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Marc Wilson <badsector@uklinux.net> wrote in message
news:39F86D2C.AAF50601@uklinux.net...
> Hi,
>
> anyone know any published (i.e. paper not electronic) Atari mags that
> are still being published? last I saw of ST Format was about 2 or 3
> years ago.
>
> bye,
> Marc

As far as I know, ST Applications is still being published.

I however hear about another paper-based Atari magazine..... ;)

Simon Osborne
Atari Active

4485. Re: Modifying Atari 8bit OS

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-27 05:01:18 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <svi35t7cklmd2e@corp.supernews.com>
Source record: 1504

```
Hello Curt (a.k.a. Atari History Webmaster),

You wrote in your message:
>
> I would like to add some device drivers into
> the Atari 8bit OS, can anyone recommend a good
> assembler/disassmbler for the PC or is it better
> that I just use something like Mac/65 on the 8bit
> itself, save it as a file and burn it to an eprom???
>
Well Curt, I think that the idea of using Mac/65
might be the smoothest way to get the Atari to
recognize the new programming.

However writing the device driver on a PC
using a good assembler/disassembler will create
a driver that will recognize most equipment that
actually is based on a 16/32 bit structure of today.

The data crunching will bring about the headaches
when you try to make either a 16 bit device or a
32 bit device work on an 8 bit computer system.

>
> I appreciate the help, thanks.
>
Wally
```

4486. Re: Modifying Atari 8bit OS

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-27 05:25:53 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <39F911E0.76BF8A3@compuserve.com>
Source record: 1505

You don't need to hack the O.S. to add a device driver. If the device is SIO or ram based, just write the driver code, using the entry points detailed in many Atari advanced programming texts. The driver loads into ram and adds its name to the driver name list. "De Re Atari" is a good place to start. "Mapping the Atari" is the book to have. Note that PBI devices get a little more complicated, usually needed a eprom for the code.

Also note that Atari 8 bit questions are best posted at comp.sys.atari.8bit.

Rick D.

Atari History Webmaster wrote:

> Hi,
>
> I would like to add some device drivers into the Atari 8bit OS, can
> anyone recommend a good assembler/disassmbler for the PC or is it better
> that I just use something like Mac/65 on the 8bit itself, save it as a
> file and burn it to an eprom???
>
> I appreciate the help, thanks.
>
> Curt

4487. Re: Porting GEM to PowerPC...

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-27 12:06:22 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <81k8aumqmg.fsf@junk.nocrew.org>
Source record: 1506

"Jared Falvo" <luposian@mailcity.com> writes:
> Has anyone considered trying to do this, to help revive the aging OS and
> give it new live on a different processor? I'd like to talk to the
> person(s) who would be interested in such a venture...

If you are talking about the graphical parts AES and VDI then oVDIsis
and oAESis do run on PowerPC, but if you are also talking about
GEMDOS, BIOS and XBIOS then I am not aware of such an effort. If
someone ports the latter then it should be possible to use oVDIsis and
oAESis for the graphical parts.

/Christer

4488. atari/compaq

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-28 01:39:38 UTC
From: Bill Murphy <hariata@ihug.co>
Message-ID: <8tdaoh$80o$1@lust.ihug.co.nz>
Source record: 1507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have a compaq mv520 but would like to read my old atari disc's and run the games any suggestions on how to? Bill

4489. Re: atari/compaq

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-28 04:00:15 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <6ejkvskia77g7veinfoq79v1snv640id7u@4ax.com>
Source record: 1508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Sat, 28 Oct 2000 14:39:38 +1300, "Bill Murphy" <hariata@ihug.co>
drooled an embarassing wet spot in his lap as he typed:

>I have a compaq mv520 but would like to read my old atari disc's and run the
>games any suggestions on how to? Bill
>

1) Get an emulator. I suggest either PaCifiST, or WinSTon (or one of
its successors, known as STew)
2) Get MAKEDISK. This comes with the full distribution version of
PaCifiST, but is available separately.
3) Use MAKEDISK to read your ST disk images into a .ST image file.
4) Use these image files in one of the emulators.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4490. Re: Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-28 10:56:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39fac3b012a5000@tripnet.se>
Source record: 1509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Thu 26-10-2000 18:43 (+0100) Marc Wilson wrote:

>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
quarterly magazine and no. 3/2000 just went out to the subscribers.

Subscription/membership fee is SEK 175 adding SEK 50 if outside
Sweden. Check http://www.sak.nu/ for details.
--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4491. Re: Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-29 18:29:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8thqb3$5ae$1@plutonium.compulink.co.uk>
Source record: 1510
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In message <8tal38gnk1@plutonium.btinternet.com>, atariactive@spamblock.btinternet.com said:

>> anyone know any published (i.e. paper not electronic) Atari mags that
>> are still being published? last I saw of ST Format was about 2 or 3
>> years ago.
>
>As far as I know, ST Applications is still being published.

Haven't had one for 6 months or more, and I re-subscribed!

>I however hear about another paper-based Atari magazine..... ;)

So have I - two, actually, but at least one seems to be vapour-ware.
Don't know about t'other. Thre are two new online mags. If you reaf
german, there is /ST Computer/...

4492. Re: Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-29 19:08:17 UTC
From: atarist@xs4all.nl
Message-ID: <8thsj1age1@news1.xs4all.nl>
Source record: 1511

And do not forget:

in the Netherland in the language 'Dutch' ther eis:
'ST, onafhanklelijk tijdschrfit van en voor Atari gebruikers.
Tevens vakblad voor Falconisten'

From the Stichting ST (since 1985)
Now 3-montly A4 b/w 40 pages, about 200 kb text.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

PS.
In France there are more paper magazines:
'TeSToSTeron'
In Germany also 'Classic Atari'.

On 28 Oct 2000 12:56:44 , "Kenneth Medin" wrote:
>On Thu 26-10-2000 18:43 (+0100) Marc Wilson wrote:
>
>>anyone know any published (i.e. paper not electronic) Atari mags that
>>are still being published? last I saw of ST Format was about 2 or 3
>>years ago.
>
>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
>quarterly magazine and no. 3/2000 just went out to the subscribers.
>
>Subscription/membership fee is SEK 175 adding SEK 50 if outside
>Sweden. Check http://www.sak.nu/ for details.
>--
>Kenneth Medin <kennethm@tripnet.se>
>http://www5.tripnet.se/~kennethm/
><<Produced with 100% pure Atari equipment>>
>.

4493. Re: Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-29 21:18:26 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8ti3vd$5j3$1@supernews.com>
Source record: 1512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
>quarterly magazine and no. 3/2000 just went out to the subscribers.
>
>Subscription/membership fee is SEK 175 adding SEK 50 if outside
>Sweden. Check http://www.sak.nu/ for details.

I apologise for my ignorance but is this an English language based
publication?

Chris Thorley.

4494. Re: Atari Magazines

Newsgroup: comp.sys.atari.programmer
Date: 2000-10-31 09:44:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39feb7d822cb6d0@tripnet.se>
Source record: 1513
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Sun 29-10-2000 21:18 (GMT) Christopher Thorley wrote:

>
>>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a

>I apologise for my ignorance but is this an English language based
>publication?

No!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4495. Re: Mark-Williams-C-Compiler

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3a09b85a.7711758@news.demon.co.uk>
Source record: 1514

On Sun, 22 Oct 2000 11:17:22 +0200, "Gregor Thul"
<hallihallo@bigfoot.de> wrote:

>Hello,
>does anyone know a Update for the Mark-Williams-C-Compiler for the
>Y2K-Problem?
>I realy need it.

What's the exact problem?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4496. Re: Looking for Hisoft BASIC help...

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-05 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011052030530.109-100000@TT030>
Source record: 1515

On Mon, 6 Nov 2000, J Wilkinson wrote:

> I'm looking for help with Hisoft BASIC...

I had a link to a site devoted to that BASIC, with examples and
such but the link is no longer valid. Does anyone else know if
it moved?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4497. Looking for Hisoft BASIC help...

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-05 23:02:06 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A05E6EE.2C17A414@ihug.co.nz>
Source record: 1516

Hi there,

I'm looking for help with Hisoft BASIC...

I've looked on the Hisoft web-site but they don't appear
to support or sell it anymore (I could be wrong!). I've
only got a coverdisc version of v1.23, but never got round
originally to ordering the docs or upgrading via the mag
to v2.

Some of the more curly syntax is starting to test my memory
so what I'm looking for is a doc with a syntax descriptor
for GEM/AES event handling, also more precise instructions on how
to hook into RSC files, and recognise mouse events in relation
to actions on said RSC files...

Is such a thing in existence, or has the boat sailed too long
ago! :^{

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4498. Re: Porting GEM to PowerPC...

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-06 00:00:00 UTC
From: "M.Kovac" <matjaz.kovac@uni-lj.si>
Message-ID: <CdvN5.4$LX3.477@news.siol.net>
Source record: 1518

"Marc Wilson" <badsector@uklinux.net> wrote in message
news:39F855F0.531C30DC@uklinux.net...
> from what i know, GEM is not open source.
> you'd be as well to legally reverse-engineer it and write a spec, get
> someone else or more people (for legal reasons) to write something
> compatible and similar to GEM but modify it for the PowerPC's different
> RISC architecture.

Actually *original* GEM *is* open source! All Digital Resarch's intellectual
property was acquired by Caldera a few years ago. Original PCDOS GEM was
GPL'd and is available at www.deltasoft.com

Of course, this does not apply to TOS version.

M.Kovac

4499. [PUB] LDG version 2.00

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-06 00:00:00 UTC
From: Dominique Bereziat <bereziat@eddy.inria.fr>
Message-ID: <rw51ywppfbp.fsf@eddy.inria.fr>
Source record: 1519

Hi,
a new version of LDG (version 2.00) is avalaible at

http://ldg.atari.org/

LDG is a TOS based system allowing GEM applications to
load and share dynamical libraries. This last version is
really faster than previous one (version 1.20).

The package provides a GEM installer and a developper kit
for Gcc, Pure C and Sozobon C. However, it is very simple
to use LDG for other language (as explained in the
ST-guide documentation of LDG).

Have fun

--
Dominique Bereziat | Dominique.Bereziat@inria.fr
http://www-rocq.inria.fr/~bereziat

4500. C++

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-06 00:00:00 UTC
From: "david.alloza" <david.alloza@wanadoo.fr>
Message-ID: <8u69orggm3@wanadoo.fr>
Source record: 1520

I am looking for a C++ compiler on a falcon 030, Free, Running under TOS
not under linux), if this exist .. can you send me a shortcut to download
it ???

Thank!

4501. Re: Modifying Atari 8bit OS

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-06 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a073883$0$179@news.zetnet.co.uk>
Source record: 1521

Hi Richard,

On 27 Oct 2000 00:25:53 , Richard Detlefsen wrote:

>Also note that Atari 8 bit questions are best posted at comp.sys.atari.8bit.

I disagree. This isn't comp.sys.atari.ST.programmer. It should be shared
by both 16 and 8 bit programmers. After all many ST programmers probably
started with the 8 bits, and probably still have info to share.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4502. Re: Looking for Hisoft BASIC help...

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-06 07:32:54 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <8u5mr8lqc1@nnrp1.deja.com>
Source record: 1517

Hi,

> Hi there,
>
> I'm looking for help with Hisoft BASIC...
>
> I've looked on the Hisoft web-site but they don't appear
> to support or sell it anymore (I could be wrong!). I've
> only got a coverdisc version of v1.23, but never got round
> originally to ordering the docs or upgrading via the mag
> to v2.

A guy called Matthew Bacon can supply you with Hisoft BASIC 2
and he also runs a Hisoft BASIC WEB Site. The site is currently
unavailable but will be back online soon:

http://www.cadenza-software.co.uk

If you e-mail Matthew directly, I'm sure he can help you out. :

matthew@myatari.net

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Before you buy.

4503. Re: Modifying Atari 8bit OS

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973612648-443891AEicMi@cwcom.net>
Source record: 1522

From: jfhaslam@zetnet.co.uk (James Haslam)
Date: 06 Nov 2000 23:02:27 GMT

>On 27 Oct 2000 00:25:53 , Richard Detlefsen wrote:
>
>>Also note that Atari 8 bit questions are best posted at
>comp.sys.atari.8bit.
>
>I disagree. This isn't comp.sys.atari.ST.programmer. It should be shared
>

Yes, but there's (arguably) more 8bit experts in the 8 bit area than
here, non-specific though it is.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4504. Re: Toolbox DLL manager

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-10 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8uggf5$11v5$1@news.comnet.co.nz>
Source record: 1525

```
"Rafal Kawecki" <kawecki@sun1000.pwr.wroc.pl> wrote in ...
> > Are there any other features that would be of use that I have
omitted?
>
> Have a look at LDG Library... There is everything you need :))
>
> BTW.
> Is there any example how to use it?
> Something what could I see.

Not at present. I'll be looking at putting it up on a web page shortly.

(Earlier versions are floating about, but are generally
incomplete/incompatible)

The interface to the Toolbox is a TRAP based one, mimicking the
GEMDOS/BIOS/XBIOS interface, requiring no interface libraries to be
linked in to the application (a la GEM AES/VDI calls).

For example, here is a "Hello World" app (written in C and assembler)

#include "0/types.h" // typedefs "sint16" etc
#include "0/tlbx.h" // toolbox interface/typedefs

#include <stdio.h>

int main( void )
{
sint16 libhandle; // library handle, negative = failed to load
TlbxInfo tinfo; // info about the toolbox
LibInfo libinfo; // info about the library loaded

if( xtlbxID( sizeof( tinfo ), &tinfo ) != 'tlbx' ) {
printf( "No Toolbox\n" );
return -1;
}

if( (libhandle = tlbxLibLoad( "libname.tll", sizeof( libinfo ),
libinfo, NULL, 0 )) < 0 ) {
printf( "Cannot load library\n" );
return -2;
}

// you could examine the library loaded, and act accordingly here
// however, we'll just be simple, and assume it's OK if we get a
good handle

printf( "Hello, %s\n", libWorld(3) );
```

```
tlbxLibFree( libhandle, &libinfo );

return 0;
}
```

Now the same thing in assembly language:

(I've written this while online, so please excuse any typos/problems
[OE5.5 isn't ideal for entering source code])

```
main:
link a6,#-size
move.l d7,-(a7)

pea tinfo(a6)
pea tinfosize.w
move.w #'tb',-(a7)
trap #14
cmp.l #'tlbx',d0
add.w #2+4+4,a7
beq.s ok

pea notlbx
jsr printf
moveq #-1,d0
addq.w #4,a7
bra return

ok
clr.l -(a7)
clr.l -(a7)
pea libinfo(a6)
pea libinfosize.w
pea libname
move.w #$14,-(a7)
clr.w -(a7)
moveq #0,d1
trap #0
tst.w d0
add.w #2+2+4+4+4+4+4,a7
bge.s ok2

pea noload
jsr printf
moveq #-2,d0
addq.w #4,a7
bra return

ok2
move.w d0,d7

move.w #3,-(a7)
move.w libWorld_funcnum,-(a7)
move.w d7,-(a7)
```

```
moveq #0,d1
trap #0
add.w #2+2+2,a7
move.l d0,-(a7)
pea hellostring
jsr printf
addq.w #4+4,a7

pea libinfo(a6)
move.w d7,-(a7)
move.w #$16,-(a7)
clr.w -(a7)
moveq #0,d1
trap #0
add.w #2+2+2+4,a7

moveq #0,d0
return
move.l (a7)+,d7
unlk a6
rts

notlbx
dc.b "No Toolbox",10,0
libname
dc.b "libname.tll",0
noload
dc.b "Cannot load library",10,0
hellostring
dc.b "Hello, %s",10,0

Based on some feedback I've got, I may be changing the interface from
push args
push lib func num
push lib handle
move magic into D1 register
trap #0
fix stack

into something like this:
push args
push lib func num
push lib handle
trap #(3? or 12? or ?)
fix stack

as there no longer appears to be a need for a "magic" number when
calling the Toolbox. (It used to be useful in the earlier days, when
there were multiple versions of the Toolbox, and many differing ways of
passing parameters)

--
```

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any
consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4505. Re: MFP: Timer A?

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-10 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <rtpgu8.205.ln@manoir>
Source record: 1526

Dans l'article <7pXm-otts9B@basedrum.de>, skwit@basedrum.de (Christian
Wiesner) a tapot&#65533; avec ses petits doigts:
> Heyho!
>
> We (newbies ;)) are playing a little with a MegaSTE in Assembler and
> need to use Timer A of the MFP. From some literature we know about the
> registers, and the way of working sounds pretty logical. Also the use
> of the dividers, but i couldn't find any information which
> clock-source they are dividing. Is it the system-clock? Is this clock
> the same on every ST- type?

```
As far as I know, all MFP are clocked with the same frequency:
2 457 600 Hz. It is a constant between Atari machines which have this
chip.
```

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Sp&#65533;cialit&#65533;: D&#65533;veloppement, jeux

4506. Toolbox DLL manager

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-10 07:10:38 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8ug7gt$qd3$1@news.comnet.co.nz>
Source record: 1523

I've been doing a bit more work on cleaning up the DLL manager I'm writing.

As part of the process of making it more programmer friendly, and making it more widely used (and usable), I was wondering what features would you like it to have?

It runs as an AUTO folder TSR at system boot time, and consumes about 32k RAM.

At present, it has the following function calls:

Detection of the Toolbox:
An XBIOS function call that returns information about itself.

Library Enumeration:
There are library enumeration functions available (LibFirst, :LibNext) which allow you to get info about all libraries currently loaded, and can be used to implement your own "find library" function.

Library Search:
There is a LibFind function which will look through all currently loaded libraries to find on with a matching name, and return a true/false result, and info about the library, if found.

Library Load/Free:
The Toolbox will load a library given its filename, and return a handle which is used to call functions within the library. If a library is already loaded, it will "link" to it, and return a different handle. To unload a library, simply call the LibFree function (the library will only be fully unloaded when all users of the library have called LibFree)

Library File Info:
Ou can get info about a library file on disc by calling the LibFileInfo function. This will return info such as name, version, toolbox/processor requirements and so forth.

Are there any other features that would be of use that I have omitted?

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4507. Re: Toolbox DLL manager

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-10 07:48:15 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A0BA83E.43111B@sun1000.pwr.wroc.pl>
Source record: 1524

> Are there any other features that would be of use that I have omitted?

Have a look at LDG Library... There is everything you need :))

BTW.
Is there any example how to use it?
Something what could I see.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4508. Re: MFP: Timer A?

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-11 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <rb6ku8.5m.ln@manoir>
Source record: 1528

In the article <7peurdr8s9B@basedrum.de>, skwit@basedrum.de (Christian Wiesner) typed with his little fingers:

> while testing, there came up some other questions, maybe someone could
> answer:
> - does timer A run continuously when once started?

Timers A and B have event-count mode and delay mode.

The event-count mode triggers the interrupt when an event occurs.
For Timer A, it is end of DMA sound on STE machines
For Timer B, it is end of video line.

The delay mode is the "frequency" mode, where the interrupt triggers
after a programmed time, continuously until stopped.

> - if not, do I have to free the irq? (using xbios $1b, JENABINT etc?)

To do things clean, you should save each Timer state before modifying it.
Then, when you have finished using it, restore previous values.
It is necessary because you do not know which program or system can use
it, even if STE machines do not use Timer A by default.

> - when I use IRQs, do I have to save (and restore) an/dn manually?

In a interrupt routine, you must save all registers you modify, because the
interrupt can triggers anywhen in your program, so if you have a main loop
in your program and you do not save registers in the interrupt, do not ask
yourself why things are going wrong.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Sp&#65533;cialit&#65533;: D&#65533;veloppement, jeux

4509. just getting started. Help?

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-11 05:48:18 UTC
From: Dan Imal <dan@gridular.com>
Message-ID: <B6324892.230D%dan@gridular.com>
Source record: 1527

I just bought a 520st and I want to program in BASIC or C. Can someone recommend a good starting point? I've looked around on the Web and I've found a lot of advanced information and code libraries, but no compilers or Basic development tools. And very little info for a programmer new to the Atari. Any help would be greatly appreciated. Thanks.

Dan Imal

4510. CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-13 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t10rlv70agvq59@corp.supernews.com>
Source record: 1529

Hi everyone,

I'm having a few problems with Clink supplied with Lattice. I'm a new comer to Lattice let alone C so dont bite me head off!

Now I'm sure this is a very simple answer but I can't figure it out.

I have a piece of code like this to see what has been given to find the programs command line:

```
#include <stdio.h>
#include <stdlib.h>
#include <aes.h>
char *app,*cm;
main()
{
shel_read(app,cm);
printf("The application name was %a and the command line passed was %b\n",app,cm);
return 0;
}
```

I get an error like this:

```
<<<stuff here>>>>
Undefined symbols First Referenced
_shel_read File 'I:\PROGRAM\CODE\COMMAND.O'
<<<<more stuff here>>>
```

That is the programmes main problem. How much of Lattice do I need to set up, from a fresh installation? It's all rather confusing, but I really need to know C. The manual doesn't seem to help very well.

TIA.

4511. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-14 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t12unfjmjqv4ae@corp.supernews.com>
Source record: 1531

```
On 14 Nov 2000 18:36:06 , "G Swaine" wrote:
>"Lyndon Amsdon" <bindon@madasafish.com> wrote...
>> I have a piece of code like this to see what has been given to find
>> the programs command line:
>>
>> #include <stdio.h>
>> #include <stdlib.h>
>> #include <aes.h>
>> char *app,*cm;
>> main()
>> {
>> shel_read(app,cm);
>> printf("The application name was %a and the command line passed was
>%b\n",app,cm); <<<<all on one line>>>>
>> return 0;
>> }
>>
>> I get an error like this:
>>
>> <<<stuff here>>>>
>> Undefined symbols First Referenced
>> _shel_read File 'I:\PROGRAM\CODE\COMMAND.O'
>> <<<<more stuff here>>>
>>
>> That is the programmes main problem. How much of Lattice do I need to
>> set up, from a fresh installation? It's all rather confusing, but I
>> really need to know C. The manual doesn't seem to help very well.
>
>If the only "undefined symbols" are names of GEM procedures, then it'd
>be that you're not linking in the GEM libraries. If there are any other
>names in the list of symbols, then you may not have your linker path
>set.
>
>I'll assume that it is simply that you're not linking as a GEM app.

Thanks Mario, you've found the problem I've been having with Clink
but.....the program crashes with two bombs! ARRRGGHH!!

So I need yet more help. When the program was compiled with out
linking as a GEM app, I clicked on the default.TTP and the printf
statement was displayed but with the %a and %b, but I suppose this was
because it wasn't using the shel_read command.

Another thing is, the message was displayed twice, not sure why.
```

Now when it is compiled and linked as a gem app, if I execute default.prg as a prg (or a ttp for that matter) I get two bombs and no message.

Anyone help.....please??

4512. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-14 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3A119C01.B9B0CC7E@cable.A2000.nl>
Source record: 1532

Lyndon Amsdon wrote:

> So I need yet more help. When the program was compiled with out
> linking as a GEM app, I clicked on the default.TTP and the printf
> statement was displayed but with the %a and %b, but I suppose this was
> because it wasn't using the shel_read command.

No, to print strings you must always use %s :-)

Of the other I know nothing, I dont have Lattice.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4513. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-14 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t13enu12ta5hca@corp.supernews.com>
Source record: 1533

On 14 Nov 2000 21:09:37 , Henk Robbers wrote:
>
>
>Lyndon Amsdon wrote:
>
>
>> So I need yet more help. When the program was compiled with out
>> linking as a GEM app, I clicked on the default.TTP and the printf
>> statement was displayed but with the %a and %b, but I suppose this was
>> because it wasn't using the shel_read command.
>
>No, to print strings you must always use %s :-)
>
>Of the other I know nothing, I dont have Lattice.

Changing %a or %b to %s doesn't seem to have made any changes
unfortunatly. If this helps at all it bombs with 2 bombs with Lattice
C (or possibly Magic) reporting TOS error #69.

Sorry I can't find my error codes...it was somewhere on my HD.... :(

4514. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-14 05:36:06 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8uqjfn$27k7$1@news.comnet.co.nz>
Source record: 1530

"Lyndon Amsdon" <bindon@madasafish.com> wrote...
> Hi everyone,
>
> I'm having a few problems with Clink supplied with Lattice. I'm a new
> comer to Lattice let alone C so dont bite me head off!
>
> Now I'm sure this is a very simple answer but I can't figure it out.
>
> I have a piece of code like this to see what has been given to find
> the programs command line:
>
> #include <stdio.h>
> #include <stdlib.h>
> #include <aes.h>
> char *app,*cm;
> main()
> {
> shel_read(app,cm);
> printf("The application name was %a and the command line passed was
%b\n",app,cm);
> return 0;
> }
>
> I get an error like this:
>
> <<<stuff here>>>>
> Undefined symbols First Referenced
> _shel_read File 'I:\PROGRAM\CODE\COMMAND.O'
> <<<<more stuff here>>>
>
> That is the programmes main problem. How much of Lattice do I need to
> set up, from a fresh installation? It's all rather confusing, but I
> really need to know C. The manual doesn't seem to help very well.

If the only "undefined symbols" are names of GEM procedures, then it'd be that you're not linking in the GEM libraries. If there are any other names in the list of symbols, then you may not have your linker path set.

I'll assume that it is simply that you're not linking as a GEM app.

If you're using the integrated environment supplied with 5.60 (and 5.52?), look at "Executable" under the "Options" menu. Within that dialog, ensure that the "Build GEM app" option is selected. Then relink the app (select "Link" from the "Project" menu)

However, if you are using the linker from the command line, you'll need to tell it to link a GEM app. Check the manual chapter dealing with the Linker (in volume 1). Sorry, I don't have the manual handy, so cannot be more specific (I think this will be either adding an option to the command line, or naming the GEM library in the list of files to be linked)

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4515. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-14 23:27:43 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3A11CA6F.2DCAFF50@cable.A2000.nl>
Source record: 1534

Lyndon Amsdon wrote:
>

> Changing %a or %b to %s doesn't seem to have made any changes
> unfortunatly. If this helps at all it bombs with 2 bombs with Lattice
> C (or possibly Magic) reporting TOS error #69.
>
> Sorry I can't find my error codes...it was somewhere on my HD.... :(

Ok, I had a better look at your example (must do that always :-)
shel_read is a AES call.
You can only do AES calls if you are a .prg and you call appl_init first.

Keep the %s !!

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4516. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-14 23:34:57 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3A11CC21.46A73605@cable.A2000.nl>
Source record: 1535

Lyndon Amsdon wrote:

```
>
> #include <stdio.h>
> #include <stdlib.h>
> #include <aes.h>
> char *app,*cm;
> main()
> {
> shel_read(app,cm);
> printf("The application name was %a and the command line passed was %b\n",app,cm);
> return 0;
> }
```

About printf:

It is not a macro, but a real procedure.
%a .... %z are NOT argument numberlike things.

%d 16 bit word --> decimal
%ld 32 bit word --> decimal
%s string
%x 16 bit word --> hex
%lx 32 bit word --> hex
%c the character in the least significant 8 bits of a 16 bit word

to name a few

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4517. printf() (was: CLink problems)

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-15 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8utjci$1c2v$1@news.comnet.co.nz>
Source record: 1537

"Henk Robbers" <H.Robbers@cable.A2000.nl> wrote ...
> About printf:
>
> %d 16 bit word --> decimal
> %ld 32 bit word --> decimal
> %s string
> %x 16 bit word --> hex
> %lx 32 bit word --> hex
> %c the character in the least significant 8 bits of a 16 bit word

However, if you are running a 32-bit system, then

%d 32 bit fixed-point integer
%hd 16-bit fixed-point integer
(Some 32-bit systems also use "%ld" for 64-bit fixed-point integer)

... and likewise for hexadecimal values.

Some (most?) also use "%x" vs "%X" for lower-case vs upper-case
hexadecimal values. (ie decimal value 27 becomes either "1c" or "1C")

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any
consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4518. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-15 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8utlf4$1di8$1@news.comnet.co.nz>
Source record: 1538

```
"Lyndon Amsdon" <bindon@madasafish.com> wrote ...
> On 14 Nov 2000 18:36:06 , "G Swaine" wrote:
> >"Lyndon Amsdon" <bindon@madasafish.com> wrote...
> >> I have a piece of code like this to see what has been given to find
> >> the programs command line:
> >>
> >> #include <stdio.h>
> >> #include <stdlib.h>
> >> #include <aes.h>
> >> char *app,*cm;
> >> main()
> >> {
> >> shel_read(app,cm);
> >> printf("The application name was %a and the command line passed was
> >%b\n",app,cm); <<<<all on one line>>>>
> >> return 0;
> >> }
> >>
> >> I get an error like this:
> >>
> >> <<<stuff here>>>>
> >> Undefined symbols First Referenced
> >> _shel_read File 'I:\PROGRAM\CODE\COMMAND.O'
> >> <<<<more stuff here>>>
> >>
> >> That is the programmes main problem. How much of Lattice do I need
to
> >> set up, from a fresh installation? It's all rather confusing, but
I
> >> really need to know C. The manual doesn't seem to help very well.
> >>
> >If the only "undefined symbols" are names of GEM procedures, then
it'd
> >be that you're not linking in the GEM libraries. If there are any
other
> >names in the list of symbols, then you may not have your linker path
> >set.
> >
> >I'll assume that it is simply that you're not linking as a GEM app.
>
> Thanks Mario, you've found the problem I've been having with Clink
> but.....the program crashes with two bombs! ARRRGGHH!!
```

(BTW: I'm not Mario - we both live in Auckland NZ, but that is where the similarity ends)

> So I need yet more help. When the program was compiled with out
> linking as a GEM app, I clicked on the default.TTP and the printf
> statement was displayed but with the "%a" and "%b", but I suppose this was
> because it wasn't using the shel_read command.

I've assumed you've trimmed the example code you supplied, however if it is to use a GEM AES/VDI function, you should have called appl_init() previously - and don't forget to call appl_exit() before your program finishes!

%a and %b are not valid format specifiers within printf(). Based on the code you've supplied, you want to display strings, so "%s" would be more appropriate.

>
> Another thing is, the message was displayed twice, not sure why.

Can't answer this one - I haven't ever seen a need for shel_read in my code. If ever I've needed to recover the command line, I use the argc and argv values passed to main() from the startup code.

>
> Now when it is compiled and linked as a gem app, if I execute
> default.prg as a prg (or a ttp for that matter) I get two bombs and
> no message.

No GEM initialisation (via appl_init) ?

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4519. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-15 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8utrmq$b6q$1@sun27.hrz.tu-darmstadt.de>
Source record: 1539

Hi!

Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
> %d 16 bit word --> decimal
> %ld 32 bit word --> decimal
> %s string
> %x 16 bit word --> hex
> %lx 32 bit word --> hex
> %c the character in the least significant 8 bits of a 16 bit word

> to name a few

Some corrections:

%d is an int
%ld is a long int
%hd is a short int

Same for x instead of d.

IIRC, the ANSI standard does not specify the bit numbers of short, int,
long, etc. The only thing you can be sure of is

short <= int <= long

For example, on a 64 bit machine, a long may have 64 bit, a short 16 and
an int 32.

But because too much code seems to rely on "long == 32 bit", most
compilers stick to that and instead offer a "long long" with > 32 bit
(64 most of the time).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4520. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-15 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3A12903A.9E1CBD96@cable.A2000.nl>
Source record: 1540

```
Thomas Binder wrote:
>
> Hi!
>
> Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
> > %d 16 bit word --> decimal
> > %ld 32 bit word --> decimal
> > %s string
> > %x 16 bit word --> hex
> > %lx 32 bit word --> hex
> > %c the character in the least significant 8 bits of a 16 bit word
>
> > to name a few
>
> Some corrections:

C'mon, this guy is trying to get a simple program running on his ST.

If I ask somebody the time, do I want an estiamate of the age of the universe?

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
```

4521. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-15 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8uull3ta1@sun27.hrz.tu-darmstadt.de>
Source record: 1541

Hi!

Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
> C'mon, this guy is trying to get a simple program running on his ST.

Yes? And because of that, it's not OK to give precise definitions?

> If I ask somebody the time, do I want an estiamate of the age of the
> universe?

No. But it's simply good programming practice to pay attention to details like that. Note, for example, that already with Lattice C (what he's using), %d is /not/ always 16 bit, but an int. Depending on the compiler settings in Lattice C, this means 16 or 32 bit. It's just Pure C that only knows of 16 bit ints.

And another example, why assuming something without checking the exact definitions can be harmful: A /lot/ of code out there relies on time_t being a 32 bit value, easily convertible to and from long.

That's true for most of today's systems, but such a time_t isn't able to represent dates beyond 2038-01-19, 4:14:07 a.m. Now some people say: "OK, no problem, let's simply make time_t a 64 bit value". That would be perfectly OK, weren't there so many programs relying on it being a 32 bit value ... Most of them will of course compile with such a new time_t, but will most probably fail at runtime.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4522. Re: CLink problems

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-15 00:37:57 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <NVdzSMAlrdE6EwAE@my-ste.demon.co.uk>
Source record: 1536

In article <t12unfjmjqv4ae@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> writes

>Another thing is, the message was displayed twice, not sure why.
>
>Now when it is compiled and linked as a gem app, if I execute
>default.prg as a prg (or a ttp for that matter) I get two bombs and
>no message.

It could be because the pointers you're passing to shel_read() haven't
been initialised and probably point 0L, which would explain the 2 bombs.

Try replacing the:

char *app,*cm;

with:

char app[128],cm[128];

Another thing, you should use appl_init() before calling shel_read() and
appl_exit() before the program quits.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

4523. time_t (was Clink problems)

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-17 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8v2tl2$23m2$1@news.comnet.co.nz>
Source record: 1542

"Thomas Binder" <gryf@hrzpub.tu-darmstadt.de> wrote ...
> And another example, why assuming something without checking the exact
> definitions can be harmful: A /lot/ of code out there relies on time_t
> being a 32 bit value, easily convertible to and from long.
>
> That's true for most of today's systems, but such a time_t isn't able
to
> represent dates beyond 2038-01-19, 4:14:07 a.m. Now some people say:

Using a signed 32-bit counter for the seconds since the start of 1970,
it appears to overflow shortly after 2145 million-ish seconds (ie 68.09
years) have elapsed (ie 1970-2037, partway into 2038). This also allows
representation of dates back to near the end of 1901, if my maths is
accurate

I recall there being talk some years ago about it failing when the most
significant bit became a '1' and hence was deemed to be negative. They
were going to redefine it as an unsigned 32 bit value, IIRC.

This would extend the failure/rollover date by another 68 years (to
February 2116, I think), but disallow pre-1970 dates.

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any
consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4524. Re: time_t (was Clink problems)

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-17 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8v34uq$k94$1@sun27.hrz.tu-darmstadt.de>
Source record: 1543

Hi!

G Swaine <g.swaine@the.gluepot.com> wrote:
>> That's true for most of today's systems, but such a time_t isn't able
> to
>> represent dates beyond 2038-01-19, 4:14:07 a.m. Now some people say:

> Using a signed 32-bit counter for the seconds since the start of 1970,
> it appears to overflow shortly after 2145 million-ish seconds (ie 68.09
> years) have elapsed (ie 1970-2037, partway into 2038).

Yes. And what's different here to what I've written?

> I recall there being talk some years ago about it failing when the most
> significant bit became a '1' and hence was deemed to be negative. They
> were going to redefine it as an unsigned 32 bit value, IIRC.

That would be a violation of POSIX, as POSIX states errors in calls to
time_t-related funtions are to be represented as (time_t)-1. Thus, if
you made time_t an unsigned 32 bit value, (time_t)-1 would actually be
(time_t)2147483648, a valid date. How'd you want to detect an error now?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4525. Re: time_t (was Clink problems)

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-18 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8v5lob$132q$1@news.comnet.co.nz>
Source record: 1544

"Thomas Binder" <gryf@hrzpub.tu-darmstadt.de> wrote ...
> G Swaine <g.swaine@the.gluepot.com> wrote:
> >> That's true for most of today's systems, but such a time_t isn't
able
> > to
> >> represent dates beyond 2038-01-19, 4:14:07 a.m. Now some people
say:
>
> > Using a signed 32-bit counter for the seconds since the start of
1970,
> > it appears to overflow shortly after 2145 million-ish seconds (ie
68.09
> > years) have elapsed (ie 1970-2037, partway into 2038).
>
> Yes. And what's different here to what I've written?

Sorry - I didn't intend my post to come across as a criticism.

The preceding paragraph was what I was aware of regarding 32-bit time_t.
This would set the background for the following paragraph, where I ask
about them changing from signed to unsigned 32-bit time_t.

> > I recall there being talk some years ago about it failing when the
most
> > significant bit became a '1' and hence was deemed to be negative.
They
> > were going to redefine it as an unsigned 32 bit value, IIRC.
>
> That would be a violation of POSIX, as POSIX states errors in calls to
> time_t-related funtions are to be represented as (time_t)-1. Thus, if
> you made time_t an unsigned 32 bit value, (time_t)-1 would actually be
> (time_t)2147483648, a valid date. How'd you want to detect an error
now?

It's been a long time since I've needed any of the <time.h> functions
that use time_t, and I'd forgotten about that.

Thank you for correcting me on this point.

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any
consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4526. Re: Toolbox DLL manager

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-18 11:52:59 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8v5r2c$17an$1@news.comnet.co.nz>
Source record: 1545

I've been reviewing the contents of the archive containing my DLL manager, prior to its eventual release.

Within the archive, I have the Toolbox itself, source code to a Toolbox Loadable Library (TLL), an application that uses the Toolbox to load, use and unload the sample library, a few C header files used by the application and library, and a simple ASCII file containing details of the Toolbox API (how to detect/use the Toolbox and its libraries).

There is also a (fairly primitive) library enumerator accessory, which can also interrogate library files, and configure them. (It hasn't really been touched since about 1996-ish, apart from being recompiled to work with the recent Toolbox revisions)

Are there any other utilities or files I should include in the archive that you would find useful?

(To the person who suggested I look at the LDG library: I have downloaded the archive, and will be looking at it shortly. Hopefully it does not clash with my Toolbox)

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4527. Re: time_t (was Clink problems)

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-20 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8vasf5$kd8$1@sun27.hrz.tu-darmstadt.de>
Source record: 1546

Hi!

G Swaine <g.swaine@the.gluepot.com> wrote:
>> Yes. And what's different here to what I've written?

> Sorry - I didn't intend my post to come across as a criticism.

No offense taken. My question maybe even sounded a bit too "pissed" than
it was intented.

>> That would be a violation of POSIX, as POSIX states errors in calls
>> to time_t-related funtions are to be represented as (time_t)-1.

> It's been a long time since I've needed any of the <time.h> functions
> that use time_t, and I'd forgotten about that.

> Thank you for correcting me on this point.

You're welcome.

Anyway, sorry for sounding annoyed or enervated. Seems I shouldn't post
in certain moods :)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4528. Color sprites

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-20 00:00:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A191F14.AF88D49E@sun1000.pwr.wroc.pl>
Source record: 1547

Hi,

Is there any fast way to make color sprites in C?
I'm doing this in that way:
1. first I'm showing the background picture
2. I'm saving the square, where the sprite will be shown
3. then I'm showing the mask
4. then the sprite
5. when the mouse position is changed then I'm showing the saved square
and back to 2.

It works good, but the sprite flickers... :(

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4529. Re: Color sprites

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-20 00:00:00 UTC
From: elfsoft@mindspring.com
Message-ID: <8vbku2$qg1$1@slb0.atl.mindspring.net>
Source record: 1548

>Is there any fast way to make color sprites in C?
[snip]
>It works good, but the sprite flickers... :(

You can pre-construct an XOR mask to swap back and forth between
background and sprite quickly. XOR the background and the sprite,
then AND the result with the sprite mask. A ^ (A^B) = B and
B ^ (A^B) = A while A ^ 0 = A. This reduces the flicker caused
by separate draw steps for background, mask and sprite.

See vro_cpyfm() with wr_mode value S_XOR_D.

If you are really fancy, you can construct an XOR mask to move the
sprite in one screen operation.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4530. Re: Color sprites

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-21 00:00:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A1A7EF3.EF9F8F4A@sun1000.pwr.wroc.pl>
Source record: 1451

```
> > Well, I'm drawing this ((backround and a mask) XOR sprite) in memory not
> > on the screen.
> > And it still flickers.
> > Maybe it woud be faster to draw the mask as a 1 bitplane picture (in
> > fact mask is a 1 bitplane picture).
> > Will it be faster? or maybe the assembler routine for calling vro_cpyfm
> > would be faster?
>
> Since you already draw it in memory the only thing left to do in my
> opinion is to wait for vsync before calling vro_cpyfm to put it to
> screen.
> Helped in some games I coded although I only needed it in falcon
> 256 color mode but it has its limits. Since you're wasting time waiting,
> you at least have to prepare all sprites in memory to put all of them
> out at once.
>
> Gerhard

Thanks :)
Yes, this can be the right solution :)
It's so simply ;))

I'll write tomorrow about the result :))

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4531. Re: Color sprites

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-21 00:00:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A1A3C97.B5A3F7E7@sun1000.pwr.wroc.pl>
Source record: 1549

> >Is there any fast way to make color sprites in C?
> [snip]
> >It works good, but the sprite flickers... :(
>
> You can pre-construct an XOR mask to swap back and forth between
> background and sprite quickly. XOR the background and the sprite,
> then AND the result with the sprite mask. A ^ (A^B) = B and
> B ^ (A^B) = A while A ^ 0 = A. This reduces the flicker caused
> by separate draw steps for background, mask and sprite.
>
> See vro_cpyfm() with wr_mode value S_XOR_D.
>
> If you are really fancy, you can construct an XOR mask to move the
> sprite in one screen operation.

Well, I'm drawing this ((backround and a mask) XOR sprite) in memory not
on the screen.
And it still flickers.
Maybe it woud be faster to draw the mask as a 1 bitplane picture (in
fact mask is a 1 bitplane picture).
Will it be faster? or maybe the assembler routine for calling vro_cpyfm
would be faster?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4532. Re: Color sprites

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-21 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A1A715F.2F515933@siemens.at>
Source record: 1550

Rafal Kawecki wrote:
> Well, I'm drawing this ((backround and a mask) XOR sprite) in memory not
> on the screen.
> And it still flickers.
> Maybe it woud be faster to draw the mask as a 1 bitplane picture (in
> fact mask is a 1 bitplane picture).
> Will it be faster? or maybe the assembler routine for calling vro_cpyfm
> would be faster?

Since you already draw it in memory the only thing left to do in my
opinion is to wait for vsync before calling vro_cpyfm to put it to
screen.
Helped in some games I coded although I only needed it in falcon
256 color mode but it has its limits. Since you're wasting time waiting,
you at least have to prepare all sprites in memory to put all of them
out at once.

Gerhard

4533. The Perfect Christmas Gift 5355

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-22 00:00:00 UTC
From: rrryrn@hotmail.com
Message-ID: <WcTS5.55994$1Z3.211867@e420r-sjo3.usenetserver.com>
Source record: 1452

Two days ago I ordered 10 pieces of paper money from 10 different countries from a company called Perth Numismatics. Lo and behold they arrived today and they are very nice and colourful. They even have a bill from Antarctica. I didn't even know they existed. These are perfect for stocking stuffers or people who are hard to buy for. The website address is www.perthmoney.com
Good luck and Merry Christmas

Cynthia Reeves

zdtxrjmzejnteiusiewcqfzhsgdkzqkfdyrzwjpeevnleicfybschkqnovwlcy

4534. Newbie coder

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-27 00:00:00 UTC
From: DjS <djs@soundlab.freeserve.co.uk>
Message-ID: <8vtfe0hsg1@spruce.ukc.ac.uk>
Source record: 1453

Hi, I've been coding on the PC (demos) for the past 3-4 years starting with pascal, then C/C++ and then on to ASM, I now want to move to doing the same sort of thing on my Atari ST. Can anyone lend a guiding hand to getting started, and anywhere I can download a good compiler for C/C++/ASM.

DjS/Misperception

4535. Re: Newbie coder

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-28 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <CTUU5.318$1O.1574@newsfeed.slurp.net>
Source record: 1454

```
On 27 Nov 2000 11:09:52 , "DjS" wrote:
>Hi, I've been coding on the PC (demos) for the past 3-4 years starting with
>pascal, then C/C++ and then on to ASM, I now want to move to doing the same
>sort of thing on my Atari ST. Can anyone lend a guiding hand to getting
>started, and anywhere I can download a good compiler for C/C++/ASM.
>
>DjS/Misperception
>

Try the following site in the programming section:

http://www.funet.fi/pub/atari/

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

4536. Checking MiNT/MagiC version

Newsgroup: comp.sys.atari.programmer
Date: 2000-11-29 00:00:00 UTC
From: at4ri@kki.net.pl
Message-ID: <903kc4aru2@news.tpi.pl>
Source record: 1455

Hi!
How can I check the MiNT and MagiC version using the value
of MiNT/MagX cookie?

--
See you,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]

Marijuana Mail [http://marijuana.atari.org]
Philip K. Dick [http://aramchek.topnet.pl/]

4537. basic / c / c++ for atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-06 00:00:00 UTC
From: Cyrille M&#65533;nard <cyrillem@yifan.net>
Message-ID: <90m5d7ltr1@reda.worldonline.fr>
Source record: 1456

looking for atari basic / c / c++ programation languages
for 520/1040 ST (without hard drive)

4538. Re: basic / c / c++ for atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-07 00:00:00 UTC
From: Pierre Charpenay <pcharpenay@unilog.fr>
Message-ID: <3A2F82E2.946EE061@unilog.fr>
Source record: 1458

"Cyrille Mï¿½nard" a ï¿½crit :
>
> looking for atari basic / c / c++ programation languages
> for 520/1040 ST (without hard drive)

May be you can try the Sozobon C compiler ... it seems it can work
without hard disk.

ftp://ftp.fu-berlin.de/pub/atari/programming/sozobon/

--
Pierre CHARPENAY

4539. I earned $2,000 and so could you!

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-07 03:50:40 UTC
From: ceo@microbrandsoftware.com
Message-ID: <kODX5.76443$751.1894891@typhoon.ne.mediaone.net>
Source record: 1457
Cross-posted to: comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware

TURN SIX DOLLARS INTO SIX THOUSAND QUICK AND EASY Guarenteed

READING THIS MESSAGE WILL CHANGE UR LIFE FOREVER

: I found this on a bulletin board and decided to try it. A little
: while back, I was browsing through newsgroups, just like you are now,
: and came across an article similar to this that said you could make
: thousands of dollars within weeks with only an initial investment of
: $6.00! So I thought, "Yeah right, this must be a scam", but
: like most of us, I was curious, so I kept reading. Anyway, it said
: that you send $1.00 to each of the 6 names and address stated in the
: article. You then place your own name and address in the bottom of
: the list at #6, and post the article in at least 200 newsgroups.
: (There are thousands) No catch, that was it. So after thinking it
: over, and talking to a few people first, I thought about trying it. I
: figured: "what have I got to lose except 6 stamps and $6.00,
: right?" Then I invested the measly $6.00. Well GUESS WHAT!?...
: within 7 days, I started getting money in the mail! I was shocked! I
: figured it would end soon, but the money just kept coming in. In my
: first week, I made about $25.00. By the end of the second week I had
: made a total of over $1,000.00! In the third week I had over
: $10,000.00 and it's still growing. This is now my fourth week and I
: have made a total of just over $42,000.00 and it's still coming in
: rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more
: than that on the lottery!! Let me tell you how this works and most
: importantly, WHY it works... Also, make sure you print a copy of this
: article NOW, so you can get the information off of it as you need it.
: I promise you that if you follow the directions exactly, that you
: will start making more money than you thought possible by doing
: something so easy!

: Suggestion: Read this entire message carefully! (print it out or
: download it.) Follow the simple directions and watch the money come
: in!

: It's easy. It's legal. And, your investment is only $6.00 (Plus
: postage)

: IMPORTANT: This is not a rip-off; it is not indecent; it is not
: illegal; and it is 99% no risk - it really works!

: If all of the following instructions are adhered to, you will receive
: extraordinary dividends.

: PLEASE NOTE:
: Please follow these directions EXACTLY, and $50,000 or more can be
: yours in 20 to 60 days. This program remains successful because of
: the honesty and integrity of the participants. Please continue its
: success by carefully adhering to the instructions.

: You will now become part of the Mail Order business. In this business
: your product is not solid and tangible, it's a service. You are in
: the business of developing Mailing Lists. Many large corporations are
: happy to pay big bucks for quality lists. However, the money made
: from the mailing lists is secondary to the income which is made from
: people like you and me asking to be included in that list.

: Here are the 4 easy steps to success:

: STEP 1: Get 6 separate pieces of paper and write the following on
: each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now
: get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of
: paper so the bill will not be seen through the envelope (to prevent
: thievery). Next, place one paper in each of the 6 envelopes and seal
: them. You should now have 6 sealed envelopes, each with a piece of
: paper stating the above phrase, your name and address, and a $1.00
: bill. What you are doing is creating a service. THIS IS ABSOLUTELY
: LEGAL! You are requesting a legitimate service and you are paying for
: it! Like most of us I was a little skeptical and a little worried
: about the legal aspects of it all. So I checked it out with the U.S.
: Post Office (1-800-725-2161) and they confirmed that it is indeed
: legal. Mail the 6 envelopes to the following addresses:

: #1)Jeff Brookman
: 3415 Covered Bridge Ln.
: Charlotte, NC 28210

: #2)Wit Wichaidit
: 10912 Broad Green Terrace
: Potomac, MD 20854

: #3)Mike Schude
: 893 S. roanoke
: Gilbert, AZ 85296

: #4)David Freeman
: 11045 Harbour Springs Circle
: Boca Raton, Fl 33428

: #5)Kevin Kniceley
: 4029 Minard Rd. N.W.
: Dover, OH 44622

: #6)John Decowski
: 51 Walnut Hill Rd
: Derry, NH 03038

: STEP 2: Now take the #1 name off the list that you see above, move
: the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR
: Name as number 6 on the list.

: STEP 3: Change anything you need to, but try to keep this article as
: close to original as possible. Now, post your amended article to at
: least 200 newsgroups. (I think there are close to 24,000 groups) All
: you need is 200, but remember, the more you post, the more money you
: make! You won't get very much unless you post like crazy. :)

: This is perfectly legal! If you have any doubts, refer to Title 18
: Sec. 1302 & 1341 of the Postal lottery laws.
: Keep a copy of these steps for yourself and, whenever you need money,
: you can use it again, and again.

: PLEASE REMEMBER that this program remains successful because of the
: honesty and integrity of the participants and by their carefully
: adhering to the directions. Look at it this way. If you are of
: integrity, the program will continue and the money that so many
: others have received will come your way.

: NOTE: You may want to retain every name and address sent to you,
: either on a computer or hard copy and keep the notes people send you.
: This VERIFIES that you are truly providing a service. (Also, it might
: be a good idea to wrap the $1 bill in dark paper to reduce the risk
: of mail theft.)

: So, as each post is downloaded and the directions carefully followed,
: six members will be reimbursed for their participation as a List
: Developer with one dollar each. Your name will move up the list
: geometrically so that when your name reaches the #1 position you will
: be receiving thousands of dollars in CASH!!! What an opportunity for
: only $6.00 ($1.00 for each of the first six people listed above) Send
: it now, add your own name to the list and you're in business!

: ---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS------------

: Step 1) You do not need to re-type this entire letter to do your own
: posting. Simply put your cursor at the beginning of this letter and
: drag your cursor to the bottom of this document, and select 'copy'
: from the edit menu. This will copy the entire letter into the
: computer's memory.
: Step 2) Open a blank 'notepad' file and place your cursor at the top
: of the blank page. From the 'edit' menu select 'paste'. This will
: paste a copy of the letter into notepad so that you can add your name
: to the list. Step 3) Save your new notepad file as a .txt file. If
: you want to do your postings in different settings, you'll always
: have this file to go back to.
: Step 4) Use Netscape or Internet explorer and try searching for
: various newsgroups (on-line forums, message boards, chat sites,

: discussions.)
: Step 5) Visit these message boards and post this article as a new
: message by highlighting the text of this letter and selecting paste
: from the edit menu. Fill in the Subject, this will be the header that
: everyone sees as they scroll through the list of postings in a
: particular group, click the post message button. You're done with
: your first one! Congratulations...THAT'S IT! All you have to do is
: jump to different newsgroups and post away, after you get the hang of
: it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE
: MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU
: HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving
: money from around the world within days! You may eventually want to
: rent a P.O.Box due to the large amount of mail you will receive. If
: you wish to stay anonymous, you can invent a name to use, as long as
: the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE
: CORRECT.**

r. Now,
: each of the 5 persons who just sent me $1.00 make the MINIMUM 200
: postings, each with my name at #5 and only 5 persons respond to each
: of the original 5, that is another $25.00 for me, now those 25 each
: make 200 MINIMUM posts with my name at #4 and only 5 replies each, I
: will bring in an additional $125.00! Now, those 125 persons turn
: around and post the MINIMUM 200 with my name at #3 and only receive 5
: replies each, I will make an additional $625.00! OK, now here is the
: fun part, each of those 625 persons post a MINIMUM 200 letters with
: my name at #2 and they each only receive 5 replies, that just made me
: $3,125.00!!! Those 3,125 persons will all deliver this message to 200
: newsgroups with my name at #1 and if still 5 persons per 200
: newsgroups react I will receive $15,625,00! With an original
: investment of only $6.00! AMAZING! When your name is no longer on the
: list, you just take the latest posting in the newsgroups, and send
: out another $6.00 to names on the list, putting your name at number 6
: again. And start posting again. The thing to remember is: do you
: realize that thousands of people all over the world are joining the
: internet and reading these articles everyday?, JUST LIKE YOU are
: now!! So, can you afford $6.00 and see if it really works?? I think
: so... People have said, "what if the plan is played out and no
: one sends you the money? So what! What are the chances of that
: happening when there are tons of new honest users and new honest
: people who are joining the internet and newsgroups everyday and are
: willing to give it a try? Estimates are at 20,000 to 50,000 new
: users, every day, with thousands of those joining the actual
: internet. Remember, play FAIRLY and HONESTLY and this will really:
work.

4540. Manipulating files

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-07 17:23:14 UTC
From: bindon@madasafish.com
Message-ID: <t2vhs2gp15jf6e@corp.supernews.com>
Source record: 1459

Hi,

I'd liked to thank everyone who helped me on the clink problem, that's sorted and now I'm getting the feel of Lattice. Also my problem with the argument reader is over, I'm now using arc from unix libary.

Anyway, now my next problem. I have a file opened with fdopen and in that file are ascii characters. I have a file that has contents like:
Name=1234
Password=5678
And I need to take the variables and write them into another file. So the text from the source file is changed and written into another file like this:
N=1234
Pword=5678

I'm finding this section quite difficult, the only possible solution I can see is using unix function "stcpm" or "stcpma"

Is there any other functions I could be using?

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4541. vqt_devinfo

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-09 05:03:40 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <90sefq$1dp8$1@news.comnet.co.nz>
Source record: 1460

I seem to be having a problem with calling the GDOS function vqt_devinfo, while looking for the available GDOS printers.

According to my docs, you pass it a VDI handle, device number, pointer to an "exists" flag, and a pointer to a string. It will then return a YES/NO in the exists flag, and the driver name in the string.

However, this does not seem to work properly when I iterate through the GDOS printer device numbers. Even if a device number has been assigned to a driver, and they're correct in the ASSIGN.SYS file, I still get a zero in the exists flag, meaning the device doesn't exist.

The only way I can seem to make it work is to open the device workstation first. This can be a pain - especially if one of the printer device numbers happens to be an ACSI device and isn't connect, or is switched off. This will hang my TT for about 14 seconds inside the v_opnwk() call.

I've checked that I have a sufficient GDOS (I need Font, FSM or SpeedoGDOS for the function) - I am using SpeedoGDOS 4.1.

Anyway, here is what my code looks like:

```
if( gdos_version < 0x200 ) { // Original bitmap GDOS?
for( a = 21; a <= 30; a++ ) { // iterate through printer device
nums
work_in[0] = a; // set device num to loop
var
v_opnwk( work_in, &handle, work_out ); // try to open device
if( handle ) { // non-zero handle = OK
printer_list[counter++] = a; // add device num to
successful list
v_clswk( handle ); // close device
}
}

}
else { // otherwise Font, SM, Speedo GDOS
for( a = 21; a <= 30; a++ ) { // iterate through printer
device nums
// if I add a v_opnwk() line here, vqt_devinfo works, otherwise
it doesn't

vqt_devinfo( vdihandle, a, &exist, driver ); // get device
info
if( exist ) // does it exist?
printer_list[counter++] = a; // add to list
```

```
}
}
```

4542. Re: vqt_devinfo

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-10 00:41:34 UTC
From: t.blight@ntlworld.com
Message-ID: <1103_976408894@ukcmw10127>
Source record: 1461

On Sat, 9 Dec 2000 18:03:40 +1300, "G Swaine"
<g.swaine@the.gluepot.com> wrote:
> I seem to be having a problem with calling the GDOS function
> vqt_devinfo, while looking for the available GDOS printers.
>
> The only way I can seem to make it work is to open the device
> workstation first.

try making the driver resident in the assign.sys file, using a line
something like this ...

21r printer.sys

could I also (modestly) point out that my ttf-gdos supports
vqt_devinfo(). It's at ftp://chapelie.rma.ac.be/atari/

you may also find that fontgdos is slightly buggy in this area, and
doesn't set the return values (at all). I suggest that before you
call vqt_devinfo() you set
intout[0] = 0; /* only set if driver is found */
contrl[2] = 1; /* nr words in ptsout[] */
contrl[4] = 11; /* len filename */

good luck, I hope this helps

4543. need ACTION & BBS Express (Pro) info/STos

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-10 17:54:22 UTC
From: rtdos@qwest.net
Message-ID: <cvPY5.2621$0p4.162640@news.uswest.net>
Source record: 1462

does anyone know where i can find info on the ACTION programming language as well as BBS Express (Pro) for the Atari 8 as well as STos for the Atari 16/32?

--
J.Wood
rtdos@yahoo.com

4544. Re: Manipulating files

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-10 18:11:15 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3a34758f.26349488@news.demon.co.uk>
Source record: 1464

On Thu, 07 Dec 2000 17:23:14 -0000, bindon@madasafish.com (Lyndon Amsdon) wrote:

>Hi,
>
>I'd liked to thank everyone who helped me on the clink problem, that's
>sorted and now I'm getting the feel of Lattice. Also my problem with
>the argument reader is over, I'm now using arc from unix libary.
>
>Anyway, now my next problem. I have a file opened with fdopen and in
>that file are ascii characters. I have a file that has contents like:
>Name=1234
>Password=5678
>And I need to take the variables and write them into another
>file. So the text from the source file is changed and written
>into another file like this:
>N=1234
>Pword=5678
>
>I'm finding this section quite difficult, the only possible solution I
>can see is using unix function "stcpm" or "stcpma"
>
>Is there any other functions I could be using?

Use "standard" functions where you can. In this case 'strchr' and 'malloc' will do the job (along with strlen,strcat,free). I've used C++ (//) comments here 'cos I'm being lazy - the code I've written is C though. :-)

```
#include <appropriate headers> //I dont use Lattice
//string.h stdlib.h mem.h

// think about this function at a later date
// well worth understanding though
// (ie how come 'void' can be dereferenced?)
// clue: it can't
static void
memkill(void **p)
{
if (!*p) return;

free(*p);
*p = NULL;
}
```

```
// 'static' means "keep this function hidden
// in this source file". If you had another
// "static ChangeToken()" in another file they
// wouldn't see each other and everything would
// work fine (two independant functions).
static char*
ChangeToken(const char s[], const char n[])
{const char * p;
char * ss;

if (NULL == (p = strchr(s,'='))) return NULL;

p = &p[1];
ss = malloc(strlen(n) + 1 + strlen(p) + 1);
if (!s) return NULL;

strcpy(ss,n);
strcat(ss,"=");
strcat(ss,p);

return ss;
}
// why (NULL== ...) ?
// Consider...
// if (s == NULL) ...
// and if you mistyped it...
// if (s = NULL)
// <G>

// hack together some 'strings'...
int
main()
{char * old_lines[] ={
"Name=1234",
"Password=5678"
}
;
char * new_lines[2] ={NULL,NULL}; /*(1)*/

new_lines[0] = ChangeToken(old_lines[0],"N");
new_lines[1] = ChangeToken(old_lines[1],"Pword");

if (new_lines[0] && new_lines[1])
printf("[%s][%s]\n",new_lines[0],new_lines[1])
;

memkill(&new_lines[0]);
memkill(&new_lines[1]);

return 0;
}
```

(1) Figured out 'memkill' yet?

I'll elaborate on anything you can't figure out.

Have Fun!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4545. Re: Checking MiNT/MagiC version

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-10 18:11:15 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3a33714a.25256617@news.demon.co.uk>
Source record: 1465

On 29 Nov 2000 19:11:00 GMT, at4ri@kki.net.pl (Grzegorz Pawlik) wrote:

>Hi!
>How can I check the MiNT and MagiC version using the value
>of MiNT/MagX cookie?

Did you get code for this? I have some for checking MagiC.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4546. Re: just getting started. Help?

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-10 18:11:17 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3a367c0b.28009575@news.demon.co.uk>
Source record: 1463

On Sat, 11 Nov 2000 05:48:18 GMT, Dan Imal <dan@gridular.com> wrote:

>I just bought a 520st and I want to program in BASIC or C. Can someone
>recommend a good starting point? I've looked around on the Web and I've
>found a lot of advanced information and code libraries, but no compilers or
>Basic development tools. And very little info for a programmer new to the
>Atari. Any help would be greatly appreciated. Thanks.

As you'll appreciate, a box-standard 520ST is going to be limited on
what it'll run - unless it has a hard disk, which opens things up
somewhat.

Let us know. Also - is it ST,ST(e) etc?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4547. Milan Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-13 10:51:05 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A375498.D508C207@sun1000.pwr.wroc.pl>
Source record: 1466

Hi,

Is there something like Atari Compendium only for Milan?
Basicly I'm looking for list with description of all functions (in C)
available for Milan 040/060.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4548. Re: Milan Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-13 13:03:45 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <917s3h$3tr$1@zingo.tninet.se>
Source record: 1467

On 13 Dec 2000 11:51:05 , Rafal Kawecki wrote:
>Hi,
>
>Is there something like Atari Compendium only for Milan?
>Basicly I'm looking for list with description of all functions (in C)
>available for Milan 040/060.
>
Hi Rafal

No compendium that I know of, but try asking Frank Naumann or Michael Schwingen, they know a lot about Milan and programming.

Cheer's J�rgen

4549. Re: Milan Compendium

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-13 13:20:58 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A3777BA.A0C8360A@sun1000.pwr.wroc.pl>
Source record: 1468

> >Is there something like Atari Compendium only for Milan?
> >Basicly I'm looking for list with description of all functions (in C)
> >available for Milan 040/060.
> >
> Hi Rafal
>
> No compendium that I know of, but try asking Frank Naumann or Michael
> Schwingen, they know a lot about Milan and programming.
>
> Cheer's Jï¿½rgen

Thanks a lot :)
But Milan GmbH should make something like this, that would be very usefull
for programmers.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4550. Turbo C v2.0 eats data

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-14 14:05:13 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <91ak2p$6bi$1@bagan.srce.hr>
Source record: 1469

Yesterday I was working on my Atari 1040 STf with Borland Turbo C
v2.0, on a program that reads a picture file from disc and shows it
on the screen, but I have noticed that sometimes it jumps over a byte
in the file, and don't read it. So the picture on the screen is smaller
and looks corrupted. I don't know how to fix this problem. I am running
the program with 250kB ramdisk, but I still have around 300kb free memory.
Reading the picture with gfa basic, stad, arabesque or any other program
is correct.

DK

--

4551. Re: Turbo C v2.0 eats data

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-14 14:51:04 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <91amoo$1qo$1@sun27.hrz.tu-darmstadt.de>
Source record: 1470

Hi!

damir kaknjo <dk33806@pinus.cc.fer.hr> wrote:
> Yesterday I was working on my Atari 1040 STf with Borland Turbo C
> v2.0, on a program that reads a picture file from disc and shows it
> on the screen, but I have noticed that sometimes it jumps over a byte
> in the file, and don't read it.

I guess it will be a lot easier to analyze your problem if you'd post
your code ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4552. Re: Turbo C v2.0 eats data

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-14 19:22:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200012142022.a38254@su.maus.de>
Source record: 1471

Hi Damir!

DK>Yesterday I was working on my Atari 1040 STf with Borland Turbo C
DK>v2.0, on a program that reads a picture file from disc and shows it on
DK>the screen, but I have noticed that sometimes it jumps over a byte in
DK>the file, and don't read it.
How do you read the picture? Do you use GEMDOS or standard C functions?
If you use the C functions, did you open the file in binary mode?

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

4553. Re: basic / c / c++ for atari

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-16 03:35:33 UTC
From: vbopus@aol.comspambad
Message-ID: <20001215223533.22924.00004540@ng-fq1.aol.com>
Source record: 1472

http://www.atarigames.net/apps.htm

This Site has GFA Basic v3.5e, Lattice C v3.04, PCDitto v3.64 (MS-DOS emulator for the ST), Emulators, and TOS Files.

If You still need something else (like an Assembler) I have a disk with full GFA Assembler, Basic 3.5, and Raytrace I can image (it's an old ST Format).

Mail me @ vbopus@aol.com

4554. Re: Checking MiNT/MagiC version

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-16 14:22:44 UTC
From: noend@interia.pl
Message-ID: <91ftrk$29g$1@news.tpi.pl>
Source record: 1473

```
On 10 Dec 2000 18:11:15 , Guy Harrison wrote:
> On 29 Nov 2000 19:11:00 GMT, at4ri@kki.net.pl (Grzegorz Pawlik) wrote:
>
> >Hi!
> >How can I check the MiNT and MagiC version using the value
> >of MiNT/MagX cookie?
>
> Did you get code for this? I have some for checking MagiC.

I didn't ;(
Please, I would be grateful if you could send it to me.

--
See you,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]
----------------------------------------
Marijuana Mail [http://marijuana.atari.org]
Philip K. Dick [http://aramchek.topnet.pl/]
----------------------------------------
```

4555. is Atari STBook capable to be internationalized (russian)?

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-16 18:36:44 UTC
From: Oleg <abvshop@a-teleport.com>
Message-ID: <91gga1$2e6i$1@pandora.alkar.net>
Source record: 1474

abvshop@a-teleport.com

4556. Re: Turbo C v2.0 eats data

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-17 21:22:02 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <91japq$50m$1@bagan.srce.hr>
Source record: 1475

J?rg Westheide <Joerg_Westheide@su.maus.de> wrote:
: Hi Damir!

: How do you read the picture? Do you use GEMDOS or standard C functions?
: If you use the C functions, did you open the file in binary mode?

Nevermind, I turned back to Gfa Basic. It is smaller and lot faster
(although I don't know if it's better). And it's working, what is most
important.
Thanks for help.

DK

--

4557. Atari ST/TT Emulator Source Code

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-20 22:12:49 UTC
From: rtdos@qwest.net
Message-ID: <yea06.759$8N6.278042@news.uswest.net>
Source record: 1476

Does anyone know where I can find Emulator Source Code for the Atari ST/TT?

--
J.Wood

4558. NOVA and Afterburner

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-22 10:48:01 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A433161.CA967DB7@sun1000.pwr.wroc.pl>
Source record: 1477

Hi,

I have a problem. I'm trying to make some graphics and I have some
problems with NOVA card and Afterburner on Falcon (ofcourse) :(
How should I use vro_cpyfm for NOVA card? How can I recognize that NOVA
is installed?
What about Afterburner? Is it in 100% compatible to F030 ? (for example
VsetRGB).
Or where can I find answers on my questions?

Marry Christmas for all

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4559. Re: NOVA and Afterburner

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-22 18:12:57 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9205j9nki2@snipp.uninett.no>
Source record: 1478

Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:

> I have a problem. I'm trying to make some graphics and I have some
> problems with NOVA card and Afterburner on Falcon (ofcourse) :(
> How should I use vro_cpyfm for NOVA card? How can I recognize that NOVA
> is installed?

vro_cpyfm works just the same on the Videl and Nova. It's no necessary to
do anything Nova-specific unless you want to bypass the VDI and modify the
bitmaps directly.

> What about Afterburner? Is it in 100% compatible to F030 ? (for example
> VsetRGB).

The Afterburner doesn't do any changes to the VDI, so it's 100% compatible
with a 030-Falcon.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4560. IDE adaptors, ATAPI

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-24 15:15:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9253vcfgp1@plutonium.compulink.co.uk>
Source record: 1479

```
Cross-posted from CIX atari.st/5questions
----------
TITLE: Hard drives and adapters

Can anyone tell me for which Atari computers the IDE conversion is
available? I believe it is for STes, but will it work with ordinary STs
and Mega St and/or STes? CHRIS????

Also, what does ATAPI stand for and what types of devices does it
cover? Is it a protocol like SCSI or IDE, or more/less than that? In
an earlier posting (Oct 98) Uwe Seimet said that in effect and greatly
simplified these are SCSI devices connected to the IDE bus and that
most devices other than hard disks conected to the IDE bus are ATAPI
devices. Besides CD-ROMs, what are we talking about? Streamers, MOs or
even scanners?

Regards, /Peter/
```

4561. Re: Atari ST/TT Emulator Source Code

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-24 17:49:26 UTC
From: mdoering@mucl.de
Message-ID: <3a461259.2778852@news.cis.dfn.de>
Source record: 1480

On Wed, 20 Dec 2000 15:12:49 -0700, <rtdos@qwest.net> wrote:

>Does anyone know where I can find Emulator Source Code for the Atari ST/TT?

Get the source of STonX or take the source of WinSton (now Stew):

The StonX Homepage.
http://www.complang.tuwien.ac.at/nino/stonx.html

BUT, the sources from SUSE (as .rpm) are a bit changed and partitially
better! There is also a DOS Version of STonX (also with sources).

I don't know, where I got the Winston sources from, but I can send it
to you, if you (as me) can't find them (in the new year, when I'm back
mail me directly).

If you are interested, how 68000 emulators are done, have a look at
the great papers from

http://www.squish.net/generator/

This is about a SEGA Genesis emulator, which emulates a 68000 CPU and
the atari soundchip.

Martin

4562. Re: NOVA and Afterburner

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-24 22:14:24 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a467540$1_1@athena.netset.com>
Source record: 1481

In article <9205j9nki2@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>
>> I have a problem. I'm trying to make some graphics and I have some
>> problems with NOVA card and Afterburner on Falcon (ofcourse) :(
>> How should I use vro_cpyfm for NOVA card? How can I recognize that NOVA
>> is installed?
>
>vro_cpyfm works just the same on the Videl and Nova. It's no necessary to
>do anything Nova-specific unless you want to bypass the VDI and modify the
>bitmaps directly.

And I would highly recommend against this. If you want your
software to run on video cards, don't mess around with the memory
directly. What you will discover is that a small speed gain on one card
will break it for several other cards (some from the same manufacturer).

Dan Ackerman
aka baldrick@netset.com

4563. Re: IDE adaptors, ATAPI

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-25 03:43:10 UTC
From: ebaiz@skyenet.net
Message-ID: <inz16.9379$wE3.9760@newsfeed.slurp.net>
Source record: 1482

On 24 Dec 2000 15:15:56 , xlator@cix.compulink.co.uk wrote:
>Cross-posted from CIX atari.st/5questions
>----------
>TITLE: Hard drives and adapters
>
>Can anyone tell me for which Atari computers the IDE conversion is
>available? I believe it is for STes, but will it work with ordinary STs
>and Mega St and/or STes? CHRIS????

Mario did an IDE conversion for the Atari computer line. Not sure which
ones apply, but you can check it out at:

http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4564. Mouse cursor

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-29 08:21:44 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A4C4998.766C0545@sun1000.pwr.wroc.pl>
Source record: 1483

```
Hi!

One question... ;)
Is it possible to make the mouse cursor bigger then 16x16? (32x32 for
example).
If yes, then how?

BTW. Happy new year 2001 :)))

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4565. Re: IDE adaptors, ATAPI

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-29 14:42:10 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a4c65fa1387052@free.fr>
Source record: 1484

Hello,

in article <9253vcfgp1@plutonium.compulink.co.uk> (comp.sys.atari.programmer)
xlator@cix.compulink.co.uk wrote on Sun 24-12-2000 15:15 (GMT):

> Also, what does ATAPI stand for

It's ATARI with something missing... Oups ! Wrong answer ;-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4566. Re: Mouse cursor

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-29 17:48:28 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012291747020.90-100000@TT030>
Source record: 1485

On Fri, 29 Dec 2000, Rafal Kawecki wrote:

> One question... ;)
> Is it possible to make the mouse cursor bigger then 16x16? (32x32 for
> example).
> If yes, then how?

I've never seen a legal system call to do that. Probably
is not possible thru system calls.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4567. Re: Checking MiNT/MagiC version

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-31 08:44:49 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3a4c76e8.1601683@news.demon.co.uk>
Source record: 1486

On 16 Dec 2000 14:22:44 GMT, noend@interia.pl (Grzegorz Pawlik) wrote:

>On 10 Dec 2000 18:11:15 , Guy Harrison wrote:
>> On 29 Nov 2000 19:11:00 GMT, at4ri@kki.net.pl (Grzegorz Pawlik) wrote:
>>
>> >Hi!
>> >How can I check the MiNT and MagiC version using the value
>> >of MiNT/MagX cookie?
>>
>> Did you get code for this? I have some for checking MagiC.
>
>I didn't ;(
>Please, I would be grateful if you could send it to me.

First off, you need to identify the existance of MagiC via the cookie
jar. The jar "starts" here...

```
#define SYS_P_COOKIES ((LONG*)0x5a0)
```

...and you need to be in supervisor mode to access it. The cookie for
which you are searching is...

```
#define MAGX_COOKIE_ID 0x4d616758L
```

...and cookies are stored in an array of structures declared in a
manner similar to this...

```
typedef struct {
ulong c_id, /* cookie id */
c_up; /* cookie user pointer */
} COOKIE;
```

If there is no cookie jar then (*SYS_P_COOKIES) will be NULL. Where at
least one entry exists then the end of the array is denoted by member
'c_id' being set NULL.

Assuming you are already in supervisor state then...

```
int
find_cookie(COOKIE *cp)
{COOKIE *c =(COOKIE*)(*SYS_P_COOKIES);
int i =-1;

while (c && c[++i].c_id) {
if (c[i].c_id == cp->c_id) return i;
}
```

```
return -1;
}
```

...will return the array index of the desired cookie, or -1 if it doesn't exist. 'cp' is a pointer to the (COOKIE) for which you want to search. EG:

```
COOKIE c ={MAGX_COOKIE_ID,irrelevant};
int x;

//enter superstate
x = find_cookie(&c);
if (x >= 0) {
c = ((COOKIE*)(*SYS_P_COOKIES))[x];
}
//back to userstate
```

At this point 'x' will be zero or greater if the cookie exists (ie some version of MagiC does exist) and less than zero if MagiC isn't there at all. Where MagiC does exist 'c' will contain the contents of its cookie. From this point on we are interested in 'c_up' - the "user pointer". The meaning of 'c_up' is dependant of whatever it is you are looking for. In the case of MagiC, it points to one of these structures...

```
typedef struct {
long config_status;
DOSVARS * dosvars;
AESVARS * aesvars;
} MAGX_COOKIE;
```

...and it is 'aesvars' which contains the desired information: the 'release' and 'version' members of the (AESVARS) structure is what you're after.

Loosely...

```
MAGX_COOKIE *mc =NULL;
COOKIE c ={MAGX_COOKIE_ID,irrelevant};
int x;
uint32 r;

//enter superstate
x = find_cookie(&c);
if (x >= 0) {
c = ((COOKIE*)(*SYS_P_COOKIES))[x];
mc =(MAGX_COOKIE*)&c;
}
//back to userstate

if (!mc) return no_magx_status;

r = mc->aesvars->release;
r <<= 16;
r |= mc->aesvars->version;
```

```
return r; //hi-word=release, lo-word=version
```

The only <magx.h> header file I can find is for version two. I can email it if you want but please note I had to add stuff to it from the manual as the file hadn't been ammended to reflect changes mentioned in the manual.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4568. Re: Mouse cursor

Newsgroup: comp.sys.atari.programmer
Date: 2000-12-31 19:49:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92o2kgdua1@plutonium.compulink.co.uk>
Source record: 1487

In message <3A4C4998.766C0545@sun1000.pwr.wroc.pl>, kawecki@sun1000.pwr.wroc.pl said:

>Is it possible to make the mouse cursor bigger then 16x16? (32x32 for
>example).
>If yes, then how?

I don't think it would increase the size above 16x16, but in case you
are interested there used to be a Mouse Ka Mania PD program available
that could substitute various cursors for the Atari one, or allow you to
make your own.

Happy New Year to you too! (Lay off too much of the Slivovic!)

Regards, /Peter/

4569. GCC under TOSFS (8+3)

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-02 18:16:41 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101021859290.25881-100000@monster.chl.chalmers.se>
Source record: 1488

Hi!

I've tried installing GCC 2.8.1 from Christian Felsch's homepage. I followed the instructions for installing under TOSFS very closely, and it works. Almost.
I can make gcc compile a normal c-file, but when I try compiling a c++-file, I get some strange errors, like these:

E:/PROGRAMM.ING/GCC/INCLUDE/G++/streambuf.h:394: warning: invalid type 'void *' for default argument to 'ios *'

and

linking: c.a
./cc6200001.o: Undefined symbol _cout referenced from text
./cc6200001.o: Undefined symbol ostream::operator<<(const char *) referenced from text

I think it's strange that I get error messages on the include files that comes with the package. I suspect that I've missed some settings of GCC, but I can't find anything else in the installation instructions. I've made sure that GNUEXEC, GNUINC, GNULIB, and GXXINC are in the environment. And besides, I don't think it's because of that, because GCC does find the include files.

Any suggestions?
Regards
Henrik

4570. Re: GCC under TOSFS (8+3)

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-03 10:09:54 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <92utpi$h8m$1@sun27.hrz.tu-darmstadt.de>
Source record: 1489

Hi!

Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
> I can make gcc compile a normal c-file, but when I try compiling a
> c++-file, I get some strange errors, like these:

> E:/PROGRAMM.ING/GCC/INCLUDE/G++/streambuf.h:394: warning: invalid type
> 'void *' for default argument to 'ios *'

> and

> linking: c.a
> ./cc6200001.o: Undefined symbol _cout referenced from text
> ./cc6200001.o: Undefined symbol ostream::operator<<(const char *)
> referenced from text

Have you forgotten to invoke gcc with g++ here? Remember to use g++
instead of gcc if you want to link C++ programs.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4571. Re: GCC under TOSFS (8+3)

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-03 11:25:20 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101031214040.26097-100000@monster.chl.chalmers.se>
Source record: 1490

```
> > E:/PROGRAMM.ING/GCC/INCLUDE/G++/streambuf.h:394: warning: invalid type
> > 'void *' for default argument to 'ios *'
>
> > and
>
> > linking: c.a
> > ./cc6200001.o: Undefined symbol _cout referenced from text
> > ./cc6200001.o: Undefined symbol ostream::operator<<(const char *)
> > referenced from text
>
> Have you forgotten to invoke gcc with g++ here? Remember to use g++
> instead of gcc if you want to link C++ programs.

Ooops! That's what I had forgotten... It works now with g++.
Strange that it doesn't say anything about that in the documentation
though. But I guess that a certain IQ is assumed... ;-)

I still get that first "invalid type" error message though, but it did
work when I tried to compile a small "hello world" program. Unfortunately
the final executable was rather large: 102KB...

Regards
Henrik
```

4572. Re: GCC under TOSFS (8+3)

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-03 11:32:26 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <92v2ka$kq8$1@sun27.hrz.tu-darmstadt.de>
Source record: 1491

Hi!

Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
>> Have you forgotten to invoke gcc with g++ here? Remember to use g++
>> instead of gcc if you want to link C++ programs.

> Ooops! That's what I had forgotten... It works now with g++.
> Strange that it doesn't say anything about that in the documentation
> though. But I guess that a certain IQ is assumed... ;-)

At least the IQ to read the man page supplied with gcc ;)

-- snip --
DESCRIPTION
The C and C++ compilers are integrated. Both process input
files through one or more of four stages: preprocessing,
compilation, assembly, and linking. Source filename
suffixes identify the source language, but which name you
use for the compiler governs default assumptions:

gcc assumes preprocessed (.i) files are C and assumes C
style linking.

g++ assumes preprocessed (.i) files are C++ and assumes C++
style linking.
-- snap --

Or does Christian's packed not include this?

> I still get that first "invalid type" error message though, but it did
> work when I tried to compile a small "hello world" program.

It wasn't an error, but a warning. Shouldn't normally happen with system
includes, but if everything works, I wouldn't worry.

> Unfortunately the final executable was rather large: 102KB...

Did you strip it?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4573. GCC under MagicPC

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-03 18:13:10 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101031820330.26261-100000@monster.chl.chalmers.se>
Source record: 1492

Hi again!

Now that gcc works reasonably well under TOSFS on my falcon, I'd like to make it work under MagicPC too. I installed it in exactly the same way as described in Christian's documentation, but when I try to run either gcc or g++, it doesn't get very far. All I see are the four or five first lines of gcc's output when using the -v option. I compared it to when running on my falcon, and gcc (or g++) stops just before it says something about "m68K MIT syntax". I don't know what the program is doing then, but it's the same everytime.

I can't figure out what the difference there could be between my falcon and the pc, because all gcc is supposed to do is read a file and write an output file...

Anyone out there who has succeeded in running gcc 2.8.1c under MagicPC 6.1 and Jinnee 2.01?

Could it be something about the filesystem used? (it's FAT32 under MagicPC too, I suppose, since windoze98 uses that).

Regards
Henrik

4574. Re: GCC under MagicPC

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-04 09:46:32 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <931gpo$lo3$1@sun27.hrz.tu-darmstadt.de>
Source record: 1493

Hi!

Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
> I can't figure out what the difference there could be between my falcon
> and the pc, because all gcc is supposed to do is read a file and write an
> output file...

> Anyone out there who has succeeded in running gcc 2.8.1c under MagicPC
> 6.1 and Jinnee 2.01?

> Could it be something about the filesystem used? (it's FAT32 under MagicPC
> too, I suppose, since windoze98 uses that).

Do you use gcc on a container drive or an existing windows folder? Try
using a container drive, as the XFS MagiC PC uses to access windows
folders has some bugs / problems, which may well be the cause of your
difficulties.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4575. Re: GCC under MagicPC

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-04 11:08:30 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101041159570.26462-100000@monster.chl.chalmers.se>
Source record: 1494

> Do you use gcc on a container drive or an existing windows folder? Try
> using a container drive, as the XFS MagiC PC uses to access windows
> folders has some bugs / problems, which may well be the cause of your
> difficulties.

I assume that container drive means that a drive under MagicPC is mapped to a folder under windoze98, right? The C:\ under MagicPC is actually c:\program\magic_pc\magic_c\ under windoze, and I've only tried using the container drive c:\. I have also mapped (windoze) C:\ as D:\ under MagicPC, to get access to the rest of the harddrive, but haven't tried compiling from that drive yet. I'll give it a shot then. Hopefully it'll work.

Regards
Henrik

4576. Re: GCC under MagicPC

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-04 13:50:44 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <931v3k$2ua$1@sun27.hrz.tu-darmstadt.de>
Source record: 1495

Hi!

Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
> I assume that container drive means that a drive under MagicPC is mapped
> to a folder under windoze98, right?

No, exactly the other way around: What you mean is what I've called a
folder drive.

A container drive is actually a large file inside the PC's directories
which MagiC PC accesses as it were a Atari harddisk partition. And I
assume your problems would disappear if you'd use gcc on such a drive,
instead of a mapped windows folder.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4577. Re: GCC under MagicPC

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-04 22:33:09 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101042327110.26680-100000@monster.chl.chalmers.se>
Source record: 1496

> Gilda Henrik <di98gihe@chl.chalmers.se> wrote:
> > I assume that container drive means that a drive under MagicPC is mapped
> > to a folder under windoze98, right?
>
> No, exactly the other way around: What you mean is what I've called a
> folder drive.

Ok, now I get it.

> A container drive is actually a large file inside the PC's directories
> which MagiC PC accesses as it were a Atari harddisk partition. And I
> assume your problems would disappear if you'd use gcc on such a drive,
> instead of a mapped windows folder.

Well, I just tried running gcc from a 32MB container drive (making sure the GNUEXEC and the other environment variables point to the correct locations), but unfortunately it didn't make any difference. It stops at the same place. Sometimes it says ***SYSTEM ï¿½BERSCHRIEBEN*** also, which I assume is caused by the bug(s) in the file routines of MagicPC. So there's not much do to about it then, until the bugs are fixed. :-(

I would like to thank you Thomas for your time and patience.

Regards
Henrik

4578. mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-11 00:13:02 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101110044300.2964-100000@monster.chl.chalmers.se>
Source record: 1497

Hi!

I'm trying to make a program that will provide my own type of network filesystem
functions (I don't mean NFS for mint) under TOS. I figured that I would have some sort of file server, which I will have to code too, on a pc or another atari, and map a new drive to GEMDOS. What I'm wondering is: Is there an easy way to map this drive to gemdos, and make gemdos call my own routines when Fopen and other functions are called, or will I have to hack GEMDOS in some way?

I've already prepared myself for the event that I would have to hack gemdos instead. I've managed to replace the Trap vector ($84) with my own. Until now all my routine does is jumping through the old vector, but I have verified that it works, by for example switching the background color of the screen before jumping through the vector. This gives an annoying flickering screen when opening files and so on. :-)

I've also tried detecting what kind of GEMDOS call was made before jumping through the old vector, but this has failed totally. If I'm not mistaken (and according to the 68030 manual from motorola) the stack frame generated by a trap call is 8 bytes in total (sr (Word), pc (Long), vector number (Word)). And the last thing that is put on the stack before the trap
call should be the GEMDOS function number, so that when my own GEMDOS vector is entered all I have to do is retreive a word from 8(sp), to get the function number. For example if I want to make the screen flicker when someone calls Cconws the following should do just that:

```
myGEMDOS:
cmp.w #CCONWS_FUNCTION,8(sp) did they call Cconws?
bne.s jump_through_old nope, do nothing special

bsr flicker_screen yes, flicker screen
jump_through_old:
move.l oldGEMDOS,a0
jmp (a0) let the old GEMDOS do its
stuff
```

I've tried varying the offset (8 in the above example), but my routine never detects a Cconws call. Is there something about the trap handling that I don't know?

Note that this last part about hacking GEMDOS is really not necessary to solve if there is a simple solution to my first problem (look in the beginning of this post).

Regards
Henrik

4579. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-11 16:28:55 UTC
From: elfsoft@mindspring.com
Message-ID: <93kn07$136$1@slb7.atl.mindspring.net>
Source record: 1498

```
>... so that when my own GEMDOS
>vector is entered all I have to do is retreive a word from 8(sp), to get
>the function number.

Actually, it is usually retrieved from 0(USP). For total compliance,
you should check the status word at 6(sp) to see if you were in user
or supervisor mode when the trap occured, then do either a LEA 8(sp),A0
or MOVEA.L USP,A0 to get the arguments.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!
```

4580. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-11 17:34:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93kqq8$tq8$1@draco.stochastik.rwth-aachen.de>
Source record: 1499

In article <Pine.GSO.4.10.10101110044300.2964-100000@monster.chl.chalmers.se>,
Gilda Henrik <di98gihe@chl.chalmers.se> wrote:

>another atari, and map a new drive to GEMDOS. What I'm wondering is: Is
>there an easy way to map this drive to gemdos, and make gemdos call my own
>routines when Fopen and other functions are called, or will I have to hack
>GEMDOS in some way?

I think MetaDos provides just this. However, I do not know where to find
documentation on how to write a MetaDos driver - Julian Reschke should know
this.

>I've also tried detecting what kind of GEMDOS call was made before jumping
>through the old vector, but this has failed totally. If I'm not mistaken
>(and according to the 68030 manual from motorola) the stack frame
>generated by a trap call is 8 bytes in total (sr (Word), pc (Long), vector
>number (Word)). And the last thing that is put on the stack before the
>trap

Watch out: the offset is 6 for 68000 and 8 for 68010 and newer. You can used
the system-variable _longframe ($59E IIRC) to detect this - if it is
non-zero, the offset is 8.

> cmp.w #CCONWS_FUNCTION,8(sp) did they call Cconws?
> bne.s jump_through_old nope, do nothing special

You have to check if the parameters are on the user or the super stack
(check the bit in the saved PSW in the stack frame).

IIRC, on the user stack, the offset is constant, while on the super stack,
it is 6 or 8 depending on CPU.

You might consider using TraPatch - that's a little freeware TSR that
handles hooking into system vectors for multiple programs, which means it is
(a) more efficient if multiple programs hook into the same vector, and (b)
you don't have to worry about these details.

If you hook into GemDos, you have one more problem to solve: you need
filehandles that you know Gemdos will never return - and that don't collide
with MetaDos and similar programs, either.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4581. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-11 18:23:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200101111923.a6203@su.maus.de>
Source record: 1500

Hi Henrik!

GH>What I'm wondering is: Is there an easy way to map this drive to
GH>gemdos, and make gemdos call my own routines when Fopen and other
GH>functions are called, or will I have to hack GEMDOS in some way?
AFAIK you can do this by a MiNT device driver, but not in normal TOS (at
least I don't know how ;-))

GH>I've already prepared myself for the event that I would have to hack
GH>gemdos instead. I've managed to replace the Trap vector ($84) with my
GH>own. Until now all my routine does is jumping through the old vector,
[...]
GH>I've also tried detecting what kind of GEMDOS call was made before
GH>jumping through the old vector, but this has failed totally.
Have a look at my TraPatch.
It allows you to hook into any BIOS, XBIOS, GEMDOS, AES and VDI function.
And as your code receives a pointer to the parameters in a register, you
don't have to find them yourself dealing with stack frame sizes and the
callers mode (and stack).
An additional benefit is that your code doesn't slow down the calls you're
not interested in

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

4582. Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 04:01:22 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A5E8192.B02467D5@qwest.net>
Source record: 1351
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

```
What is the best "C" compiler and Assembler that
will run on Atari 800XL computers?
```

4583. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 06:51:23 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <93m9lf$83o$1@news.comnet.co.nz>
Source record: 1352

"Gilda Henrik" <di98gihe@chl.chalmers.se> wrote ...
> I'm trying to make a program that will provide my own type of network
> filesystem
> functions (I don't mean NFS for mint) under TOS. I figured that I
would
> have some sort of file server, which I will have to code too, on a pc
or
> another atari, and map a new drive to GEMDOS. What I'm wondering is:
Is
> there an easy way to map this drive to gemdos, and make gemdos call my
own
> routines when Fopen and other functions are called, or will I have to
hack
> GEMDOS in some way?
>
> I've already prepared myself for the event that I would have to hack
> gemdos instead. I've managed to replace the Trap vector ($84) with my
own.
> Until now all my routine does is jumping through the old vector, but I
> have verified that it works, by for example switching the background
color
> of the screen before jumping through the vector. This gives an
annoying
> flickering screen when opening files and so on. :-)
>
> I've also tried detecting what kind of GEMDOS call was made before
jumping
> through the old vector, but this has failed totally. If I'm not
mistaken
> (and according to the 68030 manual from motorola) the stack frame
> generated by a trap call is 8 bytes in total (sr (Word), pc (Long),
vector
> number (Word)). And the last thing that is put on the stack before the
> trap
> call should be the GEMDOS function number, so that when my own GEMDOS
> vector is entered all I have to do is retreive a word from 8(sp), to
get
> the function number. For example if I want to make the screen flicker
when
> someone calls Cconws the following should do just that:
>
> myGEMDOS:
> cmp.w #CCONWS_FUNCTION,8(sp) did they call Cconws?
> bne.s jump_through_old nope, do nothing special

```
>
> bsr flicker_screen yes, flicker screen
> jump_through_old:
> move.l oldGEMDOS,a0
> jmp (a0) let the old GEMDOS do its
> stuff
>
> I've tried varying the offset (8 in the above example), but my routine
> never detects a Cconws call. Is there something about the trap
handling
> that I don't know?
```

The code you have provided will only work if the software is running on a 68010 or newer CPU, and the code calling GEMDOS was in the 68k's Supervisor mode before the call.

A better approach would be something like this:

(I've taken advantage of the fact that GEMDOS is documented to destroy the three lowest data and address registers. This code is also XBRA compliant, calling the previous handler if it isn't Cconws being called)

```
dc.l 'XBRA' ; XBRA compliant
dc.l 'CCWS' ; XBRA flag identifying this handler
oldhandler ds.l 1 ; old handler address
trap
lea 6(sp),a0 ; opcode offset for supervisor call
move.l usp,a1 ; get user stack
tst.w $5a0.w ; big frame? (68010+ have 8 byte frame)
seq d0 ; set small frame flag
beq.s smallerframe ; no - it's a 68000 or 68008
addq.l #8-6,a0 ; increment stack pointer
smallerframe
btst #13&7,(sp) ; were we called from user mode?
sne d1 ; set "called from super" flag
bne.s calledfromsuper ; no, so skip it
move.l a1,a0 ; a0 = USP
calledfromsuper
cmp.w #CCONWS,(a0) ; was the called func Cconws() ?
beq.s myhandler ; no, so go to my handler
move.l oldhandler(pc),-(sp) ; push address of old handler
rts ; jump to it

myhandler:
move.l trapstack,a1 ; get old frame stack
move.w (sp)+,-(a1) ; pop stacked SR, push onto my stack
move.l (sp)+,-(a1) ; pop stacked PC, push onto my stack
tst.b d0 ; small frame flag set?
beq.s shortframe ; yes, so no "format word" to transfer
move.w (sp)+,-(a1) ; pop stacked format-word, push onto my
stack
shortframe
```

```
move.l sp,-(a1) ; save old stack pointer
move.l a1,trapstack ; save new stack pointer

tst.b d1 ; called from supervisor?
bne.s supercall ; yes - no need to swap stacks
move.l usp,sp ; set sp to point to user stack
supercall

jsr myCconwshandler ; call handler with params on stack

move.l trapstack,a0 ; fetch my stack pointer
move.l (a0)+,sp ; pop old stack
tst.w $5a0.w ; long frame or short?
beq.s returnfromshortframe
move.w (a0)+,-(sp) ; pop saved formatword, push onto stack
returnfromshortframe
move.l (a0)+,-(sp) ; pop saved PC, push onto stack
move.w (a0)+,-(sp) ; pop saved SR, push onto stack
move.l a0,trapstack ; save trap stack pointer
rte ; return to prog/func that called
me

; sp+0 stack pointer
; sp+4 Cconws func num
; sp+6 string pointer
myCconwshandler
move.l 4+2(sp),a0 ; fetch string to be printed

nop ; do whatever you wanna do

rts ; normal subroutine return, to trap handler

SECTION DATA
trapstack
dc.l stacktop ; saved pointer to stack of old GEMDOS trap
frames

SECTION BSS
ds.b 12*16 ; 16 level stack of 12-byte (stackframe+SP)
stacktop

END
```

(Better, more-efficient code could probably be written, but this should
give you an idea of what should work. I haven't actually tried this
code, having written it while online)

4584. MFDB Problem

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 08:24:18 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A5EBF32.229B6F22@sun1000.pwr.wroc.pl>
Source record: 1353

Hi there,

I have a problem using standard VDI functions to paste images from
memory.
I'm working with 8 bitplanes....
So, the highest color is 255 (0-255) and if I use such color, system
changes it to 1..
Why?? Can someone help me?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4585. Re: MFDB Problem

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 10:25:57 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A5EDBB5.C5BC9E26@siemens.at>
Source record: 1354

Rafal Kawecki wrote:
>
> Hi there,
>
> I have a problem using standard VDI functions to paste images from
> memory.
> I'm working with 8 bitplanes....
> So, the highest color is 255 (0-255) and if I use such color, system
> changes it to 1..
> Why?? Can someone help me?

Unluckily I don't have access to my sources at the moment so I can't
tell you the exact mapping but I had a similar problem when loading
and displaying images and after some trial and error I coded a
function to map the colours. IIRC with 8 bitplanes VDI mixes up
colours 0 to 15 and 255, at 4 bitplanes it mixes up only colours
0 to 3 and 15 but why it does that at all is beyond me.
I could tell you the mapping after the weekend but until then I think
you will have found it out yourself since you can see it at once if
you draw a picture with e.g. PixArt, and then load and display it
with a tiny self written program.

Gerhard

4586. Re: MFDB Problem

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 10:32:59 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A5EDD5B.61A7AC16@sun1000.pwr.wroc.pl>
Source record: 1355

> > I have a problem using standard VDI functions to paste images from
> > memory.
> > I'm working with 8 bitplanes....
> > So, the highest color is 255 (0-255) and if I use such color, system
> > changes it to 1..
> > Why?? Can someone help me?
>
> Unluckily I don't have access to my sources at the moment so I can't
> tell you the exact mapping but I had a similar problem when loading
> and displaying images and after some trial and error I coded a
> function to map the colours. IIRC with 8 bitplanes VDI mixes up
> colours 0 to 15 and 255, at 4 bitplanes it mixes up only colours
> 0 to 3 and 15 but why it does that at all is beyond me.
> I could tell you the mapping after the weekend but until then I think
> you will have found it out yourself since you can see it at once if
> you draw a picture with e.g. PixArt, and then load and display it
> with a tiny self written program.

No, tell me. Probably I'll have no time for solving this problem...
BTW. The color 254 is 254. There are problems only with 255 :(

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4587. Re: MFDB Problem

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 11:39:24 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A5EECEC.DD21C815@siemens.at>
Source record: 1357

Rafal Kawecki wrote:
> No, tell me. Probably I'll have no time for solving this problem...
> BTW. The color 254 is 254. There are problems only with 255 :(

As I said colors 16 to 254 all are correct. That's what I'm sure.
What I'm not sure to remember correct is :

0 - 0
1 - 255
2 - 1
3 - 2
4 - 3
.
.
15 - 14
255 - 15

You can try it that way and if it's not correct I can tell you after
the weekend.

Gerhard

4588. Re: MFDB Problem

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 11:43:18 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A5EEDD6.7EB55DAF@sun1000.pwr.wroc.pl>
Source record: 1358

```
> > No, tell me. Probably I'll have no time for solving this problem...
> > BTW. The color 254 is 254. There are problems only with 255 :(
>
> As I said colors 16 to 254 all are correct. That's what I'm sure.
> What I'm not sure to remember correct is :
>
> 0 - 0
> 1 - 255
> 2 - 1
> 3 - 2
> 4 - 3
> .
> .
> 15 - 14
> 255 - 15
>
> You can try it that way and if it's not correct I can tell you after
> the weekend.

Hmmm, pretty smart ;)
But is the system doing such things ???
I'll try this, but anyway show me your solution after the weekend...

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4589. Re: MFDB Problem

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 11:46:02 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A5EEE79.A5580F25@sun1000.pwr.wroc.pl>
Source record: 1359

> > No, tell me. Probably I'll have no time for solving this problem...
> > BTW. The color 254 is 254. There are problems only with 255 :(
>
> As I said colors 16 to 254 all are correct. That's what I'm sure.
> What I'm not sure to remember correct is :
>
> 0 - 0
> 1 - 255
> 2 - 1
> 3 - 2
> 4 - 3
> .
> .
> 15 - 14
> 255 - 15

Oops, it's not like that.
255 -> 1 !!!

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4590. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 12:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <20469_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1356

In uno strano messaggio del 11 Jan 01 di98gihe@chl.chalmers.se (2:333/608.1)
scrisse al povero All :
d> own routines when Fopen and other functions are called, or will I have to
d> hack GEMDOS in some way?

You have to hook XBIOS vectors, this is what I did in MIKENET software, maybe
I still have that big all ASM sources around, left at the point where I
started to use the parallel port instead of the MIDI ports.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4591. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 12:23:16 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101121318310.3400-100000@monster.chl.chalmers.se>
Source record: 1360

Hi!

> In uno strano messaggio del 11 Jan 01 di98gihe@chl.chalmers.se (2:333/608.1)
> scrisse al povero All :
> d> own routines when Fopen and other functions are called, or will I have to
> d> hack GEMDOS in some way?
>
> You have to hook XBIOS vectors, this is what I did in MIKENET software, maybe
> I still have that big all ASM sources around, left at the point where I
> started to use the parallel port instead of the MIDI ports.

It would be really nice to have a look at your code. Coulde you mail it to
me? :-)

I would like to thank all you others too who replied to my questions. All
your solutions seem equally good too me, but I think I'll try TraPatch
combined with the MIKENET sources, and see what I can come up with. I've
save your replies for future reference.

Regards
Henrik

4592. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 17:19:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93nea4$52f$1@draco.stochastik.rwth-aachen.de>
Source record: 1361

In article <20469_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
>
>You have to hook XBIOS vectors, this is what I did in MIKENET software, maybe
>I still have that big all ASM sources around, left at the point where I
>started to use the parallel port instead of the MIDI ports.

You can't add a non-FAT FS by hooking into XBIOS - Gemdos will handle the
drive internally and access it on a sector-by-sector basis, and assume there
is a FAT FS on it.

He wanted to have a network drive (where there probably is *no* FAT FS on
the other end, eg. when running on some UNIX machine), so he has to
intercept Gemdos directly and pass the file access functions across the net.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4593. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 23:13:26 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10101130007530.3653-100000@monster.chl.chalmers.se>
Source record: 1362

> >You have to hook XBIOS vectors, this is what I did in MIKENET software, maybe
> >I still have that big all ASM sources around, left at the point where I
> >started to use the parallel port instead of the MIDI ports.
>
> You can't add a non-FAT FS by hooking into XBIOS - Gemdos will handle the
> drive internally and access it on a sector-by-sector basis, and assume there
> is a FAT FS on it.
>
> He wanted to have a network drive (where there probably is *no* FAT FS on
> the other end, eg. when running on some UNIX machine), so he has to
> intercept Gemdos directly and pass the file access functions across the net.

Yepp, what I'm trying to do is make files in an ordinary
window$-environment accessible on an atari through the network. I think
the best solution would be to forward the necessary gemdos calls (like
Fopen and Fread for instance), and not try to read sectors from a
partition under window$, since it would certainly not like that.

Regards
Henrik

4594. Re: MFDB Problem

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 23:40:25 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A5F95E9.6991E98D@chello.nl>
Source record: 1364

Hi

Rafal Kawecki wrote:
>
> > > No, tell me. Probably I'll have no time for solving this problem...
> > > BTW. The color 254 is 254. There are problems only with 255 :(
> >
> > As I said colors 16 to 254 all are correct. That's what I'm sure.
> > What I'm not sure to remember correct is :
> >
> > 0 - 0
> > 1 - 255
> > 2 - 1
> > 3 - 2
> > 4 - 3
> > .
> > .
> > 15 - 14
> > 255 - 15
>
> Oops, it's not like that.
> 255 -> 1 !!!

The VDI always uses 0 for white and 1 for black.
The XBIOS uses 0 for white and the highest possible value for black.
3, 15, 255 respectively.

On the TT in duochrome 254 and 255 are used.

More general: vs_color(h,0) is background colour, (h,1) is foreground colour,
to make these notions the same on all colour depths.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4595. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-12 23:42:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t5v5fq6hvgbvc9@corp.supernews.com>
Source record: 1363
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

"olcott" <olcott@qwest.net> wrote in message
news:3A5E8192.B02467D5@qwest.net...
> What is the best "C" compiler and Assembler that
> will run on Atari 800XL computers?

Lightspeed C was pretty good. It was an integrated development environment,
its own DOS and editor for writing programs vs "use your favorite WP" type
of stand alone compiliers.

Can't remember which one I fooled with, could have been CC65, but it
understood braces
for {
vs
for $(

Like you have to do with most Atari C compilers.

4596. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-13 13:36:35 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <979394283.15580.0.pluto.d4ee0f47@news.demon.nl>
Source record: 1366
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

"olcott" <olcott@qwest.net> wrote in message
news:3A5E8192.B02467D5@qwest.net...
> What is the best "C" compiler and Assembler that
> will run on Atari 800XL computers?
>

The best assembler is MAC/65 I think but I have seen several other good assemblers for the 800XL...
For the best C compiler you can use CC65 for 800XL it's not supported anymore, but still very good. The only problem is you need a big ramdisk or harddisk to use the compiler/linker with all libs...
But CC65 is also available as cross-compiler for PC. You can find it at WWW.CC65.ORG it's still supported and you can download the latest version there...A lot of Atari 8-bit support is added lately...

TXG

4597. Re: mapping a new drive under GEMDOS

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-13 14:17:18 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <20531_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1365

In uno strano messaggio del 12 Jan 01 Michael Schwingen (2:333/608.1) scrisse
al povero All :
MS> You can't add a non-FAT FS by hooking into XBIOS - Gemdos will handle
MS> the drive internally and access it on a sector-by-sector basis, and
MS> assume there is a FAT FS on it.

Oh yes right, this is why MikeNet was so fast and relayable, and I had big
problems while starting to think to a multipoint real network, to other
platforms too.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4598. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-13 16:56:14 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A6088AE.DF86783E@qwest.net>
Source record: 1367
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

Where can I get a copy of MAC / 65?

TXG wrote:

> "olcott" <olcott@qwest.net> wrote in message
> news:3A5E8192.B02467D5@qwest.net...
> > What is the best "C" compiler and Assembler that
> > will run on Atari 800XL computers?
> >
>
> The best assembler is MAC/65 I think but I have seen several other good
> assemblers for the 800XL...
> For the best C compiler you can use CC65 for 800XL it's not supported
> anymore, but still very good. The only problem is you need a big ramdisk or
> harddisk to use the compiler/linker with all libs...
> But CC65 is also available as cross-compiler for PC. You can find it at
> WWW.CC65.ORG it's still supported and you can download the latest version
> there...A lot of Atari 8-bit support is added lately...
>
> TXG

4599. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-13 21:57:07 UTC
From: NoOne@FakeEmail.com
Message-ID: <9028A9F3CCTHEnterprises@205.212.123.11>
Source record: 1368
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

Txg@underground.demon.nl (TXG) wrote in
<979394283.15580.0.pluto.d4ee0f47@news.demon.nl>:

>For the best C compiler you can use CC65 for 800XL it's not supported
>anymore, but still very good.

I've never stopped supporting it. Check out-

http://members.nbci.com/cc65foratari/

It has the cross compiler version available for downloading, plus some
libraries and source code. It is completly compatable with the J.R.
Dunning version and libraries, and includes his cool multi-pass executables
that make the forward referencing of symbols a snap without the use of alot
of header files or declarations.

====
http://cth.dtdns.net
====

4600. DASM - Atari 2600

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-14 12:44:13 UTC
From: a@a.com
Message-ID: <3a619e1e.2672577@news.uswest.net>
Source record: 1369

I am trying to modify some games for Atari 2600 using DASM
when I try to assemble a program, i get unknown mneumonic messages for
every instruction:
line 47 colrdemo.asm Unknown Mnemonic
unknown mnemonic: 'DEX'
line 48 colrdemo.asm Unknown Mnemonic
unknown mnemonic: 'BNE'

Anyone know why this would happen?
Also let me know if there is a better newsgroup to use for this type
of stuff.

4601. lynx rom image???

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-16 10:56:44 UTC
From: m <mrtnglas@dds.nl>
Message-ID: <9419em$q8u$1@news.surfnet.nl>
Source record: 1370

hi i'm looking for the rom image of the lynx to be able to play it on the
(mac) emulator but i'm not able to find it anywhere on the web. can anyone
help me out?
if you have it you can send it to me by email (mrtnglas@dds.nl).
i also own a lynx handheld so legally it should be alright....

well tanhx anyway.

4602. Atari Software for Sale

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-25 15:15:38 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <94pg0bqet4@uranium.btinternet.com>
Source record: 1371
Cross-posted to:
alt.games.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.for-sale,uk,uk.adverts.other

Atari Software for Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

4603. NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-30 08:56:08 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A7681A8.94519B09@sun1000.pwr.wroc.pl>
Source record: 1372

```
Hi there,

Is there any possibility to know that in your Falcon NOVA Card is
installed?
If yes, then how?

And another question concerning the NOVA card.
If I use standard MFDB structure what should I change to display it
correctly on NOVA card.
SwapByte in mfdb->fd_addr ?

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4604. Mfpint

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-30 09:01:38 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A7682F2.A9E781B6@sun1000.pwr.wroc.pl>
Source record: 1373

Hi there,

My second question is how should I use Mfpint?
Any ideas, examples??

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4605. Re: Mfpint

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-30 10:05:43 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A7691F7.2884ECF8@sun1000.pwr.wroc.pl>
Source record: 1374

> My second question is how should I use Mfpint?
> Any ideas, examples??

Sorry, I've fogott to say that I want to use Mfpint(8) (Horizontal
blank).

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4606. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-31 00:27:33 UTC
From: ebaiz@skyenet.net
Message-ID: <VZId6.7299$Uo2.28103@newsfeed.slurp.net>
Source record: 1375

On 30 Jan 2001 09:56:08 , Rafal Kawecki wrote:
>Hi there,
>
>Is there any possibility to know that in your Falcon NOVA Card is
>installed?
>If yes, then how?
>
>And another question concerning the NOVA card.
>If I use standard MFDB structure what should I change to display it
>correctly on NOVA card.
>SwapByte in mfdb->fd_addr ?

If you can display over 256 colors then you have the Nova card. I believe a
regular Falcon could not display over that amount.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4607. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-31 04:11:28 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a779070$1_2@athena.netset.com>
Source record: 1376

In article <3A7681A8.94519B09@sun1000.pwr.wroc.pl>,
Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>Hi there,
>
>Is there any possibility to know that in your Falcon NOVA Card is
>installed?
>If yes, then how?

I wouldn't go this route, unless there was some really big
incentive to do it. The reason being if you avoid checking for specific
hardware and look more at the reported capabilities of the system from the
vdi workstation, you do not lock the program into one particular
configuration. Ie Does your prgram do something special on a Nova Card
that could just as easily be done on an Eclipse?

Also it's questionable to try and shrink your potential userbase
if you are hoping for any sort of return from the product.

>
>And another question concerning the NOVA card.
>If I use standard MFDB structure what should I change to display it
>correctly on NOVA card.
>SwapByte in mfdb->fd_addr ?
>

If you are using the VDI, no change should have to be made. The
driver handles any conversions that might need to be done.

Dan Ackerman
aka baldrick@netset.com

ps. When are we going to see snapshots of Tales of Tamar for the Atari?

>--
>Regards
>
>Rafal Kawecki
>
>**************************
>* Polish Atari News Page
>* http://kawecki.atari.org
>* kawecki@atari.org
>*
>
>

4608. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-01-31 08:11:51 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>
Source record: 1377

> >Is there any possibility to know that in your Falcon NOVA Card is
> >installed?
> >If yes, then how?
>
> I wouldn't go this route, unless there was some really big
> incentive to do it. The reason being if you avoid checking for specific
> hardware and look more at the reported capabilities of the system from the
> vdi workstation, you do not lock the program into one particular
> configuration. Ie Does your prgram do something special on a Nova Card
> that could just as easily be done on an Eclipse?

No, I'm just showin some pictures on the screen ;))
But one of my tester reported me that there are some problems when he uses
NOVA Card (I have a screen shot).

> Also it's questionable to try and shrink your potential userbase
> if you are hoping for any sort of return from the product.

No, I'm only trying to make my programm compatible also with NOVA not only
with standard Falcon.

> >And another question concerning the NOVA card.
> >If I use standard MFDB structure what should I change to display it
> >correctly on NOVA card.
> >SwapByte in mfdb->fd_addr ?
> >
>
> If you are using the VDI, no change should have to be made. The
> driver handles any conversions that might need to be done.

So why the picture is deformed?
I'm using standard VDI calls (vro_cpyfm)...

> ps. When are we going to see snapshots of Tales of Tamar for the Atari?

:))
Tales of Tamar will be only a port of Amiga game, so it will be exactly the
same as on Amiga (it'll look exactly the same).
You can see snapshots on www.tamar.net :-))

--
Regards

Rafal Kawecki

****
* Polish Atari News Page

```
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4609. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-01 03:58:01 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a78dec9$1_3@athena.netset.com>
Source record: 1378

In article <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>,
Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>> hardware and look more at the reported capabilities of the system from the
>> vdi workstation, you do not lock the program into one particular
>> configuration. Ie Does your prgram do something special on a Nova Card
>> that could just as easily be done on an Eclipse?
>
>No, I'm just showin some pictures on the screen ;))
>But one of my tester reported me that there are some problems when he uses
>NOVA Card (I have a screen shot).
>

Well what programming language are you using That would probably
be the next question. It is probably something very small as I saw this
hapen with my code before. Work for most people and then one person was
getting garbage. It was one of a few things for me. The manner in which
I was setting the base address for the screens MFDB, the manner in which I
was clearing a buffer, or the definition I was giving the buffer. Sorry I
can' be more exact than that, but without knowing if you are using C, ASM
or GFA it makes it a bit hard to be exact on some of that. Those were
also the changs that I put in place that cleared up the problem for that
particular user. So I'm not certain exactly which one it was.

>
>
>> Also it's questionable to try and shrink your potential userbase
>> if you are hoping for any sort of return from the product.
>
>No, I'm only trying to make my programm compatible also with NOVA not only
>with standard Falcon.
>

Good plan. As hopefully someone will come up with a new hardware
option for us one of these days.

>
>> >And another question concerning the NOVA card.
>> >If I use standard MFDB structure what should I change to display it
>> >correctly on NOVA card.
>> >SwapByte in mfdb->fd_addr ?
>> >
>>
>> If you are using the VDI, no change should have to be made. The
>> driver handles any conversions that might need to be done.
>

>So why the picture is deformed?
>I'm using standard VDI calls (vro_cpyfm)...
>

I mentioned a few things above that might be your problem.

In C they would be the following.

```
screen_mfdb.fd_addr = 0L; /* I've had other settings work for some but
not all setups */

vro_cpyfm(vdi_handle,(screen_planes >
9)?ALL_BLACK:ALL_WHITE,array,&pic_buf,&pic_buf);
/* not memset. Memset works with atari hardware, but can be problematic
with a graphics card */

picture_buffer = (short *)malloc(....)
/* I had this one recommended to me ;) */
```

>> ps. When are we going to see snapshots of Tales of Tamar for the Atari?
>
>:))
>Tales of Tamar will be only a port of Amiga game, so it will be exactly the
>same as on Amiga (it'll look exactly the same).
>You can see snapshots on www.tamar.net :-))
>

I've been there. I'm watching.

Dan Ackerman
aka baldrick@netset.com

4610. Re: DASM - Atari 2600

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-01 07:15:28 UTC
From: "William R. Lange" <lwr3@uswest.net>
Message-ID: <3A790D10.933AF6B5@uswest.net>
Source record: 1379

Arcade,

Your must include the following line in the source code

<seven spaces>processor 6502

then compile

To make a good binary, your command line should look like this:

dasm source.s -f3 -osource.bin

Good luck,
Bill

Arcade wrote:

> I am trying to modify some games for Atari 2600 using DASM
> when I try to assemble a program, i get unknown mneumonic messages for
> every instruction:
> line 47 colrdemo.asm Unknown Mnemonic
> unknown mnemonic: 'DEX'
> line 48 colrdemo.asm Unknown Mnemonic
> unknown mnemonic: 'BNE'
>
> Anyone know why this would happen?
> Also let me know if there is a better newsgroup to use for this type
> of stuff.

4611. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-01 07:48:29 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A7914CD.15B195F6@sun1000.pwr.wroc.pl>
Source record: 1380

```
> >> hardware and look more at the reported capabilities of the system from the
> >> vdi workstation, you do not lock the program into one particular
> >> configuration. Ie Does your prgram do something special on a Nova Card
> >> that could just as easily be done on an Eclipse?
> >
> >No, I'm just showin some pictures on the screen ;))
> >But one of my tester reported me that there are some problems when he uses
> >NOVA Card (I have a screen shot).
> >
>
> Well what programming language are you using That would probably
> be the next question.

Well, I'm using PureC :-)

> >> If you are using the VDI, no change should have to be made. The
> >> driver handles any conversions that might need to be done.
> >
> >So why the picture is deformed?
> >I'm using standard VDI calls (vro_cpyfm)...
> >
>
> I mentioned a few things above that might be your problem.
>
> In C they would be the following.
>
> screen_mfdb.fd_addr = 0L; /* I've had other settings work for some but
> not all setups */
>
> vro_cpyfm(vdi_handle,(screen_planes >
> 9)?ALL_BLACK:ALL_WHITE,array,&pic_buf,&pic_buf);
> /* not memset. Memset works with atari hardware, but can be problematic
> with a graphics card */
>
> picture_buffer = (short *)malloc(....)
> /* I had this one recommended to me ;) */

Well, I'll try it :)) maybe it'll work...

BTW.
Hod do you like the snapshot from the game?

--
Regards

Rafal Kawecki
```

```
**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4612. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-01 13:50:04 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a79698c$1_3@athena.netset.com>
Source record: 1381

In article <3A7914CD.15B195F6@sun1000.pwr.wroc.pl>,
Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>>
>> Well what programming language are you using That would probably
>> be the next question.
>
>Well, I'm using PureC :-)

That makes it easier for me then, I use PureC as well.

>
>
>Well, I'll try it :)) maybe it'll work...
>
>

If those don't work email me and I'll see if I can help you figure
it out more.

>BTW.
>Hod do you like the snapshot from the game?
>

Looks promising. So what are the atari minimum requirements going
to be?

Dan Ackerman
aka baldrick

4613. Reentrant gemdos functions?

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-01 15:50:36 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10102011626090.1284-100000@monster.chl.chalmers.se>
Source record: 1382

Hi!

I wrote some questions about a network filesystem I wanted to code, a few weeks ago (the subject was "adding new drives to gemdos" I think). I got numerous responses on my questions, enough to get me started. The whole idea was to hook into gemdos functions so that I could forward certain function calls (like Fopen, Fcreate and so on) to the "fileserver". The fileserver would run on a linux system, to make things easy. One advice I got was to make my gemdos functions reentrant. I don't think I understood clearly what that meant, but I suspect it means that many processes should be able to call my routines at the same time without risk of collisions. And I've come up with one problem that I don't know how to solve: I want the whole network filesystem to be runnable under normal TOS, which implies that I need to cover the Fsfirst and Fsnext functions (and also Fsetdta). With only one process as with normal TOS, there's no problem, as long as the process has called Fsetdta, so that my routines know which DTA to fill in when Fsfirst and/or Fsnext is called. BUT with multiple processes I need to know somehow which process called Fsetdta, and also Fsfirst/Fsnext, so that I don't fill in the wrong DTA. Any ideas? The original Gemdos must have a way to do this, but I don't know anything about it.

Regards
Henrik

4614. Re: Reentrant gemdos functions?

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-01 21:28:57 UTC
From: Vincent Barrilliot <vincent@toast.net>
Message-ID: <3A79D519.53C29F40@toast.net>
Source record: 1383

Hello Henrik,

Wouldn't the Dopendir/Dreaddir/Dclose dir functions help ? I guess they already know how to deal with your problem (in a multitasking environment) so it's no use trying to redo the same thing, maybe you can just try to map your Fsfirst/Fsnext with these calls ?

> processes I need to know somehow which process called Fsetdta, and also
> Fsfirst/Fsnext, so that I don't fill in the wrong DTA. Any ideas?

What about adding a _DTA* parameter to your Fsfirst to tell it what structure it should fill ?
Also, if you need to identify a process, Pgetpid() is for you !

> The
> original Gemdos must have a way to do this, but I don't know anything
> about it.

Why don't you have a look at the FreeMiNT sources ? Even if it's not the original GEMDOS it's compatible so it will give you an idea of how things can be done ?

Vincent

4615. Re: Reentrant gemdos functions?

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-01 22:24:03 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3A79E203.FBDA8B08@club-internet.fr>
Source record: 1384

According to the book'le livre du dï¿½veloppeur de l'Atari ST',
and to the STonX Gemdo emulation sources, it seems that
- the _dta is available from the active program's basepage
(offset 0x20 from the basepage)
- the basepage of the current active basepage is in
*((char**)(_sysbase+0x40)), where _sysbase = *((char**)0x4F2)
Hope it helps.
Laurent

Vincent Barrilliot a ï¿½crit:
>
> Hello Henrik,
>
> Wouldn't the Dopendir/Dreaddir/Dclose dir functions help ? I guess they already
> know how to deal with your problem (in a multitasking environment) so it's no
> use trying to redo the same thing, maybe you can just try to map your
> Fsfirst/Fsnext with these calls ?
>
> > processes I need to know somehow which process called Fsetdta, and also
> > Fsfirst/Fsnext, so that I don't fill in the wrong DTA. Any ideas?
>
> What about adding a _DTA* parameter to your Fsfirst to tell it what structure it
> should fill ?
> Also, if you need to identify a process, Pgetpid() is for you !
>
> > The
> > original Gemdos must have a way to do this, but I don't know anything
> > about it.
>
> Why don't you have a look at the FreeMiNT sources ? Even if it's not the
> original GEMDOS it's compatible so it will give you an idea of how things can be
> done ?
>
> Vincent

4616. Re: Reentrant gemdos functions?

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-02 00:14:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200102020114.a37699@su.maus.de>
Source record: 1385

Hi Henrik!

GH>One advice I got was to make my gemdos functions reentrant. I don't
GH>think I understood clearly what that meant, but I suspect it means
GH>that many processes should be able to call my routines at the same
GH>time without risk of collisions.
Yes, that's it. Most important is not to use any global variables

GH>With only one process as with normal TOS, there's no problem, as long
GH>as the process has called Fsetdta, so that my routines know which DTA
GH>to fill in when Fsfirst and/or Fsnext is called. BUT with multiple
GH>processes I need to know somehow which process called Fsetdta, and
GH>also Fsfirst/Fsnext, so that I don't fill in the wrong DTA. Any ideas?
Use Fgetdta().
It works even if the process hasn't called Fsetdta() (it then returns the
default DTA) and you can also call it from inside an AES/VDI/GEMDOS trap

Bye

Joerg

4617. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-03 20:29:16 UTC
From: rand@cd.chalmers.se
Message-ID: <95hpms$2bs$1@nyheter.chalmers.se>
Source record: 1386

In article <3a78dec9$1_3@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>,
>Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:
>>> hardware and look more at the reported capabilities of the system from the
>>> vdi workstation, you do not lock the program into one particular
>>> configuration. Ie Does your prgram do something special on a Nova Card
>>> that could just as easily be done on an Eclipse?
>>
>>No, I'm just showin some pictures on the screen ;))
>>But one of my tester reported me that there are some problems when he uses
>>NOVA Card (I have a screen shot).

What kind of problem is there with the display?

If you're trying to create device specific MFDBs yourself, things can
go wrong unless you use the right way to figure out the screen layout.
I've had lots of problems trying to get all programs working correctly
on the Eclipse/RageII.

>I was setting the base address for the screens MFDB, the manner in which I

It should always be zero.

>>So why the picture is deformed?

Deformed how?

>>I'm using standard VDI calls (vro_cpyfm)...

See above regarding device specific MFDBs.

>screen_mfdb.fd_addr = 0L; /* I've had other settings work for some but
>not all setups */

This will work with any non-buggy VDI.
Putting an actual screen address in there may not even be possible, since
there might not be one (and asking the XBIOS for it isn't a terribly good
idea). At the very least, it makes the job harder for the VDI in the case
of graphics cards.

>vro_cpyfm(vdi_handle,(screen_planes >
>9)?ALL_BLACK:ALL_WHITE,array,&pic_buf,&pic_buf);
>/* not memset. Memset works with atari hardware, but can be problematic
>with a graphics card */

Please, don't do that when trying to fill an area of the screen with
black/white! Sure, it will probably work fine for your program (but not

necessarily since there _are_ actually 8 bit true colour modes around),
but some old programs always use the ALL_WHITE (a terrible name) mode.
The only way to get those old programs to work right is to make the VDI
change the blit calls from D=0 to D=1 and vice versa, which fVDI can do
if asked. Now, if some program does the 'correct' thing, that one will
fail instead, since there is no way the VDI can know which is which.

There are perfectly fine area filling functions (v_bar/vr_recfl) which
will always do the job (well, at least if you make sure you use the
correct colour index) right.

If you're clearing/setting an off screen buffer there is obviously no
problem with memset().

>picture_buffer = (short *)malloc(....)
>/* I had this one recommended to me ;) */

What's special about that one? The short*?

In C, the void* returned by (modern) malloc will automatically be casted
to whatever pointer type picture_buffer has. By casting explicitly, you
remove the possibility for the compiler to flag if you'd forgotten to
include stdlib.h (in which case malloc will be assumed to return int).

If you want the code to compile as C++ too, you do need the cast (but in
C++ you should of course not be using malloc in the first place ;-).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4618. FSLog v0.2 released

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-03 21:26:03 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7c776b$1_2@athena.netset.com>
Source record: 1388

I put a new version of FSLog up on my web site.

http://www.netset.com/~baldrick/stikapps.html

I thought that I would announce it here as it's been tested and
works with GlueSTiK now as well. And GlueSTiK programmers may not follow
my normal STiK2 announcements.

FSLog is a logging utility for STiK API calls. New version allows
some options on what is logged.

Complete source code in C is included in the archive.

Dan Ackerman
aka baldrick

4619. Object GEM Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-03 21:41:52 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a7c7b20.0@energise.enta.net>
Source record: 1387

I am trying to learn how to use Object GEM but I am not
doing very well.

Using some example code I have managed to open the application
and set-up the menu as well as drawing a dialog box.

I want to be able to enter some data into two input fields.
Next, pressing a button will allow some processing to be done
and the results returned to two output fields.

Pretty simple I would have thought but it isn't working
that way.

I have pasted a chunk of the code below, you can probably
guess what it's going to do ;-)

Could someone point out what I am doing wrong ?

TIA

Peter

```
--------------------------------------

PROCEDURE TDesk2Menu.Work;
BEGIN
IF ADialog = NIL THEN
BEGIN
ADialog := NEW (PConvertDial, INIT (NIL,'Location Conversion', TREE3));
NEW (p_Button_A, INIT (ADialog, _P_BUTTON1, id_NO, TRUE, 'Button 1 !'));
NEW (p_Button_B, INIT (ADialog, _P_BUTTON2, id_NO, TRUE, 'Button 2 !'));
NEW (p_Exit, INIT (ADialog, _P_EXIT, id_OK, TRUE, 'The Dialog Exit !'));

NEW (p_Latitude, INIT (ADialog, _LATITUDE, 7, 'Latitude'));
NEW (p_Longitude, INIT (ADialog, _LONGITUDE, 7, 'Longitude'));

NEW (p_Easting, INIT (ADialog, _EASTING, 6, 'Easting'));
NEW (p_Northing, INIT (ADialog, _NORTHING, 6, 'Northing'));

NEW (p_Box_3, INIT (ADialog, _P_BOX_3, 'OS Datum', 'Co-ord Datum'));
NEW (p_RadBut_3, INIT (ADialog, _P_RADBUT3, TRUE, 'Radio 3'));
NEW (p_RadBut_4, INIT (ADialog, _P_RADBUT4, TRUE, 'Radio 4'));

NEW (p_Box_2, INIT (ADialog, _P_BOX_2, 'Grid', 'Grid system'));
NEW (p_RadBut_1, INIT (ADialog, _P_RADBUT1, TRUE, 'Radio 1'));
NEW (p_RadBut_2, INIT (ADialog, _P_RADBUT2, TRUE, 'Radio 2'));

Buffer.Radio_1 := bf_checked;
Buffer.Radio_2 := bf_unchecked;
```

```
Buffer.Radio_3 := bf_checked;
Buffer.Radio_4 := bf_unchecked;

ADialog^.TransferBuffer := @Buffer;
END;

IF ADialog <> NIL THEN
ADialog^.MakeWindow;
END;

FUNCTION TConvertDial.OK: BOOLEAN;
(* If any OK button is pressed then this routine is called *)
VAR
Valid : BOOLEAN;
Msg : STRING;
BEGIN
Valid := INHERITED OK;

IF Valid THEN
BEGIN
IF Buffer.Radio_1 = bf_checked THEN
Application^.Alert( @self, 1, NO_ICON, 'Radio 1', '&OK');
IF Buffer.Radio_2 = bf_checked THEN
Application^.Alert( @self, 1, NO_ICON, 'Radio 2', '&OK');

IF Buffer.Radio_3 = bf_checked THEN
Application^.Alert( @self, 1, NO_ICON, 'Radio 3', '&OK');
IF Buffer.Radio_4 = bf_checked THEN
Application^.Alert( @self, 1, NO_ICON, 'Radio 4', '&OK');
END;

OK := TRUE;
END;

FUNCTION TConvertDial.ExitDlg(AnIndx:INTEGER): BOOLEAN;
(* If any EXIT button is pressed this routine is called *)
VAR
Latitude, Longitude : STRING[7];
Easting, Northing : STRING[6];
BEGIN
CASE AnIndx OF
_P_BUTTON1:
BEGIN
Latitude := Buffer.Latitude;
Longitude := Buffer.Longitude;
(* Latitude := MyApplication.Desk2Menu^.p_Latitude;*)

Application^.Alert( @self, 1, NO_ICON, 'Lat =' + Latitude +
'| Long=' + Longitude, '&OK');
END;

_P_BUTTON2:
BEGIN
```

```
Easting := Buffer.Easting;
Northing := Buffer.Northing;
Application^.Alert( @self, 1, NO_ICON, 'Easting =' + Easting +
'| Northing=' + Northing, '&OK');
END;
END;
------------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
------------------------------------------------------------------------
------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
------------------------------------------------------------------------
```

4620. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-03 22:27:13 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a7c85c1$1_1@athena.netset.com>
Source record: 1389

In article <95hpms$2bs$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <3a78dec9$1_3@athena.netset.com>,
>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>In article <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>,
>>I was setting the base address for the screens MFDB, the manner in which I
>
>It should always be zero.
>
>>>So why the picture is deformed?
>
>Deformed how?
>
>>>I'm using standard VDI calls (vro_cpyfm)...
>
>See above regarding device specific MFDBs.
>
>>screen_mfdb.fd_addr = 0L; /* I've had other settings work for some but
>>not all setups */
>
>This will work with any non-buggy VDI.
>Putting an actual screen address in there may not even be possible, since
>there might not be one (and asking the XBIOS for it isn't a terribly good
>idea). At the very least, it makes the job harder for the VDI in the case
>of graphics cards.
>

I'm confused by what you are saying here. In the first line ou
say use this method. But in your second quote you talk like this not
necessarily the best method.

>>vro_cpyfm(vdi_handle,(screen_planes >
>>9)?ALL_BLACK:ALL_WHITE,array,&pic_buf,&pic_buf);
>>/* not memset. Memset works with atari hardware, but can be problematic
>>with a graphics card */
>
>Please, don't do that when trying to fill an area of the screen with
>black/white! Sure, it will probably work fine for your program (but not
>necessarily since there _are_ actually 8 bit true colour modes around),

8 bit true color mode? That's an interesting confusion. Since
Atari accepted an 8 bit planar mode with the TT, it would seem to me that
an 8 bit true color mode would be a non standard construction that should
be avoided.

>but some old programs always use the ALL_WHITE (a terrible name) mode.
>The only way to get those old programs to work right is to make the VDI
>change the blit calls from D=0 to D=1 and vice versa, which fVDI can do
>if asked. Now, if some program does the 'correct' thing, that one will
>fail instead, since there is no way the VDI can know which is which.
>
>There are perfectly fine area filling functions (v_bar/vr_recfl) which
>will always do the job (well, at least if you make sure you use the
>correct colour index) right.
>
>If you're clearing/setting an off screen buffer there is obviously no
>problem with memset().
>

Actually there is. There are NOVA cards out there that use some
strange bit in there driver. Don't ask me what they do, but memset() on
an offscreen buffer for these cards leads to corrupted displays. This is
why I use the slower but more compatible (since it works through the VDI
of the card) in place vro_cpyfm(). If the cards driver are doing
something strange then this should (and seems to) take that into
consideration.

>>picture_buffer = (short *)malloc(....)
>>/* I had this one recommended to me ;) */
>
>What's special about that one? The short*?
>
>In C, the void* returned by (modern) malloc will automatically be casted
>to whatever pointer type picture_buffer has. By casting explicitly, you
>remove the possibility for the compiler to flag if you'd forgotten to
>include stdlib.h (in which case malloc will be assumed to return int).
>

What is the real chance of someone not noticing the lack of
#include <stdlib.h>? There are quite a few other routines in there that
are more than likely going to appear in a section of code dealing with
image decompression. Now why the Cast? Well if you noticed in this
thread both the original questioner and myself are both using PureC, which
is just about anything you want to say except a modern compiler ;)

Dan Ackerman
aka baldrick

4621. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-03 22:32:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <95i0ua$169$1@plutonium.compulink.co.uk>
Source record: 1390

In message <VZId6.7299$Uo2.28103@newsfeed.slurp.net>, ebaiz@skyenet.net said:

>If you can display over 256 colors then you have the Nova card. I believe a
>regular Falcon could not display over that amount.

Not correct! As manufactured, the Falcon could display 64,000-odd
colours but only in ST-Low resolution (320*200). With the help of
Videlity, it can do TrueColor at higher resolution too, though it's
better if Nemesis is fitted or the machine slows down too much.

Regards, /Peter/

4622. Re: NOVA Card

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-04 18:09:26 UTC
From: rand@cd.chalmers.se
Message-ID: <95k5sm$5do$1@nyheter.chalmers.se>
Source record: 1391

In article <3a7c85c1$1_1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <95hpms$2bs$1@nyheter.chalmers.se>,
>Johan Klockars <rand@cd.chalmers.se> wrote:
>>In article <3a78dec9$1_3@athena.netset.com>,
>>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>>In article <3A77C8C7.B278352D@sun1000.pwr.wroc.pl>,
...
>>>screen_mfdb.fd_addr = 0L; /* I've had other settings work for some but
>>>not all setups */
>>
>>This will work with any non-buggy VDI.
>>Putting an actual screen address in there may not even be possible, since
>>there might not be one (and asking the XBIOS for it isn't a terribly good
>>idea). At the very least, it makes the job harder for the VDI in the case
>>of graphics cards.
>>
>
> I'm confused by what you are saying here. In the first line ou
>say use this method. But in your second quote you talk like this not
>necessarily the best method.

No, in the second line I'm saying that you shouldn't try to put an
actual screen address there. 0 obviously isn't a screen address. ;-)

Use the zero.

> 8 bit true color mode? That's an interesting confusion. Since

No confusion. I've seen several variations.
Even without actual hardware support, you can of course set up the
palette to give, say 3 bit red, 3 bit green, and 2 bit blue.
(Actually, the new palette NVDI introduced with v5 seems to be based on
this principle (it makes it a lot easier to map 16/24 bit images to 8 bit)).

>an 8 bit true color mode would be a non standard construction that should
>be avoided.

Well, yes.

>>If you're clearing/setting an off screen buffer there is obviously no
>>problem with memset().
>
> Actually there is. There are NOVA cards out there that use some
>strange bit in there driver. Don't ask me what they do, but memset() on
>an offscreen buffer for these cards leads to corrupted displays. This is

Strange.

>why I use the slower but more compatible (since it works through the VDI
>of the card) in place vro_cpyfm(). If the cards driver are doing

But then that VDI is in error, since those vro_cpyfm modes are supposed
to fill with all ones/zeroes. The modes are simply all the possible logic
operations on two binary numbers.

> What is the real chance of someone not noticing the lack of
>#include <stdlib.h>? There are quite a few other routines in there that

It has happened to me. ;-)

>are more than likely going to appear in a section of code dealing with

You can get quite far without remembering to include the correct files.
Sooner or later the implicit int arguments are going to kill you, though.

This actually happened to me just the other week when I was porting fVDI
to TurboC/PureC. It was even with malloc(), but in this case not the
library variant. I'd forgotten to declare the function in the file that
used it, and PureC happily passed the size of the area to allocate as an
int (16 bit), not knowing that the function would try to interpret it as
a long (32 bit)...

>image decompression. Now why the Cast? Well if you noticed in this
>thread both the original questioner and myself are both using PureC, which
>is just about anything you want to say except a modern compiler ;)

Isn't it at least supposed to be ANSI compatible?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4623. RC4 bug

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-04 22:20:55 UTC
From: elfsoft@mindspring.com
Message-ID: <95kkk7$g3h$1@slb0.atl.mindspring.net>
Source record: 1392

RC4 is a patented stream encryption algorythm which has become
the defacto standard for random number generators. During my
analysis, I discovered that it has a serious (but easily remedied)
flaw.

The normal (8 bit version) has 256(256!) possible states, making
a thorough analysis impossible. But that is not the case with the
2 bit version (96 states) or the 3 bit version (322,560 states).

What I discovered is that the 96 states for the 2 bit version are
organized into 4 separate loops of lengths 49, 41 and two with 3
states each. For the 3 bit version I have found loops of 238874,
40265, 6625, 5533, 4696, 3008, 2406, 1179, 118, 66 and at least
48 separate loops of 7 states each (so far).

By extrapolation, the 8 bit version should also be subject to short
cycles, possibly as short as 255 states. Needless to say, almost
all keys will produce one of the longer cycles (especially if one
is much longer than all the others), but some will produce cycles
shorter than the code length.

Since the RC4 algorythm otherwise has good performance in terms of
chi-squared tests and auto-correlation, and the odds of hitting one
of the short cycles is so small, the best fix is simply to store
the initial state and detect when it is hit a second time, then
make a random change (such as running the key through it again).

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4624. Re: Object GEM Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-06 08:13:19 UTC
From: dang@elp.rr.com.nospam
Message-ID: <Xns90401A6036452dangelprrcom@207.250.5.3>
Source record: 1393

Sorry, I don't know much about ST yet, so I can't help you with the code,
but I'm interested in using Pascal-ish languages with it. Where can I get
an Object-GEM compiler? Also, does anyone know of some freeware/abandonware
Pascal compilers? My favorite language is Modula-3, but I think it'd be a
bit bloated to run on an ST :)
Thanks,
-dan

>I am trying to learn how to use Object GEM but I am not
>doing very well.

4625. I want to "rent" these ST programming books

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-06 08:25:21 UTC
From: dang@elp.rr.com.nospam
Message-ID: <Xns90401C6AC5D0dangelprrcom@207.250.5.3>
Source record: 1394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

I would be very interested in these 3 books (I understand they are [the only?] 3 volumes of a set). They have been out of print forever, and I have had no luck in searching for them in the used book arena. I would really rather do this as a set, as it would save me on shipping costs.

Compute's Technical Reference Guide - Atari ST, Vol 1: The VDI
" " Vol 2: GEM/AES
" " Vol 3: TOS

Now what I'd like to do is this: I will pay shipping both ways, as well as a reasonable fee for your trouble (say, 5-10 dollars for the set, less individually). These books are long out of print and I want the information contained in them, for a little ST programming site I am doing. I will ship them back to you after a week. Obviously there's quite a bit of trust required for this, and I will give you plenty of personal information accordingly. Again, I'd prefer to do this "rental" as a set, but please mail me anyhow if you only have 1 or 2 of them, because I may in the end resort to renting them individually.

Thanks,
-dan
dang@elp.rr.com.nospam
(remove .nospam from the email address)

4626. Re: RC4 bug

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-07 09:42:44 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <95r5akhqq1@sun27.hrz.tu-darmstadt.de>
Source record: 1395

Hi!

John Kormylo <elfsoft@mindspring.com> wrote:
> RC4 is a patented stream encryption algorythm which has become
> the defacto standard for random number generators.

Well, the algorithm actually isn't patented, but was classified as a
"trade secret" by RSA Inc. You couldn't get the source unless you signed
an NDA. That was until 1994, when someone anonymously posted the source
code to sci.crypt.

> During my analysis, I discovered that it has a serious (but easily
> remedied) flaw.
> [Description snipped]

Just a question, but why do you post this to comp.sys.atari.programmer,
and not to sci.crypt, where it actually belongs to? It's nothing Atari
programming specific, I'd say ;)

Furthermore, short cycles in crippled RC4 are well-known. For example,
look at

http://www.deja.com/=dnc/[ST_rn=ps]/getdoc.xp?AN=668939837

or

http://www.burtleburtle.net/bob/rand/isaac.html

That doesn't mean I don't appreciate/value your efforts, but you
could've done some research whether it is a known problem yourself,
couldn't you? ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4627. Re: Object GEM Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-12 20:02:02 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3a88413a.0@energise.enta.net>
Source record: 1396

On 6 Feb 2001 08:13:19 G, DG wrote:
>Sorry, I don't know much about ST yet, so I can't help you with the code,
>but I'm interested in using Pascal-ish languages with it. Where can I get
>an Object-GEM compiler? Also, does anyone know of some freeware/abandonware
>Pascal compilers? My favorite language is Modula-3, but I think it'd be a
>bit bloated to run on an ST :)
>Thanks,
>-dan
>

Hi Dan,

I have always liked the structured approach that Niklaus Wirth (sp?)
and his team put into languages like Pascal and Modula,2,3.

I used to have Modula-2 for the ST but both the primary and
back-up discs failed !

I think it is available from a number of web sites now.

Object GEM is a series of libraries that can be used with
Pure Pascal from Application Systems. ObjectGEM was written by
Thomas Much and is freeware, though I am sure I will make
a donation if I can ever make it do anything.

>>I am trying to learn how to use Object GEM but I am not
>>doing very well.
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

4628. Atari Software For Sale

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-13 16:36:55 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <96bnpvack1@uranium.btinternet.com>
Source record: 1397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Atari Software For Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

4629. calling STinG from a trap call

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-14 10:57:13 UTC
From: Gilda Henrik <di98gihe@chl.chalmers.se>
Message-ID: <Pine.GSO.4.10.10102141121380.17060-100000@monster.chl.chalmers.se>
Source record: 1398

Hi!

I'm trying to implement some of my own gemdos system calls. I use TraPatch to hook into the Gemdos trap. From within the trap calls I try to call STinG to connect to a server. But this doesn't seem to behave as expected. When calling TCP_open, it gives a positive answer even though the server isn't up and running. I suspect this could be because the cpu is in supervisor mode while executing the trap, but I'm pretty sure I've heard that the latest version of STinG (v1.26) should work alright in supervisor mode too.

When the server (which is just a simple program running under Linux), is active it reports that the client (my falcon030) has connected. But the falcon (calling TCP_info in a loop to find out when the TCP-state TESTABLISH is reached) never understands that it has a working connection.

Is there something that I have forgot, or something that needs to be patched to make this work?

Regards
Henrik

4630. Pure C Help

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-18 17:23:32 UTC
From: elfsoft@mindspring.com
Message-ID: <96p0ek$v9r$1@slb4.atl.mindspring.net>
Source record: 1399

I'm going to be issuing a new release of the English Pure C online
help soon. If anyone would like to report an error or problem,
now would be a good time.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4631. FS: Atari jacket - Very RARE

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-21 04:20:05 UTC
From: frank bridges <frank@vitalcog.com>
Message-ID: <96vfll$2o6b$3@earth.superlink.net>
Source record: 1400

i got an item on ebay that's very cool, and i believe rare. it's an
atari members only style jacket.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1215324925&r=0&t=0&showTutorial=0&ed=982960963&indexURL=0&rd=1

thanks for lookin'.

frank

--
____
Vital Cog Records http://www.vitalcog.com

Featuring releases from Sonny Sixkiller, Duochrome, Moped,
ditch croaker, The Diane Linkletter Experience, Tim,
My Dad Is Dead and John P. Strohm. PLUS Pet Sounds
compilation and Doug Allen's Steven stuff.

4632. Set Falcon resolutions

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-21 17:35:34 UTC
From: elmaraka <maraka@atari.net>
Message-ID: <3a93fb49@post.newsfeeds.com>
Source record: 1401

*** post for free via your newsreader at post.newsfeeds.com ***

i want to code a routine to change the Falcon's resolution to True Color Mode in a VGA monitor. I'm doig in assembler and using the XBIOS call "Vsetmode".
But i don't know why whatever resolution i set whit this call, always the screen moves and behaves like when you try to watch a RGB demo in a VGA monitor.
I think it's a problem of my VGA monitor, because i also have the same problems with programs like "Whip!" that should work on VGA monitors and it doesn't in mine.
Any idea why doesn't work this call?
May be not all VGA monitors work fine with Videl chip?

But i also think that many demos work fine in my hardware when i load them from 640x400 16 colours and they change to True Color Mode by them self.

What kind of method they use to change between resolutions?

Thanks in advanced.

**** Post for FREE via your newsreader at post.newsfeeds.com ****

-=-=-=

4633. app_read()...

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-21 22:58:23 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <3A94480F.EE5438C5@libertysurf.fr>
Source record: 1402

little question...

I'm reading compendium about appl_read() and i don't understand...The author say that we must use evnt_mesag() or evnt_multi() instead, so, is appl_read() should be used if we received a length message greater than 16 bytes (send by appl_write()) ?

4634. FA: Pro-Log Vintage Prom programmer, Intel 4040 processor based

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-22 04:33:06 UTC
From: cms2@altavista.com
Message-ID: <20010222043258.9802.cpmta@c012.sfo.cp.net>
Source record: 1403

Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=563150981

Pro-Log M900B Eprom Programmer in mint condition (Serial #15). This programming system comes with its own carrying case w/lock & keys, Microprocessor user's guide, Prom user's guide, Operating manual, Intel-Hex format interface guide. Features include the PM9064A personality module and the RS232 communication adapter for terminal or modem connection w/baud rate selector. This system can be used as a stand-alone unit, or with a computer. No software is required. It is based on Intel's vintage and highly collectable 4040 processor, which is the second processor Intel developed.

Thanks for looking,
Chris

Find the best deals on the web at AltaVista Shopping!
http://www.shopping.altavista.com

--
Posted from c012-h006.c012.sfo.cp.net [209.228.13.97]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4635. GSlib01

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-22 20:59:07 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <WS3.52b3f717.25a05aa2.arnaud.bercegeay@free.fr>
Source record: 1404

Hello !

a new C library GSlib01 in now available.
GSlib01 = GemScript library patch level 01

GSlib is a windom extension (http://windom.free.fr).

The GSlib package contains the lib compiled for sozobonx c and
pure c, the sources, some examples, and the GEMSCRIPT specification
version 1.20 translated in english by Peter West.

You can get GSlib from the windom web site
http://windom.free.fr

or from my perso web site
http://perso.wanadoo.fr/arnaud.bercegeay/load_e.htm

Regards,

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for Atari : http://tidy.atari.org/
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

4636. New old Atari fan

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-23 18:44:57 UTC
From: mdoering@mucl.de
Message-ID: <3a96adaf.950544@news.cis.dfn.de>
Source record: 1405

Hi!

Is'nt it crazy? Other people sell their Atari stuff - I bought 6
books, and now will start to program the GEM! Funny, aeh?

Yes - I use no Atari, but STonX which now starts to get active again.

http://sourceforge.net/projects/stonx/

Get STonX 0.6.7.3 which now (still beta) provides an interface for
MiNT to the Linux ext2 Filesystem, which it is running on.

I did own an Atari years ago and am now happy to see all the old stuff
again and better new stuff for it. Things I never thought an Atari
would be able to run them.

Martin

4637. load and execute a program with ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-23 21:36:10 UTC
From: Andreas Klimas <klimas@k-r.de>
Message-ID: <3A96E5BA.3759884@k-r.de>
Source record: 1406

Hello !

I like to write a software which takes a program from the serial
line (or midi line). this taken program than should be executed without
any file I/o operations. currently I only found Pexec which takes a
filename
as parameter.

does anybody have any ideas ?
--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

4638. Re: app_read()...

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-23 23:04:26 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A96EC7A.CC3118D3@chello.nl>
Source record: 1407

```
"Laurent Favard (Linux)" wrote:
>
> little question...
>
> I'm reading compendium about appl_read() and i
> don't understand...The author say that we must
> use evnt_mesag() or evnt_multi() instead, so,
> is appl_read() should be used if we received a
> length message greater than 16 bytes (send by
> appl_write() ) ?

That is quite correct.
evnt_mesag and evnt_multi(... MU_MESAG ...)
return in msgbuf[2] the number of bytes in excess of 16

You can then read these byte by issuing a single appl_read on the ap_id that
was returned by the evnt_... calls in msgbuf[1]

ATARI Profibuch (freely):

evnt_mesag(msgbuf);
...
if (msgbuf[2] > 0)
appl_read(msgbuf[1], msgbuf[2], large_enough_buffer);

So if you want to write private messages to a other app, the first 3 shorts must
still be standard.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
```

4639. Re: load and execute a program with ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-24 01:43:25 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <1lEl6.49102$zl4.1398722@zwoll1.home.nl>
Source record: 1408

"Andreas Klimas" <klimas@k-r.de> wrote in message
news:3A96E5BA.3759884@k-r.de...
> Hello !
Hi (again!)

> I like to write a software which takes a program from the serial
> line (or midi line). this taken program than should be executed without
> any file I/o operations. currently I only found Pexec which takes a
> filename
> as parameter.

Well Pexec is exactly what you need:
(From: ATARI Profibuch)
LONG Pexec(WORD mode, const char *file, const char *cmdlin, const char
*env);
mode:
0 = load and go
3 = load, don't go
4 = just go (This is the one you need: LONG Pexec(4, 0L, BASEPAGE *basepage,
0L);)
5 = create BASEPAGE
6 = just go, then free (gemdos >= 0.15)
7 = create basepage, respecting prgflags (gemdos >= 0.19)

To be honest with you: I have never used these functions. I usualy relocate
the program my self and then start it.

The next question from you will be: how do I create a basepage?
Well try to get some documentation. As you are german (I think) I can highly
recommend:
Atari Profibuch
by:
Jankowski, Rabich, Reschke; Sybex verlag
It knows (almost) everything there is to know about the OS.

I am not sure whether there is any good documentation on line available...

> Andreas Klimas (klimas@k-r.de)

Bye, Hans Wessels

PS: remove the computer names from my e-mail adress to reply

4640. Re: load and execute a program with ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-24 02:09:46 UTC
From: Andreas Klimas <klimas@k-r.de>
Message-ID: <3A9725DB.179D1493@k-r.de>
Source record: 1409

```
> 4 = just go (This is the one you need: LONG Pexec(4, 0L, BASEPAGE *basepage,
> 0L);)

okay, this is my second step

> 5 = create BASEPAGE

and this might my first one.

> 6 = just go, then free (gemdos >= 0.15)
> 7 = create basepage, respecting prgflags (gemdos >= 0.19)
>
> To be honest with you: I have never used these functions. I usualy relocate
> the program my self and then start it.
>
> The next question from you will be: how do I create a basepage?
> Well try to get some documentation. As you are german (I think) I can highly
> recommend:
> Atari Profibuch

since one week I own this great book. but it's very fat and so I need
some time to read it.

thank you, Hans

--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)
```

4641. GEMDOS for ATARI is Open Source

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-24 15:29:10 UTC
From: mdoering@mucl.de
Message-ID: <3a97cd19.1896000@news.cis.dfn.de>
Source record: 1410

Hi!

Sorry, if this is new to me, but all other folks know it - just flame me, but:

On this site I found an probably older Version of GEMDOS for the Atari as Open Source:

http://deltasoft.fife.wa.us/cpm/archive/unofficial/

This is the License:

http://deltasoft.fife.wa.us/cpm/archive/unofficial/lisence.html

.. and this THE important part of it:

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lease, grant a security interest in, or otherwise transfer rights to
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Software.

Frank, what do you think? Is this the base for an emulator BIOS?

Petr, could this also be a base for some people, who think of
recreating GEMDOS for x86 architecture?

I had a short look at it and found no XBIOS. Is this made by ATARI
themselfes?

Martin

4642. newbie: vbl interrupt calls C

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-24 17:53:20 UTC
From: Andreas Klimas <klimas@k-r.de>
Message-ID: <3A9802F4.D412C490@k-r.de>
Source record: 1411

Hi Everybody

I'm new in developing programs for AtariST.
I'l try to build a monolithik multitasking system and one of
my very first steps (now) are to play with the vbl interrupt.

what I have done so far:

1. an assembly procedure to register my c - functionpointer which
should be executed

2. an assembly procedure which should be called from an interrupt
which itself jsr to the previous registered C function and
after them makes a RTE.
I save and restore all registers with movem.l d0-d7/a0-a6, -(sp)

this behavior works well till my first call to i.e. printf. if my
user defined interrupt c function calls printf I will get a bus error
within the RTE statement.

what's wrong. should I switch between supervisor and user mode ?

are there any examples for how to call user defined C-functions from
interrupts ?

many thanks
--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

4643. Interrupt and timer

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-24 18:45:44 UTC
From: Neil Wakeling <neil@tuva.demon.co.uk>
Message-ID: <983040451.7874.0.nnrp-08.9e988c11@news.demon.co.uk>
Source record: 1412

Hi all,

I am trying to set up the Atari ST(e), programming in C, so that I can set one of the system timers, then have the timer interrupt and call a function when the time is up.

Is this possible and can anybody help with information on the timers and necessary functions.

I am fairly competent C programmer in GEM, but I dont know how to access interrupts in general, or the timer. Ihave tech notes which give the timer control registers addresses etc, but no information on what values these expect or how the timers behave, or how to set a function to be called by an interrupt.

Many Thanks,
Neil

4644. Re: Interrupt and timer

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-24 22:31:04 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <ICWl6.51071$zl4.1492671@zwoll1.home.nl>
Source record: 1413

"Neil Wakeling" <neil@tuva.demon.co.uk> wrote in message
news:983040451.7874.0.nnrp-08.9e988c11@news.demon.co.uk...

> I am trying to set up the Atari ST(e), programming in C, so that I can set
> one of the system timers, then have the timer interrupt and call a
function
> when the time is up.

What time resolution do you want? What kind off application will it be?

> Is this possible and can anybody help with information on the timers and
> necessary functions.

Eevrything is possible on a ST!

> I am fairly competent C programmer in GEM, but I dont know how to access
> interrupts in general, or the timer. Ihave tech notes which give the
timer
> control registers addresses etc, but no information on what values these
> expect or how the timers behave, or how to set a function to be called by
an
> interrupt.

Well if you are expert in GEM you should look at vex_timv() (VDI 118) no
doubt it will cleanly do all timer work you want. If you on the other side
want total control do something like this (parts of a game I have written).

```
------------------8<-------------------------------------------
/* save old registers, note program is in supervisor mode */
old_iea=*(byte*)0xfffffa07UL;
old_ieb=*(byte*)0xfffffa09UL;
old_ima=*(byte*)0xfffffa13UL;
old_imb=*(byte*)0xfffffa15UL;
old_eoim=*(byte*)0xfffffa17UL;
old_tdc=*(byte*)0xfffffa1dUL;
old_tdd=*(byte*)0xfffffa25UL;

old_vbl=*(void **)0x70;
old_timer_d=*(void**)0110;

move_sr(0x2700); /* disable all interrupts, own function */

/* init registers */
*(void**)0x70=vbl_code;
*(void**)0x110=timer_d_code;

*(byte*)0xfffffa07UL=0;
*(byte*)0xfffffa09UL=0x50; /* keyboard and timer d intterupt needed */
```

```
*(byte*)0xfffffa13UL=0; /* interrupt mask */
*(byte*)0xfffffa15UL=0x50; /* keyboard and timer d intterupt needed */
*(byte*)0xfffffa17UL=game.old_eoim&0xf0;
*(byte*)0xfffffa1dUL=7; /* timer d control */
*(byte*)0xfffffa25UL=246; /* timer d data */
move_sr(0x2300);

/* rest of the program */
...

/* restore registers */
move_sr(0x2700);
{
byte *p=(byte *)0xfffffa00UL;
p[0x0b]=0;
p[0x0d]=0;
p[0x0f]=0;
p[0x11]=0;
p[0x07]=old_iea;
p[0x09]=old_ieb;
p[0x17]=old_eoim;
p[0x13]=old_ima;
p[0x15]=old_imb;
p[0x1d]=old_tdc;
p[0x25]=old_tdd;
}
*(void **)0x70=game.old_vbl;
*(void **)0x110=game.old_timer_d;
move_sr(0x2300);

************************************
assembly

vbl_code:
subq.w #1,game+vbl_count ; decrement vbl counter
rte ; done

; register usage
;
; D0 = work
;
; A0 = game
; A1 = $ffff8800
; A2 = $ffff8802
; A3 = play data

timer_d_code:
movem.l d0/a0-a3,-(sp) ; save registers
move #$2300,sr ; enable interrupts (esp keyboard)
move.l #game,a0 ; game struct
...
movem.l (sp)+,d0/a0-a3 ; restore registers
```

```
rte
---------------------->8---------------------------
```

When you want to know more about the MFP registers lookup the Hardware Register Listing at www.saint.atari.org (atari docs, hardware guide). Normally you only want to program timer D, leving all other bit the same.

I hope this helps a bit,

Cu, Hans

4645. Re: newbie: vbl interrupt calls C

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-24 22:39:18 UTC
From: Andreas Klimas <klimas@k-r.de>
Message-ID: <3A984606.3649E117@k-r.de>
Source record: 1414

> this behavior works well till my first call to i.e. printf. if my
> user defined interrupt c function calls printf I will get a bus error
> within the RTE statement.

after many retries I think I know the problem. I gemdos is not
reetrant then I shouldn't call gemdos in interrupt functions.
if I do bios calls instead than all goes right

--
Greetings from Lake Constance, Germany

Andreas Klimas (klimas@k-r.de)

4646. Re: app_read()...

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-25 07:44:45 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <97adde$7iq$1@news.comnet.co.nz>
Source record: 1415

```
"Laurent Favard (Linux)" <laurent.favard@libertysurf.fr> ...
> little question...
>
> I'm reading compendium about appl_read() and i
> don't understand...The author say that we must
> use evnt_mesag() or evnt_multi() instead, so,
> is appl_read() should be used if we received a
> length message greater than 16 bytes (send by
> appl_write() ) ?

I haven't used appl_read in quite a while, but here is what I can
recall...

Your program has a normal event loop. Once you receive a message event,
check that the third word of the message. If it is non-zero, this is the
length of the message beyond the standard eight words. (in this case
"word" refers to a "16 bit signed integer") You use appl_read() to
retrieve these words.

A sample piece of code (I've left out the normal scaffolding):

#include "0/types.h" // "sint16", "uint16" etc

#include <aes.h> // GEM prototypes

sint16 ap_id; // AES process ID
sint16 msg[24]; // longer message buffer than normal !!
sint16 ev; // event type
uint16 quit; // quit flag
OBJECT *menubar; // pointer to menubar

int main( void )
{
ap_id = appl_init();
rsrc_load( "a.rsc" );
rsrc_gaddr( R_TREE, MENU, &menubar );
menu_bar( menubar, 1 );
while( !quit ) {
ev = evnt_multi( MU_MESAG|MU_TIMER, ... );
if( ev & MU_TIMER ) {
quit = 1;
}
if( ev & MU_MESAG ) {
switch( msg[0] ) {
case MSG_CODE: // custom over-length message
if( msg[2] ) // read excess bytes into rest of
```

```
msg buffer
appl_read( ap_id, msg[2], &msg[8] );
do_something();
break;
case DIE: // custom 8 word message
quit =1;
break;
case MN_SELECTED: // standard AES message
mn_selected( msg );
break;
}
}
}
menu_bar( menubar, 0 );
rsrc_free();
appl_exit();
}
```

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4647. Emulator programm atari formated Jaz to win2000?

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-25 14:19:35 UTC
From: Mathieu <mathieu.fanedel@kfunigraz.ac.at>
Message-ID: <97b4eqthl1@jerry.kfunigraz.ac.at>
Source record: 1416

Hi,

I changed my music system from C-Lab Atari Falcon MK X to PC! So far so good, but can I use anyway my old atari formated Iomega jaz 1GB discs to make them read in the PC system (win 2000). The audio format is not the problem, but the "system format". Are there any emulator programms? Please help!
Thank you, Mathieu.

4648. Re: Interrupt and timer

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-26 08:25:20 UTC
From: Neil Wakeling <neil@tuva.demon.co.uk>
Message-ID: <983176112.818.0.nnrp-02.9e988c11@news.demon.co.uk>
Source record: 1417

Thanks Hans,

I am looking for time resolution of > the 200 Hz timer, 1mS would be fantastic.

It is for a Midi application, currently I poll the 200 Hz timer, then compare with my (next event time), send out MIDI if time is OK, then prepare for the next events, but onviously this runs into problems when there is too much other stuff eg user altering values in real time so the timer is polled too late and timing goes astray.

> What time resolution do you want? What kind off application will it be?
>
> Eevrything is possible on a ST!

I believe so!

I am not expert in GEM - just about competent. I have very poor manuals and information so your links should help, thank you.

> Well if you are expert in GEM you should look at vex_timv() (VDI 118) no
> doubt it will cleanly do all timer work you want. If you on the other side
> want total control do something like this (parts of a game I have written).

I dont have this function referenced in my docs?

Thanks for your help,

Cheers,
Neil

4649. STonX development continues

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-26 13:50:08 UTC
From: François LE COAT <flecoat@lami.univ-evry.fr>
Message-ID: <3A9A5F0F.269C83FC@lami.univ-evry.fr>
Source record: 1418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

I've uploaded STonX 0.6.7.3 on Source Forge and I was
trying to compile it on a latest x86 Debian Linux distribution.
And I have some problems. It fails at "configure" and "make"
passes, because the SVGALib doesn't seem to be installed.
I'm not root on the system, so I can't install any
package, unless on my home directory. I tried to
find "vga.h" "vgakeyboard.h" and all those other stuff
on the system, but there's none of them (they are
included in the "svga.c" source file). Is there a
manner to configure without SVGALib, or installing
SVGALib package, keeping in mind that I'm not root ?

Thanks for help,

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

4650. Re: Emulator programm atari formated Jaz to win2000?

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-26 21:06:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983309896-589338AEicMi@madasafish.com>
Source record: 1421

Hi Mathieu

>I changed my music system from C-Lab Atari Falcon MK X to PC! So far so
>good, but can I use anyway my old atari formated Iomega jaz 1GB discs to
>make them read in the PC system (win 2000).

The 'format' you mention is a low level device thing and is non platform
specific, what is important is the partitioning scheme you used.

One way to find out for sure is to try it. If it fails and you still have
the bird handy you could copy all the contents off the Jazz and re-
partiton it to a PC compatible scheme and then copy everything back.
Long and involved but it'l work.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4651. Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-26 22:46:28 UTC
From: bindon@madasafish.com
Message-ID: <t9ln64a6660t00@corp.supernews.com>
Source record: 1419

Hi

What's the easiet way to test for Magic? I thought about TOS version as Magic always gives 2.00 for 2.0X machines, 3.00 for 3.0x machines and so on. I can't find the way to get the version though. Are there any easier or better ways to identify this?

Thanks.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

4652. Re: app_read()...

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-27 22:04:46 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <3A9C247E.197558F0@libertysurf.fr>
Source record: 1420

```
Henk Robbers a ï¿½crit :
> That is quite correct.
> evnt_mesag and evnt_multi(... MU_MESAG ...)
> return in msgbuf[2] the number of bytes in excess of 16
...

Thank you and Swaine for your explanations :-)

Laurent
```

4653. Re: Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-27 22:46:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983377810-129637AEicMi@madasafish.com>
Source record: 1424

Hi Lyndon

>What's the easiet way to test for Magic? I thought about TOS version
>as Magic always gives 2.00 for 2.0X machines, 3.00 for 3.0x machines
>and so on. I can't find the way to get the version though. Are there
>any easier or better ways to identify this?

You could check for the magic cookie 'MagX'.

Alternativley, fake a call that you know is magic-specific and act on the
return code.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4654. Re: STonX development continues

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-28 01:39:14 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3A9C56C2.47009DAB@club-internet.fr>
Source record: 1422
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
=?iso-8859-1?Q?Fran=E7ois?= LE COAT a ï¿½crit:
>
> Hi all,
>
> I've uploaded STonX 0.6.7.3 on Source Forge and I was
> trying to compile it on a latest x86 Debian Linux distribution.
> And I have some problems. It fails at "configure" and "make"
> passes, because the SVGALib doesn't seem to be installed.
> I'm not root on the system, so I can't install any
> package, unless on my home directory. I tried to
> find "vga.h" "vgakeyboard.h" and all those other stuff
> on the system, but there's none of them (they are
> included in the "svga.c" source file). Is there a
> manner to configure without SVGALib, or installing
> SVGALib package, keeping in mind that I'm not root ?
>
> Thanks for help,
>

Probably what you need to do is modify the configure.in file,
install autoconf on your machine if it is not yet installed,
and re-create the configure script. Commenting out all lines
containing 'svga' could probably do the trick. Note, however,
that the comment in configure.in is 'dnl'. (Je sais, ï¿½a ne
s'invente pas !!!).
```

4655. Re: STonX development continues

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-28 15:02:37 UTC
From: François LE COAT <flecoat@lami.univ-evry.fr>
Message-ID: <3A9D130C.4E12B81@lami.univ-evry.fr>
Source record: 1423
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi Laurent,

Laurent Vogel wrote:
>
> Franï¿½ois LE COAT a ï¿½crit:
> > I've uploaded STonX 0.6.7.3 on Source Forge and I was
> > trying to compile it on a latest x86 Debian Linux distribution.
> > And I have some problems.
>
> Probably what you need to do is modify the configure.in file,
> install autoconf on your machine if it is not yet installed,
> and re-create the configure script. Commenting out all lines
> containing 'svga' could probably do the trick. Note, however,
> that the comment in configure.in is 'dnl'. (Je sais, ï¿½a ne
> s'invente pas !!!).

Thanks for your reply. Meanwhile I downloaded the devel SVGALibs
and I simply copy it to the STonX-0.6.7.3 directory. Then "configure"
and "make" did work. This makefile builds two version of STonX :
"stonx" and "stonvga". On my Linux box, SVGALib are not installed,
so "stonvga" doesn't work properly. But what works is the standard
"stonx", and that's all what I want. I'm wondering what is the
interest of "stonvga", that can't work with me, but that is well
built. Does "stonvga" allows better resolutions ? Am I missing
something ?

That's nice of you to have replied,

Regards,

See you,

-- Franï¿½ois LE COAT
http://eureka.atari.org
mailto:lecoat@atari.org

4656. Re: STonX development continues

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-28 19:42:43 UTC
From: mdoering@mucl.de
Message-ID: <3a9d53e5.1365918@news.cis.dfn.de>
Source record: 1425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Wed, 28 Feb 2001 15:02:37 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
<flecoat@lami.univ-evry.fr> wrote:

>so "stonvga" doesn't work properly. But what works is the standard
>"stonx", and that's all what I want. I'm wondering what is the
>interest of "stonvga", that can't work with me, but that is well
>built. Does "stonvga" allows better resolutions ? Am I missing
>something ?
stonvga gives you more the feeling to really sit in front of an ST,
because there is nothing other on your desktop. Apart from that it
just maps Atari memory into the Linux Framebuffer (which can also be
done on X11 with the shared memory extension of X11). Some people try
to build an X11 based VDI, which works natively. This then would be
much faster, than an emulated one.
Me myself do more like the native work - fVDI e.g., which also works
on X11 as on SVGAlib. In the end it does not matter. X11 may be better
for developers. You can have the emulator on the left, end you IDE on
the right.

Martin

4657. Re: STonX development continues

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-28 19:44:10 UTC
From: mdoering@mucl.de
Message-ID: <3a9aa936.1335861@news.cis.dfn.de>
Source record: 1426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 26 Feb 2001 13:50:08 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
<flecoat@lami.univ-evry.fr> wrote:
>included in the "svga.c" source file). Is there a
>manner to configure without SVGALib, or installing
>SVGALib package, keeping in mind that I'm not root ?

Yes, you can use the X11 Interface, which works just fine. For running
an SVGAlib program you need to be root.

For X11 just write

make stonx

Martin

4658. Re: Emulator programm atari formated Jaz to win2000?

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-28 20:25:09 UTC
From: Hans Galema <j.m.galema@maartens.nl>
Message-ID: <3A9D5EA4.C3367586@maartens.nl>
Source record: 1427

> I changed my music system from C-Lab Atari Falcon MK X to PC! So far so
> good, but can I use anyway my old atari formated Iomega jaz 1GB discs to
> make them read in the PC system (win 2000). The audio format is not the
> problem, but the "system format". Are there any emulator programms? Please
> help!
> Thank you, Mathieu.

Maybe gemexplores works.

http://www.emulators.com/explorer.htm

Bye.

Hans

4659. Re: Emulator programm atari formated Jaz to win2000?

Newsgroup: comp.sys.atari.programmer
Date: 2001-02-28 22:06:00 UTC
From: Mathieu <mathieu.fanedel@kfunigraz.ac.at>
Message-ID: <97jst5$s2a$1@jerry.kfunigraz.ac.at>
Source record: 1428

Thank you for your friendly advices, I�ll try to do so.
Many greetings, Mathieu.

4660. How do I patch a GFA compiled program ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-01 08:36:24 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <22470_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1430

I absolutely need to patch a GFA basic program which I have lost sources.
What is the best way to identify the point to intercept the flow and add a
patch ? Is it possible to disassemble it easily in asm code I can directly
recompile modifyed ? Something working in MagiCMac possibly, where I use my
own LatticeC, PureC and Devpac.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4661. Re: STonX development continues

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-01 10:30:09 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3A9E24B1.D1ED46A6@club-internet.fr>
Source record: 1429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Martin Doering a ï¿½crit:
>
> On Mon, 26 Feb 2001 13:50:08 GMT, =?iso-8859-1?Q?Fran=E7ois?= LE COAT
> <flecoat@lami.univ-evry.fr> wrote:
> >included in the "svga.c" source file). Is there a
> >manner to configure without SVGALib, or installing
> >SVGALib package, keeping in mind that I'm not root ?
>
> Yes, you can use the X11 Interface, which works just fine.
> For running
> an SVGAlib program you need to be root.
>
anyway, I can *run* stonvga, but the mouse does not work, and
I do not know how to *exit* from stonvga. (apart from physically
turning the damn PC off, that is).

Laurent
```

4662. Re: Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-01 15:37:44 UTC
From: bindon@madasafish.com
Message-ID: <t9sr68b0hqre25@corp.supernews.com>
Source record: 1431

On 27 Feb 2001 22:46:06 , Steve Sweet wrote:
Hi Steve

>>What's the easiet way to test for Magic? I thought about TOS version
>>as Magic always gives 2.00 for 2.0X machines, 3.00 for 3.0x machines
>>and so on. I can't find the way to get the version though. Are there
>>any easier or better ways to identify this?
>
>You could check for the magic cookie 'MagX'.
>
>Alternativley, fake a call that you know is magic-specific and act on the
>return code.

Lattice C doesn't include much info about the cookie jar, only machine
type and a couple of others. I could test if magxboot.prg is prg or
prx but I know this is the worst possible way to test if it is in
memory.

I'm trying to think of some Magic calls....

Thanks

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

4663. Re: Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-01 19:07:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983556296-191278AEicMi@madasafish.com>
Source record: 1433

Hi Lyndon

>>You could check for the magic cookie 'MagX'.
>>Alternativley, fake a call that you know is magic-specific and act on
>>the return code.

>Lattice C doesn't include much info about the cookie jar, only machine
>type and a couple of others.

So utilise that info and look for "MagX"

>I could test if magxboot.prg is prg or prx but I know this is the worst
>possible way to test if it is in memory.

That would fail on my machine as i use magxbo32, dead end here.

>I'm trying to think of some Magic calls....

Here doggie!!

Start with the cookie jar dude.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4664. Re: How do I patch a GFA compiled program ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-01 19:09:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983556300-192044AEicMi@madasafish.com>
Source record: 1434

Hi Mike

>I absolutely need to patch a GFA basic program which I have lost
>sources.

>What is the best way to identify the point to intercept the flow and add
>a patch ?

Use a monitor of some sorts.

>Is it possible to disassemble it easily in asm code I can directly
>recompile modifyed ?

TT-digger is at such a level that this is possible sometimes.

>Something working in MagiCMac possibly, where I use my own LatticeC,
>PureC and Devpac.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4665. Re: Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-02 05:09:52 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3A9F2B20.91C702A6@student.canterbury.ac.nz>
Source record: 1432

Greetings,

Lyndon Amsdon wrote:
>
> > You could check for the magic cookie 'MagX'.

> Lattice C doesn't include much info about the cookie jar, only machine
> type and a couple of others. I could test if magxboot.prg is prg or

Just add this to a relevant header file...

```
#ifndef MiNT_COOKIE
#define MagX_COOKIE 0x4D616758L
#define MiNT_COOKIE 0x4D694E54L
#endif
```

If it's a GEM application you're writing, then testing for "its" cookie
is probably the most elegant solution.

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

4666. Re: STonX development continues

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-02 19:23:12 UTC
From: mdoering@mucl.de
Message-ID: <3a9ff294.884497@news.cis.dfn.de>
Source record: 1435
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi, Laurent!

To leave STonVGA you just have to press <F12>. Then you should get
back your commandline.

SVGAlib always needs to be configured in

/etc/vga/<don't know exactly>

There you have to set your mouse. Mine is PS2. Also - if your card is
not directly supported - please set "VESA mode" hard.

Martin

4667. Re: Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-02 22:09:45 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <JSUn6.64937$zl4.2039238@zwoll1.home.nl>
Source record: 1436

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t9sr68b0hqre25@corp.supernews.com...
> >>What's the easiet way to test for Magic? I thought about TOS version
> >>as Magic always gives 2.00 for 2.0X machines, 3.00 for 3.0x machines
> >>and so on. I can't find the way to get the version though. Are there
> >>any easier or better ways to identify this?
> >You could check for the magic cookie 'MagX'.
> Lattice C doesn't include much info about the cookie jar, only machine
> type and a couple of others. I could test if magxboot.prg is prg or
> prx but I know this is the worst possible way to test if it is in
> memory.

Reading the cookie jar in C isn't that hard. Here a snip from a program I
wrote. Just replace the standard cookies with the ones you want to check
for.

```
{ /* detect machine type */
long *jar=*(long**)0x5a0;
if(jar!=NULL)
{
printf("Cookie Jar found!\n");
while(*jar!=0)
{
if(*jar=='_MCH')
{
game.machine=(int)((jar[1])>>16);
printf("Machine type: %i\n", game.machine);
}
if(*jar=='_SND')
{
game.sound=(int)(jar[1]);
printf("Sound hardware: %i\n", game.sound);
}
jar+=2;
}
}
else
{
printf("No cookie Jar found!\n");
}
game.sversion=Sversion();
printf("GEMDOS version: %X\n", game.sversion);
}
```

Bye, Hans Wessels

--
Remove the computer names from my e-mail adress to reply

4668. Re: Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-02 23:31:30 UTC
From: bindon@madasafish.com
Message-ID: <ta0bai7uha5kd8@corp.supernews.com>
Source record: 1437

On 2 Mar 2001 22:09:45 G, "Hans Wessels" wrote:

Hi,

Thanks, example code is really appreciated as I'm getting started. My
question is, my program is run from the auto folder, so is it possible
to look into the cookie jar at this stage of the computer booting up?

Thanks,

```
>Reading the cookie jar in C isn't that hard. Here a snip from a program I
>wrote. Just replace the standard cookies with the ones you want to check
>for.
>
> { /* detect machine type */
> long *jar=*(long**)0x5a0;
> if(jar!=NULL)
> {
> printf("Cookie Jar found!\n");
> while(*jar!=0)
> {
> if(*jar=='_MCH')
> {
> game.machine=(int)((jar[1])>>16);
> printf("Machine type: %i\n", game.machine);
> }
> if(*jar=='_SND')
> {
> game.sound=(int)(jar[1]);
> printf("Sound hardware: %i\n", game.sound);
> }
> jar+=2;
> }
> }
> else
> {
> printf("No cookie Jar found!\n");
> }
> game.sversion=Sversion();
> printf("GEMDOS version: %X\n", game.sversion);
> }
>
>Bye, Hans Wessels
```

Lyndon Amsdon
--

```
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

4669. Re: Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-03 00:47:29 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3AA03F21.22EAA6C4@club-internet.fr>
Source record: 1438

```
Lyndon Amsdon a ï¿½crit:
>
> On 2 Mar 2001 22:09:45 G, "Hans Wessels" wrote:
>
> Hi,
>
> Thanks, example code is really appreciated as I'm getting started. My
> question is, my program is run from the auto folder, so is it possible
> to look into the cookie jar at this stage of the computer booting up?
>
It is always possible to look into the cookie jar, unless
the jar is not set up, in which case *(long*)0x5a0 is null.
However you will perhaps not find the relevant info in the
jar if the program/feature you're looking for has not
been installed/run yet.

Laurent Vogel.
```

4670. Re: How do I patch a GFA compiled program ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-04 00:33:53 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3AA18D71.14576514@chello.nl>
Source record: 1439

Steve Sweet wrote:
>
> Hi Mike
>
> >I absolutely need to patch a GFA basic program which I have lost
> >sources.
>
> >What is the best way to identify the point to intercept the flow and add
> >a patch ?
>
> Use a monitor of some sorts.
>
> >Is it possible to disassemble it easily in asm code I can directly
> >recompile modifyed ?
>
> TT-digger is at such a level that this is possible sometimes.
>

You must know if the code you want to change is part of a switch statement.
Use ALT+f to find indirect jumps, these can be switch statements.
If so, resolve the relevant switch statements by finding out how long the table of
displacement values is, then mark it as jump table. (select, and press <j>).
This way you get labels to the relevant switch parts.
If you have these labels, it is possible to insert new instructions.

Dont change the data and bss segments. Put new variables at the end.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4671. Re: RSC

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-07 17:31:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103071730410.91-100000@Hades060>
Source record: 1441

On Wed, 7 Mar 2001, Renata Glojnaric wrote:

> I need help!
>
> Is anybody have some instructions, manual etc... about
> how I can work with RSC from GFA Basic 3.6TT (I mean, when I make new
> RSC how can I join command to the appropriate button, or input box,
> etc...?).
>
> I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
> advices, instructions, tips and tricks arre more then welcome!!!!

You can try the GFA pages at my URL below, there are no
specific RSC examples but you might find a GFA listing that
might help.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4672. RSC

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-07 21:06:48 UTC
From: Renata Glojnaric <rglojnar@inet.hr>
Message-ID: <3AA6A2E9.E9D0A7D4@inet.hr>
Source record: 1440

I need help!

Is anybody have some instructions, manual etc... about
how I can work with RSC from GFA Basic 3.6TT (I mean, when I make new
RSC how can I join command to the appropriate button, or input box,
etc...?).

I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
advices, instructions, tips and tricks arre more then welcome!!!!

With best regards to all group members,
Drazen

drazen.glojnaric.zg@crosig.hr

4673. Re: RSC

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-08 13:12:12 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3aa7852c$1_1@athena.netset.com>
Source record: 1442

In article <Pine.MNT.4.10.10103071730410.91-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On Wed, 7 Mar 2001, Renata Glojnaric wrote:
>
>> I need help!
>>
>> Is anybody have some instructions, manual etc... about
>> how I can work with RSC from GFA Basic 3.6TT (I mean, when I make new
>> RSC how can I join command to the appropriate button, or input box,
>> etc...?).
>>
>> I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
>> advices, instructions, tips and tricks arre more then welcome!!!!
>
>You can try the GFA pages at my URL below, there are no
>specific RSC examples but you might find a GFA listing that
>might help.
>

I think there is some confusion here about what a RSC file is.
Probably brought about by someone at microsoft not really understanding
what NeXT was doing with their programming enviroment.

Basically you have to through alot of Visual Basic ideas out if
you want to work with the atari and RSC files. You can do it yourself,
but that's exactly it you have to do it yourself. RSC files are a way to
make a standard interface to a program that can easily be translated into
different languages. The Resource Construction Set concerns itself with
nothing more than the appearance and construction of the RSC.

If you want a specific button to do something with a RSC file you
have to code your program to do that. You load and init the RSC file.
Get the index pointers to the objects and watch the event calls to see if
the user is clicking on the specific button, if they are you run the code.

With C there were some people working on the idea of a system
where you directly linked routines to buttons etc. But this isn't how a
majority of people do the work.

Dan Ackerman
aka baldrick

4674. Re: RSC

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-08 21:37:22 UTC
From: ebaiz@skyenet.net
Message-ID: <mYSp6.895$hm.3497@newsfeed.slurp.net>
Source record: 1443

On 7 Mar 2001 22:06:48 +, Renata Glojnaric wrote:
>I need help!
>
>Is anybody have some instructions, manual etc... about
>how I can work with RSC from GFA Basic 3.6TT (I mean, when I make new
>RSC how can I join command to the appropriate button, or input box,
>etc...?).
>
>I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
>advices, instructions, tips and tricks arre more then welcome!!!!

I was sure there is a program that works with GFA to make it easier to
build a RSC file for a GFA program. Can't remember what the name of the
program is. In fact, I may have a copy of it somewhere. I will look...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4675. Outputing samples on a ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-09 10:11:10 UTC
From: ian <ian@dotqr.com>
Message-ID: <984133082.26379.0.nnrp-02.9e98e6ee@news.demon.co.uk>
Source record: 1444

The STe/TT/Falcon have handy XBIOS routines for outputing samples via the D2A using DMA, but the ST with its Yamaha chip doesnt. However, Ive heard quite a few games output samples. How do they do this - does anyone know of any source code examples?

Cheers. Ian.

4676. Random()

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-09 15:50:10 UTC
From: elfsoft@mindspring.com
Message-ID: <98au3i$i34$1@slb6.atl.mindspring.net>
Source record: 1445

I just released a new version of my XBIOS Random() replacement
(TT030 and Falcon only).

I increased the "seed" in NVM from 4 bytes to 24 bytes. I update
this value each reboot using RSA public key encryption:

x = (x * x * x) mod pq

Also, every installation gets a different RSA key (pq).

The idea is that even if someone reads the value in NVM off your
computer, they can't work backwards to determine what values
Random() was likely to have produced in previous sessions (or the
current one).

Since even true random quantities available to computers typically
produce only a couple of bits of randomness, the only way to really
improve on this method would be to increase the size of the "seed,"
and that is limited by the available space in NVM. (I suppose I
could keep the seed on disk, but I like finally having a good use
for NVM.)

BTW, if primes p and q are chosen so that (p-1)/2 and (q-1)/2 are
also prime (strong primes), then the number of x values before
repetition is ((p-1)/2 - 1)((q-1)/2 - 1) or approximately pq/4.
Also, x cannot be 0, 1, or any multiple of p or q.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4677. Re: RSC

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-09 20:01:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aa9337425effa0@tripnet.se>
Source record: 1446

On Thu 08-03-2001 21:37 (GMT) Edward S. Baiz Jr. wrote:

>On 7 Mar 2001 22:06:48 +, Renata Glojnaric wrote:
>>I need help!

>>I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
>>advices, instructions, tips and tricks arre more then welcome!!!!
>
>I was sure there is a program that works with GFA to make it easier to
>build a RSC file for a GFA program. Can't remember what the name of the
>program is. In fact, I may have a copy of it somewhere. I will look...

Face Value. You simply create the interface in an RSC editor and Face
Value writes the program for you! After that all you have to do is to put
in your own routines, algorithms etc. to ge a fully working program.

It is just as easy as Visual Basic on pc. You hardly have to know
anything about eventdriven programming with a gui with windows, buttons,
etc, etc.

I only have version 1 but it was already a very good tool for fast
programming. It is still under development but now only in German(?)

There are some demos of its capabililty available for download on the Net.

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4678. Re: RSC

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-09 21:22:04 UTC
From: ebaiz@skyenet.net
Message-ID: <0Qbq6.344$Y91.4609@newsfeed.slurp.net>
Source record: 1447

On 9 Mar 2001 20:01:13 G, "Kenneth Medin" wrote:
>On Thu 08-03-2001 21:37 (GMT) Edward S. Baiz Jr. wrote:
>
>>On 7 Mar 2001 22:06:48 +, Renata Glojnaric wrote:
>>>I need help!
>
>>>I really don't untestand the PRINCIPLE of working RSC anf GFA Basic; all
>>>advices, instructions, tips and tricks arre more then welcome!!!!
>>
>>I was sure there is a program that works with GFA to make it easier to
>>build a RSC file for a GFA program. Can't remember what the name of the
>>program is. In fact, I may have a copy of it somewhere. I will look...
>
>Face Value. You simply create the interface in an RSC editor and Face
>Value writes the program for you! After that all you have to do is to put
>in your own routines, algorithms etc. to ge a fully working program.
>
>It is just as easy as Visual Basic on pc. You hardly have to know
>anything about eventdriven programming with a gui with windows, buttons,
>etc, etc.

Yes that is the program and I know I have it somewhere. It was a freebee
when I ordered from a US Atari retailer....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4679. Question das enyone kno anything about the Atari portfolio hpc-006??

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-10 20:35:54 UTC
From: Unicorn <Herald.witte@hetnet.nl>
Message-ID: <O7LZLAaqAHA.322@net037s.hetnet.nl>
Source record: 1448

Hallo Atari friends.

My name is Herald Witte.
A view weeks ago I recived from an friend and old Atari Portfolio HPC-006,
he had it stored in a shoobox and wasn't using it anymore so he gave it to
me.
I am verry pleased with it, but have one problem the documentation is gone,
and the mini RS232 cable to print and to connetc to the pc.
Is there any way to get the documentation of this product??

Product specifications:

Atari Portfolio HPC-006
16 bit personal computer
DIP Operating System 2.11 v1.072
Copyright (C) DIP 1989

Pleace replay to:
herald_witte@hotmail.com

4680. Re: Outputing samples on a ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-10 22:48:15 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <Payq6.24619$KE1.1039663@zwoll1.home.nl>
Source record: 1449

```
"ian" <ian@dotqr.com> wrote in message
news:984133082.26379.0.nnrp-02.9e98e6ee@news.demon.co.uk...
> The STe/TT/Falcon have handy XBIOS routines for
> outputing samples via the D2A using DMA, but the
> ST with its Yamaha chip doesnt. However, Ive heard
> quite a few games output samples. How do they do
> this - does anyone know of any source code examples?

Playing a sample on a ST is quit a processortime consuming process. This is
how it works:

A timer interrupt is used to call a special routine for playing the sample.
This means to play a sample at 16 kHz the interrupt routine is called at a
frequency of 16 kHz.

To play a byte of the sample the interrupt routine has to do something like
this:

get the pointer to the byte of the sample to be played
get the byte to be played
add one to the pointer of the byte to be played
store the pointer to the byte to be played
use the byte to be played as index to a special sample table
copy 12 bytes from the sample table to the soundchip

in assembly it would look something like this:

sample_rout:
move.l a0,-(sp)
move.w d0,-(sp) ; save 2 registers
move.l sample_p,a0 ; sample pointer
clr.w d0
move.b (a0)+,d0 ; get byte to be played
move.l a0,sample_p ; store sample pointer
lea sample_table,a0 ; special sample table
lsl.w #4,d0 ; offset in table
add.w d0,a0 ; soundchip data
move.l (a0)+,$ffff8800.w ; copy bytes to soundchip
move.l (a0)+,$ffff8800.w ; copy bytes to soundchip
move.l (a0)+,$ffff8800.w ; copy bytes to soundchip
move.w (sp)+,d0
move.l (sp)+,a0
rte

DATA
sample_table:
```

```
dc.b ....... * a 4096 byte sample table *

TEXT
sample_p:
ds.l 1
```

I just typed in the code. It has never seen an assembler so I can't guarantee it wil work or even compile.

The sample table contains data for the volume registers of the three voices of the soundchip. The netto effect is (about) the right analouge value for the byte to be played at the soundchip's output.

How to get as sample table? Hard one...

<couldn't find one on the web>

Well, flame me, here is one.

I am not 100% sure whether it is for signed or unsigned samples. From the looks of it I would say unsigned samples.

Succes, Hans

--
Remove the computer names from my e-mail adress to reply

```
; Converted file for TASM: was IBYTES "..." from
; file <C:\MOD\TRACKERS\PROPLAY.11B\QUARFAST.TAB>
sample_table:
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
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DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $00, $09, $00, $0A, $00, $00, $00
DC.B $08, $02, $09, $00, $0A, $00, $00, $00
DC.B $08, $03, $09, $00, $0A, $00, $00, $00
DC.B $08, $04, $09, $00, $0A, $00, $00, $00
DC.B $08, $05, $09, $00, $0A, $00, $00, $00
DC.B $08, $05, $09, $01, $0A, $00, $00, $00
DC.B $08, $06, $09, $00, $0A, $00, $00, $00
DC.B $08, $06, $09, $00, $0A, $00, $00, $00
DC.B $08, $06, $09, $02, $0A, $00, $00, $00
DC.B $08, $07, $09, $00, $0A, $00, $00, $00
DC.B $08, $07, $09, $02, $0A, $00, $00, $00
DC.B $08, $07, $09, $03, $0A, $00, $00, $00
DC.B $08, $08, $09, $00, $0A, $00, $00, $00
DC.B $08, $08, $09, $00, $0A, $00, $00, $00
DC.B $08, $08, $09, $02, $0A, $00, $00, $00
DC.B $08, $08, $09, $03, $0A, $00, $00, $00
DC.B $08, $09, $09, $00, $0A, $00, $00, $00
DC.B $08, $09, $09, $01, $0A, $00, $00, $00
DC.B $08, $09, $09, $02, $0A, $00, $00, $00
DC.B $08, $09, $09, $03, $0A, $00, $00, $00
DC.B $08, $09, $09, $04, $0A, $00, $00, $00
DC.B $08, $09, $09, $05, $0A, $00, $00, $00
DC.B $08, $09, $09, $05, $0A, $00, $01, $00
DC.B $08, $0A, $09, $00, $0A, $00, $00, $00
DC.B $08, $0A, $09, $02, $0A, $00, $00, $00
DC.B $08, $0A, $09, $03, $0A, $00, $00, $00
DC.B $08, $0A, $09, $04, $0A, $00, $00, $00
DC.B $08, $0A, $09, $05, $0A, $00, $00, $00
DC.B $08, $0A, $09, $05, $0A, $00, $00, $00
DC.B $08, $0A, $09, $05, $0A, $00, $02, $00
DC.B $08, $0A, $09, $06, $0A, $00, $00, $00
DC.B $08, $0A, $09, $06, $0A, $00, $02, $00
DC.B $08, $0A, $09, $07, $0A, $00, $00, $00
DC.B $08, $0A, $09, $07, $0A, $00, $01, $00
DC.B $08, $0B, $09, $00, $0A, $00, $00, $00
DC.B $08, $0B, $09, $01, $0A, $00, $00, $00
DC.B $08, $0B, $09, $03, $0A, $00, $00, $00
DC.B $08, $0B, $09, $04, $0A, $00, $00, $00
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DC.B $08, $0B, $09, $04, $0A, $00, $00, $00
DC.B $08, $0B, $09, $05, $0A, $00, $00, $00
DC.B $08, $0B, $09, $05, $0A, $00, $02, $00
DC.B $08, $0B, $09, $06, $0A, $00, $00, $00
DC.B $08, $0B, $09, $06, $0A, $00, $01, $00
DC.B $08, $0B, $09, $07, $0A, $00, $00, $00
DC.B $08, $0B, $09, $07, $0A, $00, $01, $00
DC.B $08, $0B, $09, $07, $0A, $00, $02, $00
DC.B $08, $0B, $09, $07, $0A, $00, $03, $00
DC.B $08, $0B, $09, $08, $0A, $00, $00, $00
DC.B $08, $0B, $09, $08, $0A, $00, $01, $00
DC.B $08, $0B, $09, $08, $0A, $00, $03, $00
DC.B $08, $0B, $09, $08, $0A, $00, $04, $00
DC.B $08, $0B, $09, $09, $0A, $00, $00, $00
DC.B $08, $0C, $09, $00, $0A, $00, $00, $00
DC.B $08, $0C, $09, $02, $0A, $00, $00, $00
DC.B $08, $0C, $09, $03, $0A, $00, $00, $00
DC.B $08, $0C, $09, $04, $0A, $00, $00, $00
DC.B $08, $0C, $09, $05, $0A, $00, $00, $00
DC.B $08, $0C, $09, $05, $0A, $00, $01, $00
DC.B $08, $0C, $09, $05, $0A, $00, $02, $00
DC.B $08, $0C, $09, $06, $0A, $00, $00, $00
DC.B $08, $0C, $09, $06, $0A, $00, $02, $00
DC.B $08, $0C, $09, $07, $0A, $00, $00, $00
DC.B $08, $0C, $09, $07, $0A, $00, $02, $00
DC.B $08, $0C, $09, $07, $0A, $00, $03, $00
DC.B $08, $0C, $09, $08, $0A, $00, $00, $00
DC.B $08, $0C, $09, $08, $0A, $00, $00, $00
DC.B $08, $0C, $09, $08, $0A, $00, $02, $00
DC.B $08, $0C, $09, $08, $0A, $00, $03, $00
DC.B $08, $0C, $09, $09, $0A, $00, $00, $00
DC.B $08, $0C, $09, $09, $0A, $00, $00, $00
DC.B $08, $0C, $09, $09, $0A, $00, $02, $00
DC.B $08, $0C, $09, $09, $0A, $00, $03, $00
DC.B $08, $0C, $09, $09, $0A, $00, $04, $00
DC.B $08, $0C, $09, $09, $0A, $00, $05, $00
DC.B $08, $0C, $09, $09, $0A, $00, $05, $00
DC.B $08, $0C, $09, $0A, $0A, $00, $00, $00
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DC.B $08, $0D, $09, $04, $0A, $00, $00, $00
DC.B $08, $0D, $09, $05, $0A, $00, $00, $00
DC.B $08, $0D, $09, $05, $0A, $00, $00, $00
DC.B $08, $0D, $09, $05, $0A, $00, $02, $00
DC.B $08, $0D, $09, $06, $0A, $00, $00, $00
DC.B $08, $0D, $09, $06, $0A, $00, $02, $00
DC.B $08, $0D, $09, $07, $0A, $00, $00, $00
DC.B $08, $0D, $09, $07, $0A, $00, $01, $00
DC.B $08, $0D, $09, $07, $0A, $00, $03, $00
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DC.B $08, $0D, $09, $07, $0A, $00, $04, $00
DC.B $08, $0D, $09, $08, $0A, $00, $00, $00
DC.B $08, $0D, $09, $08, $0A, $00, $02, $00
DC.B $08, $0D, $09, $08, $0A, $00, $03, $00
DC.B $08, $0D, $09, $09, $0A, $00, $00, $00
DC.B $08, $0D, $09, $09, $0A, $00, $00, $00
DC.B $08, $0D, $09, $09, $0A, $00, $02, $00
DC.B $08, $0D, $09, $09, $0A, $00, $03, $00
DC.B $08, $0D, $09, $09, $0A, $00, $04, $00
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DC.B $08, $0D, $09, $0A, $0A, $00, $01, $00
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DC.B $08, $0D, $09, $0A, $0A, $00, $04, $00
DC.B $08, $0D, $09, $0A, $0A, $00, $05, $00
DC.B $08, $0D, $09, $0A, $0A, $00, $05, $00
DC.B $08, $0D, $09, $0A, $0A, $00, $06, $00
DC.B $08, $0D, $09, $0A, $0A, $00, $06, $00
DC.B $08, $0D, $09, $0A, $0A, $00, $07, $00
DC.B $08, $0D, $09, $0A, $0A, $00, $07, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $00, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $01, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $02, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $03, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $04, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $05, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $05, $00
DC.B $08, $0D, $09, $0B, $0A, $00, $06, $00
DC.B $08, $0E, $09, $00, $0A, $00, $00, $00
DC.B $08, $0E, $09, $01, $0A, $00, $00, $00
DC.B $08, $0E, $09, $03, $0A, $00, $00, $00
DC.B $08, $0E, $09, $04, $0A, $00, $00, $00
DC.B $08, $0E, $09, $04, $0A, $00, $01, $00
DC.B $08, $0E, $09, $05, $0A, $00, $00, $00
DC.B $08, $0E, $09, $05, $0A, $00, $02, $00
DC.B $08, $0E, $09, $06, $0A, $00, $00, $00
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DC.B $08, $0E, $09, $07, $0A, $00, $00, $00
DC.B $08, $0E, $09, $07, $0A, $00, $01, $00
DC.B $08, $0E, $09, $07, $0A, $00, $03, $00
DC.B $08, $0E, $09, $07, $0A, $00, $04, $00
DC.B $08, $0E, $09, $08, $0A, $00, $00, $00
DC.B $08, $0E, $09, $08, $0A, $00, $01, $00
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DC.B $08, $0E, $09, $08, $0A, $00, $04, $00
DC.B $08, $0E, $09, $09, $0A, $00, $00, $00
DC.B $08, $0E, $09, $09, $0A, $00, $02, $00
DC.B $08, $0E, $09, $09, $0A, $00, $03, $00
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DC.B $08, $0E, $09, $09, $0A, $00, $04, $00
DC.B $08, $0E, $09, $09, $0A, $00, $05, $00
DC.B $08, $0E, $09, $09, $0A, $00, $05, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $00, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $01, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $03, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $04, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $04, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $05, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $05, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $06, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $06, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $07, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $07, $00
DC.B $08, $0E, $09, $0A, $0A, $00, $07, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $00, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $02, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $03, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $04, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $05, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $05, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $05, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $06, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $06, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $07, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $07, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $07, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0E, $09, $0B, $0A, $00, $09, $00
DC.B $08, $0E, $09, $0C, $0A, $00, $00, $00
DC.B $08, $0E, $09, $0C, $0A, $00, $01, $00
DC.B $08, $0E, $09, $0C, $0A, $00, $03, $00
DC.B $08, $0E, $09, $0C, $0A, $00, $04, $00
DC.B $08, $0E, $09, $0C, $0A, $00, $04, $00
DC.B $08, $0E, $09, $0C, $0A, $00, $05, $00
DC.B $08, $0F, $09, $00, $0A, $00, $00, $00
DC.B $08, $0F, $09, $01, $0A, $00, $00, $00
DC.B $08, $0F, $09, $03, $0A, $00, $00, $00
DC.B $08, $0F, $09, $04, $0A, $00, $00, $00
DC.B $08, $0F, $09, $04, $0A, $00, $01, $00
DC.B $08, $0F, $09, $05, $0A, $00, $00, $00
DC.B $08, $0F, $09, $05, $0A, $00, $02, $00
DC.B $08, $0F, $09, $06, $0A, $00, $00, $00
DC.B $08, $0F, $09, $06, $0A, $00, $01, $00
DC.B $08, $0F, $09, $07, $0A, $00, $00, $00
DC.B $08, $0F, $09, $07, $0A, $00, $01, $00
DC.B $08, $0F, $09, $07, $0A, $00, $03, $00
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DC.B $08, $0F, $09, $07, $0A, $00, $04, $00
DC.B $08, $0F, $09, $08, $0A, $00, $00, $00
DC.B $08, $0F, $09, $08, $0A, $00, $02, $00
DC.B $08, $0F, $09, $08, $0A, $00, $03, $00
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DC.B $08, $0F, $09, $09, $0A, $00, $02, $00
DC.B $08, $0F, $09, $09, $0A, $00, $03, $00
DC.B $08, $0F, $09, $09, $0A, $00, $04, $00
DC.B $08, $0F, $09, $09, $0A, $00, $05, $00
DC.B $08, $0F, $09, $09, $0A, $00, $05, $00
DC.B $08, $0F, $09, $0A, $0A, $00, $00, $00
DC.B $08, $0F, $09, $0A, $0A, $00, $01, $00
DC.B $08, $0F, $09, $0A, $0A, $00, $03, $00
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DC.B $08, $0F, $09, $0A, $0A, $00, $06, $00
DC.B $08, $0F, $09, $0A, $0A, $00, $06, $00
DC.B $08, $0F, $09, $0A, $0A, $00, $07, $00
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DC.B $08, $0F, $09, $0B, $0A, $00, $00, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $00, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $02, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $04, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $05, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $05, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $06, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $06, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $06, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $07, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $07, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $07, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $08, $00
DC.B $08, $0F, $09, $0B, $0A, $00, $09, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $00, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $01, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $04, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $04, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $05, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $05, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $06, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $06, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $07, $00
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DC.B $08, $0F, $09, $0C, $0A, $00, $07, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $07, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $07, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $08, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $08, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $08, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $08, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $09, $00
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DC.B $08, $0F, $09, $0C, $0A, $00, $09, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $09, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $09, $00
DC.B $08, $0F, $09, $0C, $0A, $00, $0A, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $00, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $01, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
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```
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
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DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
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DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
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DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
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DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
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DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
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```
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
```

```
DC.B $08, $0F, $09, $0D, $0A, $00, $03, $00
```

4681. Re: Question das enyone kno anything about

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-11 20:52:41 UTC
From: ebaiz@skyenet.net
Message-ID: <tARq6.659$VG2.2396@newsfeed.slurp.net>
Source record: 1450

On 10 Mar 2001 21:35:54 , "Unicorn" wrote:
>Hallo Atari friends.
>
>My name is Herald Witte.
>A view weeks ago I recived from an friend and old Atari Portfolio HPC-006,
>he had it stored in a shoobox and wasn't using it anymore so he gave it to
>me.
>I am verry pleased with it, but have one problem the documentation is gone,
>and the mini RS232 cable to print and to connetc to the pc.
>Is there any way to get the documentation of this product??

You may want to try out this site. It is suppose to have alot of Atari
manuals on it:

http://www.atariworld.com/tech_info/manuals.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4682. faceVALUE (was Re: RSC)

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-11 21:29:56 UTC
From: Francis Demange <francis.demange@free.fr>
Message-ID: <WS3.6507c0a3.36fa2ec0.francis.demange@free.fr>
Source record: 1301

Hi !

I know everything about faceVALUE. And I know its (second) author/manager : Holger HERZOG. faceVALUE is now about version 3.2 (beta) and 3.0 (official). It is the greatest GFA development
tool I've ever seen. I use it everytime. If someone is interested in the DEMO-Program of faceVALUE,
just ask me. It demonstrates 90% of his capability.

Mathieu

4683. Re: Outputing samples on a ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-11 22:49:05 UTC
From: elfsoft@mindspring.com
Message-ID: <98gvd1rmr1@slb3.atl.mindspring.net>
Source record: 1302

```
Before you start, you need to disable both the tone and noise
generators for all three channels (in supervisor mode).

move.l #$0700FF00,$ffff8800 ;load $FF into register 7

>sample_rout:
<snip>
> move.l (a0)+,$ffff8800.w ; copy bytes to soundchip
> move.l (a0)+,$ffff8800.w ; copy bytes to soundchip
> move.l (a0)+,$ffff8800.w ; copy bytes to soundchip

<snip>

>; Converted file for TASM: was IBYTES "..." from
>; file <C:\MOD\TRACKERS\PROPLAY.11B\QUARFAST.TAB>
>sample_table:
> DC.B $08, $00, $09, $00, $0A, $00, $00, $00
<snip>

This should be

DC.W $0800, $0000, $0900, $0000, $0A00, $0000

through

DC.W $0800, $0700, $0900, $0700, $0A00, $0700

to load 0 through 7 into registers 8, 9 and 10. You could save
RAM by only storing the amplitude values in the table.

The d/a converter in the sound chip is deliberately nonlinear,
hense the table. It also only outputs positive voltages, with
RC coupling to the amplifier to remove the DC bias.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!
```

4684. Re: Outputing samples on a ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-12 07:54:45 UTC
From: ian <ian@dotqr.com>
Message-ID: <984387711.17293.0.nnrp-07.9e98e6ee@news.demon.co.uk>
Source record: 1303

Thanks, I'll give it a go.

Ian.

4685. Re: faceVALUE (was Re: RSC)

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-12 19:15:17 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3aad201a2892aa2@tripnet.se>
Source record: 1304

On Sun 11-03-2001 21:29 (GMT) Francis Demange wrote:

>I know everything about faceVALUE. And I know its (second) author/manager :
>Holger HERZOG.
>faceVALUE is now about version 3.2 (beta) and 3.0 (official). It is the
>greatest GFA development

Is it only available in German language these days? I really would love
to get an update as this tool is _extremly_ useful if you want to write
modern GEM programs fast and easy.

I have written some GEM programs in standard GFA, but with FaceValue you
hardly need to care about how the user interface works at all. It's all
taken care of automatically. And as there is no speed penalty it's fully
usable on a 8 MHz ST as well. The executables tend to grow a little but
compared to pc Visual BASIC they are still almost non existant :-)

--
Kenneth Medin <kennethm@tripnet.se>
Normal homepage: http://www5.tripnet.se/~kennethm/
Atari TT webserver at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4686. Re: newbie: vbl interrupt calls C

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-14 05:41:25 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3aab47e3.19749818@news.demon.co.uk>
Source record: 1305

On Sat, 24 Feb 2001 17:53:20 GMT, Andreas Klimas <klimas@k-r.de>
wrote:

>Hi Everybody
>
>I'm new in developing programs for AtariST.
>I'l try to build a monolithik multitasking system and one of
>my very first steps (now) are to play with the vbl interrupt.
>
>what I have done so far:
>
>1. an assembly procedure to register my c - functionpointer which
> should be executed
>
>2. an assembly procedure which should be called from an interrupt
> which itself jsr to the previous registered C function and
> after them makes a RTE.
> I save and restore all registers with movem.l d0-d7/a0-a6, -(sp)
>
>this behavior works well till my first call to i.e. printf. if my
>user defined interrupt c function calls printf I will get a bus error
>within the RTE statement.
>
>what's wrong. should I switch between supervisor and user mode ?

printf() will end up making OS calls. If at any stage during your
"printf interrupt" the OS finds itself in non reentrant code then you
are up the preverbial creek paddle-less!

For what it is worth, the only calls that can be made from VBL without
too much bother are LineA ones. In fact if memory serves, you can
stuff C object code into a VBL slot if it's compiled right.

Mind you, this is a moot point. Your monolithik multitasking system is
going to be reentrant isn't it? ;-))

>are there any examples for how to call user defined C-functions from
>interrupts ?

I did have some code for a custom VBL (linea driven) mouse. That, like
a lot of stuff has gone. This one section remains...

```
#define DEF_VARS
#include <sysvars.h>
#include <cpu.h>
#include "misc.h"
```

```
bool
_mi_vbl_slot(newvbl,install)
void (*newvbl)();
bool install;
/*[ bool _mi_vbl_slot(newvbl,install)
void (*newvbl)();
bool install;

Installs or removes a handler from the VBL queue. 'install' should be
true
to install the user handler 'newvbl' which will be installed in the
first
free slot located. true will be returned for success and false for
failure.

When 'install' is false then 'newvbl' is searched for in the VBL
queue and
removed if it located, returning true for success and false for
failure.

The routine saves the VBL semaphore and then disables VBL processing
while it
searches and restores the original state before returning. The
current
processor state is saved and supervisor state obtained if neccessary,
the
previous state being re-instated before returning.

False denotes a full VBL queue for installation and that the handler
has
already been removed for removal.
]*/
{UWORD old_vblsem;
bool old_state =cp_procstate();
int i;
ptr *addr =(install ? NULL : newvbl);

if (!old_state) cp_superstate();
old_vblsem = *SYS_VBLSEM;
for (
i = 0;
i < *SYS_NVBLS;
i += 1
) {

if ((*SYS_VBLQUEUE)[i] == (ulong)addr) {
if (install) (*SYS_VBLQUEUE)[i] = (ulong)newvbl;
else (*SYS_VBLQUEUE)[i] = (ulong)NULL;

*SYS_VBLSEM = old_vblsem;
if (!old_state) cp_userstate();
return true;
}
```

```
}

*SYS_VBLSEM = old_vblsem;
if (!old_state) cp_userstate();
return false;
}

...have to cut it short. Been awake far too long!

================================================
Some more code as used by the _mi_vbl_slot() function...

//cp_procstate()...
#include <osbind.h>
#define DEF_CPU_COMPILE
#include "cpu.h"

bool
_cp_stat()
/*[ bool _cp_stat()

returns true if processor is in supervisor state and false if it is
not. It
does this by issuing Super(1L).

Note cp_????() functions expect the following:

Processor is initially in user state unless otherwise documented.
Processor state is only altered through cp_????() calls.
User / Super stacks changed only by cp_????() calls.
_cp_stk() is not accessed by uninformed user code.
GEMDOS Super() remains as documented.
]*/
{
return (Super(1L)) ? (true) : (false);
}

//cp_superstate()...
#include <osbind.h>
#define DEF_CPU_COMPILE
#include "cpu.h"

void
_cp_sup()
/*[ void _cp_sup()

_cp_sup() tests (through _cp_stat()) to ascertain the current
processor state
and if that state is user then it issues a GEMDOS Super(0L) followed
by a
_cp_stk(,true) to save the old super stack. Where the processor is
already in
super state then no action is performed. After a successful state
shift then
```

```
the new supervisor stack is set equal to the user stack valid on
entry.
]*/
{
if (!_cp_stat()) _cp_stk(Super(0L),true);
}

//cp_userstate()...
#include <osbind.h>
#define DEF_CPU_COMPILE
#include "cpu.h"

void
_cp_usr()
/*[ void _cp_usr()

_cp_usr() first tests the processor state (through _cp_stat()) and if
that
state is supervisor then it obtains the saved super stack from
_cp_stk(,false)
and issues GEMDOS Super() with that value. This has the effect of
setting the
supervisor stack back to its old value, freeing the user stack from
system use
and placing the processor back into user state. Where the processor
state is
already user state then no action is performed.

It is very possible to mess the system up if you mix GEMDOS Super()
calls with
cp_????() calls.
]*/
{
if (_cp_stat()) Super(_cp_stk(NULL,false));
}

#define DEF_CPU_COMPILE
#include "cpu.h"

PTR*
_cp_stk(stk,set_it)
PTR *stk;
bool set_it;
/*[ PTR* _cp_stk(stk,set_it)
PTR *stk;
bool set_it;

if set_it is false then _cp_stk() returns to the caller what it
thinks is the
value of the current supervisor stack. Where set_it is true then it
writes
stk to its internal copy of the supervisor stack and this value will
```

```
be
returned on subsequent reads. In either case, the original value of
its copy
is returned to the caller.
]*/
{static PTR *super_stack;
PTR *retv;

retv = super_stack;
if (set_it) super_stack = stk;
return retv;
}

//<sysvars.h>...
#ifndef SYSVARS_H
#define SYSVARS_H SYSVARS_H

#ifndef STDTYPES_H
#include <stdtypes.h>
#endif

#ifdef DEF_VECTORS
/* System vector addresses */
#define SYS_SSP ((LONG*)0x00)
#define SYS_RESET ((LONG*)0x04)
#define SYS_BUS ((LONG*)0x08)
#define SYS_ADDRESS ((LONG*)0x0c)
#define SYS_ILLEGAL ((LONG*)0x10)
#define SYS_DIV0 ((LONG*)0x14)
#define SYS_CHK ((LONG*)0x18)
#define SYS_TRAP ((LONG*)0x1c)
#define SYS_PRIVILEGE ((LONG*)0x20)
#define SYS_TRACE ((LONG*)0x24)
#define SYS_LINEA ((LONG*)0x28)
#define SYS_LINEF ((LONG*)0x2c)

#define SYS_UNINIT ((LONG*)0x3c)

#define SYS_SPURIOUS ((LONG*)0x60)
#define SYS_IRQ1 ((LONG*)0x64)
#define SYS_IRQ2 ((LONG*)0x68)
#define SYS_IRQ3 ((LONG*)0x6c)
#define SYS_IRQ4 ((LONG*)0x70)
#define SYS_IRQ5 ((LONG*)0x74)
#define SYS_IRQ6 ((LONG*)0x78)
#define SYS_IRQ7 ((LONG*)0x7c)
#define SYS_TRAP0 ((LONG*)0x80)
#define SYS_TRAP1 ((LONG*)0x84)
#define SYS_TRAP2 ((LONG*)0x88)
#define SYS_TRAP3 ((LONG*)0x8c)
#define SYS_TRAP4 ((LONG*)0x90)
#define SYS_TRAP5 ((LONG*)0x94)
```

```
#define SYS_TRAP6 ((LONG*)0x98)
#define SYS_TRAP7 ((LONG*)0x9c)
#define SYS_TRAP8 ((LONG*)0xa0)
#define SYS_TRAP9 ((LONG*)0xa4)
#define SYS_TRAPA ((LONG*)0xa8)
#define SYS_TRAPB ((LONG*)0xac)
#define SYS_TRAPC ((LONG*)0xb0)
#define SYS_TRAPD ((LONG*)0xb4)
#define SYS_TRAPE ((LONG*)0xb8)
#define SYS_TRAPF ((LONG*)0xbc)
#endif /* DEF_VECTORS */

#ifdef DEF_VARS
/* System Variables in Protected Space */
#define SYS_CPU_LIVES ((ULONG*)0x380) /* 0x12345678 if state
saved */
#define SYS_CPU_DREGS ((ULONG*)0x384) /* d0-d7 */
#define SYS_CPU_AREGS ((ULONG*)0x3a4) /* a0-a6,ssp */
#define SYS_CPU_PC ((ULONG*)0x3c4) /* pc, hi byte is
exception */
#define SYS_CPU_USP ((ULONG*)0x3c8) /* a7 (usp) */
#define SYS_CPU_STK ((UWORD*)0x3cc) /* top 16 SSP words */

#define SYS_ETV_TIMER ((LONG*)0x400)
#define SYS_ETV_CRITIC ((LONG*)0x404)
#define SYS_ETV_TERM ((LONG*)0x408)

#define SYS_MEMVALID ((LONG*)0x420)
#define SYS_MEMCNTLR ((WORD*)0x424)
#define SYS_RESVALID ((LONG*)0x426)
#define SYS_RESVECTOR ((LONG*)0x42a)
#define SYS_PHYSTOP ((LONG*)0x42e)
#define SYS_MEMBOT ((LONG*)0x432)
#define SYS_MEMTOP ((LONG*)0x436)
#define SYS_MEMVAL2 ((LONG*)0x43a)
#define SYS_FLOCK ((WORD*)0x43e)
#define SYS_SEEKRATE ((WORD*)0x440)
#define SYS_TIMR_MS ((WORD*)0x442)
#define SYS_FVERIFY ((WORD*)0x444)
#define SYS_BOOTDEV ((WORD*)0x446)
#define SYS_ALMODE ((WORD*)0x448)
#define SYS_DEFSHFTMD ((WORD*)0x44a)
#define SYS_SSHIFTMD ((WORD*)0x44c)
#define SYS_V_BAS_AD ((LONG*)0x44e)
#define SYS_VBLSEM ((WORD*)0x452)
#define SYS_NVBLS ((WORD*)0x454)
#define SYS_VBLQUEUE ((LONG**)0x456)
#define SYS_COLORPTR ((LONG*)0x45a)
#define SYS_SCREENPT ((LONG*)0x45e)
#define SYS_VBCLOCK ((LONG*)0x462)
#define SYS_FRCLOCK ((LONG*)0x466)
```

```
#define SYS_HDV_INIT ((LONG*)0x46a)
#define SYS_SWV_VEC ((LONG*)0x46e)
#define SYS_HDV_BPB ((LONG*)0x472)
#define SYS_HDV_RW ((LONG*)0x476)
#define SYS_HDV_BOOT ((LONG*)0x47a)
#define SYS_HDV_MEDIACH ((LONG*)0x47e)
#define SYS_CMDLOAD ((WORD*)0x482)
#define SYS_CONTERM ((BYTE*)0x484)
#define SYS_TRP14RET ((LONG*)0x486)
#define SYS_CRITICRET ((LONG*)0x48a)
#define SYS_THEMD ((PTR*)0x48e)
#define SYS_MD ((PTR*)0x49e)
#define SYS_SAVPTR ((PTR*)0x4a2)
#define SYS_NFLOPS ((WORD*)0x4a6)
#define SYS_CON_STATE ((LONG*)0x4a8)
#define SYS_SAVE_ROW ((WORD*)0x4ac)
#define SYS_SAV_CONTXT ((PTR*)0x4ae)
#define SYS_BUFL ((LONG*)0x4b2)
#define SYS_HZ_200 ((LONG*)0x4ba)
#define SYS_THE_ENV ((LONG*)0x4be)
#define SYS_DRVBITS ((LONG*)0x4c2)
#define SYS_DSKBUFP ((LONG*)0x4c6)
#define SYS_AUTOPATH ((LONG*)0x4ca)
#define SYS_VBL_LIST ((PTR**)0x4ce)
#define SYS_PRT_CNT ((WORD*)0x4ee)
#define SYS_PRTABT ((WORD*)0x4f0)
#define SYS_SYSBASE ((LONG*)0x4f2)
#define SYS_SHELL_P ((LONG*)0x4f6)
#define SYS_END_OS ((LONG*)0x4fa)
#define SYS_EXEC_OS ((LONG*)0x4fe)
#define SYS_SCR_DUMP ((LONG*)0x502)
#define SYS_PRV_LSTO ((LONG*)0x506)
#define SYS_PRV_LST ((LONG*)0x50a)
#define SYS_PRV_AUXO ((LONG*)0x50e)
#define SYS_PRV_AUX ((LONG*)0x512)
#define SYS_PUN_PTR ((LONG*)0x516)
#define SYS_XCONSTAT_1 ((LONG*)0x51e)
#define SYS_XCONSTAT_2 ((LONG*)0x522)
#define SYS_XCONSTAT_3 ((LONG*)0x526)
#define SYS_XCONSTAT_4 ((LONG*)0x52a)
#define SYS_XCONSTAT_5 ((LONG*)0x52e)
#define SYS_XCONSTAT_6 ((LONG*)0x532)
#define SYS_XCONSTAT_7 ((LONG*)0x536)
#define SYS_XCONSTAT_8 ((LONG*)0x53a)
#define SYS_XCONIN_1 ((LONG*)53e)
#define SYS_XCONIN_2 ((LONG*)542)
#define SYS_XCONIN_3 ((LONG*)546)
#define SYS_XCONIN_4 ((LONG*)54a)
#define SYS_XCONIN_5 ((LONG*)54e)
#define SYS_XCONIN_6 ((LONG*)552)
```

```
#define SYS_XCONIN_7 ((LONG*)556)
#define SYS_XCONIN_8 ((LONG*)55a)
#define SYS_XCOSTAT_1 ((LONG*)0x55e)
#define SYS_XCOSTAT_2 ((LONG*)0x562)
#define SYS_XCOSTAT_3 ((LONG*)0x566)
#define SYS_XCOSTAT_4 ((LONG*)0x56a)
#define SYS_XCOSTAT_5 ((LONG*)0x56e)
#define SYS_XCOSTAT_6 ((LONG*)0x572)
#define SYS_XCOSTAT_7 ((LONG*)0x576)
#define SYS_XCOSTAT_8 ((LONG*)0x57a)
#define SYS_XCONOUT_1 ((LONG*)0x57e)
#define SYS_XCONOUT_2 ((LONG*)0x582)
#define SYS_XCONOUT_3 ((LONG*)0x586)
#define SYS_XCONOUT_4 ((LONG*)0x58a)
#define SYS_XCONOUT_5 ((LONG*)0x58e)
#define SYS_XCONOUT_6 ((LONG*)0x592)
#define SYS_XCONOUT_7 ((LONG*)0x596)
#define SYS_XCONOUT_8 ((LONG*)0x59a)
#define SYS_LONGFRAME ((WORD*))0x59e)
#define SYS_P_COOKIES ((LONG*)0x5a0)
#define SYS_FMEMTOP ((LONG*)0x5a4)
#define SYS_FMEMVALID ((LONG*)0x5a8)
#define SYS_BELL_HOOK ((LONG*)0x5ac)
#define SYS_KCL_HOOK ((LONG*)0x5b0)
#define SYS_PATCHZONE ((LONG*)0x600)

#define SYS_BASEPAGE ((LONG*)0x3620)
#endif /* DEF_VARS */

#ifdef DEF_DMA
/* Direct Memory Access */
#define SYS_DMA_DATA ((UWORD*)0xff8604L) /* sector count / data */
#define SYS_DMA_MODE ((UWORD*)0xff8606L) /* DMA/FDC mode / status
*/
#define SYS_DMA_HI ((UBYTE*)0xff8609L) /* DMA address 16-23,
write last */
#define SYS_DMA_ME ((UBYTE*)0xff860bL) /* DMA address 8-15 */
#define SYS_DMA_LO ((UBYTE*)0xff860dL) /* DMA address 0-7, write
first */

/* access values for SYS_DMA_MODE */
#define SYS_FDC_RCR 0x080 /* read_dma command (status) reg */
#define SYS_FDC_RTR 0x082 /* read track reg */
#define SYS_FDC_RSR 0x084 /* read sector reg */
#define SYS_FDC_RDR 0x086 /* read data reg */
#define SYS_DMA_RCNT 0x090 /* read sector count reg */
#define SYS_FDC_WCR 0x180 /* write_dma command reg */
#define SYS_FDC_WTR 0x182 /* write track reg */
#define SYS_FDC_WSR 0x184 /* write sector reg */
#define SYS_FDC_WDR 0x186 /* write data reg */
#define SYS_DMA_WCNT 0x190 /* write sector count reg */
```

```
#endif /* DEF_DMA */

#ifdef DEF_FDC
/* Floppy Disk Controller base commands */
#define SYS_FDC_RSTR 0x00 /* 0 0 0 0 h V r1 r0 */
#define SYS_FDC_SEEK 0x10 /* 0 0 0 1 h V r1 r0 */
#define SYS_FDC_STEP 0x20 /* 0 0 1 u h V r1 r0 */
#define SYS_FDC_STPI 0x40 /* 0 1 0 u h V r1 r0 */
#define SYS_FDC_STPO 0x60 /* 0 1 1 u h V r1 r0 */
#define SYS_FDC_RSEC 0x80 /* 1 0 0 m h E 0 0 */
#define SYS_FDC_WSEC 0xa0 /* 1 0 1 m h E P a0 */
#define SYS_FDC_RADD 0xc0 /* 1 1 0 0 h E 0 0 */
#define SYS_FDC_RTRK 0xe0 /* 1 1 1 0 h E P a0 */
#define SYS_FDC_WTRK 0xf0 /* 1 1 1 1 h E P 0 */
#define SYS_FDC_FIRQ 0xd0 /* 1 1 0 1 I3 I2 I1 I0 */
/*
* h = motor on flag where h=0 means enable motor on test
* V = verify flag where v=1 means enable verify
* r1,r0 i stepping rate: 00=2ms, 01=3ms, 10=5ms, 11=6ms
* u = update flag where u=1 means update track register
* m = multiple sectors where m=1 means enabled
* a0 = data address mark where
* a0=0 means write normal data mark
* a0=1 means write erased data mark
* E = settling delay where E=1 means 30ms settling delay else no
delay
* P = write precompensation whre P=0 means enabled
* I0-I3 interrupt conditions:
I0=1 has no meaning
I1=1 has no meaning
I2=1 means interrupt on next index pulse
I3=1 means immediate interrupt
I0-I3=0 terminate current command without interrupt
*/

/* FDC status bits */
#define SYS_FDC_MRO 0x80 /* motor on */
#define SYS_FDC_RDO 0x40 /* write protected */
#define SYS_FDC_SUP_RCT 0x20 /* spin up obtained or erased data
mark */
#define SYS_FDC_RNF 0x10 /* record not found */
#define SYS_FDC_CRC 0x08 /* crc error */
#define SYS_FDC_LDT_TK0 0x04 /* lost data or head at track 00 */
#define SYS_FDC_DRQ_IDX 0x02 /* data request or index pulse */
#define SYS_FDC_BSY 0x01 /* controller is busy performing a
command */
#endif /* DEF_FDC */

#ifdef DEF_PSG
/* Programmable Sound Generator */
#define SYS_PSG_SELRD ((UBYTE*)0xff8800L) /* write selects, read
```

```
reads reg */
#define SYS_PSG_WRITE ((UBYTE*)0xff8802L) /* write to selected reg
*/

/* access values for PSG */
#define SYS_PSG_CATL 0x00 /* channel a tone period low byte */
#define SYS_PSG_CATH 0x01 /* channel a tone period high
bits(0-3) */
#define SYS_PSG_CBTL 0x02
#define SYS_PSG_CBTH 0x03
#define SYS_PSG_CCTL 0x04
#define SYS_PSG_CCTH 0x05
#define SYS_PSG_NPER 0x06 /* noise period */
#define SYS_PSG_EN 0x07 /* 0 = enable for bits 0-7 */
/* channel a tone */
/* channel b tone */
/* channel c tone */
/* channel a noise */
/* channel b noise */
/* channel c noise */
/* 0 = IOA input, 1 = IOA output */
/* 0 = IOB input, 1 = IOA output */
#define SYS_PSG_CAV 0x08 /* channel a volume */
#define SYS_PSG_CBV 0x09
#define SYS_PSG_CCV 0x0a
#define SYS_PSG_ENVPL 0x0b /* envelope period low */
#define SYS_PSG_ENVPH 0x0c /* envelope period high */
#define SYS_PSG_ENVW 0x0d /* waveform envelope */
#define SYS_PSG_IOA 0x0e /* IO port a */
#define SYS_PSG_IOB 0x0f /* IO port b */
#endif /* DEF_PSG */

#ifdef DEF_MFP
/* Multi Function Peripheral */
#define SYS_MFP_GEN ((UBYTE*)0xfffa01L) /* general purpose IO
port */
#define SYS_MFP_AER ((UBYTE*)0xfffa03L) /* active edge reg */
#define SYS_MFP_DDR ((UBYTE*)0xfffa05L) /* data direction reg
*/
#define SYS_MFP_IERA ((UBYTE*)0xfffa07L) /* interrupt enable
reg a */
#define SYS_MFP_IERB ((UBYTE*)0xfffa09L)
#define SYS_MFP_IPRA ((UBYTE*)0xfffa0bL) /* interrupt pending
reg a */
#define SYS_MFP_IPRB ((UBYTE*)0xfffa0dL)
#define SYS_MFP_ISRA ((UBYTE*)0xfffa0fL) /* interrupt in
service reg */
#define SYS_MFP_ISRB ((UBYTE*)0xfffa11L)
#define SYS_MFP_IMRA ((UBYTE*)0xfffa13L) /* interrupt mask reg
*/
#define SYS_MFP_IMRB ((UBYTE*)0xfffa15L)
```

```
#define SYS_MFP_VR ((UBYTE*)0xfffa17L) /* vector reg */
#define SYS_MFP_TACR ((UBYTE*)0xfffa19L) /* timer a control reg
*/
#define SYS_MFP_TBCR ((UBYTE*)0xfffa1bL)
#define SYS_MFP_TCDCR ((UBYTE*)0xfffa1dL) /* timer c & d control
reg */
#define SYS_MFP_TADR ((UBYTE*)0xfffa1fL) /* timer a data reg */
#define SYS_MFP_TBDR ((UBYTE*)0xfffa21L)
#define SYS_MFP_TCDR ((UBYTE*)0xfffa23L)
#define SYS_MFP_TDDR ((UBYTE*)0xfffa25L)
#define SYS_MFP_SCR ((UBYTE*)0xfffa27L) /* synchronous
character reg */
#define SYS_MFP_UCR ((UBYTE*)0xfffa29L) /* USART control reg
*/
#define SYS_MFP_RSR ((UBYTE*)0xfffa2bL) /* receiver status reg
*/
#define SYS_MFP_TSR ((UBYTE*)0xfffa2dL) /* transmitter status
reg */
#define SYS_MFP_UDR ((UBYTE*)0xfffa2fL) /* USART data reg */
#endif /* DEF_MFP */

#endif /* SYSVARS_H */
```

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4687. Re: Testing for Magic

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-14 05:41:31 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3aac4a89.20427132@news.demon.co.uk>
Source record: 1306

On Fri, 02 Mar 2001 23:31:30 -0000, bindon@madasafish.com (Lyndon Amsdon) wrote:

>On 2 Mar 2001 22:09:45 G, "Hans Wessels" wrote:
>
>Hi,
>
>Thanks, example code is really appreciated as I'm getting started. My
>question is, my program is run from the auto folder, so is it possible
>to look into the cookie jar at this stage of the computer booting up?

If it's NULL do nothing, otherwise interrogate it. You should arrange for your program do run after magxboot & in that fashion I see no reason why it shouldn't work. There's a tad more info in a previous thread in this group entitled "Checking MiNT/MagiC version".

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4688. Re: faceVALUE (was Re: RSC)

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-16 00:52:57 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <98ro3sfjg06$1@news.t-online.com>
Source record: 1308

> Is it only available in German language these days? I really would love
> to get an update as this tool is _extremly_ useful if you want to write
> modern GEM programs fast and easy.

The program is still in English language but the documentation is in German.
There are still the example programs which show every feature of faceValue.

Greetings,
Matthias

4689. ATARI 8-bit 256k ICD MIO with SCSI hard drive Item #1221210739

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-17 05:39:33 UTC
From: gmccla1n@swbell.net
Message-ID: <3ab2f7ca.7679277@spamkiller.newsfeeds.com>
Source record: 1307

The ICD Multi I/O board (MIO) is a complex peripheral device which
adds exceptional power to the Atari 800XL or 130XE computer. The MIO
gives the user five additional hardware functions not available
with a stock 8-bit Atari computer. These are: a parallel printer
interface, a serial interface
for printer or MODEM, a printer buffer, a bootable RAMDISK, and
an SCSI/SASI interface for hard disk drives. An optional sixth
function (80
column board) may be added at a later date. This 256k MIO was
used to run an ATARI BBS quite a number of years ago and was working
fine when
it was stored, It includes the MIO base unit,Instruction manual,
software,SCSI hard drive Seagate 1096N and SCSI cable. I couldn't find
the power
supply adapter. This needs an adapter to use on the 130XE.
SHIPPING IN USA ONLY. Payment must be received within 7 days of
auctions ending.
Shipping charge USPS MAIL $10.00. PS:The ICD/FTe Multi I/O (MIO),
all versions, can use both AC and DC supplies. But stick to voltages
of at
least 6.2-7.2 V. **AUCTION ENDS**
Mar-18-01 10:36:44 PST

email gmccla1n@swbell.net

4690. Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-20 10:19:48 UTC
From: Rafa? Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <3AB72EC4.3030102@elektryk.ie.pwr.wroc.pl>
Source record: 1309

Hi all,

I'm trying to change the resolution in Falcon using Setscreen and all
the staff :-)
I think it works... but :-/
Do I have to 'update' VDI after that (change somewhere resolution and
colors)?
If not, then why do I have problems using VDI functions (vro_cpyfm for
example)?

And the second question.
Will it work on Milan too? if not, then how should I change the
resolution on Milan? (I have only F030).

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4691. Re: Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-20 16:25:19 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103201621340.89-100000@Hades060>
Source record: 1310

On Tue, 20 Mar 2001, Rafa? Kawecki wrote:

> I'm trying to change the resolution in Falcon using Setscreen and all
> the staff :-)
> I think it works... but :-/
> Do I have to 'update' VDI after that (change somewhere resolution and
> colors)?
> If not, then why do I have problems using VDI functions (vro_cpyfm for
> example)?

Falcon I cannot say.

> And the second question.
> Will it work on Milan too? if not, then how should I change the
> resolution on Milan? (I have only F030).

If Milan is anything like the Hades clone, changing the resolution
under program control is a really bad idea if at all possible. Someone
with a Milan might be able to be more specific. It would make more sense
to have the program adjust itself to the current resolution, thus
making your prg run on much more hardware, and future clones.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4692. screen memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-21 19:34:22 UTC
From: D Galvez <maraka@atari.net>
Message-ID: <2n7u6.13972$CL6.491243@telenews.teleline.es>
Source record: 1311

Hello.

I 've read on "The Atari Compendium" and other documents that physical screenaddress must be aligned in boundary.
What is that mean?? or where can i find a document that explains this question?

Also i read that this boundary chages depending the model, 256 for ST and a word boundary for TT. But what about the Falcon??.

D Galvez

4693. Re: Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-21 22:35:52 UTC
From: rand@cd.chalmers.se
Message-ID: <99bac8$q8m$1@nyheter.chalmers.se>
Source record: 1312

In article <Pine.MNT.4.10.10103201621340.89-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On Tue, 20 Mar 2001, Rafa? Kawecki wrote:
>
>> I'm trying to change the resolution in Falcon using Setscreen and all
>> the staff :-)
>> I think it works... but :-/
>> Do I have to 'update' VDI after that (change somewhere resolution and
>> colors)?

If you change resolution, you're on your own.
There's no way the VDI can know what resolution you have set without
you telling it, and there's no official way of doing that.

With the standard VDI, it might be possible to get it to work by
modifying a bunch of LineA variables, since it makes use of those.
It's even possible that such an approach would work with NVDI.

You are not supposed to use the LineA stuff, though, and something like
this will never work with fVDI (which neither reads nor writes the lineA
variables after startup time).

>> If not, then why do I have problems using VDI functions (vro_cpyfm for
>> example)?

Either don't change the resolution or don't use the VDI.

>> And the second question.
>> Will it work on Milan too? if not, then how should I change the

No.

>> resolution on Milan? (I have only F030).
>
>If Milan is anything like the Hades clone, changing the resolution
>under program control is a really bad idea if at all possible. Someone

It most likely isn't possible to change the mode at all, and in any
case you'd have no way of telling it what you wanted.

>with a Milan might be able to be more specific. It would make more sense
>to have the program adjust itself to the current resolution, thus
>making your prg run on much more hardware, and future clones.

That's definitely the way to do it.

I've heard that some people have added new features to the VDI (not
clear on whether this is NVDI or some Milan/Hades specific VDI) to

make it more 'game friendly' (mode setting, back buffers, etc), but I
have not got any details on this.
Naturally, I would like to add this to fVDI too, but it's kind of hard
to standardise things which are done in secret...
If you have any ideas about features you'd like in a VDI, I'm open
to suggestions.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4694. Re: Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-22 08:23:52 UTC
From: Rafa? Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <3AB9B698.4060409@elektryk.ie.pwr.wroc.pl>
Source record: 1313

```
>>> I'm trying to change the resolution in Falcon using Setscreen and all
>>> the staff :-)
>>> I think it works... but :-/
>>> Do I have to 'update' VDI after that (change somewhere resolution and
>>> colors)?
>>
>
> If you change resolution, you're on your own.
> There's no way the VDI can know what resolution you have set without
> you telling it, and there's no official way of doing that.

Hmm... :(

> With the standard VDI, it might be possible to get it to work by
> modifying a bunch of LineA variables, since it makes use of those.

OK. But Line-A is made speciall for ST modes (up to 16 colors). So I
can't change the number of colors to 256 or true color??? or am I wrong?

>>> If not, then why do I have problems using VDI functions (vro_cpyfm for
>>> example)?
> Either don't change the resolution or don't use the VDI.

But what if I have to change the resolution and then use VDI??

>> with a Milan might be able to be more specific. It would make more sense
>> to have the program adjust itself to the current resolution, thus
>> making your prg run on much more hardware, and future clones.
>
>
> That's definitely the way to do it.

So, the best way is to adjust the picture to the current resolutions or
center it on the screen :-)) pretty good idea :)) I though about it
before....

> I've heard that some people have added new features to the VDI (not
> clear on whether this is NVDI or some Milan/Hades specific VDI) to
> make it more 'game friendly' (mode setting, back buffers, etc), but I
> have not got any details on this.
> Naturally, I would like to add this to fVDI too, but it's kind of hard
> to standardise things which are done in secret...
> If you have any ideas about features you'd like in a VDI, I'm open
> to suggestions.

Well, for me the most important thing is: sprite(s).
Yes, I know... ST/F030 has one sprite (mouse sprite), but it's only
```

16x16x2... make a bigger sprite (minimum 32x32 in 16 or even more colours).

--
Pozdrawiam

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4695. Sound question

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-22 08:32:17 UTC
From: Rafa? Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <3AB9B891.2000102@elektryk.ie.pwr.wroc.pl>
Source record: 1314

```
Hi again :-))

OK. Another question concerning sound (XBIOS).
I'm trying to make some sound on my F030 for the game using XBIOS.
Everythinh goes fine except one thing ;)
How should I (or can I) change the frequency (using XBIOS calls)?
I'm going to use some non(??) standard frequencies (44100, 22050....).

And what is the best and easiest way to recognize, that a sample is done.
I have, that I should use Timer-A interrupt or monochrome detect
interrupt... but how? I've been trying to make it in many different ways.

Should it goes like this ? :
- Mfpint(13, myfunc)
- setinterrupt(0, 1)
- Jenabint

void myfunc(void)
{
printf("done");
}

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4696. Re: Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-22 09:16:58 UTC
From: rand@cd.chalmers.se
Message-ID: <99cfuasqt1@nyheter.chalmers.se>
Source record: 1315

In article <3AB9B698.4060409@elektryk.ie.pwr.wroc.pl>,
=?ISO-8859-1?Q?Rafa=3F?= Kawecki <kawecki@elektryk.ie.pwr.wroc.pl> wrote:
>
...
>> If you change resolution, you're on your own.
>> There's no way the VDI can know what resolution you have set without
>> you telling it, and there's no official way of doing that.
...
>> With the standard VDI, it might be possible to get it to work by
>> modifying a bunch of LineA variables, since it makes use of those.
>
>OK. But Line-A is made speciall for ST modes (up to 16 colors). So I
>can't change the number of colors to 256 or true color??? or am I wrong?

Well, I think it was about the time the TT came out that Atari said that
LineA was no longer supported. To some degree it is even on the Falcon,
however, and I'm reasonably sure you'd be able to get the normal VDI
working by tweaking the right variables.
I'm not suggesting that it's a good idea, though.

>> Either don't change the resolution or don't use the VDI.
>
>But what if I have to change the resolution and then use VDI??

Then you're out of luck.

>>> with a Milan might be able to be more specific. It would make more sense
>>> to have the program adjust itself to the current resolution, thus
...
>> That's definitely the way to do it.
>
>So, the best way is to adjust the picture to the current resolutions or
>center it on the screen :-)) pretty good idea :)) I though about it

It may not be all that much fun to have a 320x200 game screen in the
middle of a 1600x1200 display, but it sure beats not having any at all. ;-)

>> If you have any ideas about features you'd like in a VDI, I'm open
>> to suggestions.
>
>Well, for me the most important thing is: sprite(s).

Unfortunately, none of the TOS machines have any sprite hardware, and
I'm not aware of any graphics cards that have them either.

>Yes, I know... ST/F030 has one sprite (mouse sprite), but it's only
>16x16x2... make a bigger sprite (minimum 32x32 in 16 or even more colours).

The mouse is not a sprite on the Atari TOS machines. It usually is on graphics cards, though, but even there only one is available and it's likely to be limited to two colours.

Without hardware support, sprites need to be faked in some way, and a VDI function which did that would probably not fit the requirements of all games, anyway.

Rather, I'd suggest something like:
- A specific 'blit to temporary buffer' function, which would keep things in local RAM on a graphics card.
- The reverse of the above, obviously.
- Masked blit (like on the Amiga), which would do the masking step at the same time as the actual blit.
These three together provide the same functionality as a sprite (well, obviously there's no collision detection or anything like that).
(It would probably be better to generalize the first two with some kind of card memory allocation function.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4697. Re: Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-22 10:05:10 UTC
From: Rafa? Kawecki <kawecki@elektryk.ie.pwr.wroc.pl>
Message-ID: <3AB9CE56.7000107@elektryk.ie.pwr.wroc.pl>
Source record: 1316

>>> With the standard VDI, it might be possible to get it to work by
>>> modifying a bunch of LineA variables, since it makes use of those.
>>
>> OK. But Line-A is made speciall for ST modes (up to 16 colors). So I
>> can't change the number of colors to 256 or true color??? or am I wrong?
>
>
> Well, I think it was about the time the TT came out that Atari said that
> LineA was no longer supported. To some degree it is even on the Falcon,
> however, and I'm reasonably sure you'd be able to get the normal VDI
> working by tweaking the right variables.
> I'm not suggesting that it's a good idea, though.

Hmm... I was trying to correct some variables but under NVDI ;)
I'll try without NVDI...

>>>> with a Milan might be able to be more specific. It would make more sense
>>>> to have the program adjust itself to the current resolution, thus
>>>
> ....
>
>>> That's definitely the way to do it.
>>
>> So, the best way is to adjust the picture to the current resolutions or
>> center it on the screen :-)) pretty good idea :)) I though about it
>
>
> It may not be all that much fun to have a 320x200 game screen in the
> middle of a 1600x1200 display, but it sure beats not having any at all. ;-)

or I could adjust the picture to the correct resolution, but then the
picture can be 'pixelized'...

>> Yes, I know... ST/F030 has one sprite (mouse sprite), but it's only
>> 16x16x2... make a bigger sprite (minimum 32x32 in 16 or even more colours).
>
>
> The mouse is not a sprite on the Atari TOS machines. It usually is on
> graphics cards, though, but even there only one is available and it's
> likely to be limited to two colours.
>
> Without hardware support, sprites need to be faked in some way, and a
> VDI function which did that would probably not fit the requirements of
> all games, anyway.
>

> Rather, I'd suggest something like:
> - A specific 'blit to temporary buffer' function, which would keep things
> in local RAM on a graphics card.
> - The reverse of the above, obviously.
> - Masked blit (like on the Amiga), which would do the masking step at the
> same time as the actual blit.
> These three together provide the same functionality as a sprite (well,
> obviously there's no collision detection or anything like that).
> (It would probably be better to generalize the first two with some kind
> of card memory allocation function.)

I'm doing it exactly in the way you said... :-)
But it's still a lot of work :-/

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4698. assembler debugger

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-22 11:11:32 UTC
From: BERTHUIT FRANCK <f.berthuit@worldonline.fr>
Message-ID: <99cmco$m1s$1@canopus.worldonline.fr>
Source record: 1317

if you are interested i have developped a 68030 debugger for falcon
but it only works on sm124
however i can adapt it for pc monitor
so say me your opinion about this

4699. Re: Sound question

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-22 11:23:01 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0103221221580.147-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 1318

Hello!

> And what is the best and easiest way to recognize, that a sample is done.

Milan/Hades sound xbios have clean enhancements for this. Ask Odd Skancke,
he can perfectly answer you I think.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4700. Re: assembler debugger

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-23 01:58:24 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3ABAADC0.2731CD9B@student.canterbury.ac.nz>
Source record: 1319

Greetings,

BERTHUIT FRANCK wrote:
>
> if you are interested i have developped a 68030 debugger for falcon
> but it only works on sm124
> however i can adapt it for pc monitor
> so say me your opinion about this

What type of interface does it have -- GEM, custom? A debugger that can work under multiple resolutions would be ideal, it's one thing I dislike about the Devpac debugger. So yes, please adapt it for other rez.

Look forward to trying it out.

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

4701. question about Falcon HW registers

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-23 11:45:44 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <3ABB3768.B11E824B@sophics.cz>
Source record: 1324

Hi,

for those that don't read MiNT mailing list:

I need to know everything about HW registers $FF8006 and $FF8007
(Compendium is very wrong on these). Also, I would like to know how the
IDE interface HW regs are used (in which order they are programmed, how
to
construct logical sector number from the parameters etc). Also some IDE
registers TOS 4.04 uses are marked as N/A in Compendium so I would need
better doc on these as well.

BTW, doesn't someone have some routines that would emulate either
blitter
(except sources of STonX which I have but are a bit cryptic) or directly
the LineA routines in TOS 4.04? I would love to get rid of Blitter once
and for all...

Last but not least: how to enable memory test during boot (the line
right
below Atari Fuji logo) - I disabled it 7 years ago and I cannot find out
how to enable it :-)

I have some cool ideas but I need more informations. Hopefully you'll
help
me. Thanks.

Petr

4702. help please reading atari formatted disks

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-23 17:17:16 UTC
From: selsong <selsong@ntlworld.com>
Message-ID: <huMu6.22123$Q4.4075057@news2-win.server.ntlworld.com>
Source record: 1320

HI

Does anyone know a way for a pc to read discs formatted on an atari st? Does any software exist that can do this

Would you be kind enough to send any reply to me personaly

Thanks for your help

Sel

4703. Re: screen memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-23 20:22:11 UTC
From: Hans Wessels <h.wessels.atari@atari.home.nl>
Message-ID: <TfOu6.21025$Z44.452437@zwoll1.home.nl>
Source record: 1321

D Galvez <maraka@atari.net> schreef in berichtnieuws
2n7u6.13972$CL6.491243@telenews.teleline.es...

> I 've read on "The Atari Compendium" and other documents that physical
> screenaddress must be aligned in boundary.
> What is that mean?? or where can i find a document that explains this
> question?

It means: the (physical) screen memory always starts at an adress that is a
multiple of the boundary.

On the STe and Falcon this is a word boundary (the screen adres is a
multiple of 2). This because the video hardware of those machines accesses
the memory at a word at a time.
On the TT it is a multiple of eight for the same reasone: the video hardware
of the TT works with 64 bits ate a time.
On the ST the videobase has to be a multiple of 256. This is because the is
no register to specify the least significant byte of the adress.

Hope this helpes a bit.

Hans

--
Remove the computer names from my e-mail adress to reply

4704. Re: help please reading atari formatted disks

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-25 14:58:37 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <99l14c$12it$1@news5.isdnet.net>
Source record: 1322

Hello selsong !

> Does anyone know a way for a pc to read discs formatted on an atari st?
Does
> any software exist that can do this
>
> Would you be kind enough to send any reply to me personaly

There is a little software : Windows Floppy Disk Copy v0.09b
http://musique.atari.org/atari/emul/others.htm

It'll be transform the ATARI disk in a disk image "*.st" than you can use
with any ATARI emulator : http://musique.atari.org/atari/emul/index.htm

Regards ...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

4705. RE: screen memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-25 19:38:39 UTC
From: D Galvez <maraka@atari.net>
Message-ID: <3Prv6.51628$CL6.1727554@telenews.teleline.es>
Source record: 1323

Thank you. I think i understood.

D Galvez

Hans Wessels <h.wessels.atari@atari.home.nl> escribi&#65533; en el mensaje de
noticias TfOu6.21025$Z44.452437@zwoll1.home.nl...
> D Galvez <maraka@atari.net> schreef in berichtnieuws
> 2n7u6.13972$CL6.491243@telenews.teleline.es...
>
> > I 've read on "The Atari Compendium" and other documents that physical
> > screenaddress must be aligned in boundary.
> > What is that mean?? or where can i find a document that explains this
> > question?
>
> It means: the (physical) screen memory always starts at an adress that is
a
> multiple of the boundary.
>
> On the STe and Falcon this is a word boundary (the screen adres is a
> multiple of 2). This because the video hardware of those machines accesses
> the memory at a word at a time.
> On the TT it is a multiple of eight for the same reasone: the video
hardware
> of the TT works with 64 bits ate a time.
> On the ST the videobase has to be a multiple of 256. This is because the
is
> no register to specify the least significant byte of the adress.
>
> Hope this helpes a bit.
>
> Hans
>
> --
> Remove the computer names from my e-mail adress to reply
>
>
>

4706. Re: question about Falcon HW registers

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-26 19:43:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985729112-92338AEicMi@madasafish.com>
Source record: 1328

Hi Petr

>Last but not least: how to enable memory test during boot (the line
>right below Atari Fuji logo) - I disabled it 7 years ago and I cannot
>find out how to enable it :-)

Youve either got a floppy bootsector disabling it or its a setting in
your NVRAM, so BOOTCONF from Uwe Siemet will do the job i believe.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4707. Re: assembler debugger

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-26 22:49:47 UTC
From: Craig Graham <C_GRAHAMa@tHINGEdo.tMISTRALdo.tCOdo.tUK>
Message-ID: <3abfc633$1@shiva.ukisp.net>
Source record: 1325

Karl Ashton wrote:

> Greetings,
>
> BERTHUIT FRANCK wrote:
>>
>> if you are interested i have developped a 68030 debugger for falcon
>> but it only works on sm124
>> however i can adapt it for pc monitor
>> so say me your opinion about this
>
> What type of interface does it have -- GEM, custom? A debugger that can
> work under multiple resolutions would be ideal, it's one thing I dislike
> about the Devpac debugger. So yes, please adapt it for other rez.

I rather liked the Black Scorpion falcon only asm debugger. Very neat.

> Later,
> Karlos.

Craig.
--
You wish.

4708. Re: assembler debugger

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-27 06:54:02 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3AC0390A.DE7AFBDA@student.canterbury.ac.nz>
Source record: 1326

Greetings,

Craig Graham wrote:
>
> I rather liked the Black Scorpion falcon only asm debugger. Very neat.

Can't say I've played with that one. Is it PD now? (or has it always
been?)

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

4709. GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-27 14:47:49 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <99q98oud1@news.seed.net.tw>
Source record: 1327

I'm using GFA Basic for a utility that will read all the files in a directory, modify, then save the new data with a new file name. I'm using FSFIRST and FSNEXT to read the directory. I then OPEN "I", #1... to read 1 file and OPEN "O", #2 ... to write the new file. Both files are CLOSEd (CLOSE #1 CLOSE #2) before going on to the next file.

This works fine except that I run out of memory for large directories. I can get around this by reserving a huge chunk of memory when compiling (2 megs), but why should this happen? How can I get OPEN #1 and OPEN #2 to use the same memory block each pass?

--
Ross MacIver
Taiwan
---
to reply 3 = e

4710. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-27 17:21:51 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103271714590.89-100000@Hades060>
Source record: 1329

On Tue, 27 Mar 2001, Rosco wrote:

> I'm using GFA Basic for a utility that will read all the files in a
> directory, modify, then save the new data with a new file name. I'm
> using FSFIRST and FSNEXT to read the directory. I then OPEN "I",
> #1... to read 1 file and OPEN "O", #2 ... to write the new file. Both
> files are CLOSEd (CLOSE #1 CLOSE #2) before going on to the next file.

If you are doing alot of manipulation with strings, gfa has an
annoying problem where it will eat up all it's string space
over time. This might be the problem you are having.

> This works fine except that I run out of memory for large directories.
> I can get around this by reserving a huge chunk of memory when
> compiling (2 megs), but why should this happen? How can I get OPEN
> #1 and OPEN #2 to use the same memory block each pass?

Put this somewhere in the loop or before each file pass:
VOID FRE(0)
or
~FRE(0)
depending on your version of gfa-basic.

The zero parameter is important, it forces an internal garbage
collection of all unused string space and should in a sense free it.
Just FRE() with no parameter will return the free space without
causing a garabge collection.

Hope this helps...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4711. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-28 10:06:22 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <99sd5u$1l3$1@news.seed.net.tw>
Source record: 1330

I tried this out and no files were written. The program stopped the
first time it came to ~FRE(0).

I guess a workaround is to calculate the available memory and then
notify the user how many files can be processed at one time.

> Put this somewhere in the loop or before each file pass:
> VOID FRE(0)
> or
> ~FRE(0)
> depending on your version of gfa-basic.
>
> The zero parameter is important, it forces an internal garbage
> collection of all unused string space and should in a sense free it.
> Just FRE() with no parameter will return the free space without
> causing a garabge collection.

4712. Re: question about Falcon HW registers

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-28 13:37:41 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <3AC1E925.8C3640E0@sophics.cz>
Source record: 1339

Steve Sweet wrote:
>
> Hi Petr
>
> >Last but not least: how to enable memory test during boot (the line
> >right below Atari Fuji logo) - I disabled it 7 years ago and I cannot
> >find out how to enable it :-)
>
> Youve either got a floppy bootsector disabling it or its a setting in
> your NVRAM, so BOOTCONF from Uwe Siemet will do the job i believe.

The right answer is to set the boot delay to 32. It has the side effect
of enabling the RAM test.

Petr

4713. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-29 18:37:13 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103291832340.109-100000@Hades060>
Source record: 1331

On Wed, 28 Mar 2001, Rosco wrote:

> I tried this out and no files were written. The program stopped the
> first time it came to ~FRE(0).

That is very strange, it should not stop the program.
I have no idea how you are using memory, or allocating it,
or buffering data. Hard to say what is going on, but ~FRE(0)
does not stop my programs on my system.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4714. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-30 02:08:26 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9a0q1l$i2m$2@news.seed.net.tw>
Source record: 1332

I shouldn't say stop the program, but it behaved as though it ran out
of memory immediately.

The program was starting with a RESERVE -(whatever) command. I also
tried MALLOC and the corresponding GEMDOS command.

They work fine in the interpreter but the compiled programs seem to
require $m(whatever). If I leave this out the compiled program
crashes with 2 bombs.

As a workaround I'm using $m(40000000) - to make sure I grab all the
memory, and then testing for available memory using FRE(0) and then
advising the user how many files he can process with that amount of
memory. This is acceptable, I think.

> > I tried this out and no files were written. The program stopped
the
> > first time it came to ~FRE(0).
>
> That is very strange, it should not stop the program.
> I have no idea how you are using memory, or allocating it,
> or buffering data. Hard to say what is going on, but ~FRE(0)
> does not stop my programs on my system.

Ross MacIver
Taiwan
---
to reply 3 = e

4715. Strange error

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-30 09:16:27 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3AC44EEB.1010908@sun1000.pwr.wroc.pl>
Source record: 1333

```
Hi,

What can it be: "Out of internal memory. Use Folder100.prg" ???

Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4716. Re: Strange error

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-30 14:41:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200103301541.a51960@su.maus.de>
Source record: 1338

Hi Rafal!

RK>What can it be: "Out of internal memory. Use Folder100.prg" ???
RK>Folder100.prg is installed.
Rename it to Folder200.prg (or whatever number you want/need). The number in the filename is used as a parameter

RK>14MB of RAM and about 9 MB is still free.
Internal memory is allocated statically and to enlarge it's amount you have to use Folderxxx.prg

Bye

Joerg

4717. Re: Strange error

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-30 15:29:55 UTC
From: John Blakeley <john.blakeley@mon.bbc.co.uk>
Message-ID: <Pine.LNX.4.10.10103301528550.870-100000@localhost.localdomain>
Source record: 1334

```
Try renaming folder100.prg to folder999.prg. If that still isn't enough,
copy folder999.prg to folder998.prg.

Salut/.

J/.

On Fri, 30 Mar 2001, Rafal Kawecki wrote:

> Hi,
>
> What can it be: "Out of internal memory. Use Folder100.prg" ???
>
> Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.
>
>
> --
> Regards
>
> Rafal Kawecki
>
> ***************************
> * Polish Atari News Page
> * http://kawecki.atari.org
> * kawecki@atari.org
> *
>
>
>
```

4718. Re: Strange error

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-30 16:39:24 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103301636010.84-100000@Hades060>
Source record: 1335

On Fri, 30 Mar 2001, Rafal Kawecki wrote:

> Hi,
>
> What can it be: "Out of internal memory. Use Folder100.prg" ???
>
> Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.

If I recall correctly if you are using the folderXXX.prg there
is another patch that is common to use along with this called
cacheXXX.prg. Both patch different parts of the OS.
I do not have this patch, as HD Driver (fine product btw)
has these things built into it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4719. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-30 16:52:44 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103301640140.84-100000@Hades060>
Source record: 1336

On Fri, 30 Mar 2001, Rosco wrote:

> I shouldn't say stop the program, but it behaved as though it ran out
> of memory immediately.

That still sounds strange to me, I use the ~fre(0) all the time.

> The program was starting with a RESERVE -(whatever) command. I also
> tried MALLOC and the corresponding GEMDOS command.

It's common knowledge that the reserve command should be avoided
in compiled apps. It might be ok for testing in the editor, but I never
use this command myself.

> They work fine in the interpreter but the compiled programs seem to
> require $m(whatever). If I leave this out the compiled program
> crashes with 2 bombs.

Without the compiler command $mXX your compiled app will take
all available ram, thus there won't be any ram left in the
system to allow calls to malloc().

$mXX tells the compiled app how much ram to keep, and gives the
rest back to the system.

> As a workaround I'm using $m(40000000) - to make sure I grab all the
> memory, and then testing for available memory using FRE(0) and then
> advising the user how many files he can process with that amount of
> memory. This is acceptable, I think.

From my own projects, I've found the best method to be:
1) Don't use reserve (only use this in editor for testing)
2) Always use $mXX (especially important under multi-tasking)
3) Use malloc() to get ram as needed and mfree() to free it
4) Use ~FRE(0) to clean up the string area regularly

Perhaps someone else into GFA wishes to add to this?
I use my own advise in AtarIRC, it seems to work ok for me. ;-)

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4720. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-03-31 00:15:03 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9a4ac7$nl1$1@news.seed.net.tw>
Source record: 1337

I'll try it again with your suggestions.

Sometimes weird things happen with GFA...on this same project I had two versions of the same program - THIS.GFA and THAT.GFA. I incorporated a progress bar into THAT.GFA and it worked fine, so I included the same code into THIS.GFA - absolutely no go. I printed out the code and checked minutely...they were exactly the same, but one worked and the other one exited as soon as it got to the progress bar. I rebooted, ran one program first and the other second, another reboot, running the reverse order, the second program just didn't work. I finally pasted the code from one to the other procedure by procedure, eliminating the old procedures, and got it to work.

--
Ross MacIver
Taiwan
---
to reply 3 = e

> From my own projects, I've found the best method to be:
> 1) Don't use reserve (only use this in editor for testing)
> 2) Always use $mXX (especially important under multi-tasking)
> 3) Use malloc() to get ram as needed and mfree() to free it
> 4) Use ~FRE(0) to clean up the string area regularly

4721. Re: Strange error

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-02 06:09:04 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3AC81780.4090806@sun1000.pwr.wroc.pl>
Source record: 1340

```
>
>
>> Hi,
>>
>> What can it be: "Out of internal memory. Use Folder100.prg" ???
>>
>> Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.
>
>
> If I recall correctly if you are using the folderXXX.prg there
> is another patch that is common to use along with this called
> cacheXXX.prg. Both patch different parts of the OS.
> I do not have this patch, as HD Driver (fine product btw)
> has these things built into it.

OK :-)
What if I'm also using HDDriver??

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4722. Re: Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-06 16:31:52 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986574870.4161.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 1341

> Rather, I'd suggest something like:
> - A specific 'blit to temporary buffer' function, which would keep things
> in local RAM on a graphics card.
> - The reverse of the above, obviously.
> - Masked blit (like on the Amiga), which would do the masking step at the
> same time as the actual blit.
> These three together provide the same functionality as a sprite (well,
> obviously there's no collision detection or anything like that).
> (It would probably be better to generalize the first two with some kind
> of card memory allocation function.)

The above would be really nice, what about some 3D object, z-buffering, etc which is also built into many of the modern cards (don't know if cards like Eclipse or Galaxy do though).

With the original problem in mind, could there not be some kind of "fullscreen" call which would allow you to request a resolution based on W x H x D (maybe pages) that were passed, with an error returned if the computer was not capable?

This is all getting along the lines of (dare I say it) DirectX kind of stuff, but I am sure the implementation would be far batter.

Mark.

4723. Programmer profiling tool. Freeware

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-07 09:12:51 UTC
From: Thomas Redelberger <redetho@gmx.de>
Message-ID: <3acedaaa_1@news.arcor-ip.de>
Source record: 1342

Hi there!

For those that develop programs for the ST compatibles and want to optimize
speed, please have a look at my website and download the profiling tool
TRPROF08.LZH from

http://home.nexgo.de/thomas.redelberger/prj/atari/download

Cheers
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de
Fax: +49 6023 999410

4724. Re: Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-07 12:17:08 UTC
From: rand@cd.chalmers.se
Message-ID: <9an0g4$ot6$1@nyheter.chalmers.se>
Source record: 1343

In article <986574870.4161.0.nnrp-13.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> wrote:
>> Rather, I'd suggest something like:
>> - A specific 'blit to temporary buffer' function, which would keep things
>> in local RAM on a graphics card.
>> - The reverse of the above, obviously.
>> - Masked blit (like on the Amiga), which would do the masking step at the
>> same time as the actual blit.
...
>The above would be really nice, what about some 3D object, z-buffering, etc
>which is also built into many of the modern cards (don't know if cards like
>Eclipse or Galaxy do though).

The RageII supplied with the Eclipse does have 3D support. It was one of
the first mainstream cards with that, though, so it is of course lightyears
from today's cards.
Unfortunately, I don't have any documentation for those parts. It might
be possible to dig out something from various Linux graphics driver code,
but I'm not promising anything.
It's more likely that I'll put some effort into these kinds of things for
3DFX Banshee/Voodoo3/4/5 or S3 Virge since I do have what appears to be
complete documentation for those. So far I only have the beginnings of
the 2D driver for the Banshee, though.
(I have at least a dozen different PCI video cards in a pile here.)

The Galaxy uses a (reasonably large) FPGA (Field Programmable Gate Array),
so it could certainly be made to do 3D if someone put their mind to it.
To my knowledge, there's nothing like that now, though.

>With the original problem in mind, could there not be some kind of
>"fullscreen" call which would allow you to request a resolution based on W x
>H x D (maybe pages) that were passed, with an error returned if the computer
>was not capable?

Certainly. It's easy enough to do in the fVDI/RageII driver.

>This is all getting along the lines of (dare I say it) DirectX kind of
>stuff, but I am sure the implementation would be far batter.

Without breaking with the entire VDI API (horrible low level interface
and very limiting, IMHO), that is not likely.

99% or so of the DirectX functionality would in any case be completely
out of the question for performance and effort reasons.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se

of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4725. ~FRE(0)

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-07 14:48:05 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9an9f8$4u$1@news.seed.net.tw>
Source record: 1344

Lonny

I've been trying out your suggestions - use $mxx, use malloc() and mfree(), use ~fre(0) to clean up string area.

It doesn't seem to work with FSFIRST and FSNEXT for reading a directory. On the first occurance of ~FRE(0) the program exits as though reaching the last file in the directory.

--
Ross MacIver
Taiwan
---
to reply 3 = e

4726. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-07 17:56:37 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3ACF54D5.E5E89C08@compuserve.com>
Source record: 1345

Rosco wrote:

> I'm using GFA Basic for a utility that will read all the files in a
> directory, modify, then save the new data with a new file name. I'm
> using FSFIRST and FSNEXT to read the directory. I then OPEN "I",
> #1... to read 1 file and OPEN "O", #2 ... to write the new file. Both
> files are CLOSEd (CLOSE #1 CLOSE #2) before going on to the next file.
>
> This works fine except that I run out of memory for large directories.
> I can get around this by reserving a huge chunk of memory when
> compiling (2 megs), but why should this happen? How can I get OPEN
> #1 and OPEN #2 to use the same memory block each pass?
>
> --
> Ross MacIver
> Taiwan
> --------------------
> to reply 3 = e

I made a copy of an article to get directories using something like
FSFIRST and FSNEXT, but haven't gotten around to chaing my GFA basic progs
that use the old 'write to disk then load' method. I can pursue it.

Are you reserving the string space outside the load/modify/write
routines? And making sure to reset the pointer to the start of the
string(cnt=1) ?

Rick D.

4727. Re: Strange error

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-07 18:15:12 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3ACF592F.3B383EAB@compuserve.com>
Source record: 1346

Rafal Kawecki wrote:

> Hi,
>
> What can it be: "Out of internal memory. Use Folder100.prg" ???
>
> Folder100.prg is installed. 14MB of RAM and about 9 MB is still free.
>
> --
> Regards
>
> Rafal Kawecki
>
> **************************
> * Polish Atari News Page
> * http://kawecki.atari.org
> * kawecki@atari.org
> *

If you are accessing a hard drive or cdrom drive with lots of folders, then even 100 may not be enough. Most ST Oses have a patch to fix the problem with "not flushing the folder buffer when the window is closed and another partition is read".

Have you tried changing it from 100 to 250? Also, make sure you have the right prog for the computer you are using.(ST/TT/Falcon frequently use different versions). And it may have gotten corrupted.

And finally, the error isn't necessarily with the folder program, its just the first one that could print out an error message. See whats in the boot chain that follows it in the auto folder.

Rick D.

4728. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-08 05:51:56 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9ap3ar$f41$1@news.seed.net.tw>
Source record: 1347

Now that you mention it...I don't think the string space was
reserved...

I'll try that out and report back. Thanks.

--
Ross MacIver
Taiwan
---
to reply 3 = e

> I made a copy of an article to get directories using something like
> FSFIRST and FSNEXT, but haven't gotten around to chaing my GFA basic
progs
> that use the old 'write to disk then load' method. I can pursue it.
>
> Are you reserving the string space outside the load/modify/write
> routines? And making sure to reset the pointer to the start of the
> string(cnt=1) ?

4729. Re: ~FRE(0)

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-08 11:42:45 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104081138010.127-100000@Hades060>
Source record: 1349

On Sat, 7 Apr 2001, Rosco wrote:

> Lonny
>
> I've been trying out your suggestions - use $mxx, use malloc() and
> mfree(), use ~fre(0) to clean up string area.
>
> It doesn't seem to work with FSFIRST and FSNEXT for reading a
> directory. On the first occurance of ~FRE(0) the program exits as
> though reaching the last file in the directory.

That is very strange. Is this project something you wish not
to allow ppl to see? I have never had a problem with ~FRE(0)
and would like to see what is going on with it on your end if that
is possible. If not I can understand. ;-)

I use ~FRE(0) in my IRC program without any problems, and it runs
on ST's, Falcons, and up, even on my Hades060 it's fine.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4730. Re: ~FRE(0)

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-08 11:52:56 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104081148390.127-100000@Hades060>
Source record: 1348

I wanted to add, just using ~FRE(0) is not some cure all, especially
if you have some other command somewhere eating up gfa's internal
memory area. Like using temporary numeric arrays and forget to
free them and the like. Also if you don't mind me looking over the
code, I was suggesting you send it directly to me, not post it on
usenet. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4731. Re: ~FRE(0)

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-09 04:05:55 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9argg4ocn1@news.seed.net.tw>
Source record: 1350

I'll upload the code tomorrow...but I think the problem is that I
haven't allocated space for the file...

--
Ross MacIver
Taiwan
----
to reply 3 = e
"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10104081148390.127-100000@Hades060...
>
> I wanted to add, just using ~FRE(0) is not some cure all, especially
> if you have some other command somewhere eating up gfa's internal
> memory area. Like using temporary numeric arrays and forget to
> free them and the like. Also if you don't mind me looking over the
> code, I was suggesting you send it directly to me, not post it on
> usenet. ;-)
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

4732. Re: Changing resolution

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-09 09:54:59 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986810247.24133.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 1251

> The RageII supplied with the Eclipse does have 3D support. It was one of
> the first mainstream cards with that, though, so it is of course
lightyears
> from today's cards.

It would probably not me worth it unless a newer card is used (as you
mention).

> The Galaxy uses a (reasonably large) FPGA (Field Programmable Gate Array),
> so it could certainly be made to do 3D if someone put their mind to it.
> To my knowledge, there's nothing like that now, though.

Again this looks like hardwork, unless someone really wnats to do this then
I think the effort would be better spend on another project.

> >With the original problem in mind, could there not be some kind of
> >"fullscreen" call which would allow you to request a resolution based on
W x
> >H x D (maybe pages) that were passed, with an error returned if the
computer
> >was not capable?
>
> Certainly. It's easy enough to do in the fVDI/RageII driver.

I would like to see this, there should be no reason why simple games could
not be developed and run nicely on a number of systems. As mentioned,
blitting abilities would be nice.

> 99% or so of the DirectX functionality would in any case be completely
> out of the question for performance and effort reasons.

I thought that 99% of Direct X was pointless loops or NOPs, I imagine so
they can remove a few and make it a bit quicker on the next release.

Seriously, the major functions like paging, blitting, sprites, fonts, music
(I know that's not you), etc would be nice. The chap that made the Doom
ports wanted to start some kind of project along these lines.

Mark.

4733. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-10 14:32:04 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986913312.4276.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 1252

> As a workaround I'm using $m(40000000) - to make sure I grab all the
> memory, and then testing for available memory using FRE(0) and then
> advising the user how many files he can process with that amount of
> memory. This is acceptable, I think.

I don't think so, if it is a useful app which you want to release in the future you do not want this coming back to haunt you.

As I understand you only need to open one file at a time, make the changes, write it back (is this right?), so you should be able to reduce the limitations by saying "the single biggest file" rather than "the sum of the file sizes" which should greatly improve usability of the app.

Better still, if the editing procedure permits it you could read chunks of data in at a time (64K or so) and then save it as you go, your program would then be reduced to using a static (say) 180K of RAM rather than 140K to 140Mb.

If only two files need to be opened at once I would seriously consider changing you loop procedure.

I may be way off but I hope this helps.

Mark.

4734. [ANN] ACSpro available via Europe Shareware

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-11 13:57:16 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ad46ad0358a5e1@free.fr>
Source record: 1253
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

ACSpro (http://acspro.atari.org) stands for "Application
Construction Set professional".

It's a, visual, user-friendly, application construction
set, coming from Germany (English version is available). It
works on all Atari systems, including clones and emulators.
Supported languages are GCC, Pure C, Lattice C, Turbo C and
Pure Pascal. Lots of examples are supplied as well as
libraries for Pure C and Pure Pascal.

It's now possible to register your copy via
Europe Shareware (http://www.europe-shareware.org).

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4735. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-12 17:00:28 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9b4n5t$rc6$1@news.seed.net.tw>
Source record: 1254

Here's my code for what it's worth...I've tried inserting ~FRE(0) at
various places but it causes the program to immediately stop reading
the directory. I've left out redundant bits...

```
----------------------------------------
$m40000000
' Starts by calculating free memory and telling user how many files
' he can process. All the free memory is used.
'
CLS
freemem%=FRE()
block%=MALLOC(-1)
mem_addr%=GEMDOS(72,L:freemem%)
a_text$="[3][ You have enough memory to | process
"+STR$(CINT(freemem%/5000))+" files. Please |don't put more than that
in | one directory.][Proceed|Return to Desktop]"

button=FORM_ALERT(1,a_text$)
IF button=1
' nothing - proceed to the program
ELSE
SYSTEM ! In compiled program
ENDIF
'
DEFWRD "a-z"
CLS
' find current path
path$=CHR$(ADD(GEMDOS(25),65))+":"+DIR$(0)+"\*.*"
e$="A"
z$=@fileselect$("Select folder to process...",path$,default$)
@directory
~GEMDOS(73,L:mem_addr%)
END
' ------------------------------------------------
> FUNCTION fileselect$(a$,path$,file$)
'fileselect stuff
RETURN path$
ENDFUNC
'
> PROCEDURE directory ! sets working directory
LOCAL e%,x
dta$=STRING$(44,0)
dta.adr%=V:dta$
~FSETDTA(dta.adr%)
CHDRIVE LEFT$(z$,3) ! Current drive and directory
```

```
CHDIR MID$(z$,3,(LEN(z$)-6))
'
e%=FSFIRST("*.*",attr)
DO UNTIL e%
fname$=CHAR{dta.adr%+30} ! file name
length%=LONG{dta.adr%+26}
'
@type(fname$,length%)
e%=FSNEXT() ! read all files in the directory
LOOP
RETURN
'
> PROCEDURE type(VAR fname$,length%) ! What type of file is selected?
SELECT length%
CASE 4104 ! sysex file
@sysex(fname$)
ENDSELECT
CLOSE #1
CLOSE #2
RETURN
'
> PROCEDURE sysex(VAR fname$) ! Sysex & .A4V & .BNK - 4104,
4400, 4200 bytes
LOCAL x
@file_name(fname$)
'
SEEK #1,6
FOR x=1 TO 4096
OUT #2,INP(#1)
NEXT x
'
RETURN
' ------------------------------------------------------
> PROCEDURE file_name(VAR fname$) ! Names new files
OPEN "I",#1,fname$ ! original file
'
IF INSTR(fname$,".")=0 ! There is no "." in the file name
OPEN "O",#2,LEFT$(fname$,7)+e$+".DXX"
'
ELSE IF LEN(fname$)<12 ! File names 7 or less characters
OPEN "O",#2,LEFT$(fname$,INSTR(fname$,".")-1)+e$+".DXX"
'
ELSE
OPEN "O",#2,LEFT$(fname$,7)+e$+".DXX" ! for file names of 8
characters
ENDIF
'
e$=SUCC(e$)
IF e$="Z"
e$="A"
```

```
ENDIF
'
RETURN

--
Ross MacIver
Taiwan
--------------------
to reply 3 = e
```

4736. GFA and STinG programming: ICMP_xx ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-13 19:47:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ad7658a936f650@tripnet.se>
Source record: 1255

I'm trying to send Ping messages with STinG using GFA Basic.

Starting from the STIK_GFA library by Lonny Pursell so far it seems to work well with STinG as well. I had to delete some STiK specific "declarations" but apart from that it seems quite usable.

Now I'm trying to port the ICMP_SEND part (quoting the STinG .HYP):

```
----------
int16 cdecl ICMP_send (uint32 dest_host, uint8 type, uint8 code,
void *data, uint16 length);

Function :
Send off ICMP datagrams.

This function sends an ICMP message. `dest_host' is the IP address of the
destination machine, `type' is the ICMP packet type. `code' is a type de-
pendent control code for ICMP. `data' is a pointer to data which is to be
send after the ICMP header, `length' is the length of the data block in
bytes.
----------
```

by writing:

```
FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
type.&=OR(SHL&(type.&,8),code.&)
RETURN C:icmp_send_%(L:rhost.%,W:type.&,L:buf.%,W:len.&)
ENDFUNC
```

What about the second line. Should it perhaps be written the other way around like:

```
type.&=OR(SHL&(code.&,8),type.&)
```

to get the two byte parameters right on the stack?

Next step will be how to implement the ICMP listening part. The STinG doc's talks about "callbacks". Does this mean (to GFA) that I have to provide an address to an INLINE code part and then read the resulting queue from Basic?

```
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
```

4737. Re: GFA and STinG programming: ICMP_xx ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-13 22:05:59 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104132153420.78-100000@Hades060>
Source record: 1256

On Fri, 13 Apr 2001, Kenneth Medin wrote:

> Starting from the STIK_GFA library by Lonny Pursell so far it seems to
> work well with STinG as well. I had to delete some STiK specific
> "declarations" but apart from that it seems quite usable.

I'm glad you found my gfa devkit useful.

> int16 cdecl ICMP_send (uint32 dest_host, uint8 type, uint8 code,
> void *data, uint16 length);

I assume uint8 is an unsinged 8bit value. "C" is not my strong
point.

> Function :
> Send off ICMP datagrams.
>
> This function sends an ICMP message. `dest_host' is the IP address of the
> destination machine, `type' is the ICMP packet type. `code' is a type de-
> pendent control code for ICMP. `data' is a pointer to data which is to be
> send after the ICMP header, `length' is the length of the data block in
> bytes.
>
> by writing:
>
> FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
> type.&=OR(SHL&(type.&,8),code.&)
> RETURN C:icmp_send_%(L:rhost.%,W:type.&,L:buf.%,W:len.&)
> ENDFUNC

This would be my guess. If you had some way to test it that
might shed some light on it. I see your problem, GFA can't pass
a byte directly with the C:() function.

> Next step will be how to implement the ICMP listening part. The STinG
> doc's talks about "callbacks". Does this mean (to GFA) that I have to
> provide an address to an INLINE code part and then read the resulting
> queue from Basic?

I'm not sure what you mean by callbacks. If you are refering
to some way to make external calls to GFA code from some outside
source, then you have a problem. There is only one way I know of to do
this and you can find it in my GFA archives on my web site, called
EXTCALL.LZH. However it has limited use and requires some polling
method, you might also need to know assembler to adjust the routine
to you needs.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4738. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-13 22:52:44 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104132237590.87-100000@Hades060>
Source record: 1257

On Fri, 13 Apr 2001, Rosco wrote:

```
> $m40000000
> ' Starts by calculating free memory and telling user how many files
> ' he can process. All the free memory is used.
> '
> CLS
> freemem%=FRE()
> block%=MALLOC(-1)
> mem_addr%=GEMDOS(72,L:freemem%)
```

I'm confused why you use $m to keep such a large memory area for
gfa's internal string/memory area, and then malloc() another block
from the system nearly identical in size. I don't know how
much ram you have, but the malloc() "gamdos72" call might
be failing?

You really should test this value to see if the malloc() is ok:

```
IF mem_addr%<=0
PRINT "malloc() error!"
END
ENDIF
```

The rest of code is not too helpful since it is incomplete.
Some small bit you think is not worthy of posting could be where
the problem is. ;-)

From what I can tell you are simply processing many files, rather
small ones at that. Something really strange is going on if you run out
of ram. I'm not sure what it is after looking at your code.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4739. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-15 04:50:12 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9bb9ed$9lk$1@news.seed.net.tw>
Source record: 1258

You're right - I want to process hundreds of files about 4000 bytes each. The procedure is to use FSFIRST/FSNEXT to read a directory, get the name and size of the file from the DTA, OPEN that file to read, OPEN a new file to write to, trim off about 6 bytes from the original file and and save this data in the new file, then CLOSE both files.

If I allocate (say) 100,000 bytes with $m100000, the program will quit after about 70 or 80 files.

My workaround solution is to grab all available memory with $m40000000 and then calculate the actual amount of ram available to advise the user how many files he can process. I know that's redundant, but it doesn't cause problems.

What I would ideally like to do is to use the SAME memory block for each OPEN / CLOSE cycle. But if I insert ~FRE(0) anywhere in the program it exits immediately as though it has come to the last file in the directory.

I suspect I need to assign a memory block of about 5000 bytes to read the file data into, but I don't know how to do that.

--
Ross MacIver
Taiwan
---
to reply 3 = e

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message

> From what I can tell you are simply processing many files, rather
> small ones at that. Something really strange is going on if you run
out
> of ram. I'm not sure what it is after looking at your code.

4740. Resource Construction Set wanted

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-15 10:49:11 UTC
From: Ric Easton <biodistributors@microtech.com.au>
Message-ID: <DReC6.3346$482.16209@newsfeeds.bigpond.com>
Source record: 1259

I have been teaching myself programming in assembler using my STE 1040 and Devpac3. I would like to get into GEM programming and have started with some basic stuff but would like to get hold of a copy of the Resource Construction Set. Any help appreciated.

Thanks
Ric

Ric Easton
biodistributors@microtech.com.au

4741. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-15 16:49:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <CFsK8bD8Dd26EwRV@my-ste.demon.co.uk>
Source record: 1260

```
In article <9bb9ed$9lk$1@news.seed.net.tw>,
Rosco <ckrosco@s33d.n3t.tw> writes:

>You're right - I want to process hundreds of files about 4000 bytes
>each. The procedure is to use FSFIRST/FSNEXT to read a directory, get
>the name and size of the file from the DTA, OPEN that file to read,
>OPEN a new file to write to, trim off about 6 bytes from the original
>file and and save this data in the new file, then CLOSE both files.
>
>If I allocate (say) 100,000 bytes with $m100000, the program will quit
>after about 70 or 80 files.
>
>My workaround solution is to grab all available memory with $m40000000
>and then calculate the actual amount of ram available to advise the
>user how many files he can process. I know that's redundant, but it
>doesn't cause problems.
>
>What I would ideally like to do is to use the SAME memory block for
>each OPEN / CLOSE cycle. But if I insert ~FRE(0) anywhere in the
>program it exits immediately as though it has come to the last file in
>the directory.
>
>I suspect I need to assign a memory block of about 5000 bytes to read
>the file data into, but I don't know how to do that.

If you know the maximum memory you need, why not use INLINE to allocate
it and then use BGET/BPUT, or even BLOAD/BSAVE, to load and save the
files.

EG:

PROCEDURE process.files(input.name$,output.name$)
' use a 6k buffer
INLINE our_buffer%,6144
'
OPEN "I",#81,input.name$
OPEN "O",#82,output.name$
the.size%=LOF(#81)
'
' Read the file into the buffer, upto a maximum of 6k
'
BGET #81,our_buffer%,MIN(6144,the.size%)
'
' Write out the buffer, skipping the required 6 bytes
' this assumes the first 6 bytes are supposed to be skipped
```

```
'
BPUT #82,our_biffer%+6,MIN(6144,the.size%)-6
'
' Check if the file is bigger than 6k, and copy the rest if it is.
'
SUB the.size%,MIN(6144,the.size%)
WHILE the.size%
BGET #81,our_buffer%,MIN(6144,the.size%)
BPUT #82,our_biffer%,MIN(6144,the.size%)
SUB the.size%,6144
WEND
CLOSE #82
CLOSE #81
RETURN
```

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

4742. Re: GFA and STinG programming: ICMP_xx ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-15 18:24:39 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104151818350.80-100000@Hades060>
Source record: 1262

On Sun, 15 Apr 2001, Kenneth Medin wrote:

> On Fri 13-04-2001 19:47 (GMT) Kenneth Medin wrote:
>
> Thanks for replying Lonny Purcell! (My newsserver has been down so I had
> to catch your reply from Google). Your code has been of great help.
> Worked almost without any changes. Unfortunately my code will not work
> with STiK _or_ STiK2 as the interfaces works differently.

I don't think beyond the original stik devkit I was too helpful.
I've switched to mintnet some time ago and not used sting calls
at all, or stik2 calls either. ;-)

> that does work! Perhaps a bit surprisingly I had to shift left 8 bits and
> then feed the stack with words. Anyway Logsting (a development tool for
> STinG) showed up with:

Ah, yes good way test it. I had forgot about this tool.

> My next attempt will be to recieve the answer. The "callback" from STinG
> should mean that I first provide the STinG kernel with an address within
> my program with code to act on the call. When an "Echo reply" packet
> arrives STinG jumps to the address and my code gets runned.
>
> This has to be a short INLINE assembler routine that somehow buffer the
> incoming data so the GFA program can fetch it later on. I have not yet
> figured out the data structures in detail but eventually i will...

The EXTCALL does something similiar, it lets you pass out the address
of the inline to some other app. The app can then call this routine
and pass parameters which are stored. I don't know if this will work for
you purpose. Unless you code your own method, this EXTCALL is the
only one I know of that works with GFA.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4743. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-15 18:39:33 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104151825240.80-100000@Hades060>
Source record: 1263

On Sun, 15 Apr 2001, Rosco wrote:

> You're right - I want to process hundreds of files about 4000 bytes
> each. The procedure is to use FSFIRST/FSNEXT to read a directory, get
> the name and size of the file from the DTA, OPEN that file to read,
> OPEN a new file to write to, trim off about 6 bytes from the original
> file and and save this data in the new file, then CLOSE both files.

Would be as simple as:

```
' load file to be converted
OPEN "I",#1,in$
fl%=LOF(#1)
ba%=MALLOC(fl%)
IF ba%<=0
' error has occured
ELSE
BGET #1,ba%,fl%
ENDIF
CLOSE #1
' code to convert file would be here
OPEN "O",#2,out$
BPUT #2,ba%,fl%-6 !trim off the end
' BPUT #2,ba%+6,fl%-6 !trim of the beginning
CLOSE #2
~MFREE(ba%)
```

This will do alot of allocation/deallocation cycles. But I show
you this so you can see how easy it is. A better way would be to
know the largest file you intend to load, and MALLOC() the buffer
just once and reuse it, then free it when the program is to end.

You could use inline also, as long as the buffer is under 32k and
you don't care how large the binary gets when you compile it.

The ~fre(0) is only useful if you are doing massive string
manipulations, I'm still baffled why it halts your program,
but it may be related to your memory problems.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4744. Re: GFA and STinG programming: ICMP_xx ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-15 19:00:04 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ad9fd4470921b0@tripnet.se>
Source record: 1261

On Fri 13-04-2001 19:47 (GMT) Kenneth Medin wrote:

Thanks for replying Lonny Purcell! (My newsserver has been down so I had
to catch your reply from Google). Your code has been of great help.
Worked almost without any changes. Unfortunately my code will not work
with STiK _or_ STiK2 as the interfaces works differently.

>I'm trying to send Ping messages with STinG using GFA Basic.

"original" C code:

```
>int16 cdecl ICMP_send (uint32 dest_host, uint8 type, uint8 code,
>void *data, uint16 length);
```

```
>FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
>type.&=OR(SHL&(type.&,8),code.&)
>RETURN C:icmp_send_%(L:rhost.%,W:type.&,L:buf.%,W:len.&)
>ENDFUNC
```

The above code did not work, but provided with a bus error from STinG.
After som experiments I came up with:

```
FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
$F%
type.&=SHL(type.&,8)
code.&=SHL(code.&,8)
RETURN C:icmp_send_%(L:rhost.%,W:type.&,W:code.&,L:buf.%,W:len.&)
ENDFUNC
```

that does work! Perhaps a bit surprisingly I had to shift left 8 bits and
then feed the stack with words. Anyway Logsting (a development tool for
STinG) showed up with:

```
Call to 'ICMP_send' ($444c353).
Remote_Host (IP) : 192.168.0.2
ICMP_Type (uint8) : 8 ($8)
ICMP_Code (uint8) : 0 ($0)
Buffer_Address (uint32) : 3731794 ($38f152)
Buffer_Length (uint16) : 32 ($20)
$0000 : 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 '
$0010 : 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 '
returns (int16) : 0
```

and ZoneAlarm on my pc popped up with a warning about "Ping" from
19.168.0.194 so everything seems OK now.

My next attempt will be to recieve the answer. The "callback" from STinG
should mean that I first provide the STinG kernel with an address within

my program with code to act on the call. When an "Echo reply" packet
arrives STinG jumps to the address and my code gets runned.

This has to be a short INLINE assembler routine that somehow buffer the
incoming data so the GFA program can fetch it later on. I have not yet
figured out the data structures in detail but eventually i will...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4745. Re: Resource Construction Set wanted

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-16 07:18:07 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3ADA9CAF.1F15C740@ev1.net>
Source record: 1264

```
Ric Easton wrote:
>
> I have been teaching myself programming in assembler using my STE 1040 and
> Devpac3. I would like to get into GEM programming and have started with some
> basic stuff but would like to get hold of a copy of the Resource
> Construction Set. Any help appreciated.
>
Go to the following WEB page and download the K-Resource editor...it is a
replacement for the Resource construction Set:

<http://groups.yahoo.com/group/atari-midi/files/Programming/>

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

4746. Re: GFA and STinG programming: ICMP_xx ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-16 18:53:50 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3adb4d483c61f70@tripnet.se>
Source record: 1265

On Sun 15-04-2001 18:24 (GMT) Lonny Pursell wrote:

>I don't think beyond the original stik devkit I was too helpful.

It did save me from a lot of work...

>The EXTCALL does something similiar, it lets you pass out the address
>of the inline to some other app. The app can then call this routine

Yes, this EXTCALL routines works pretty much the same (some work saved again!). I have to elaborate the idea somewhat with internal checking if the recieved packet originated from me etc. I also must send a ICMP_discard message back to STinG within this INLINE routine.

I'm writing a GEM program and the idea of "piping" messages from the routine seems appealing. Makes me wonder if it's possible to do an APPL_WRITE call to GEM when in supervisor mode during an interupt?

What I'm writing? A connection monitoring program to be runned on my online TT. Sometimes my ADSL line goes down and it would be nice to get a warning when that happens. Could also be fun to monitor some other servers and get graphs etc on screen. But, first I have to get this Pings to work...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4747. Re: GFA and STinG programming: ICMP_xx ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-16 22:34:21 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104162233110.79-100000@Hades060>
Source record: 1266

On Mon, 16 Apr 2001, Kenneth Medin wrote:

> I'm writing a GEM program and the idea of "piping" messages from the
> routine seems appealing. Makes me wonder if it's possible to do an
> APPL_WRITE call to GEM when in supervisor mode during an interupt?

I do not know, perhaps someone else can step in and answer this
one? ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4748. Key Files

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-17 19:53:36 UTC
From: elfsoft@mindspring.com
Message-ID: <9bi700evf1@slb7.atl.mindspring.net>
Source record: 1267

I just released a program and Pure C/Assembler source code to
create & use RSA encrypted key files for shareware. The idea
is that while hackers can easily find the public key,
they would need the private key to create fake key files.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4749. ELFBACK

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-17 19:53:39 UTC
From: elfsoft@mindspring.com
Message-ID: <9bi703evf2@slb7.atl.mindspring.net>
Source record: 1268

I was just about to release the new version of ELFBACK when I
discovered a very annoying result. Both the ST and TT versions
of the program work fine, but they produce incompatible backups!

About the only difference between the versions has to do with
calculations of the form A*B/C using unsigned longs.
On the TT I use 64 bit multiplies and divides, but on the ST I
have to use

A*B/C = (A/C)*B + (A%C)*(B/C) + (A%C)*(B%C)/C

The only other differences have to do with compiler options.
Very annoying!

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4750. Atari Calculator (C) 1979 Manual

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-18 09:22:26 UTC
From: Roland.Wassenberg@post.rwth-aachen.de
Message-ID: <B703297296687E948@spock.iwk.rwth-aachen.de>
Source record: 1270

There was just one program the people in Europe never could buy, it was the Atari Calculator (C) 1979.

Has anyone a manual of that program? Or does anyone know how to extract the commands via an editor or something like that? Or has anyone a textfile or htmlfile of the commands?

I would be wishless lucky, if one can help me.

The very best regards

Roland

wassenberg@iwk.rwth-aachen.de

4751. Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-18 09:22:27 UTC
From: Roland.Wassenberg@post.rwth-aachen.de
Message-ID: <B703297396687E954@spock.iwk.rwth-aachen.de>
Source record: 1269

As far as i know from 80s, there was a bug in the floating-routines from the OS or basic. I have tried ? SQR(4), but result 2 was o.k.. Does anyone know an example, where one can reproduce a 1.99999 instead of (or something like that) ?

Best regards in advance

Roland

wassenberg@iwk.rwth-aachen.de

4752. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-18 11:24:04 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9bjtgk$v71$1@draco.stochastik.rwth-aachen.de>
Source record: 1271

In article <B703297396687E954@spock.iwk.rwth-aachen.de>,
Roland B. Wassenberg <Roland.Wassenberg@post.rwth-aachen.de> wrote:
>As far as i know from 80s, there was a bug in the floating-routines from
>the OS or basic. I have tried ? SQR(4), but result 2 was o.k.. Does anyone

The OS does not contain any floating-point code (I should know, I have the
source ;-)).

The old ST basic was quite buggy not only in regards of floating-point -
that was why noone is using it anymore, since better alternatives exist -
GFA-Basic, PureC and other development systems have working float support.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4753. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-18 17:35:27 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9bkjhc$32v$1@news.seed.net.tw>
Source record: 1272

Thank you Lonny and David for your advice on how to use the memory...

Things are now working a lot better but I still have a problem that is driving my buggy....

I give a choice at the opening - one choice will trim the file down and the other choice will add 8 bytes to the file (6 at the beginning and 2 at the end.)

The section that trims the file works beautifully - I can use ~FRE(0) and I don't run out of memory. I use:

```
BPUT #2,work_buffer%,4096
```

The section that adds bytes processes two files before exiting - if I use ~FRE(0). If I don't use ~FRE(0) all the files will be processed (in the interpreter), but the compiled program will run out of memory and only process a few files (unless I allocate a lot of memory using $m1000000).

The section goes like this:

```
OUT #2,&HF0,&H43,&H0,&H9,&H20,&H0
BPUT #2,work_buffer%,4096
OUT #2,&H29,&HF7
```

Why is this causing a problem with ~FRE(0)? Everything else in the program is identical.

```
--
Ross MacIver
Taiwan
--------------------
to reply 3 = e
```

```
> OPEN "I",#1,in$
> fl%=LOF(#1)
> ba%=MALLOC(fl%)
> IF ba%<=0
> ' error has occured
> ELSE
> BGET #1,ba%,fl%
> ENDIF
> CLOSE #1
> ' code to convert file would be here
> OPEN "O",#2,out$
> BPUT #2,ba%,fl%-6 !trim off the end
```

```
> ' BPUT #2,ba%+6,fl%-6 !trim of the beginning
> CLOSE #2
> ~MFREE(ba%)
```

4754. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-18 17:40:04 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104181738380.95-100000@Hades060>
Source record: 1274

On Thu, 19 Apr 2001, Rosco wrote:

> Why is this causing a problem with ~FRE(0)? Everything else in the
> program is identical.

Again that is baffling, I would just not use ~FRE(0) if it is that
much trouble.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4755. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-18 17:52:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200104181952.a42178@b.maus.de>
Source record: 1273

```
MS>The OS does not contain any floating-point code (I should know, I have
MS>the source ;-)).

I tkink he mens an 8-Bit Atari.

Gerhard.
```

4756. Need info about SND format...

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-19 19:53:09 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <987710055.24465.0.pluto.d4ee0f47@news.demon.nl>
Source record: 1275

Is there anybody who can help me, I need information about the SND format used on ST/FALCON, I like to make a program for 8-bit now I have 1Mb...

TXG

4757. Re: Bug in floating point routines....

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-19 23:36:02 UTC
From: vdjole@EUnet.yu
Message-ID: <9bnsp1$gs3$1@news.EUnet.yu>
Source record: 1276

On 18 Apr 2001 13:24:04 , Michael Schwingen wrote:
>The OS does not contain any floating-point code (I should know, I have the
>source ;-)).

Which is (was) a pity, isn't it? I think that many things could have been
much simpler and faster had TOS author(s) made a library of floating-point
operations and functions a part of the OS. It could have made the best of
various configurations of CPUs and FPUs and take just a little ROM space...

4758. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-20 04:36:27 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9boegt$4mk$1@news.seed.net.tw>
Source record: 1277

That's what I'll do - but it's very frustrating to have this
unbeatable glitch in my code.

Lonny if you're interested, I could send you the complete code along
with a few sample files - I'm reluctant to post them to the newsgroup
simply because of the size - I'm not worried about any "secret" code
being released to the world.

--
Ross MacIver
Taiwan
----
to reply 3 = e

> > Why is this causing a problem with ~FRE(0)? Everything else in
the
> > program is identical.
>
> Again that is baffling, I would just not use ~FRE(0) if it is that
> much trouble.

4759. Re: Bug in floating point routines....

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-20 16:00:38 UTC
From: rand@cd.chalmers.se
Message-ID: <9bpmf6$hn3$1@nyheter.chalmers.se>
Source record: 1278

In article <9bnsp1$gs3$1@news.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>On 18 Apr 2001 13:24:04 , Michael Schwingen wrote:
>>The OS does not contain any floating-point code (I should know, I have the
>>source ;-)).
>
>Which is (was) a pity, isn't it? I think that many things could have been

Uhm. Considering the normal quality of the TOS code, I'd say the answer
to that question is a resounding NO. ;-)

>much simpler and faster had TOS author(s) made a library of floating-point

Not many things use floating point in the first place (well, at least
not many _need_ floating point), and since most people don't write in
assembly, it doesn't matter where the float code is.
It definitely wouldn't have been faster to have something locked into ROM.

>operations and functions a part of the OS. It could have made the best of
>various configurations of CPUs and FPUs and take just a little ROM space...

You can't make good use of an FPU via a library.
The calling overhead is a major hit even on an '030. With an '040/'060
it would swamp the actual execution time of common operations.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4760. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-21 22:29:14 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104212226580.80-100000@Hades060>
Source record: 1279

On Fri, 20 Apr 2001, Rosco wrote:

> That's what I'll do - but it's very frustrating to have this
> unbeatable glitch in my code.
>
> Lonny if you're interested, I could send you the complete code along
> with a few sample files - I'm reluctant to post them to the newsgroup
> simply because of the size - I'm not worried about any "secret" code
> being released to the world.

If you send it to my address below, I will check it out.
Samples would be great.

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4761. Multi-threaded GEM

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-22 18:18:16 UTC
From: elfsoft@mindspring.com
Message-ID: <9bv798ceq1@slb0.atl.mindspring.net>
Source record: 1280

I've been playing around with a concept you might find useful.
It's a way to implement a multi-threaded GEM interface using
independent threads for each window, plus one for the menu bar.

Each thread uses a diffent stack and, except for global variables
and a common application id, each thread functions as a separate
program under cooperative multi-tasking. The interface can even handle
multiple timer events with different delays.

I put a demonstration program into my FTP library (DEMO.ZIP) and
a slightly longer explaination under my Projects page.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4762. Re: Bug in floating point routines....

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-22 20:38:16 UTC
From: zigo <zg@ifrance.com>
Message-ID: <9bvfi1$2b4g$1@news6.isdnet.net>
Source record: 1281

"Johan Klockars" <rand@cd.chalmers.se> a crit dans le message news:
9bpmf6$hn3$1@nyheter.chalmers.se...
> In article <9bnsp1$gs3$1@news.EUnet.yu>,
> Djordje Vukovic <vdjole@EUnet.yu> wrote:
> >On 18 Apr 2001 13:24:04 , Michael Schwingen wrote:
> >>The OS does not contain any floating-point code (I should know, I have
the
> >>source ;-)).
> >
> >Which is (was) a pity, isn't it? I think that many things could have been
>
> Uhm. Considering the normal quality of the TOS code, I'd say the answer
> to that question is a resounding NO. ;-)
>
> >much simpler and faster had TOS author(s) made a library of
floating-point
>
> Not many things use floating point in the first place (well, at least
> not many _need_ floating point), and since most people don't write in
> assembly, it doesn't matter where the float code is.
> It definitely wouldn't have been faster to have something locked into ROM.
>
> >operations and functions a part of the OS. It could have made the best of
> >various configurations of CPUs and FPUs and take just a little ROM
space...
>
> You can't make good use of an FPU via a library.
> The calling overhead is a major hit even on an '030. With an '040/'060
> it would swamp the actual execution time of common operations.

```
Whatever, even now, a coprocessor-emulator for TOS based machine would
be cool woudn't it ? And not that hard to write if you consider you just
have to
install your code in line-f ! :)

Thomas GOIRAND
```

4763. Milan 040 or 060

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-22 21:45:08 UTC
From: Joseph Burke <animekenji@netzero.net>
Message-ID: <EhIE6.57606$C55.5433184@news1.rdc1.nj.home.com>
Source record: 1282

Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

4764. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-22 22:52:58 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104222251440.121-100000@Hades060>
Source record: 1283

On Sun, 22 Apr 2001, Joseph Burke wrote:

> Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

Not sure about Milan, but I ordered a hades directly
from Medusa last november. No US dealer for hades.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4765. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-24 14:55:25 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <9c449o$qs5$1@news.seed.net.tw>
Source record: 1284

Thank you Lonny for the changes. All is working well now.

There was another little glitch in the file renaming code. If the file name had less than 8 characters before the extension (SPACE1A.TX7) the new file would be written as SPACE1~1.SY instead of SPACE1A.SYX.

The original code was :

```
OPEN "o", #2,LEFT$(filename$,8)+".SYX"
```

I changed it to:

```
x=INSTR(filename$,".")
OPEN "o", #2,LEFT$(filename$,x-1)+".SYX"
```

Thanks again for all your help.

BTW I'm using GFA 3.5e

4766. Re: Bug in floating point routines....

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-24 17:26:30 UTC
From: vdjole@EUnet.yu
Message-ID: <9c4d05mnr1@news.EUnet.yu>
Source record: 1285

On 22 Apr 2001 22:38:16 , "zigo" wrote:

>Whatever, even now, a coprocessor-emulator for TOS based machine would
>be cool woudn't it ? And not that hard to write if you consider you just
>have to install your code in line-f ! :)

Yes, theoretically it would be cool. And it even exists- Henk Robbers
made it a long time ago and I have the program installed on my computer
(in fact it emulates a line-F coprocessor through a memory-mapped one).
Unfortunately I have yet to come upon an application which uses it-
because sowtware authors are inclined to think that if you have a
coprocessor you must also have a 68020 or better, so they always seem to
compile a coprocessor version, if any, as 32-bit code- which need not
be so.

4767. Re: Bug in floating point routines....

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-24 17:26:35 UTC
From: vdjole@EUnet.yu
Message-ID: <9c4d08mnr2@news.EUnet.yu>
Source record: 1286

On 20 Apr 2001 16:00:38 , Johan Klockars wrote:

>>Which is (was) a pity, isn't it? I think that many things could have been
>>much simpler and faster had TOS author(s) made a library of floating-point
>
>Uhm. Considering the normal quality of the TOS code, I'd say the answer
>to that question is a resounding NO. ;-)

A nice touch :) I must agree with this.

>Not many things use floating point in the first place (well, at least
>not many _need_ floating point), and since most people don't write in
>assembly, it doesn't matter where the float code is.

>It definitely wouldn't have been faster to have something locked into ROM.

My idea was that it would have made fp operations performed in a unified
way, taking automatically into account a FPU if it exists (so that
separate FPU versions need not be compiled), and it would also take away
different implementations of floating point numbers (IIRC GfaBasic uses
some weird format for floats). I suppose also that it would not be hard to
find examples of badly-coded floating-point functions created by some
compilers, or linked from this library or that, as everybody reinvents
the wheel again- which would be avoided assuming a well-optimized OS library.

As for speed- I admit I was biased by a machine I have- a MC68000 MegaST.
On a MC68000 Atari ROM access could be, quite easily, made to be faster than
RAM access (running CPU on 16MHz for internal ops AND ROM access), but on
any other Atari it was not so.

>You can't make good use of an FPU via a library.
>The calling overhead is a major hit even on an '030. With an '040/'060
>it would swamp the actual execution time of common operations.

I would agree that it might be so for basic arithmetic. What about, say,
trigonometric functions, etc. Do you mean that calling a library for
basic fp arithmetics would kill any advantage in computing more
complex functions?

4768. New: Good old GEMDOS site

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-24 19:11:50 UTC
From: mdoering@mucl.de
Message-ID: <3ae5ce3f.2808175@news.cis.dfn.de>
Source record: 1287

Hello, Coders!

After clearing up the license status of Digital Researchs GEMDOS,
I can now provide most parts of GEMDOS under GPL license. They have
been available for a longer time on the GEM World site, but the
copyright status had been unclear. This now changed (as you can read
on my site).
You now can get a GEMDOS porting kit with all, but the machine
specific parts of GEMDOS in source form. Maybe, it is just for
historicle interest, maybe you can use it for something new. So, now
have a look at:

http://www.mucl.de/~mdoering/atari/en/index.htm

At last many thanks to Lineo - they made this possible!

Martin Doering

4769. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-24 22:38:14 UTC
From: ebaiz@skyenet.net
Message-ID: <qfnF6.510$rk6.4676@newsfeed.slurp.net>
Source record: 1288

On 22 Apr 2001 21:45:08 , "Joseph Burke" wrote:
>Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

There was suppose to be one out of California, but they decided to wait around and see if the demand was there. You best bet is to just order one from across the seas. You can wait for the new TOS machine or get a Hades likes myself.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4770. Re: GFA and memory

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-24 23:57:05 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104242355350.98-100000@Hades060>
Source record: 1289

On Tue, 24 Apr 2001, Rosco wrote:

> Thank you Lonny for the changes. All is working well now.

No problem.

> BTW I'm using GFA 3.5e

I use 3.6 here.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4771. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-25 19:15:59 UTC
From: mdoering@mucl.de
Message-ID: <3ae714cd.1719237@news.cis.dfn.de>
Source record: 1290

On Wed, 18 Apr 2001 19:52:00 +0200, Gerhard_Stoll@b.maus.de (Gerhard Stoll) wrote:

>MS>The OS does not contain any floating-point code (I should know, I have
>MS>the source ;-)).
>
>I tkink he mens an 8-Bit Atari.

Maybe, but I have the GEMDOS source 8-)

Look at:

http://www.mucl.de/~mdoering/atari/en/index.htm

Martin

4772. Re: Milan 040 or 060

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-25 21:39:29 UTC
From: ebaiz@skyenet.net
Message-ID: <luHF6.1469$s11.4714@newsfeed.slurp.net>
Source record: 1291

On 22 Apr 2001 21:45:08 , "Joseph Burke" wrote:
>Does anybody know where to get a Milan 040 or 060 computer in the U.S.?

There was suppose to be one out of California, but they decided to wait around and see if the demand was there. You best bet is to just order one from across the seas. You can wait for the new TOS machine or get a Hades likes myself.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4773. cross compilation

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-25 22:05:05 UTC
From: David ALLOZA <d.alloza@rivagegames.com>
Message-ID: <9c7hc7$dn9$1@wanadoo.fr>
Source record: 1292

Hi!
I am looking for a cross compilation developping solution. I want to
build a .prg atari st compatible executable using a ms windows command line
C++ compiler (like Gnu distribution ...). When I develop a console game
ie PlayStation, Nintendo64, ...) I can build my executable on a PC and
finaly send it to my hardware target..
Do you know any similar solution to build a atari ST executable (runnable
under classic TOS system)?

Best regards,

David ALLOZA. (aka oxythan from WEG :))
http://www.rivagegames.com

PS: Sorry for my bad english...

4774. Re: cross compilation

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-26 10:13:22 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0104261206150.99-100000@freemint>
Source record: 1293

Hello!

> I am looking for a cross compilation developping solution. I want to
> build a .prg atari st compatible executable using a ms windows command line
> C++ compiler (like Gnu distribution ...). When I develop a console game
> ie PlayStation, Nintendo64, ...) I can build my executable on a PC and
> finaly send it to my hardware target..
> Do you know any similar solution to build a atari ST executable (runnable
> under classic TOS system)?

For RedHat and Suse Linux there are ready to install cross compiler
packages (http://wh58-508.st.uni-magdeburg.de/sparemint/cross-mint.html).

With cygwin I'm sure you can compile the cross gcc under Windows too.

Cygwin is a Unix environment for windows.
Look at http://sources.redhat.com/cygwin/ for more informations about
cygwin. Then just get the binutils/gcc and the FreeMiNT patches and build
the crosscompiler :-)

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4775. Re: cross compilation

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-26 19:28:25 UTC
From: mdoering@mucl.de
Message-ID: <3ae857c5.1015337@news.cis.dfn.de>
Source record: 1294

On Thu, 26 Apr 2001 12:13:22 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>> I am looking for a cross compilation developping solution. I want to

On Linux the cross-gcc installs very fine - I did not use it jet. I
installed it yesterday, and installation was a clean thing. Thanx, to
the MiNT folks!

Martin

4776. FS:Programming STuff

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-28 19:32:01 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tem6ifqcpgs50e@corp.supernews.co.uk>
Source record: 1295

Hi all,
if anyone is interested I have the follwing for sale or trade:

Devpac 2
Fast Basic
Hi-Soft Power Basic
Prospero 'C'
Prospero Pascal
GST 'C' compiler
Hi-Soft 'C' compiler
Metacomco Make
Wercs

Books-Atari ST advanced programmers guide
-GEM programmers reference (Abacus)

All software is original and registered with all manuals etc.Possible trade
for an original copy of Cubase.

Regards,

Chris Thorley.

4777. Re: Bug in floating point routines....

Newsgroup: comp.sys.atari.programmer
Date: 2001-04-30 11:55:17 UTC
From: rand@cd.chalmers.se
Message-ID: <9cjjr5$16h$1@nyheter.chalmers.se>
Source record: 1296

In article <9c4d08mnr2@news.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>On 20 Apr 2001 16:00:38 , Johan Klockars wrote:
...
>>Not many things use floating point in the first place (well, at least
>>not many _need_ floating point), and since most people don't write in
>>assembly, it doesn't matter where the float code is.
>
>>It definitely wouldn't have been faster to have something locked into ROM.
>
>My idea was that it would have made fp operations performed in a unified
>way, taking automatically into account a FPU if it exists (so that

To be compatible with machines without FPUs, the calling interface to
any such functions would have to pass the float variables in the integer
register or on the stack (or similar). Needless to say, that would cause
tremendous overhead for machines that do have FPUs.

>separate FPU versions need not be compiled), and it would also take away

For the few programs that actually benefit from FPUs, I don't think
building two (or more) versions is a major problem.

>different implementations of floating point numbers (IIRC GfaBasic uses
>some weird format for floats). I suppose also that it would not be hard to

Well, full IEEE754 compatibility is a vast overkill for most applications,
but necessary in other.

>find examples of badly-coded floating-point functions created by some
>compilers, or linked from this library or that, as everybody reinvents
>the wheel again- which would be avoided assuming a well-optimized OS library.

If everyone used gcc (which supports lots of languages), that would not
be a problem. ;-)

>>You can't make good use of an FPU via a library.
>>The calling overhead is a major hit even on an '030. With an '040/'060
>>it would swamp the actual execution time of common operations.
>
>I would agree that it might be so for basic arithmetic. What about, say,

And the basic arithmetic functions implemented in hardware in the '040 and
'060 cover the vast majority of floating point operations.

>trigonometric functions, etc. Do you mean that calling a library for

Only the '881/'882 support those functions in hardware, anyway. The '040
and '060 needs partial FPU emulators or libraries in any case (a library
could be significantly faster).

>basic fp arithmetics would kill any advantage in computing more
>complex functions?

Naturally, in most cases, since the complex functions are far less
commonly used.

Doing function calls for addition and multiplication on a modern
processor could easily bring your throughput down from one result per
cycle (I don't think even the '060 manages that, though) to (possibly
significantly) over a dozen cycles per result.
(Apart from the obvious extra time needed for parameter passing and
function calls, you can't make use of the pipelining in the FPU, since
every result needs to be complete before you can move it to the stack
or integer registers.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4778. Just got a 520ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-01 13:49:05 UTC
From: arm@nimitz.gmrc.gecm.com
Message-ID: <9cmesh$bn2$1@miranda.gmrc.gecm.com>
Source record: 1297

Hi
I have just been given a Atari 520ST, I have no manuals,
software or mouse! Have found that alt and cursors move mouse
pointer ok. Can any one point me to connector pin out info
(have found the composite video, by using a scope) and
software sites.

I have no real use for this machine, apart from an interesting
project! What would be the chances of connecting the atari to an
old 40meg ide hard drive (very little I suspect!)

Regards

Andy

4779. Re: Just got a 520ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-01 18:08:01 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AEEFB81.2568E8E0@ev1.net>
Source record: 1298

```
Andrew Mackey wrote:
>
> Hi
> I have just been given a Atari 520ST, I have no manuals,
> software or mouse! Have found that alt and cursors move mouse
> pointer ok. Can any one point me to connector pin out info
> (have found the composite video, by using a scope) and
> software sites.
>
> I have no real use for this machine, apart from an interesting
> project! What would be the chances of connecting the atari to an
> old 40meg ide hard drive (very little I suspect!)
>
Sure you *can* connect the 520ST to a 40meg IDE hard drive...there
are directions *somewhere* on the 'net. But I would suggest you
start with the Atari ST Quick FAQ at:

<http://www.megacom.net/~q-funk/ST/>

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

4780. Pop up menus

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-03 05:24:32 UTC
From: Ric Easton <biodistributors@microtech.com.au>
Message-ID: <1N5I6.16792$482.85259@newsfeeds.bigpond.com>
Source record: 1299

I would appreciate advice on how to create pop up menus. I have a RSC and can generate dialogue boxes with most features but I don't know how to generate or manipulate the pop up menus.

Ric Easton

4781. Re: Just got a 520ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-03 18:28:21 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <9cs7v0$r5c$1@plutonium.btinternet.com>
Source record: 1300

Check out
http://www.technick.net/cgi-bin/frames/loadframes.cgi?http://www.technick.ne
t/pinconjoy_atari_mouse_joy.htm

the site has loads of pin outs.

Mark

"Andrew Mackey" <arm@nimitz.gmrc.gecm.com> wrote in message
news:9cmesh$bn2$1@miranda.gmrc.gecm.com...
> Hi
> I have just been given a Atari 520ST, I have no manuals,
> software or mouse! Have found that alt and cursors move mouse
> pointer ok. Can any one point me to connector pin out info
> (have found the composite video, by using a scope) and
> software sites.
>
> I have no real use for this machine, apart from an interesting
> project! What would be the chances of connecting the atari to an
> old 40meg ide hard drive (very little I suspect!)
>
> Regards
>
> Andy
>

4782. GEM GFA-Basic Editor Challenge update

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-05 19:30:34 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105051928230.122-100000@Hades060>
Source record: 1201

```
This page has been updated with more information.

http://www.bright.net/~atari/html/gfa_gem.htm

If you like GFA please have a look...

_____________________________________________________________________
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

4783. Re: Pop up menus

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-06 14:04:12 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9d3lj1uve00$1@news.t-online.com>
Source record: 1202

Ric Easton <biodistributors@microtech.com.au> wrote in message
news:1N5I6.16792$482.85259@newsfeeds.bigpond.com...
> I would appreciate advice on how to create pop up menus. I have a RSC and
> can generate dialogue boxes with most features but I don't know how to
> generate or manipulate the pop up menus.
>

It really depends on the GEM library you use. Popup menus are not a standard
feature for TOS<4.x. The manual of your GEM lib should explain how to create
them.

Greetings,
Matthias

4784. FaceValue / GFA 3.6 / Interface Resource Editor for Sale

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-08 13:42:13 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tfg17c2saq86bc@corp.supernews.com>
Source record: 1203

```
FaceValue/GFA Basic/Interface
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236438243
Minimum bid: $50.00
```

4785. RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-16 20:03:42 UTC
From: bindon@madasafish.com
Message-ID: <tg5n8u8ivlsqfe@corp.supernews.com>
Source record: 1204

Hi programmers!

Hmm, is there away to set the unused (AFAIK) RTS pin on the midi 6850 ACIA? I need to write a tiny program that once run, turns this pin to a 1 state. I have Lattice C but it doesn't say how to do it so I guess asm is the only way. I looked at he memory registers but all I find is the base address in hexi this device. Actually basic should be able to do this well enough thinking about it.

Anyone know what each bit is for at the control address for midi ACIA?

Thankyou.

4786. Re: RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-17 06:13:41 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B036C15.4A54F454@ev1.net>
Source record: 1205

```
Lyndon Amsdon wrote:
>
> Hi programmers!
>
> Hmm, is there away to set the unused (AFAIK) RTS pin on the midi 6850
> ACIA? I need to write a tiny program that once run, turns this pin to a 1
> state. I have Lattice C but it doesn't say how to do it so I guess asm is
> the only way. I looked at he memory registers but all I find is the base
> address in hexi this device. Actually basic should be able to do this
> well enough thinking about it.
>
You can set and clear bits at specific addresses using C...*no* problem.

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

4787. Re: RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-17 19:50:07 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <990129007.24956.0.nnrp-14.9e983130@news.demon.co.uk>
Source record: 1206

On 16 May 2001 20:03:42 , Lyndon Amsdon wrote:
>Hi programmers!
>
>Hmm, is there away to set the unused (AFAIK) RTS pin on the midi 6850
>ACIA? I need to write a tiny program that once run, turns this pin to a 1
>state. I have Lattice C but it doesn't say how to do it so I guess asm is
>the only way. I looked at he memory registers but all I find is the base
>address in hexi this device. Actually basic should be able to do this
>well enough thinking about it.

There are 4 registers using 2 addresses
2 are read only; received data & status
2 are write only; transmitted data & control
You can't read the control register so you'll need to keep track of it,
use a variable to store the control byte

Bits 6 & 5 control the RTS line

Bit 6 5 RTS function
0 0 low transmit int.disabled
0 1 low transmit int.enabled
1 0 high transmit int.disabled
1 1 low transmit int.enabled

Bits 4,3 & 2 set data bits,parity & stop bits

Bits 1 & 0 set the clock divider

the byte 00000011 is the master reset code

Not sure about bit 7, best to set to 0.

If your using BASIC just use POKE (ACIA address),control value

Mike Bedford

4788. Re: RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-18 14:29:21 UTC
From: bindon@madasafish.com
Message-ID: <tgace1pfe1fo1f@corp.supernews.com>
Source record: 1207

Hi

>Bits 6 & 5 control the RTS line
>
>Bit 6 5 RTS function
> 0 0 low transmit int.disabled
> 0 1 low transmit int.enabled
> 1 0 high transmit int.disabled
> 1 1 low transmit int.enabled
>
>Bits 4,3 & 2 set data bits,parity & stop bits
>
>Bits 1 & 0 set the clock divider
>
>the byte 00000011 is the master reset code
>
>Not sure about bit 7, best to set to 0.
>
>If your using BASIC just use POKE (ACIA address),control value

Hmm, I'm no genius but wouldn't poking a value (without peeking at what
is already there) muck up the parity/data bits information?
Would some apps ever turn this RTS pin to high state? This /is/ a concern
as it would be controling the PSU.

Thanks

4789. Re: RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-18 21:59:09 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <990223149.13282.0.nnrp-01.9e983130@news.demon.co.uk>
Source record: 1208

On 18 May 2001 14:29:21 , Lyndon Amsdon wrote:

>>
>>If your using BASIC just use POKE (ACIA address),control value
>
>Hmm, I'm no genius but wouldn't poking a value (without peeking at what
>is already there) muck up the parity/data bits information?
>Would some apps ever turn this RTS pin to high state? This /is/ a concern
>as it would be controling the PSU.

The ACIA is not used for the RS232 port, it is used for the MIDI port
The address for the control register is FFFC04 and it is read only.
I don't see any way of insuring that the port isn't accessed by a particular program, I would assume those involved in audio would.
This is only a suggestion and I can't see how you would implement it.
You could use an interrupt driven routine to
i. constantly monitor the pin itself perhaps reading its state via the joystick port or cartidge
ii. if the pin goes low force a reset on the computer, this would at least indicate potential problem programs

I might be wrong but I think the ACIA data goes in on lines D8-D15Y

You could use pin 3 of the video port. This is the general purpose output. It is taken from I/O port A bit 6 of the sound chip. As far as I know you can read the registers on this. I'd have to check my trusty OSI Superboard literature ;-) (this system with a massive 8K BASIC, 2K monitor, AND whopping 8K of RAM) used the same sound chip)

Having re-read the above am I missing something. Is the line going to turn the PSU on or off. If the former you'll have a bit of a problem won't you?

Mike Bedford

4790. spell checker

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-19 02:49:00 UTC
From: elfsoft@mindspring.com
Message-ID: <9e4musnoe1@slb7.atl.mindspring.net>
Source record: 1209

I've gotten a prototype of my spell checking accesory up and running, but have gotten bogged down on the dictionary. I've been using a file I got from A.FASOLDT (I miss Genie!), but it includes a lot of things which don't belong (like abbreviations, acronyms, suffixes, prefixes and proper names). I'm pruning it by hand, but at this rate it may take a few weeks.

BTW, the final version will interface with other programs via the cookie. If you have an editor and are interested, let me know.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

4791. Re: spell checker

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-19 11:30:17 UTC
From: bindon@madasafish.com
Message-ID: <tgcma9k31r7va7@corp.supernews.com>
Source record: 1210

On 19 May 2001 02:49:00 , John Kormylo wrote:
>I've gotten a prototype of my spell checking accesory up and
>running, but have gotten bogged down on the dictionary. I've
>been using a file I got from A.FASOLDT (I miss Genie!), but it
>includes a lot of things which don't belong (like abbreviations,
>acronyms, suffixes, prefixes and proper names). I'm pruning
>it by hand, but at this rate it may take a few weeks.
>
>BTW, the final version will interface with other programs via
>the cookie. If you have an editor and are interested, let me
>know.

That's a very clever idea, sounds interestting.

4792. Re: RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-19 11:30:19 UTC
From: bindon@madasafish.com
Message-ID: <tgcmabjidlvla8@corp.supernews.com>
Source record: 1211

Hi

>Having re-read the above am I missing something. Is the line going to turn
>the PSU on or off. If the former you'll have a bit of a problem won't you?

It was an idea using an ATX PSU (my Falcon is towered) and a momentry
switch is used to start the PSU and then a wire (that is naturally 0)
would take over. Set this high and the PSU would go off.

I think I may just leave it actually, I just wanted it o be fancy! Unless
I use the extended joystick port, as there was a long tutorial about it in
AC.

Thanks anyway!

4793. Re: spell checker

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-19 15:05:52 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <6YvN6.29547$ee1.1950887@news20.bellglobal.com>
Source record: 1212

Ever heard of/used Thunder! It's a commercial desk accessory spell checker done way back in the 1980's.

"John Kormylo" <elfsoft@mindspring.com> wrote in message news:9e4musnoe1@slb7.atl.mindspring.net...
> I've gotten a prototype of my spell checking accesory up and
> running, but have gotten bogged down on the dictionary. I've
> been using a file I got from A.FASOLDT (I miss Genie!), but it
> includes a lot of things which don't belong (like abbreviations,
> acronyms, suffixes, prefixes and proper names). I'm pruning
> it by hand, but at this rate it may take a few weeks.
>
> BTW, the final version will interface with other programs via
> the cookie. If you have an editor and are interested, let me
> know.
>
>
> ******** E.L.F. Software *********
> http://elfsoft.home.mindspring.com
> Supporting the TT030
> 100% Microsoft free!

4794. Re: RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-19 17:56:47 UTC
From: vdjole@EUnet.yu
Message-ID: <9e6c4i$bg4$1@news.eunet.yu>
Source record: 1213

On 16 May 2001 20:03:42 , Lyndon Amsdon wrote:

>Hmm, is there away to set the unused (AFAIK) RTS pin on the midi 6850
>ACIA? I need to write a tiny program that once run, turns this pin to a 1
>state. I have Lattice C but it doesn't say how to do it so I guess asm is
>the only way. I looked at he memory registers but all I find is the base
>address in hexi this device. Actually basic should be able to do this
>well enough thinking about it.

Hi, Lindon

Look into the Lacescan package. In that, you will find a couple of small programs (including source) for setting and resetting RTS of the keyboard ACIA. Just change the KBD ACIA address to that of the MIDI ACIA and all should be well.

Otherways, you can just poke the appropriate address and insert a proper value. I tried this from GfaBasic (to set/reset Lacescan) and it worked, of course- but it has to be done in supervisor mode. Basically, for KBD ACIA, you poke $D6 and $96 to set RTS on/off (or vice-versa?) into address $FFFC00. For MIDI ACIA it should be $FFFC04

>Anyone know what each bit is for at the control address for midi ACIA?

Look on Atari ftp sites for a file named, strangely enough, HARDWARE.ZIP. In that, there is a complete memory map for a range of Atari computers. Below is a segment that should interest you. Again, compare with Lacescan documentation:

```
-------+-----+-----------------------------------------------------+----------
###############6850 ACIA I/O Chips ############
-------+-----+-----------------------------------------------------+----------
$FFFC00|byte |Keyboard ACIA control BIT 7 6 5 4 3 2 1 0|W
| |Rx Int enable (1 - enable) -----------' | | | | | ||
| |Tx Interrupts | | | | | ||
| |00 - RTS low, Tx int disable -----------+-+ | | | | ||
| |01 - RTS low, Tx int enable ------------+-+ | | | | ||
| |10 - RTS high, Tx int disable ----------+-+ | | | | ||
| |11 - RTS low, Tx int disable, | | | | | | ||
| | Tx a break onto data out ----------+-' | | | | ||
| |Settings | | | | ||
| |000 - 7 bit, even, 2 stop bit --------------+-+-+ | ||
| |001 - 7 bit, odd, 2 stop bit ---------------+-+-+ | ||
| |010 - 7 bit, even, 1 stop bit --------------+-+-+ | ||
| |011 - 7 bit, odd, 1 stop bit ---------------+-+-+ | ||
| |100 - 8 bit, 2 stop bit --------------------+-+-+ | ||
| |101 - 8 bit, 1 stop bit --------------------+-+-+ | ||
```

```
| |110 - 8 bit, even, 1 stop bit --------------+-+-+ | ||
| |111 - 8 bit, odd, 1 stop bit ---------------+-+-' | ||
| |Clock divide | ||
| |00 - Normal -----------------------------------+-+|
| |01 - Div by 16 --------------------------------+-+|
| |10 - Div by 64 --------------------------------+-+|
| |11 - Master reset -----------------------------+-'|
$FFFC00|byte |Keyboard ACIA control BIT 7 6 5 4 3 2 1 0|R
| |Interrupt request --------------------' | | | | | | ||
| |Parity error --------------------------' | | | | | ||
| |Rx overrun ----------------------------' | | | | ||
| |Framing error -------------------------' | | | ||
| |CTS -----------------------------------' | | ||
| |DCD -------------------------------------' | ||
| |Tx data register empty --------------------------' ||
| |Rx data register full -----------------------------'|
$FFFC02|byte |Keyboard ACIA data |R/W
$FFFC04|byte |MIDI ACIA control BIT 7 6 5 4 3 2 1 0|W
| |Rx Int enable (1 - enable) -----------' | | | | | ||
| |Tx Interrupts | | | | | ||
| |00 - RTS low, Tx int disable -----------+-+ | | | ||
| |01 - RTS low, Tx int enable ------------+-+ | | | ||
| |10 - RTS high, Tx int disable ----------+-+ | | | ||
| |11 - RTS low, Tx int disable, | | | | | ||
| | Tx a break onto data out ----------+-' | | | ||
| |Settings | | | ||
| |000 - 7 bit, even, 2 stop bit --------------+-+-+ | ||
| |001 - 7 bit, odd, 2 stop bit ---------------+-+-+ | ||
| |010 - 7 bit, even, 1 stop bit --------------+-+-+ | ||
| |011 - 7 bit, odd, 1 stop bit ---------------+-+-+ | ||
| |100 - 8 bit, 2 stop bit --------------------+-+-+ | ||
| |101 - 8 bit, 1 stop bit --------------------+-+-+ | ||
| |110 - 8 bit, even, 1 stop bit --------------+-+-+ | ||
| |111 - 8 bit, odd, 1 stop bit ---------------+-+-' | ||
| |Clock divide | ||
| |00 - Normal -----------------------------------+-+|
| |01 - Div by 16 --------------------------------+-+|
| |10 - Div by 64 --------------------------------+-+|
| |11 - Master reset -----------------------------+-'|
$FFFC04|byte |MIDI ACIA control BIT 7 6 5 4 3 2 1 0|R
| |Interrupt request --------------------' | | | | | ||
| |Parity error --------------------------' | | | | | ||
| |Rx overrun ----------------------------' | | | | ||
| |Framing error -------------------------' | | | ||
| |CTS -----------------------------------' | | ||
| |DCD -------------------------------------' | ||
| |Tx data register empty --------------------------' ||
| |Rx data register full -----------------------------'|
$FFFC06|byte |MIDI ACIA data |R/W
-------+-----+-------------------------------------------------------+----------
```

Cu.

4795. Re: RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-19 20:51:14 UTC
From: bindon@madasafish.com
Message-ID: <tgdn62cf7o5d88@corp.supernews.com>
Source record: 1214

Hi

>Look into the Lacescan package. In that, you will find a couple of small
>programs (including source) for setting and resetting RTS of the keyboard
>ACIA. Just change the KBD ACIA address to that of the MIDI ACIA and all
>should be well.

Clever boy :-) Thanks.

>Otherways, you can just poke the appropriate address and insert a proper
>value. I tried this from GfaBasic (to set/reset Lacescan) and it
>worked, of course- but it has to be done in supervisor mode. Basically,
>for KBD ACIA, you poke $D6 and $96 to set RTS on/off (or vice-versa?)
>into address $FFFC00. For MIDI ACIA it should be $FFFC04
>
>>Anyone know what each bit is for at the control address for midi ACIA?
>
>Look on Atari ftp sites for a file named, strangely enough, HARDWARE.ZIP. In
>that, there is a complete memory map for a range of Atari computers. Below is a
>segment that should interest you. Again, compare with Lacescan documentation:

Thanks, I was using the memory map from Mark Baines A to Z and it only
said the address. I had soo many pieces of text but I delted them all off
the ST when I moved it's HD to the Falcon. I had this file from funet I
think.

Thanks (I think the lacescan stuff was on AC cover disk back in issue 5 or
somewhere)

I think I might attempt this project actually.

4796. ARCHON - For those who don't know it's coming to the PC, check out http://www.curvesoftware.co.uk :)

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-21 21:52:59 UTC
From: Adept <Adept@classicgames.com>
Message-ID: <5f3jgt8ieeqvbermk902o945fk13dbkd9g@4ax.com>
Source record: 1215

[No readable article body recovered]

4797. [ANN] MagiC SDK

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-22 09:39:08 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b0a3a2eba3832@free.fr>
Source record: 1216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

MagiC SDK

Europe Shareware is now able to offer a complete software development
kit for MagiC to all the programmers. This package includes:

ï¿½ either MagiC Atari or MagiC Mac or MagiC PC, with paper manual
ï¿½ The GCC kit
ï¿½ GCC Shell, registered version
ï¿½ Ressource Master, registered version, with paper manual
ï¿½ Windom libraries with its printed documentation (200 pages)
ï¿½ EZ Edit text editor (with syntax "colourisation")
ï¿½ Many development libraries
ï¿½ Many development tools

All this for only 75.00 Euros !

This offer is for developers only. To have the advantage of this offer,
you must tell us which MagiC compatible programme you have made in the
past 24 months or which one you are going to produce in the next 12
months.

Have a look at the MagiC SDK page:
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Bye,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4798. How read Pc midifiles on Atari

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-22 19:26:41 UTC
From: tguilleminot1@9online.fr
Message-ID: <9eeede$kd9$1@fenris.isp.9tel.net>
Source record: 1217

Hi to all .
How i can read midifile from PC windows 98 on Atari 520 stf ?
Any software ? Dos Format ?
thanks .

4799. sell atari gfa basic books in french

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-22 19:34:27 UTC
From: tguilleminot1@9online.fr
Message-ID: <9eees0kgq1@fenris.isp.9tel.net>
Source record: 1218

Bien debuter le redacteur /
le livre du gfa basic (650 pages)
Graphisme en GFA (850 Pages)
trois livres ?dit?s par Micro applications et tres complets .

4800. Re: How read Pc midifiles on Atari

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-22 22:40:24 UTC
From: ebaiz@skyenet.net
Message-ID: <sVBO6.2369$Yd5.6875@newsfeed.slurp.net>
Source record: 1219

On 22 May 2001 21:26:41 , <tguilleminot1@9online.fr> wrote:
>Hi to all .
>How i can read midifile from PC windows 98 on Atari 520 stf ?
>Any software ? Dos Format ?
>thanks .

Actaully you should just be able to read the MIDI on an Atari by using any Atari MIDI software. I have alot of MIDI files that I have gotten of a PC program and they work fine on my Atari setup. The problem comes when you try to use a MIDI Mac file. There is a program that I have that takes off the header of the file and makes it so a PC/Atari can read it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4801. Re: Just got a 520ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-25 02:23:20 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0DC218.84272B97@sprint.ca>
Source record: 1220

Hi Andrew,

I forgot what the url is but try usine a search engine to find Mario Becrofts site. He has some hardware upgrades for ST's and one has an IDE host adapter so you might be able to use that to get the drive working on the ST. if you email to bestelec@concentric.net thats a place that sells replacement parts for the ST so you could probly find a new mouse from there.

Andrew Mackey wrote:

> Hi
> I have just been given a Atari 520ST, I have no manuals,
> software or mouse! Have found that alt and cursors move mouse
> pointer ok. Can any one point me to connector pin out info
> (have found the composite video, by using a scope) and
> software sites.
>
> I have no real use for this machine, apart from an interesting
> project! What would be the chances of connecting the atari to an
> old 40meg ide hard drive (very little I suspect!)
>
> Regards
>
> Andy

4802. seeking atari 520 stf hard disk

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-25 09:39:09 UTC
From: tguilleminot1@9online.fr
Message-ID: <9el93v$639$1@fenris.isp.9tel.net>
Source record: 1221

```
make offers by answers on the direct Email
(not by the group )
thanks
```

4803. Re: RTS on the ACIA

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-25 11:04:52 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9elebg$tj3$1@news.comnet.co.nz>
Source record: 1222

"Charles Richmond" <richmond@ev1.net> wrote ...
> Lyndon Amsdon wrote:
> > Hmm, is there away to set the unused (AFAIK) RTS pin on the midi
6850
> > ACIA? I need to write a tiny program that once run, turns this
pin to a 1
> > state. I have Lattice C but it doesn't say how to do it so I
guess asm is
> > the only way. I looked at he memory registers but all I find is
the base
> > address in hexi this device. Actually basic should be able to do
this
> > well enough thinking about it.
>
> You can set and clear bits at specific addresses using C...*no*
problem.

There doesn't appear to be a _clean_ way of doing what you want to.(ie
read old hardware value, store it somehwere, modify the read value,
write it to the hardware, do something, restore hardware to saved
value) as the data read from the ACIA is in a different format to what
is written to the ACIA.

Unfortunately, setting or clearing bits within a memory address , when
using Lattice, often involves a Read/Modify/Write code sequence, where
the code generated by Lattice will fetch the old value, modify it, and
then write it. Given the value read from the register is in a
different format, and has a different meaning to what is written, you
cannot use a "modify bits within a byte" coding style
ie: "a = (b & ~c) | d".is not feasible

So it looks like you'll have to simply reprogram the whole ACIA
register, instead of just the RTS portion of the ACIA register.

A sample app in C would look like this:

```
#include <osbind.h>

char value = ????; // default value for ACIA register

int set_midi_acia( void )
{
// write value to byte register at 0xFFC04 and return value
written
return *(char *)0xFFFC04 = value;
}
```

```
int main( void )
{
value = whatever; // value to configure ACIA
Supexec( set_midi_acia ); // do the configuration

do_something(); // do something

value = whatever; // set it to a default "safe" value
Supexec( set_midi_acia ); // reconfigure the ACIA

return 0; // return success code
}
```

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4804. "OPTION BASE"

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-25 11:06:29 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9eleef$tj4$1@news.comnet.co.nz>
Source record: 1223

I've recently had a phrase come to mind, and I cannot seem to recall where I first saw it.

The phrase is "OPTION BASE"

I seem to recall it being related to assembly language, but I cannot find it within the Devpac 3 manual, or within the Lattice C assembler docs.

Has anyone else come across this phrase? If so, where? And what does it mean?

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4805. Re: "OPTION BASE"

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-25 13:40:57 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105251337580.85-100000@Hades060>
Source record: 1225

On Fri, 25 May 2001, G Swaine wrote:

> I've recently had a phrase come to mind, and I cannot seem to recall
> where I first saw it.
>
> The phrase is "OPTION BASE"
>
> I seem to recall it being related to assembly language, but I cannot
> find it within the Devpac 3 manual, or within the Lattice C assembler
> docs.
>
> Has anyone else come across this phrase? If so, where? And what does
> it mean?

In GFA-Basic there is a command called OPTION BASE to set the starting
index of arrays. OPTION BASE 0 or OPTION BASE 1 so if you would
wish to you can exclude index 0.

Was that it?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4806. Re: cross compilation

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-25 17:04:04 UTC
From: Andy Ball <ball@invalid.null>
Message-ID: <3B0E9084.413341A0@invalid.null>
Source record: 1224

Hello Martin!

MD> On Linux the cross-gcc installs very fine - I did not
> use it jet. I installed it yesterday, and installation
> was a clean thing. Thanx, to the MiNT folks!

By a strange coincidence I was just looking at your GEMDOS
site before wandering over here to ask about cross-compiling
software for TOS or MiNT.

I'll have to see whether cross-gcc is available for NetBSD,
although I could probably get the Linux version working with
a little effort (installing Linux compatibility). Would I
need any special libraries or other files to compile code
for TOS or MiNT on a (Linux or NetBSD) PC?

Regards,
- Andy.

4807. Re: "OPTION BASE"

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-25 18:55:01 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b0eb896fa30b0@tripnet.se>
Source record: 1226

On Fri 25-05-2001 23:06 (+1200) G Swaine wrote:

>The phrase is "OPTION BASE"

>Has anyone else come across this phrase? If so, where? And what does
>it mean?

It has to do with arrays. With option base 1 your arrays start with
element No 1. Option base 0 makes the elements start from No 0.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4808. Re: cross compilation

Newsgroup: comp.sys.atari.programmer
Date: 2001-05-26 14:26:51 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.01052616220001.186-100000@freemint>
Source record: 1227

Hello!

> I'll have to see whether cross-gcc is available for NetBSD,
> although I could probably get the Linux version working with
> a little effort (installing Linux compatibility).

You can simply recompile it under NetBSD. I mainly use the crosscompiler
under NetBSD. The linux rpms I built for easy use by other people.

> Would I need any special libraries or other files to compile code
> for TOS or MiNT on a (Linux or NetBSD) PC?

You only need the libs you also need if you compile nativly. The rpms
contain the basic libs (libc, gemlib).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4809. New DLL manager for Atari

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-01 10:58:17 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9f7sj9$74q$1@news.comnet.co.nz>
Source record: 1228

My Toolbox DLL manager is now available for download.

Simply go to http://www.atari.net.nz/gem and follow the links from there.

The archive contains the AUTO folder TSR, a user manual, programmer manual, and an example client app which calls/loads a simple library (both complete with C source code).

A library enumerator accessory, and library configuration CPX are also included.

--

Quote for the month

"Multitasking without memory management is like having a party in a closet"
(Programming Windows 3.1, Charles Petzold)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

4810. [ANN][ES] Resource Master at a new price

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-08 13:13:47 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b20d60c2926112@free.fr>
Source record: 1229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Hi all,

Resource Master price lowered:

From now on, RSM is published by our association. The most up to date
resourse editor is now priced at 22.50 Euros. You can make your
interfaces look nicier and make your work easier at low cost!

Have a look at the ES Resource Master page (in French):
http://www.europe-shareware.org/atari/logiciels/rsm.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org
```

4811. FF8265

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-13 20:52:17 UTC
From: eloina_2@eresmas.com
Message-ID: <001001c0f44a$b1e36180$0469533e@default>
Source record: 1230

Malaga, Spain
13 June, 2001

Which the difference between FF8264 and FF8265 in STe.

Many thank you.

4812. Re: FF8265

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-13 21:34:30 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B27F8C3.6BE8EEBD@chello.at>
Source record: 1231

Miguel Garcï¿½a wrote:

> Which the difference between FF8264 and FF8265 in STe.

according to 'The Atari Compendium':

only the odd Byte of the Word $FF8264 is used for the 'Horizontal Scroll Register'

Best regards, Werner

(hoping to hear from your programs - Atari needs you!)

--
<http://members.chello.at/werner.romstorfer/mirror/>

4813. gfa-basic 8 byte floating point format

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-16 00:23:53 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106160019470.85-100000@Hades060>
Source record: 1232

```
Can someone tell me how gfa-basic represents an 8 byte floating
point value?

For example if I do:
f=22
open "o",#1,"test.dat"
bput #1,v:f,8
close #1

If I gave this file to someone who uses 'C' for example they
need to know how gfa internal stores these in order to read back
the value correctly.

_____________________________________________________________
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

4814. DLL manager - suggestions

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-16 02:15:24 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9gefj5$6n3$1@news.comnet.co.nz>
Source record: 1238

I've been going over my Toolbox DLL manager (available from my web page [http://www.atari.net.nz/gem/tlbx] and I'm currently wondering what features I should add/modify.

At present, I'm thinking of adding some form of "call logging" so a programmer can look at the last few calls to the Toolbox or its dynamically loaded libraries, and detect what happened while their program uses the Toolbox.

Are there any other features I should be thinking of adding?

--

Quote for the month

"Multitasking without memory management is like having a party in a closet"
("Programming Windows 3.1", Charles Petzold)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

4815. DLL manager - suggestions ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-16 08:00:25 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9gf3q5$h13$1@news.comnet.co.nz>
Source record: 1239

I've been going over my Toolbox DLL manager (available from my web page [http://www.atari.net.nz/gem/software/tlbx] and I'm currently wondering what features I should add/modify.

At present, I'm thinking of adding some form of "call logging" so a programmer can look at the last few calls to the Toolbox or its dynamically loaded libraries, and detect what happened while their program uses the Toolbox.

Are there any other features I should be thinking of adding?

--

Quote for the month

"Multitasking without memory management is like having a party in a closet"
("Programming Windows 3.1", Charles Petzold)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

4816. Re: gfa-basic 8 byte floating point format

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-16 22:03:57 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B2BD754.F1AEBE1E@chello.nl>
Source record: 1233

Lonny Pursell wrote:
>
> Can someone tell me how gfa-basic represents an 8 byte floating
> point value?
>

Write 0.125, 0.25, 0.5, 1 and see what comes out.
It should not be difficult to see the pattern.

Try also their negations.

And of course their reciproques.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4817. Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-17 07:44:08 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <3B2C5FC7.F8EF9811@gmx.ch>
Source record: 1234

Does anybody know anything about the meaning of the falcon hardware
registers $FFFF8000/$ FFFF8001 and $FFFF8006.

The only thing I know is that the content tells something about the
memory installed. (TOS 4.04 uses this information to initialy clear
the memory)

Every documentation I found says something about the screen type
(TV, VGA, B/W,...).

Here what I know now:
$FFFF8600 7654xx1x
|||| |
|||| +---- Memory configuration Bit 0 (found by my self)
|||+------- Memory configuration Bit 1 (found by my self)
||+-------- Memory configuration Bit 2 (found by my self)
|| These bits inform you how much memory is installed:
|| 001 = 1 MB installed (= 512KB * 2^1)
|| 011 = 4 MB installed (= 512KB * 2^3)
|| 101 = 14 MB installed (= 512KB * 2^5 - 2 MB reserved)
||
||
00 SM124 or compatible (found in hardware docu from AURA)
01 SC1435 or comp. (found in hardware docu from AURA)
10 VGA and SYNC monitor (found in hardware docu from AURA)
11 TV (found in hardware docu from AURA)

I hope somebody knows more about this stuff. I really need a complete hardware
register documentation of my Falcon030.
(Perhaps some hardware developer knows more about it??)

Many thanks for your help!

Philipp

4818. AURA Hardware Documentation

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-17 08:16:31 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <3B2C675D.522AECCD@gmx.ch>
Source record: 1235

Hi,

Does anybody know if there is a newer version of AURAs hardware documentation
than version 0.4 from 11 march 1993??
Or is there something equivalent available?

Best wishes
Philipp

4819. Re: AURA Hardware Documentation

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-17 13:49:34 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992886390-940509AEicMi@lineone.net>
Source record: 1242

Hi Philipp

>Does anybody know if there is a newer version of AURAs hardware
>documentation than version 0.4 from 11 march 1993??
>Or is there something equivalent available?

Have you checked the Atari Compendium?

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4820. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-17 21:40:16 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992886392-940965AEicMi@lineone.net>
Source record: 1243

```
Hi Phillip

>Here what I know now:
>$FFFF8600 7654xx1x
> |||| |
> |||| +---- Memory configuration Bit 0 (found by my self)
> |||+------- Memory configuration Bit 1 (found by my self)
> ||+-------- Memory configuration Bit 2 (found by my self)

According to the Atari compendium this register address range 0x00FF8600
- 0x00FF8602 is a word address and is 'reserved' (no shit) and is listed
under "ACSI DMA and Floppy Disk controller"

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

4821. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-17 23:38:22 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B2D5BD1.C4FDFDA3@chello.at>
Source record: 1236

Philipp Donzi¿½ wrote:

> Does anybody know anything about the meaning of the falcon hardware
> registers $FFFF8000/$ FFFF8001 and $FFFF8006.

Everywhere was written, $ffff8006 shows the type of connected monitor.
But Thomas Binder once found a way to extract the correct
Falcon-RAM-size from that adress!

I found this old Assembler-Listing: (c) Thomas Binder / ST-Computer 11/1993

```
move.w $ffff8006,d0
lsr.w #8,d0
lsr.b #1,d0
move.b d0,d1
andi.b #1,d1
lsr.b #2,d0
andi.b #6,d0
or.b d0,d1
move.l #$80000,d0
asl.l d1,d0
cmpi.b #5,d1
bne.s no16mb
move.l #$e00000,d0
no16mb: rts
```

In 'd0' you can find the Byte-size of the RAM

You can also find this routine for GFA-Basic at 'Download -> PeaSoft
Download -> GFA Basic Bibliothek' on my WebSite (see below)

cheers, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

4822. Infinite hardware scroll

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-17 23:59:29 UTC
From: eloina_2@eresmas.com
Message-ID: <000501c0f789$82327920$146e533e@default>
Source record: 1237

Spain, 18 June 2001

Anybody know some technique to make INFINITE hardware scroll with STE/FALCON machines.

Vertical and horizontal without Blitter please.

--
Posted from [62.81.160.67]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4823. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-18 13:21:33 UTC
From: Philipp Donze <philipp.donze@epfl.ch>
Message-ID: <3B2E005D.AEABADDC@epfl.ch>
Source record: 1240

```
Hi,

> I found this old Assembler-Listing: (c) Thomas Binder / ST-Computer 11/1993
(c) ????
I don't think it's from Thomas Binder as I found the same routine in my
TOS 4.04
(disassembled).

> move.w $ffff8006,d0
> lsr.w #8,d0
> lsr.b #1,d0
> move.b d0,d1
> andi.b #1,d1
> lsr.b #2,d0
> andi.b #6,d0
> or.b d0,d1
> move.l #$80000,d0
> asl.l d1,d0
> cmpi.b #5,d1
> bne.s no16mb
> move.l #$e00000,d0
> no16mb: rts

But this doesn't say anything about the other 5 bits of $FFFF8006...
So my problem isn't solved...

Philipp
```

4824. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-18 16:33:56 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <9glahkbnq1@sun27.hrz.tu-darmstadt.de>
Source record: 1241

Hi!

Philipp Donze <philipp.donze@epfl.ch> wrote:
>> I found this old Assembler-Listing: (c) Thomas Binder / ST-Computer 11/1993
> (c) ????
> I don't think it's from Thomas Binder as I found the same routine in
> my TOS 4.04

It's from GameFix's source, but it's just a copy from TOS ROM - and IIRC
clearly marked as such, though I'm not absolutely sure (must look that
up).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

4825. Re: gfa-basic 8 byte floating point format

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-18 16:52:15 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106181650100.94-100000@Hades060>
Source record: 1245

On Sat, 16 Jun 2001, Henk Robbers wrote:

> Write 0.125, 0.25, 0.5, 1 and see what comes out.
> It should not be difficult to see the pattern.
>
> Try also their negations.
>
> And of course their reciproques.

If there is pattern there I'm not getting it. ;-)
I was hoping someone could say it's uses some known format.
I'm not so good at guessing about this.
Thanks for the suggestion though.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4826. Re: Infinite hardware scroll

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-18 17:57:23 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <3B2E4102.4403C54D@gmx.ch>
Source record: 1244

What's your programming language?
Assembler ? C? Basic?

What you need are the right hardware registers...

What do you meen with "infinite??"
Scroll down.... and at the end of the screen just flip back to
the start??

a+
Philipp

4827. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-18 21:41:13 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B2E91E0.5AF2E5EE@chello.at>
Source record: 1246

Philipp Donze wrote:

> > I found this old Assembler-Listing: (c) Thomas Binder / ST-Computer 11/1993
> (c) ????
> I don't think it's from Thomas Binder as I found the same routine in my
> TOS 4.04
> (disassembled).

I think Thomas also found it there back then... ;-)

> But this doesn't say anything about the other 5 bits of $FFFF8006...
> So my problem isn't solved...

The Compendium also says nothing more than that.
But: Do these 5 Bits have to have a meaning? What kind of infomation are
you hopeing to extract else out of this Byte?

Curious, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

4828. Re: Infinite hardware scroll

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-19 16:55:57 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <9go01r$8um$1@uranium.btinternet.com>
Source record: 1247

You can either use the hardware scroll but it is very memory hungry.
Horizontal is easy, vertical is simple uses even more memory.
In horizontal mode you specify the width of the screen then the offset in
words and pixels.

For vertical scrolling you can cheat by making the screen wrap around and
updating a small area just below or above the visible screen.

Mark
Mac Sys Data of Persistence Of Vision

"Miguel Garc&#65533;a" <eloina_2@eresmas.com> wrote in message
news:000501c0f789$82327920$146e533e@default...
> Spain, 18 June 2001
>
> Anybody know some technique to make INFINITE hardware scroll with
STE/FALCON
> machines.
>
> Vertical and horizontal without Blitter please.
>
>
>
> --
> Posted from [62.81.160.67]
> via Mailgate.ORG Server - http://www.Mailgate.ORG

4829. Re: Re: Infinite hardware scroll

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-19 18:13:26 UTC
From: eloina_2@eresmas.com
Message-ID: <000601c0f8eb$7b407a00$276d533e@default>
Source record: 1248

My programming language is Assembler.

With infinite I mean, continuous scrolling similar to "LEAVING TERRAMIS" or "IMPOSSAMOLE".

No software or blitter.

4830. CRC16 -> CRC32

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-19 21:25:28 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9goftq$b59$02$1@news.t-online.com>
Source record: 1249

Hi,

can someoneone tell me how I can convert a CRC16 checksum to CRC32?

Greetings,
Matthias

--
Atari Up-to-Date-List
http://www.atariuptodate.de

4831. Falcon developers manual

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-19 22:02:06 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <3B2FCBDD.3F44551@gmx.ch>
Source record: 1250

Hi,

Does somebody know where I can get an original Atari Falcon
developers manual? (No... I have already the Atari Compendium CD and it
wasn't very useful.)

a+
Philipp

4832. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-20 07:19:58 UTC
From: Philipp Donze <philipp.donze@epfl.ch>
Message-ID: <3B304E9E.B35D274F@epfl.ch>
Source record: 1151

```
> >$FFFF8600 7654xx1x
> > |||| |
> > |||| +---- Memory configuration Bit 0 (found by my self)
> > |||+------- Memory configuration Bit 1 (found by my self)
> > ||+-------- Memory configuration Bit 2 (found by my self)
>
> According to the Atari compendium this register address range 0x00FF8600
> - 0x00FF8602 is a word address and is 'reserved' (no shit) and is listed
> under "ACSI DMA and Floppy Disk controller"
Ups... I wanted to write $FFFF8006 !

I own the Atari Compendium on CD. But I didn't find a hardware register
list!
Where did you find this information?

a+
Philipp
```

4833. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-20 07:24:25 UTC
From: Philipp Donze <philipp.donze@epfl.ch>
Message-ID: <3B304FA9.532A67C0@epfl.ch>
Source record: 1152

> The Compendium also says nothing more than that.
> But: Do these 5 Bits have to have a meaning? What kind of infomation are
> you hopeing to extract else out of this Byte?

I'm just wondering how TOS knows what machine it's running on.
I'd like to understand how TOS works and how I have to interpret the
informations.
For example yesterday I learnt how TOS is handling the NVM Memory and
how
it is accessing it (Registers, Checksumm,...). I think this gives me a
totaly new view of my Falcon030. (I'd also like to write my own OS).

a+
Philipp

4834. Re: Falcon developers manual

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-20 17:16:57 UTC
From: doitarchive@doitarchive.de
Message-ID: <1evba5z.p5yens1jz76rkN%doitarchive@doitarchive.de>
Source record: 1153

Philipp Donzi¿½ <PhilippDonze@gmx.ch> wrote:

> Does somebody know where I can get an original Atari Falcon
> developers manual? (No... I have already the Atari Compendium CD and it
> wasn't very useful.)

http://www.doitarchive.de/verkauf.htm

--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

4835. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-20 19:59:20 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993143402-536778AEicMi@lineone.net>
Source record: 1155

Hi Phillip

>> According to the Atari compendium this register address range
>>0x00FF8600 - 0x00FF8602 is a word address and is 'reserved' (no shit)
>>and is listed under "ACSI DMA and Floppy Disk controller"

>Ups... I wanted to write $FFFF8006 !

That'd throw a spanner in the works :-).

>I own the Atari Compendium on CD. But I didn't find a hardware register
>list!

>Where did you find this information?

Its a clip from the Atari Compendium CD. Appendix B, Memory map.

file://localhost/K:/Atari_Compendium/html/appendb.htm

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4836. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-21 08:03:07 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B31C6AB.AAE66F92@chello.at>
Source record: 1154

Philipp Donze wrote:

> I'd also like to write my own OS

Another one?
But why not!
Can't wait to hear from it... ;-)

Regards, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://PeaSoft.Atari.org>

4837. Does anyone have Omikron Basic compiler for me?

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-21 19:34:05 UTC
From: Anonymous <nobody@remailer.privacy.at>
Message-ID: <58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at>
Source record: 1156

Hi,

does anyone want to offer me a copy of his Omikron Basic Compiler for
download? Over 50$ is quite a high price.

Cya

4838. Re: Falcon hardware register

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-21 20:38:56 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9gtm10osp1@draco.stochastik.rwth-aachen.de>
Source record: 1157

In article <3B304FA9.532A67C0@epfl.ch>,
Philipp Donze <philipp.donze@epfl.ch> wrote:
>
>I'm just wondering how TOS knows what machine it's running on.

It is compiled in (at least on Falcon and TT).

TOS 2.06 does some hardware detection to run on both ST and STE.

cu
Michael

4839. Re: Does anyone have Omikron Basic compiler for me?

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-22 10:48:44 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9gvorfocj1@newsg1.svr.pol.co.uk>
Source record: 1160

"Anonymous" <nobody@remailer.privacy.at> wrote in message
news:58ad83b24e3b23bbb284047b256df9ce@remailer.privacy.at...
> Hi,
>
> does anyone want to offer me a copy of his Omikron Basic Compiler for
> download? Over 50$ is quite a high price.

I'm sure this had become freeware the last time I looked (a good couple of
years ago). Sorry I can't remember the site.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.256 / Virus Database: 129 - Release Date: 31/05/2001

4840. Re: Does anyone have Omikron Basic compiler for me?

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-22 12:33:18 UTC
From: Anonymous <nobody@mix.winterorbit.com>
Message-ID: <7d3c3d49b13531828d1065e040dc75c0@mix.winterorbit.com>
Source record: 1158

Sorry, I forgot: If you want to share plz contact me at
DXZFGAREFCCP@spammotel.com

4841. Need help for using Devpac

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-22 14:43:47 UTC
From: Ravi Ahluwalia <ravi.a@gmx.net>
Message-ID: <9gvljd$6ql$1@news.netcologne.de>
Source record: 1159

Hello !

I have happily used Devpac, since i know of it.

Here's my question; how can i control the Dev
Pacs Debugger, i think it is called just Mon.

Specially i want to go through a programm
step by step and see how memory changes.

how can i realize that with devpacs mon ?

thank you very much, cause i can`t find
a programms error.

Ravi

4842. Re: Does anyone have Omikron Basic compiler for me?

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-22 16:06:02 UTC
From: Christian Zietz <czietz@gmx.net>
Message-ID: <9gvqd8$b7ac7$1@ID-2298.news.dfncis.de>
Source record: 1161

Hello,

Roger Cain schrieb:

> I'm sure this had become freeware the last time I looked (a good couple of
> years ago). Sorry I can't remember the site.

I think our "Anonymous" friend is right. http://www.berkhan.com/ sells
the latest version of Omikron Basic for 199 German Marks = about 90 $.
If there's a (older) freeware-version I would be interested, too.

CU Christian
--
Christian Zietz - CHZ-Soft - czietz@gmx.net
WWW: http://chzsoft.home.pages.de/ - Fido: Christian Zietz@2:2437/74.9
PGP-Key auf Anfrage oder ueber http://wwwkeys.de.pgp.net (Port 11371)

4843. Re: Does anyone have Omikron Basic compiler for me?

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-22 17:30:39 UTC
From: BMaedicke@t-online.de
Message-ID: <1evf4h3.exeixd3zr6miN%BMaedicke@t-online.de>
Source record: 1162

Roger Cain <roger@cainr.freeserve.co.uk> wrote:

> I'm sure this had become freeware the last time I looked (a good couple of
> years ago). Sorry I can't remember the site.

He can by Omikron.Basic 5.2x here: http://www.berkhan.de/atari_e.htm

--
Url: http://home.t-online.de/home/BMaedicke/

4844. Re: Need help for using Devpac

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-23 01:09:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993295942-165006AEicMi@lineone.net>
Source record: 1163

Hi Ravi

>I have happily used Devpac, since i know of it.

A brilliant piece of software. I got my first copy of version 2 off of a cover disk and upgraded to version 3 very shortly afterwards and have since spent many a happy hour hitting my head against a wall!. :-)

>Here's my question; how can i control the Dev Pacs Debugger, i think it
>is called just Mon.

>Specially i want to go through a programm step by step and see how
>memory changes.

RTFM !!!!

If youve got a legit copy then you'l have documentation that tells you how mon operates in relation to GEN_ST.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4845. Re: Does anyone have Omikron Basic compiler for me?

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-23 01:11:14 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993295946-165502AEicMi@lineone.net>
Source record: 1164

Hi Anonymous

>does anyone want to offer me a copy of his Omikron Basic Compiler for
>download? Over 50$ is quite a high price.

I'm not suprised its $50, you can blame that on the wankers that steal
copies instead if buying legally!. Oh!, thats you inst it?.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4846. Re: Need help for using Devpac

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-23 14:00:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <25902_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1165

In uno strano messaggio del 22 Jun 01 ravi.a@gmx.net (2:333/608.1) scrisse
al povero All :
ra> Here's my question; how can i control the Dev
ra> Pacs Debugger, i think it is called just Mon.

It is not very simple as mon is all keyboard driven with a lot of key
combinations corresponding to the various functions.... the result is you
must open the manual and read it or will not take out much.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4847. Re: Does anyone have Omikron Basic compiler for me?

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-23 18:26:58 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9h2o36qva1@newsg4.svr.pol.co.uk>
Source record: 1166

"Christian Zietz" <czietz@gmx.net> wrote in message
news:9gvqd8$b7ac7$1@ID-2298.news.dfncis.de...

> I think our "Anonymous" friend is right. http://www.berkhan.com/ sells
> the latest version of Omikron Basic for 199 German Marks = about 90 $.
> If there's a (older) freeware-version I would be interested, too.

I think my memory may be playing tricks again! Perhaps it was the Omikron
assembler which became freeware.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.256 / Virus Database: 129 - Release Date: 31/05/2001

4848. Re: Need help for using Devpac

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-24 19:18:20 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <9h5e8cnud1@uranium.btinternet.com>
Source record: 1167

Use Control Z to step through one instruction at a time.

"Ravi Ahluwalia" <ravi.a@gmx.net> wrote in message
news:9gvljd$6ql$1@news.netcologne.de...
> Hello !
>
> I have happily used Devpac, since i know of it.
>
> Here's my question; how can i control the Dev
> Pacs Debugger, i think it is called just Mon.
>
> Specially i want to go through a programm
> step by step and see how memory changes.
>
> how can i realize that with devpacs mon ?
>
> thank you very much, cause i can`t find
> a programms error.
>
> Ravi
>
>

4849. [ANN][ES] Stand alone SDK

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-26 12:18:58 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b3887b82af12e2@free.fr>
Source record: 1168
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi all,

After a few requests, we decided to make a SDK CD with the following:

ï¿½ The GCC kit
ï¿½ GCC Shell, registered version
ï¿½ Ressource Master, registered version, with paper manual
ï¿½ Windom libraries with their printed documentation (200 pages)
ï¿½ EZ Edit text editor (with syntax "colourisation")
ï¿½ Many development libraries
ï¿½ Many development tools

All this for only 49.00 Euros!

(reminder: for active developers the price remains 75.00 Euros for the
SDK including MagiC).

Have a look at the MagiC SDK page (in French):
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4850. Thread safe malloc system in ANSI C

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-27 01:34:40 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B3937AE.32646604@chello.nl>
Source record: 1169

Crystal clear internal structure. Everything defined in header file.
All kind of diagnostic is therefore possible. A rudimentary routine for detecting
memory leaks is included. (solved a few in XaAES :-)

It handles completely disjunct chains of Gemdos blocks for each thread.

Each chain can have different chunk size and memory type (global, shared, private,
you name it) Chunk size can be changed dynamically to meet changing workloads.

A chain is defined by a root structure that you can start in the local name space
of your thread.

If a request is larger than the chunksize, a multiple of the chunksize is
allocated. This can reduce fragmentation dramatically.
Resulting slack space is not wasted but normally used by malloc (the call
that allocates the smaller portions within a chunk)

The root structure is passed to all malloc calls for the same thread.
A chain or 'memory thread' is defined by this root structure.
This makes its implementation independent of OS in use. No OS related entities
like 'pid number' are used.

It is moderately fast. Not as fast as Pure C malloc, but faster than I found in the
mintlib.

It has ran for half a year in XaAES now without any problem.

You can download it from my homepage via the XaAES link and XaAES_nnn_source
It is in the folder xmemory.

It is for programmers, so the source is its own documentation.
C'mon, it is only a few A4 pages. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4851. C++ compiler for Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-27 04:30:27 UTC
From: Wavemaker <wavemaker@my-deja.com>
Message-ID: <Djd_6.6$Ap5.15511677@news2.randori.com>
Source record: 1170

I was wondering if there is a C++ compiler for the Atari ST computer. Preferably one with an IDE.

Is there anything like that available?

4852. Re: C++ compiler for Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-27 09:53:36 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b39b2d2f6f440@free.fr>
Source record: 1171

Hello,

in article <Djd_6.6$Ap5.15511677@news2.randori.com> (comp.sys.atari.programmer)
Wavemaker wrote on Wed 27-06-2001 04:30 (GMT):

> I was wondering if there is a C++ compiler for the Atari ST computer. Preferably
> one with an IDE.

There is GCC. It's free and available on the web. It's the most
versatile one and the only one capable of C++ AFAIK (I'm not a C
programmer yet). It's a little bit memory hungry, 14 MB and a "fast"
machine are recommended (Falcon, TT or up). Have a look at this page:
http://gemtos.free.fr/

A GCC SDK is available on CD at Europe Shareware for 49 Euros, including
some registered shareware tools, and for 99 Euros with MagiC (75 Euros
with MagiC if you are an active developper). Have a look at this page:
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Most of these pages are in French, a few are in English though.

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4853. GCC 3.0

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-27 15:25:18 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3B39FADE.389D71C3@ief.u-psud.fr>
Source record: 1172

Hi all,

Is there anybody that is thinking to compile GCC 3.0 for
ATARI platforms ? I know, it is only been released since
18 of june, and my question may be premature, but I think
it would worth it.

Best regards,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

4854. GSlib02

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-27 20:27:21 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <WS3.a7970233.64346ec2.arnaud.bercegeay@free.fr>
Source record: 1173

Hello !

a new release of my C library GSlib in now available.
GSlib02 = GemScript library patch level 02

GSlib is a windom extension (http://windom.free.fr).

The GSlib package contains the lib compiled for sozobonx c and
pure c, the sources, some examples, and the GEMSCRIPT specification
version 1.20 translated in english by Peter West.

You can get GSlib from my perso web site
http://perso.wanadoo.fr/arnaud.bercegeay/load_e.htm

Regards,

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for Atari : http://tidy.atari.org/
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

4855. thread save malloc again

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-27 23:02:32 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B3A6583.CB50D1BA@chello.nl>
Source record: 1174

I just realized that it is not quite possible to compile it outside
XaAES. I'll make a separate entry on my homepage asap. That one will
be proper freestanding.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4856. Re: C++ compiler for Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-28 05:42:18 UTC
From: Wavemaker <wavemaker@my-deja.com>
Message-ID: <_sz_6.30$Ri2.18424966@news2.randori.com>
Source record: 1175

"Pascal Ricard" wrote:
> Hello,
>
> Wavemaker wrote:
>
> > I was wondering if there is a C++ compiler for the Atari ST computer.
Preferably
> > one with an IDE.
>
> There is GCC. It's free and available on the web. It's the most
> versatile one and the only one capable of C++ AFAIK (I'm not a C
> programmer yet). It's a little bit memory hungry, 14 MB and a "fast"
> machine are recommended (Falcon, TT or up). Have a look at this page:
> http://gemtos.free.fr/

Thanks, Pascal! I'll check it out.

4857. Re: GCC 3.0

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-28 20:41:45 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9hg4q9$4jl$1@draco.stochastik.rwth-aachen.de>
Source record: 1176

In article <3B39FADE.389D71C3@ief.u-psud.fr>,
Francois Le_Coat/mailaxis <lecoat@atari.org> wrote:
>Hi all,
>
>Is there anybody that is thinking to compile GCC 3.0 for
>ATARI platforms ? I know, it is only been released since
>18 of june, and my question may be premature, but I think
>it would worth it.

With the FreeMiNT/SpareMiNT patches, it should compile without much trouble.
GCC 3.0 works fine with the existing binutils, so you only need to recompile
gcc.

cu
Michael

4858. Reset???

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-29 12:16:01 UTC
From: Manfred Lippert <mani@mani.de>
Message-ID: <B7623E1E.5455%mani@mani.de>
Source record: 1177

Hi,

how can a "reset" be done by software on an Atari?

I tried just to jump to the reset vector (address 4). It seems to work: the machine resets and is booting. But after this, I cannot get any data from the Midi Port! :-(

If I reset with the hardware button or with Ctrl+Alt+Delete, this works fine.

So I am looking for the "correct" way to do a reset.
How does the system makes the reset on Ctrl+Alt+Del?

Regards,
Mani

4859. Re: GCC 3.0

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-29 14:07:38 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3B3C8BAA.95A48173@ief.u-psud.fr>
Source record: 1178

Hi,

Michael Schwingen wrote:
> With the FreeMiNT/SpareMiNT patches, it should compile without much trouble.
> GCC 3.0 works fine with the existing binutils, so you only need to recompile
> gcc.

That's right. But the problem is that I do not have on my Hades 060, an environment that allows me to compile GCC. I tried several times with GCC 2.95.3, without success. I didn't installed SpareMiNT. I use part of it, but never installed the whole package. If somebody would be so kind as to compile GCC 3.0, and release it on the WEB, it would be nice. I suspect that a few people are currently working on it. I would be interested by the result ...

Thanks for your advice,

CU,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

4860. Re: Reset???

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-29 15:56:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106291554520.85-100000@Hades060>
Source record: 1180

```
On Fri, 29 Jun 2001, Manfred Lippert wrote:

> Hi,
>
> how can a "reset" be done by software on an Atari?

All I have is GFA code maybe this will help.

PROCEDURE kaltstart ! Coldboot
'
VOID GEMDOS(&H20,L:0)
'
SLPOKE &H420,0
SLPOKE &H426,0
SLPOKE &H43A,0
'
a%=LPEEK(&H4F2)+4
a%=LPEEK(a%)
'
CALL a%
'
RETURN

PROCEDURE warmstart ! Warmboot
'
VOID GEMDOS(&H20,L:0)
'
a%=LPEEK(&H4F2)+4
a%=LPEEK(a%)
'
CALL a%
'
RETURN
```

4861. Re: Reset???

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-29 20:36:36 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993839888-687561AEicMi@lineone.net>
Source record: 1179

Hi Manfred

>So I am looking for the "correct" way to do a reset.
>How does the system makes the reset on Ctrl+Alt+Del?

I wrote a utility to do that ages ago, i reset memvalid to 0's and some other vectors i dont recall at the moment and jumped to the reset vector, is memvalid is wrong a cold boot is executed, otherwise a warm boot is assumed. I could dig out my code if you want to use it for ideas.

I seem to recall that its not correct for a program to invoke a reset, especially if youre in a multi-tasking environment, data could be lost.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4862. Re: Reset???

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-29 21:26:21 UTC
From: Mark Davies <pov@nospam.btinternet.com>
Message-ID: <9hivul$n6q$1@neptunium.btinternet.com>
Source record: 1181

I always just to the address at 4.w it always works.

There is however some flags to set a soft or hard reset but I don't know
where they are.

Mark
Mac Sys Data of Persistence Of Vision

"Manfred Lippert" <mani@mani.de> wrote in message
news:B7623E1E.5455%mani@mani.de...
> Hi,
>
> how can a "reset" be done by software on an Atari?
>
> I tried just to jump to the reset vector (address 4). It seems to work:
the
> machine resets and is booting. But after this, I cannot get any data from
> the Midi Port! :-(
>
> If I reset with the hardware button or with Ctrl+Alt+Delete, this works
> fine.
>
> So I am looking for the "correct" way to do a reset.
> How does the system makes the reset on Ctrl+Alt+Del?
>
> Regards,
> Mani
>

4863. Re: Reset???

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-30 02:39:31 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <B4SaTkNjvTP7Ew$A@my-ste.demon.co.uk>
Source record: 1182

```
In article <B7623E1E.5455%mani@mani.de>,
Manfred Lippert <mani@mani.de> writes:

>Hi,
>
>how can a "reset" be done by software on an Atari?

Here's some assembler that does the same as the above:

**********
*
* perform system reboot
*
* if d0 = 0 warm reboot
* else cold reboot
*
* no return so no need to preserve registers
*
do_reset move d0,d7
clr.l -(sp)
move #$20,-(sp)
trap #1
addq.l #6,sp ; not sure why I bother with this.
tst d7
beq reboot2

*
* clear memvalid flags so memory check performed
* wipes everything from memory, including any
* reset resident viruses
*
clr.l $420 ; memvalid 1
clr.l $43a ; memvalid 2
clr.l $51a ; memvalid 3
clr.l $42a ; resvector
clr.l $426 ; resvalid

*
* get the reset vector mapped from ROM. This makes sure
* the TOS reset routine is called
*
reboot1 move.l $4,a0
bra.s reboot

*
* get the reset vector from RAM. This allows soft-loaded
```

```
* OSes (Mint (?) and Magic) to direct the reset through
* their code
*
reboot2 move.l $4f2,a0

*
* jump to the reset routine and carry on from there
*
reboot jmp (a0)

**********
```

As has already been mentioned elsewhere by Steve Sweet, this isn't a good idea if you're using a multi-tasking system. This is especially bad if there's any form of write-behind caching.

>I tried just to jump to the reset vector (address 4). It seems to work: the
>machine resets and is booting. But after this, I cannot get any data from
>the Midi Port! :-(
>
>If I reset with the hardware button or with Ctrl+Alt+Delete, this works
>fine.

Strange, as jumping to the address in $4 is the same as using the reset button or Ctrl+Alt+Delete.

>So I am looking for the "correct" way to do a reset.
>How does the system makes the reset on Ctrl+Alt+Del?

It watched for the scan codes for those three keys being pressed coming from the keyboard and, if the keyboard doesn't send a key released scan code for one of the keys before all three are received, it jumps to the reset routine.

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 384Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

4864. Re: thread save malloc again

Newsgroup: comp.sys.atari.programmer
Date: 2001-06-30 22:26:05 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B3E516B.11C9D4B6@chello.nl>
Source record: 1183

Henk Robbers wrote:
>
> I just realized that it is not quite possible to compile it outside
> XaAES. I'll make a separate entry on my homepage asap. That one will
> be proper freestanding.

It is there.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4865. Re: Need help for using Devpac

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-01 17:56:17 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9hnobr$19s$1@newsreaderm1.core.theplanet.net>
Source record: 1184

off the top of my head

control Y - step into jsr/bsr too
control t - step but does not go into jsr/bsr
g - search
v - view screen
control L - load exe
b - load bin
s - save

They are the main ones. But I use Toxic Monst which is much more stable
when rasters are flying around :)

Grz

--
PHF Assembly Coders http://phf.atari.org
D-Bug ST Hackers http://dbug.atari.org
ICQ 12766915

"Ravi Ahluwalia" <ravi.a@gmx.net> wrote in message
news:9gvljd$6ql$1@news.netcologne.de...
> Hello !
>
> I have happily used Devpac, since i know of it.
>
> Here's my question; how can i control the Dev
> Pacs Debugger, i think it is called just Mon.
>
> Specially i want to go through a programm
> step by step and see how memory changes.
>
> how can i realize that with devpacs mon ?
>
> thank you very much, cause i can`t find
> a programms error.
>
> Ravi
>
>

4866. Re: Need help for using Devpac

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-02 12:45:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <26228_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1185

In uno strano messaggio del 01 Jul 01 grazey@tphf.karoo.co.uk (2:333/608.1)
scrisse al povero All :
g> They are the main ones. But I use Toxic Monst which is much more stable
g> when rasters are flying around :)

Is it a free program ? Where can I find it ? Does it work with MagiCMac ?

Anybody knows about a debugger working with MagiCMac ? Or at least MagiC ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4867. Fonts

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-03 06:19:35 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3B4163F7.3070005@sun1000.pwr.wroc.pl>
Source record: 1186

Hi there,

How it is possible to change fonts without NVDI or any other programm?
Do I have to use Line-A? And what if I quit my app and my font should
still be available (an TSR app)?

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4868. Who knows about Holger Herzog ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-03 11:00:00 UTC
From: fdemange <fdemange@imaginet.fr>
Message-ID: <WS3.866223c6.70000d60.fdemange@imaginet.fr>
Source record: 1188

Hello,

I would like to know whether anyone knows Holger Herzog who is the 'Project Maganer' of faceVALUE. His website (RUN!Software)
is still available but I can't get any answer of him by mail. That makes me a bit anxious... faceVALUE is now about v3.2 beta
and I'm a beta-tester... Does someone have news from Holger for me ?

Regards

Mathieu

4869. Re: Fonts

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-03 22:17:57 UTC
From: ebaiz@skyenet.net
Message-ID: <pwr07.25844$N85.7166@newsfeed.slurp.net>
Source record: 1187

On 3 Jul 2001 08:19:35 +, Rafal Kawecki wrote:
>Hi there,
>
>How it is possible to change fonts without NVDI or any other programm?
>Do I have to use Line-A? And what if I quit my app and my font should
>still be available (an TSR app)?

That is usually a funcion of the application and/or the desktop. There
are programs that change fonts, but you sould still need NVDI or
something like it to load in and make available all the fonts you have.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4870. Re: Who knows about Holger Herzog ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-04 13:38:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107041337080.95-100000@Hades060>
Source record: 1189

On Tue, 3 Jul 2001, fdemange wrote:

> Hello,
>
> I would like to know whether anyone knows Holger Herzog who is the 'Project Maganer' of faceVALUE. His website (RUN!Software)
> is still available but I can't get any answer of him by mail. That makes me a bit anxious... faceVALUE is now about v3.2 beta
> and I'm a beta-tester... Does someone have news from Holger for me ?

He did not reply to my last mail either. You might mail Ingo
and ask him what is going.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4871. Re: Who knows about Holger Herzog ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-05 13:56:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200107051556.a45228@b.maus.de>
Source record: 1190

>Does someone have news from Holger for me ?

His last posting in maus.computer.sprache.gfabasic is just two days old.

4872. Re: Who knows about Holger Herzog ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-06 14:52:43 UTC
From: Ulli Gruszka <gruszka@t-online.de>
Message-ID: <9i4jas$47m$02$1@news.t-online.com>
Source record: 1191

> He did not reply to my last mail either. You might mail Ingo
> and ask him what is going.

There's nothing special going on, Holger is just a little busy at this time.
Please have patience or mail again.

Regards, Ulli

--
RUN! Software ï¿½ ergo!pro ï¿½ BASTARD
friendly applications ï¿½ faceVALUE ï¿½ BUBBLES
http://www.run-software.de ï¿½ OT/OB-Lib ï¿½ CAT's-eye

4873. [ANN] History of shareware

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-06 15:48:48 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b45ebcc7330b2@free.fr>
Source record: 1192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

An history of shareware have been written by Europe Shareware,
from the beginning to nowadays. It relates the development and
the wide success of this unique spread mode of independent
authors softwares.

Read the history of shareware (in French):
http://www.europe-shareware.org/pages/hist_shareware.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4874. Re: AURA Hardware Documentation

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-12 17:04:40 UTC
From: Steve Tattersall <steven_nospam_tattersall@excite.com>
Message-ID: <994957873.860922@morpheus.camb.scee.sony.co.uk>
Source record: 1193

Is that the version that I translated to English?

I certainly only did one version.

Steve

--
tat
Sony Playstation Studios, Cambridge

"Philipp Donz" <PhilippDonze@gmx.ch> wrote in message
news:3B2C675D.522AECCD@gmx.ch...
> Hi,
>
> Does anybody know if there is a newer version of AURAs hardware
documentation
> than version 0.4 from 11 march 1993??
> Or is there something equivalent available?
>
> Best wishes
> Philipp

4875. Re: C++ compiler for Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-12 17:48:25 UTC
From: mdoering@mucl.de
Message-ID: <3b4c9c8a.978055@news.cis.dfn.de>
Source record: 1194

On Thu, 28 Jun 2001 05:42:18 GMT, "Wavemaker" <wavemaker@my-deja.com>
wrote:

>Thanks, Pascal! I'll check it out.

No, not Pascal, C++!

;-)

Martin

4876. Error in Toolbox header file...

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-13 09:20:50 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9imele$17nd$1@news.comnet.co.nz>
Source record: 1195

It has come to my attention while experimenting with loading/using my dialog object TLL, that there is a bug in the TLBX.H header file.

The error involves the function prototype for tlbxLibFlags function, and the sizes of the pararmeters to it.

The actual prototype should be

```
uint32 _tlbxLibFlags( uint32, uint16, schar8 *, uint32 );
```

The #pragma and #define lines elsewhere in the header file, and the definition in the direct-call jumptable structure are correct, however.

This fault will manifest itself as being unable to alter the "bootload me" flag of an on-disc TLL file. Any program using thsi function (like the TLL_CONF CPX) should be recompiled.

A new, correct archive file containing the corrected header file and CPX will be placed on the webpage shortly.

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

4877. Re: Error in Toolbox header file...

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-13 21:08:15 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B4F62A3.409D7500@chello.nl>
Source record: 1196

Hi

G Swaine wrote:
>
>
> The actual prototype should be
>
> uint32 _tlbxLibFlags(uint32, uint16, schar8 *, uint32);
>

When I see such types being used, I can imagine that the prototype was incorrect. :-)

I understand that such types are a way to ensure that the types are of the
intended bitwidth. I suppose they are part of a sort of "compiler.h".

You must realize however that such types are of the 'black box' sort.
What you should have done is ahielding these again from the user by redefining them
once more, like this:

typedef uint32 tllong;
typedef uint15 tlshort:
typedef schar8 tlbyte;

etcetera

These type names belong exclusively to your toolbox suite and should be contained
in the headerfile belonging to the suite.

You achieve that:
the bitwidth remains tight under control,
is of no concern to the user,
is not sensitive to lies, ;-)
and MOST IMPORTANT! is not part of the source proper.

And that is what high level languages are for.

What if you want to port your software to 64 bit systems?

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4878. Re: Error in Toolbox header file...

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-14 12:58:09 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9ipfou$2m27$1@news.comnet.co.nz>
Source record: 1197

"Henk Robbers" <h.robbers@chello.nl> wrote ...
> G Swaine wrote:
> > The actual prototype should be
> >
> > uint32 _tlbxLibFlags(uint32, uint16, schar8 *, uint32);
> >
>
> When I see such types being used, I can imagine that the prototype
was incorrect. :-)

Correct.

> I understand that such types are a way to ensure that the types are
of the
> intended bitwidth. I suppose they are part of a sort of
"compiler.h".

They are typedefs within the "0/types.h" file supplied with the
Toolbox.

When Toolbox development started (about early/mid July 1992). it was
written for my own use as a system-wide way of
loading/unloading/sharing plug-in modules among my programs. At the
time, I had int = 16 bits, and the typedefs reflected this (uint16,
sint16, uint32, sint32).

However, as "int" could also be seen as different bitsizes by some
compilers (Lattice, for example, which could be configured as either
16 or 32 bit ints), I changed my C code to include a separate file
which defined the sizes of the types.

The nicknames also helped me when I later changed over to int=32.

> You must realize however that such types are of the 'black box'
sort.
> What you should have done is ahielding these again from the user by
> redefining them once more, like this:
>
> typedef uint32 tllong;
> typedef uint15 tlshort:
> typedef schar8 tlbyte;
>
> etcetera
>
> These type names belong exclusively to your toolbox suite and should
> be contained in the headerfile belonging to the suite.

>
> You achieve that:
> the bitwidth remains tight under control,
> is of no concern to the user,
> is not sensitive to lies, ;-)
> and MOST IMPORTANT! is not part of the source proper.
>
> And that is what high level languages are for.
>
> What if you want to port your software to 64 bit systems?

Assuming short=16, int=32, then I'd add

typedef signed long int sint64;
typedef unsigned long int uint64;

to my "0/types.h" file. This will however break when we move to
128-bit systems in the mid/late 2030's as we'll need some sort of
"extended long" type

(or should that be "long long int"? What have ANSI/ISO done about
"longer than long" types?)

(The Toolbox was written entirely in 68k assembly language, BTW)

> Groeten; Regards.
> Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
> A free multitasking GEM for MiNT: XaAES (heavily under
construction);
> http://xaaes.atari.org
> Interactive disassembler: TT-Digger;
http://digger.atari.org
> Experimental text editor: AHCX

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

4879. FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-17 03:12:20 UTC
From: jtgd@hotmail.com
Message-ID: <acbab8fe.0107161912.43fe55a3@posting.google.com>
Source record: 1198
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

I have a large box of Atari stuff free if you pick it up.

2 x Atari 800
1 x Atari 400
2 x 850 expanders
1 x 810 floppy drive
2 x Atari 1020 pen plotter/printers still in the box.
RAM cards, ROM cards, a few game carts (Qix, Defender,...),
miscellaneous boards, chips, etc,

I live in San Jose CA. Call quick if you're interested,
otherwise it all becomes landfill.

408-281-9471

4880. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-17 08:42:09 UTC
From: bjcorr <bjcorr@sonic.net>
Message-ID: <3B53FA61.FA62FEC2@sonic.net>
Source record: 1199
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Jay Dresser wrote:
>
> I have a large box of Atari stuff free if you pick it up.
>
> 2 x Atari 800
> 1 x Atari 400
> 2 x 850 expanders
> 1 x 810 floppy drive
> 2 x Atari 1020 pen plotter/printers still in the box.
> RAM cards, ROM cards, a few game carts (Qix, Defender,...),
> miscellaneous boards, chips, etc,
>
> I live in San Jose CA. Call quick if you're interested,
> otherwise it all becomes landfill.
>
> 408-281-9471

I'll call you tomorrow, I live in Rohnert Park and would love to come
get your old Atari stuff, I need a working 400!!

Thanks,

bjcorr@sonic.net
--
Ben Corr

4881. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-17 11:21:50 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9j178d$5u9$1@news.comnet.co.nz>
Source record: 1200
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

"Jay Dresser" <jtgd@hotmail.com> wrote ...
> I have a large box of Atari stuff free if you pick it up.
>
> 2 x Atari 800
> 1 x Atari 400
> 2 x 850 expanders

What is an "850 expander" ?

The number 850 is familiar as an old 8 bit peripheral, but I cannot
recall what it was.

> 1 x 810 floppy drive
> 2 x Atari 1020 pen plotter/printers still in the box.
> RAM cards, ROM cards, a few game carts (Qix, Defender,...),
> miscellaneous boards, chips, etc,
>
> I live in San Jose CA. Call quick if you're interested,
> otherwise it all becomes landfill.
>
> 408-281-9471

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

4882. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-17 15:41:20 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B545CF9.88C71AF3@ataritimes.com>
Source record: 1101
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Jay Dresser wrote:

> I live in San Jose CA. Call quick if you're interested,
> otherwise it all becomes landfill.

Grrr... Why can't you guys giving away free stuff live in Florida???

--
Greg

=-=-=-

4883. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-17 20:38:36 UTC
From: jns-bond@home.comHORMEL
Message-ID: <9j27qr$9ki$1@tron.alex1.va.home.com>
Source record: 1102
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

In article <3B545CF9.88C71AF3@ataritimes.com>,
Gregory D. George <greg@ataritimes.com> wrote:

>Grrr... Why can't you guys giving away free stuff live in Florida???

They do, but the bull sharks apparently beat you to them!

--
~~~~~~
Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell
~~~~~~

4884. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-17 22:01:22 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B54B5C8.139FF5A1@ataritimes.com>
Source record: 1103
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Sean Connery wrote:

> In article <3B545CF9.88C71AF3@ataritimes.com>,
> Gregory D. George <greg@ataritimes.com> wrote:
>
> >Grrr... Why can't you guys giving away free stuff live in Florida???
>
> They do, but the bull sharks apparently beat you to them!

Heh heh... I said to my wife last night that I thought the sharks were
rising up against us. Kinda like that dolphin episode of The Simpsons!

--
Greg

=-=-=-

4885. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-18 07:04:08 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B5534E8.BED2C2BA@asw.cz>
Source record: 1104
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Jay Dresser wrote:
> I have a large box of Atari stuff free if you pick it up.

> RAM cards, ROM cards, a few game carts (Qix, Defender,...),

As somebody wrote, why are such offers only somewhere else? ;-) And I
want RAM cart badly... :-(

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4886. cross compiler for ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-18 12:05:13 UTC
From: Mikko Mannonen <mikko_mannonenNOSPAM@hotmail.com>
Message-ID: <3B557B79.3841FCB0@hotmail.com>
Source record: 1105

Hello,
I would like to start programming with my old Atari ST again :)
I used just STOS and assembler back in old days, but today I wold
like to use C/C++.
BUT where I can find decent C compiler for ST. Preferably somekind of
cross compiler, so I can write and compile programs with PC , and then
transfer them to ST.

--Mikko--

4887. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-18 18:58:46 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55DC66.D3AD9D02@mail.uni-mainz.de>
Source record: 1106
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Well,
I thought Florida was a big/great park for the tourists... ;-)
Or some playground for various weather types, like Tornados, Hurricanes,
etc.
-Andreas

"Gregory D. George" schrieb:
>
> Jay Dresser wrote:
>
> > I live in San Jose CA. Call quick if you're interested,
> > otherwise it all becomes landfill.
>
> Grrr... Why can't you guys giving away free stuff live in Florida???
>
> --
> Greg
>
> =-=-=-=

4888. Re: cross compiler for ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-18 21:47:48 UTC
From: ebaiz@skyenet.net
Message-ID: <8un57.1698$ps6.8790@newsfeed.slurp.net>
Source record: 1107

On 18 Jul 2001 15:05:13 , Mikko Mannonen wrote:
>Hello,
>I would like to start programming with my old Atari ST again :)
>I used just STOS and assembler back in old days, but today I wold
>like to use C/C++.
>BUT where I can find decent C compiler for ST. Preferably somekind of
>cross compiler, so I can write and compile programs with PC , and then
>transfer them to ST.

I downloaded Pure C from the www somewhere. I am not sure how it
compares what else is out there, but I am sure there is something better.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4889. Re: cross compiler for ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-20 10:24:44 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.33.0107201223560.4859-100000@selene>
Source record: 1108

> Hello,
> I would like to start programming with my old Atari ST again :)
> I used just STOS and assembler back in old days, but today I wold
> like to use C/C++.
> BUT where I can find decent C compiler for ST. Preferably somekind of
> cross compiler, so I can write and compile programs with PC , and then
> transfer them to ST.

If you can use the gcc, if you have LINUX or UNIX.

sparemint.atari.org

daniel

4890. Re: cross compiler for ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-20 10:38:01 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0107201237120.131-100000@freemint>
Source record: 1109

Hello!

> > BUT where I can find decent C compiler for ST. Preferably somekind of
> > cross compiler, so I can write and compile programs with PC , and then
> > transfer them to ST.
>
> If you can use the gcc, if you have LINUX or UNIX.
>
> sparemint.atari.org

I have also a precompiled crosscompiler running under Windows and cygwin.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4891. Re: ST Language

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-20 12:24:12 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9j981d$t1m$1@news.comnet.co.nz>
Source record: 1110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

"Matthias Jaap" <mjaap@t-online.de> wrote ...
> > my problem is: I've got an Atari 1040ST, but I don't have the ST
Language
> > Disc. Me was told this disc is need to uses the PC.
> > Can anyone help me pleas??
>
> You don't need the disk to run your ST. It contains an outdated
version of
> Omikron Basic.

What was "Omikron Basic" like?

All the ST language discs (admittedly either UK or US oriented) I've seen have either had ST Basic (either original or the Metacomco "Enhanced" version), or, if you go far enough back, you'd also get ST Logo.

(BTW: I've added "comp.sys.atari.programmer" to the newsgroup list, as this may also be of some help)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

4892. Re: ST Language

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-20 14:21:33 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j9en2$vh7$01$1@news.t-online.com>
Source record: 1111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

> > You don't need the disk to run your ST. It contains an outdated
> version of
> > Omikron Basic.
>
> What was "Omikron Basic" like?

Omikron Basic can use libraries (there were a lot of them e.g. the
Easy-GEM-Lib), can run with or without line numbers and has a
pseudo-GEM-Interface. However, at that time GFA-Basic was already too
popular. Omikron is more similar to the classic basic.
There was a version 5 with a GEM editor and horrible looking dialog boxes.

>
> All the ST language discs (admittedly either UK or US oriented) I've
> seen have either had ST Basic (either original or the Metacomco
> "Enhanced" version), or, if you go far enough back, you'd also get ST
> Logo.

I forgot to mention that the decision to replace ST-Basic with Omikron was
made by Atari Germany - maybe because the Atari market in Germany was
different to the UK/US one.

Greetings,
Matthias

4893. Re: ST Language

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-20 20:51:35 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107201649390.97-100000@Hades060>
Source record: 1113

On Fri, 20 Jul 2001, Matthias Jaap wrote:

> I forgot to mention that the decision to replace ST-Basic with Omikron was
> made by Atari Germany - maybe because the Atari market in Germany was
> different to the UK/US one.

Ah, interesting I didn't know that.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4894. Re: cross compiler for ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-20 23:55:04 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9jaga8$bs5$04$1@news.t-online.com>
Source record: 1112

Hallo Frank,
> I have also a precompiled crosscompiler running under Windows and cygwin.
>

Can you put it on the Sparemint/crosscompiler page?

Gruï¿½,
Matthias

4895. Toolbox wish list?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-21 08:37:15 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9jbf3s$1vt0$1@news.comnet.co.nz>
Source record: 1114

Do any of you have a "wish list" for features/functions to be added to my Toolbox DLL manager?

For example, I'm thinking of adding a "Call logging" capability, to help a programmer to see the sequence of calls that lead up to a crash/bug/"feature". This will probably be done as a "log calls to me" flag added to the library load/link phase. And possibly a "Always/never log calls to library [x]" CPX that'll allow a user to configure this.

I'm also reworking the Library List accessory ATM.

If any of you are using compilers other than Lattice C, feel free to edit the include and source files within the archive and send them to me - I'll add them to the next release of the Toolbox.

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

4896. Re: cross compiler for ST

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-21 10:13:41 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0107211212150.563-100000@freemint>
Source record: 1115

Hello!

> > I have also a precompiled crosscompiler running under Windows and
> > cygwin.
>
> Can you put it on the Sparemint/crosscompiler page?

It is since a long time on the Sparemint server:

ftp://wh58-508.st.uni-magdeburg.de/pub/sparemint/cross-mint/cygwin/

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4897. WinCommander ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-21 13:57:52 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <26955_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1116

Is there anything like Windows (norton/Volkov/whatever) Commander running on the Atari, ahem with MagiCMac ? There are various archive programs (shells) like Twoinone, STZip, with the two filelist window, but what about a file utility ? Maybe Kobold, but does it work with MagiCMac ?

Best it would be an open project, and put in comparing directories and other features. I'm ready to put my hands in such a project if you can give a starting point, as I do not have so much time to start from "Hello World!".

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4898. Re: WinCommander ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-21 17:28:17 UTC
From: BMaedicke@t-online.de
Message-ID: <1ewwtk7.1ofyku155m3i2N%BMaedicke@t-online.de>
Source record: 1117

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
wrote:

> Is there anything like Windows (norton/Volkov/whatever) Commander running on
> the Atari, ahem with MagiCMac ?

I know a program with name "M>DESK". The last version must be the
version 1.32 and I have the german version on my file archive.

> Maybe Kobold, but does it work with MagiCMac ?

Yes, the last version 3.5x should be works with MM

--
Url: http://home.t-online.de/home/BMaedicke/

4899. Re: WinCommander ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-21 21:04:41 UTC
From: swamp-dog@ntlworld.com
Message-ID: <3b59edf0.25287040@nntp.swampdog>
Source record: 1118

On Sat, 21 Jul 01 13:57:52,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>Is there anything like Windows (norton/Volkov/whatever) Commander running on
>the Atari, ahem with MagiCMac ? There are various archive programs (shells)
>like Twoinone, STZip, with the two filelist window, but what about a file
>utility ? Maybe Kobold, but does it work with MagiCMac ?

iirc Kobold ran/runs on MagiCPC with GEMDOS mode enabled.

>Best it would be an open project, and put in comparing directories and other
>features. I'm ready to put my hands in such a project if you can give a
>starting point, as I do not have so much time to start from "Hello World!".
>
>Ciao, ** *Mike* ** www.interware.it/users/mike/
>
>--
>Un rimbambit e' l'ottava parte di un rimbambyte.

--
swamp-dog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

4900. Re: WinCommander ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-23 13:31:32 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27015_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1119

In uno strano messaggio del 21 Jul 01 swamp-dog@ntlworld.com (2:333/608.1)
scrisse al povero All :
s> iirc Kobold ran/runs on MagiCPC with GEMDOS mode enabled.

Mmmmmm Kobold is a good program with good selection features, tought it has
no directory sinchronization.

But I could only test an old Kobold 3, all in german, it works in MagiCMac,
but the risk to do something wrong with the files is high, as I do not
understand the german messages.

Again it would be best to have an open source project, or get the source for
programs like kobold, even an old version, as a starting point.

Windows Commander is really a nice program 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

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4901. Modern editor for Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-25 12:17:49 UTC
From: D Galvez <maraka@atari.net>
Message-ID: <3b5eb7c5@post.newsfeeds.com>
Source record: 1120

*** post for FREE via your newsreader at post.newsfeeds.com ***

Hello

What editor is the best to use with Pure C? i'm meaning a modern editor.

Thanks
D Galvez

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 90,000 Newsgroups - 16 Different Servers! =-----

4902. Wanted: Atari ST OS architecture docs

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-25 19:41:53 UTC
From: Daniel Eriksson <shaddack@hem1.passagen.se>
Message-ID: <5iF77.7066$z21.921217@newsc.telia.net>
Source record: 1121

Hi everyone!

I look for Atari ST programming material. I want to know about the architecture, structure and principles of TOS and GEM. I also want to know how to program using the OS in C or assembler. Are there any resources on the web which describes this? I haven't found any. :(Please point out a direction for me.

Thanks in advance.

// Daniel Eriksson

4903. Re: Wanted: Atari ST OS architecture docs

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-25 23:47:03 UTC
From: ebaiz@skyenet.net
Message-ID: <XTI77.432$1K.1038@newsfeed.slurp.net>
Source record: 1122

On 25 Jul 2001 19:41:53 , "Daniel Eriksson" wrote:
>Hi everyone!
>
>I look for Atari ST programming material. I want to know about the
>architecture, structure and principles of TOS and GEM. I also want to know
>how to program using the OS in C or assembler. Are there any resources on
>the web which describes this? I haven't found any. :(Please point out a
>direction for me.

Last time I looked the Atari Compedium was online on the WWW. Try the
site below:

http://www.sysop.cuprum.com.pl/compendium/html/toc.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4904. Re: Wanted: Atari ST OS architecture docs

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-26 18:26:45 UTC
From: mdoering@mucl.de
Message-ID: <3b6060c6.1695671@news.cis.dfn.de>
Source record: 1123

On Wed, 25 Jul 2001 19:41:53 GMT, "Daniel Eriksson"
<shaddack@hem1.passagen.se> wrote:

>Hi everyone!
>
>I look for Atari ST programming material. I want to know about the
>architecture, structure and principles of TOS and GEM. I also want to know
>how to program using the OS in C or assembler. Are there any resources on
>the web which describes this? I haven't found any. :(Please point out a
>direction for me.

At the Steem Emulator site there is much HW-documentation.

Martin

4905. PureC debugger and MagiCMac

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-27 15:21:24 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27265_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1126

I've tryed various solutions posted in newsgroups in the past, but never managed to use the PureC debugger with MagicMac, can anybody please explain what should I do ? And how does Templemon work ? It's hard for me to read german so I'm still going on putting a lot of printf for debug logging in my Lattice and PureC programs.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4906. PureC debugger and MagiCMac

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-27 16:57:20 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27312_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1125

I've tryed various solutions posted in newsgroups in the past, but never managed to use the PureC debugger with MagicMac, can anybody please explain what should I do ? And how does Templemon work ? It's hard for me to read german so I'm still going on putting a lot of printf for debug logging in my Lattice and PureC programs.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4907. Official Documentation

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-27 22:22:14 UTC
From: eloina_2@eresmas.com
Message-ID: <000501c116ea$995aaf20$c660533e@default>
Source record: 1124

I look for the following official documentation from ATARI:

TOS Release Notes 20/5/88
Rainbow Tos Release Notes 7/8/89
STE TOS Release Notes 11/9/89
ATARI STE Developer Information Addendum
AHDI 3.00 Release Notes 4/5/89
Still Another Line A Document. 17/12/87
Intelligent Keyboard (ikbd) Protocol. 26/2/85

Anybody has it!

scaneed copy?

paper copy?

Thank you!!!

--
Posted from IDENT:nobody@[62.81.160.122]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4908. Want a copy of: Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-31 03:59:23 UTC
From: Jeff Thomas <atari_st@bellsouth.net>
Message-ID: <Q1q97.1777$kg.121597@e3500-atl2.usenetserver.com>
Source record: 1127

For the last year, I have been looking for a copy of the book: Zap! The rise and fall of Atari by Scott Cohen. It has been almost impossible to find....until two weeks ago. I was on Amazon.com and found two used copies....yes...but they wanted 97.50 and 172.50 for them. I want the book.....but not that bad. Well...to cut the story short, I found this Web site that will make you a copy of the book...yes..they actually make it when you order it...for $16 bucks. Keep in mind, its not the original...but a copy of the book. The girl I talked to there said that they have agreements with authors to re-publish their work...without the author having to invest thousands of dollars to have multiple copies made. She said that they make the book when a customer orders one. I assume that Scott realized there still was a demand for this book.....so he used this firm to get it back in the market. Get your copy today!!!

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

4909. redirection of con: device

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-31 12:59:35 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107310857020.88-100000@Hades060>
Source record: 1128

I wish to temporarily redirect the con: device to a file,
which I have managed to do with fforce(). My question
is how do I correctly undo this?

--

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4910. Re: redirection of con: device

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-31 17:54:48 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <9k6rd8$qd5$1@sun27.hrz.tu-darmstadt.de>
Source record: 1129

Hi!

Lonny Pursell <syntax.error@line.22> wrote:
> I wish to temporarily redirect the con: device to a file,
> which I have managed to do with fforce(). My question
> is how do I correctly undo this?

Before doing the Fforce(), Fdup() stdout and save this handle. Now
Fforce() stdout to your file handle, output stuff, then Fforce() stdout
back to the handle Fdup() gave you. That's it.

But bear in mind that prior to TOS 1.04, using Fforce() and Fdup() may
cause serious problems, especially when used in connection with Pexec().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

4911. Re: redirection of con: device

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-31 19:29:26 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107311516360.97-100000@Hades060>
Source record: 1131

Hello,

On 31 Jul 2001, Thomas Binder wrote:

> Before doing the Fforce(), Fdup() stdout and save this handle. Now
> Fforce() stdout to your file handle, output stuff, then Fforce() stdout
> back to the handle Fdup() gave you. That's it.

Ah. I looked into fdup(), it mentioned it could be used to restore
a standard device, but for some reason I just didn't get it. ;-)
This seems to work, thanks!

One more question, maybe a silly one. After I fforce() stdout
back to the handle fdup() gave me earlier, should I fclose() this
handle? I think this is were my initial confusion about fdup()
came from because it's a user handle (>6).

> But bear in mind that prior to TOS 1.04, using Fforce() and Fdup() may
> cause serious problems, especially when used in connection with Pexec().

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4912. Re: redirection of con: device

Newsgroup: comp.sys.atari.programmer
Date: 2001-07-31 21:59:32 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B67298B.D0352F9B@chello.nl>
Source record: 1130

Hi

Lonny Pursell wrote:
>
> I wish to temporarily redirect the con: device to a file,
> which I have managed to do with fforce(). My question
> is how do I correctly undo this?
>

A good question!
I wanted to do that with XaAES's debug output. To no avail.
The unredirect, that is.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4913. Re: redirection of con: device

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-01 09:25:08 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0108011119450.77-100000@freemint>
Source record: 1132

Hello!

> One more question, maybe a silly one. After I fforce() stdout
> back to the handle fdup() gave me earlier, should I fclose() this
> handle?

You should close all handles you don't need any longer.

> I think this is were my initial confusion about fdup()
> came from because it's a user handle (>6).

Fforce() and Fdup() do nearly the same. The difference ist that Fforce()
redirect to the specified handle and automatically close an existing
handle.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4914. MacMiNT

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-01 16:22:56 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27509_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1133

Can anybody tell me what is MacMiNT how does it work, if sources are
available, what is the actual development state and so on ? I would really
like to consider an alternative OS to MagiCMac but having the sources to
modify myself.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Mister McGee, non mi faccia arrabbiare...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4915. Re: new adults only news letter

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-02 16:15:04 UTC
From: "Nisse..." <nisse@jultomten.se>
Message-ID: <y4fa7.7658$5t1.12609@nntpserver.swip.net>
Source record: 1134
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

Go jump yourself!

<nwgolk@yahoo.com> skrev i meddelandet
news:FTda7.5826$Ik1.260122@news.pacbell.net...
> hi, sorry to bother the group, we are collating names for our hot new
weekly newsletter, packed with adult material !
>
> If you would like to subscribe, pleas send a blank email to:
>
> celebrity_promo_2001@yahoo.com and we will send you the information asap!!
>
> enjoy your day.
>
> Sarah :)
>
>
>
> cccc
> hnjqfeqteprolfutgtmwrfcpjczmzmzdmfsiwepqd
>

4916. assembly query

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-03 18:14:26 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.e61c43b8.839a0e40.doyene@zetnet.co.uk>
Source record: 1135

hei all.
I am trying to work out how to say hello or oakesy verbally with devpac3 assembler.

```
--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-

--------------------
- ATARIAN FOREVER -
--------------------
```

4917. assembly query

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-03 23:48:40 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.80e22546.8c280ee0.doyene@zetnet.co.uk>
Source record: 1136

```
hei all.
I am trying to work out how to say hello or oakesy verbally with de
vpac3 assembler.

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-

-------------------
- ATARIAN FOREVER -
-------------------
```

4918. Re: MacMiNT

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-08 16:26:32 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0108080826.3131d6fd@posting.google.com>
Source record: 1137

In my ignorance, I will state that MacMiNT is something like JET (Just
Enough TOS). Very briefly stated, the designer required a bare minimum
TOS operating enviroment for a few MiNT compiled applications. The
package and sources are available on most FTP servers to ponder over
and test your skills. If your a Mac user, MagiCMac would be the way to
go. If your an Atari developer, then you will go your own way:)
Mike

mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) wrote in message
news:<27509_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>...
> Can anybody tell me what is MacMiNT how does it work, if sources are
> available, what is the actual development state and so on ? I would really
> like to consider an alternative OS to MagiCMac but having the sources to
> modify myself.
>
> Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
> --
> Mister McGee, non mi faccia arrabbiare...

4919. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-09 00:46:08 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B71DCF6.4299420C@home.com>
Source record: 1138
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

The 850 was essentially an interface box for the 8bits, it had 4 RS232
type serial ports and the usual centronics style parallel printer port.

G Swaine wrote:What is an "850 expander" ?

>
> The number 850 is familiar as an old 8 bit peripheral, but I cannot
> recall what it was.
>

4920. Re: FREE STUFF!

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-09 06:47:19 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <_toc7.342$GN6.7819@nnrp1.sbc.net>
Source record: 1139
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

If it's in a black metal housing with white lettering on it, I'll give you
$10.00 +shipping ! 8-)
Mo

James Alexander wrote in message <3B71DCF6.4299420C@home.com>...
>The 850 was essentially an interface box for the 8bits, it had 4 RS232
>type serial ports and the usual centronics style parallel printer port.
>
>G Swaine wrote:What is an "850 expander" ?
>
>>
>> The number 850 is familiar as an old 8 bit peripheral, but I cannot
>> recall what it was.
>>
>

4921. RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-09 19:13:54 UTC
From: nospam@zonnet.nl
Message-ID: <ShBc7.25642$Vs4.256568@zonnet-reader-1>
Source record: 1140

What is a good up to date resource editor to use. At this moment I'm working with RCS30.PRG a beta from Digital Research released once by Atari I believe. I'm looking for a better one.

With RCS30.PRG sometimes when I use this to edit resource files from newer programs, strange things happen. Even if I just load and re-save the RSC file without changing anything, something seems to change, and the program doesn't work correctly anymore.

4922. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-10 07:59:35 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B739467.70A8686C@ev1.net>
Source record: 1141

Martin Tarenskeen wrote:
>
> What is a good up to date resource editor to use. At this moment I'm
> working with RCS30.PRG a beta from Digital Research released once by
> Atari I believe. I'm looking for a better one.
>
Try the KResource RCS program...you can download it from:

<http://groups.yahoo.com/group/atari-midi/files/Programming/Kresorce.zip>

I am working on creating a .pdf (Acrobat) file of the docs for this
resource editor...but the going is slow because I do *not* have the
Adobe tools... Let me know if you are interested, and I can inform
you when I get it done...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

4923. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-10 08:52:54 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9l07a6$kg8$04$1@news.t-online.com>
Source record: 1142

> > What is a good up to date resource editor to use. At this moment I'm
> > working with RCS30.PRG a beta from Digital Research released once by
> > Atari I believe. I'm looking for a better one.
> >
> Try the KResource RCS program...you can download it from:

That's almost as outdated as RCS30 and shouldn't be used today - Gerd Hï¿½ller has the distribution rights for Interface, contact him at hallo@hadley.de.

Greetings,
Matthias

4924. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-10 10:21:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997523152-50299AEicMi@08002go.com>
Source record: 1144

From: nospam@zonnet.nl (Martin Tarenskeen)
Date: Thu, 09 Aug 2001 19:13:54 GMT

>What is a good up to date resource editor to use. At this moment I'm
>working with RCS30.PRG a beta from Digital Research released once by
>Atari I believe. I'm looking for a better one.

The most up-to-date resource file editor is ResourceMaster 3.20, sold by ASH.
ATM it's in German, with a DDP release of an English resource expected.

The next best is Interface, once commercial but now available on the web for
download:

http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip

You can find the English resource file on my web site, MISC section.

It won't load some resource files from the most modern applications, only
ResourceMaster.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4925. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-10 18:46:00 UTC
From: nospam@zonnet.nl
Message-ID: <IZVc7.26316$Vs4.263719@zonnet-reader-1>
Source record: 1143

On 10 Aug 2001 10:52:54 , "Matthias Jaap" wrote:
>
>> > What is a good up to date resource editor to use. At this moment I'm
>> > working with RCS30.PRG a beta from Digital Research released once by
>> > Atari I believe. I'm looking for a better one.
>> >
>> Try the KResource RCS program...you can download it from:
>
>That's almost as outdated as RCS30 and shouldn't be used today - Gerd H�ller
>has the distribution rights for Interface, contact him at hallo@hadley.de.
>
>Greetings,
>Matthias
>
>
>.
Thank you (both) for the advise.

4926. Highwire longnames and make.ttp

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-11 14:00:16 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27988_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1145

Is there anybody who tested the HighWire project ? As I work in MagiCMac and avoid the crashing Lattice IDE I prefer to use a makefile for the project, but HighWire has source files with longnames, and make.ttp does not work with them, of course I am able to compile modules one by one, or rename the sourcefiles, but I would really like to see if anybody has a make.ttp working with longfilenames in MagiC, maybe a make from MiNT/gcc packages ?

Can you help ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4927. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-11 16:02:11 UTC
From: nospam@zonnet.nl
Message-ID: <7Gcd7.26748$Vs4.269970@zonnet-reader-1>
Source record: 1146

>The most up-to-date resource file editor is ResourceMaster 3.20, sold by ASH.
>ATM it's in German, with a DDP release of an English resource expected.
>
>The next best is Interface, once commercial but now available on the web for
>download:
>
>http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
>
>You can find the English resource file on my web site, MISC section.

I will try it. Language shouldn't be a problem. I'm dutch, living 20
minutes from the German border. I can understand both English and
German programs. Very useful in the Atari world!

4928. Francisco L Fernandez

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-11 19:35:46 UTC
From: eloina_2@eresmas.com
Message-ID: <000e01c1229c$12678020$8961533e@default>
Source record: 1147

No puedo enviarte e-correos porque me dan error desde el administrador de correo

4929. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-11 23:09:22 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B75BB21.296C0416@ev1.net>
Source record: 1148

```
Derryck Croker wrote:
>
> From: nospam@zonnet.nl (Martin Tarenskeen)
> Date: Thu, 09 Aug 2001 19:13:54 GMT
>
> >What is a good up to date resource editor to use. At this moment I'm
> >working with RCS30.PRG a beta from Digital Research released once by
> >Atari I believe. I'm looking for a better one.
>
> The most up-to-date resource file editor is ResourceMaster 3.20, sold by ASH.
> ATM it's in German, with a DDP release of an English resource expected.
>
> The next best is Interface, once commercial but now available on the web for
> download:
>
> http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
>
This link seems to be broken...can you post another???

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

4930. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-12 12:32:42 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B7677A6.6DAD161E@chello.at>
Source record: 1149

Martin Tarenskeen wrote:

> I will try it. Language shouldn't be a problem. I'm dutch, living 20
> minutes from the German border. I can understand both English and
> German programs. Very useful in the Atari world!

Gerd Hi¿½ller's WebSpace had moved. You find Interface now at

<http://www.gerd-hoeller.de/atari/dateien/intrf233.zip>

Regards und beste Gri¿½sse...

Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

4931. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-13 07:58:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997690042-965074AEicMi@08002go.com>
Source record: 1150

From: Charles Richmond <richmond@ev1.net>
Date: Sat, 11 Aug 2001 16:09:22 -0700

>> The next best is Interface, once commercial but now available on the web
>for
>> download:
>>
>> http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
>>
>This link seems to be broken...can you post another???

:-(

The site seems to be down. I've located another source for Interface, and I'll
have uploaded the amended MISC page by the time that you read this.

Thanks for the bug report.

--

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/ __ \ / __ \ / __ \
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4932. Re: RSC editor

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-13 09:31:54 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9l86n8$e2j$02$1@news.t-online.com>
Source record: 1001

> > The next best is Interface, once commercial but now available on the web
for
> > download:
> >
> > http://www.hadley.dusnet.de/gfa-basic/dateien/intrf233.zip
> >
> This link seems to be broken...can you post another???
>

use www.hadley.de and contact the webmaster. A direct link is forbidden -
just ask hadley and he'll send it to you.

Greetings,
Matthias

4933. GFA compiler in MAgiC

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-14 09:31:26 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28059_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1002

Do you know a way to make the gfa compiler work with magicmac ? It give an address memory error.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4934. Re: GFA compiler in MAgiC

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-15 16:51:07 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0108151250001.121-100000@Hades060>
Source record: 1003

On Tue, 14 Aug 2001, Mike De.Petris wrote:

> Do you know a way to make the gfa compiler work with magicmac ? It give an
> address memory error.

go to www.rgfsoft.com
get his licomlib stuff, which fixes the compiler

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4935. Re: GFA compiler in MAgiC

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-16 12:45:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28135_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1004

In uno strano messaggio del 14 Aug 01 Mike De.Petris (2:333/608) scrisse al
povero All :

MDP> Do you know a way to make the gfa compiler work with magicmac ? It give
MDP> an address memory error.

Very nice, I was able to run the compiler with MacMiNT, even with the basic
incomplete installation, it was worth for something in the end 8^)

Is there any trick to run directly in MagiCMac ? The linker has no problems.

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4936. Re: assembly query

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-17 07:15:15 UTC
From: swampdog@ntlworld.com
Message-ID: <3b83c365.4188132@news.ntlworld.com>
Source record: 1005

On Fri, 03 Aug 2001 23:48:40 GMT, JOHN NICHOLAS OAKES
<doyene@zetnet.co.uk> wrote:

>hei all.
> I am trying to work out how to say hello or oakesy verbally with de
>vpac3 assembler.

Dunno about vpac3 but this issues "Hello World" to Cconws(). Should be
easy enough to modify...

```
/ module name c

.shri

.globl main_
main_:

.strn

L2:
.byte 72
.byte 101
.byte 108
.byte 108
.byte 111
.byte 32
.byte 87
.byte 111
.byte 114
.byte 108
.byte 100
.byte 0

.shri

link a6, $0
pea L2
moveq $9, d0
move d0, -(a7)
trap $1
addq $6, a7
unlk a6
rts
```

You can remove the 'link/unlk' instructions which, aside from the
"stupidity" of all the 'byte' instructions, is a great big clue that
the above was generated by a compiler! ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

4937. Is there a C compiler for the Atari 800.

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-19 16:02:13 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108190802.2fe0b1e2@posting.google.com>
Source record: 1006

Hi,

Anybody know of a C compiler for the Atari 800 (The original 800,
not the XL)? I have certainly seen them for the Atari ST computers,
but I can imagine it would be difficult to implement in 48K.
I recently purchased an old 800 on eBay and thought setting up a C
compiler for it would be a neat project.

Thanks,
John
john@jrcc.net

4938. Re: Is there a C compiler for the Atari 800.

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-19 23:33:12 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B804C50.2CE93F72@home.com>
Source record: 1007

Hi John

There was a C compiler available through the antic catalogue. It was called "Deep blue C" there was also a math library that allowed for floating point functions (if I remember it right). I managed to get it on sale just before antic publishing went bust in the early 90's. I'm not sure who originally wrote it or if its available as shareware/freeware or not. I think there was also a shareware version called CC65? I'm not sure if I remember that one correct but it might be available on an ftp site or in someones collection.

Jheitmuller wrote:

> Hi,
>
> Anybody know of a C compiler for the Atari 800 (The original 800,
> not the XL)? I have certainly seen them for the Atari ST computers,
> but I can imagine it would be difficult to implement in 48K.
> I recently purchased an old 800 on eBay and thought setting up a C
> compiler for it would be a neat project.

4939. FS 2 Atari joysticks boxed

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-20 23:03:05 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9ls4pjumb1@news8.svr.pol.co.uk>
Source record: 1008

Just click on the link
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1266965675

--
Regards
Russ Green

4940. Re: GFA compiler in MAgiC

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-21 12:45:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28254_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1010

In uno strano messaggio del 15 Aug 01 syntax.error@line.22 (2:333/608.1)
scrisse al povero All :
>> Do you know a way to make the gfa compiler work with magicmac ? It give
>> an address memory error.
se>
se> go to www.rgfsoft.com
se> get his licomlib stuff, which fixes the compiler

Thanks very much, it worked 8^)

I still have problems with the interpreter tought I use ALA_CARD, what
version should I use ? Other solutions ? I can use the interpreter in single
mode only.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4941. patching GFA programs

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-21 12:45:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28256_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1009

Can it be done ? How ?

I have an old program written in GFA basic, sources are lost and I only need to intercept few routines and modify them, so can you suggest how could I patch the program ? I see there are a lot of pathing programs around for updates and fixes, so it should be possible, can anybody give tips about what software to use and how to identify the exact point to intercept and then how to write new code and how to stick it to the old program ????

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4942. Re: patching GFA programs

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-21 21:41:44 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9lukfkoas05$1@news.t-online.com>
Source record: 1011

> I have an old program written in GFA basic, sources are lost and I only need
> to intercept few routines and modify them, so can you suggest how could I
> patch the program ? I see there are a lot of pathing programs around for
> updates and fixes, so it should be possible, can anybody give tips about what
> software to use and how to identify the exact point to intercept and then how
> to write new code and how to stick it to the old program ????

Patching works the way that you two programs: program a (old) and b (new). The patch generator generates a patch file which includes the difference between these two. I've got a patch program for HomePage Penguin updates but I think that you still need the source code. Without deep knowledge of the assembler language it's almost impossible to write a patch program for a program for which sources are lost.

I know of one free patch program: "Diffy/Patchy".

Greetings,
Matthias

4943. New on atari 1040

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-22 08:55:22 UTC
From: Yves Jannic <yjannic@club-internet.fr>
Message-ID: <9m0552cfq2@front3.grolier.fr>
Source record: 1012

Hello
Is this forum english ?
Yesterday i 've got a 1040 stf, i would like to know what i need to learning coding on it (basic asm etc). Give me please web address where i can get informations (preferably in french).
My email yjannic@club-internet.fr
Thanks
Yves

4944. Re: patching GFA programs

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-22 17:23:26 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28332_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1013

In uno strano messaggio del 21 Aug 01 mjaap@t-online.de (2:333/608.1)
scrisse al povero All :
m> Penguin updates but I think that you still need the source code. Without
m> deep knowledge of the assembler language it's almost impossible to write
m> a patch program for a program for which sources are lost.

I have that deep knowledge of asm, I do not have deep knowledge of how the
GFA compiler produces executable, to identify various calls. The second thing
is when I know the point I want to "break into" the program, what should I
use to stik the code and how ? Suppose I want to add a new routing writing it
in C or ASM and compiling it in a binary file, how do I correctly jump in and
out ? I guess I should attach the new code at the end of the old program and
then just jump in and out at correct addresses, but what about the stack and
other recommendations about GFA ?

Another way would be to disassemble all the program, maybe with TTdigger,
until you obtain a working asm source and then recompile all.... can you also
help about this way ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4945. Re: New on atari 1040

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-23 03:17:16 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B84754E.B34F6EF5@home.com>
Source record: 1014

Hello Yves,

Yes there is mostly english in here. but I think I've run across french groups too. the best place to find sites that cover atari programming info is just to try your favorite search engine. I have run a cross a few french sites too but forget the addresses unfortunately (I should have saved them I know but I forgot)

Yves Jannic wrote:

> Hello
> Is this forum english ?
> Yesterday i 've got a 1040 stf, i would like to know what i need to learning
> coding on it (basic asm etc). Give me please web address where i can get
> informations (preferably in french).
> My email yjannic@club-internet.fr
> Thanks
> Yves

4946. Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-23 08:15:57 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3B84BBBD.7080105@sun1000.pwr.wroc.pl>
Source record: 1015

Hi,

Just one question.
Is there any possibility to check if my Falcon has CT1, CT2,
Afterburnen, Nemesis or any other accelerator and if it's active or not?
Routine in C would be the best solution for me of course.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

4947. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-23 16:11:37 UTC
From: rsmac@t-online.de
Message-ID: <1eylpt0.1uumxr1u2k7rN%rsmac@t-online.de>
Source record: 1016

Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl> wrote:

> Is there any possibility to check if my Falcon has CT1, CT2,
> Afterburnen, Nemesis or any other accelerator and if it's active or not?

Open the case and have a look whatï¿½s up. Best way ;)

> Routine in C would be the best solution for me of course.

Sorry, i doasnï¿½t know about a routine that check these kind of
accellerators. Best way anyway (my opinion) is to made a software that
do that all. Benchmarks, Ramtest, Displaytest and some else include.

Canï¿½t remeber me to see a software that can do that.

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

4948. Re: patching GFA programs

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-23 17:51:45 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0108231345300.117-100000@Hades060>
Source record: 1018

On Wed, 22 Aug 2001, Mike De.Petris wrote:

> Another way would be to disassemble all the program, maybe with TTdigger,
> until you obtain a working asm source and then recompile all.... can you also
> help about this way ?

As far as I know, that is probably the only real way to do it
and it will be alot of work. Since you lost the source
you probably didn't turn on the symbol table option when
you linked it originally. I assume this is a very important
program to you if you would go to this trouble? How big
a binary are you refering to here? I'm curious. ;-)

About the interpreter in the previous msg. If you would prefer
to avoid the gfa interpreter entirely there is a solution.
It is possible to use QED or your favorite text editor to
code gfa programs.
Have a look at my web page, if it interests you just let me know.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4949. Re: New on atari 1040

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-23 21:15:47 UTC
From: Vincent Barrilliot <vincent@toast.net>
Message-ID: <3B857283.1E5B30F4@toast.net>
Source record: 1017

Hello Yves,

Yves Jannic wrote:
> Is this forum english ?

Yes ! There is a French forum though: fr.comp.sys.atari but it's not especially dedicated to programming.
I'll write to you (I'm French...)

Vincent

4950. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 00:38:43 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9m47mj$hp5$1@thorium.cix.co.uk>
Source record: 1019

In message <3B84BBBD.7080105@sun1000.pwr.wroc.pl>, kawecki@sun1000.pwr.wroc.pl said:
>
>Just one question.
>Is there any possibility to check if my Falcon has CT1, CT2,
>Afterburnen, Nemesis or any other accelerator and if it's active or not?
>Routine in C would be the best solution for me of course.

Don't now if it can be done directly (without opening up the
machine - which may be the easiest thing to do!) but if you only
want to know whether the Falcon is accelerated, run Profile 2.22.
This will give you something starting like:

PROFILE v2.22 by Linnhe Computing - Mark S Baines (c) 1994, 1995, 1997

Hardware, TOS and Display
~~~~~~~~~~~~~~~~~~~~~~~~
Machine type: Falcon030 computer
Central processing unit (CPU): MC68030 (cookie jar)
Central processing unit (CPU): MC68030 (hardware test)
CPU speed relative to 8MHz MC68000: 4.37 times (equivalent to 35 MHz)

and this speed varies depending on whether there is an accelerator
or not. With Nemesis on Low I get 5.62 times (45 MHz) and with
Nemesis on High 6.75 times (54 MHz).

Note that this program has a problem under MagiC - the sub-menus
don't work and crash the program. But you can see the first page
with the above info as soon as you run the program, and can output
the complete test to a file and read the details from that. The
program was shareware but is now freeware, I think.

Regards, /Peter/
~~~~~~~~~~~~~~~~~~~~~~~~

4951. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 06:31:51 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3B85F4D7.9040708@sun1000.pwr.wroc.pl>
Source record: 1020

```
>
>
>>Is there any possibility to check if my Falcon has CT1, CT2,
>>Afterburnen, Nemesis or any other accelerator and if it's active or not?
>>
>
>Open the case and have a look whatï¿½s up. Best way ;)
>

Ha ha ha ;-)))
Yeah, it's the best way ;-)))

>>Routine in C would be the best solution for me of course.
>>
>
>Sorry, i doasnï¿½t know about a routine that check these kind of
>accellerators. Best way anyway (my opinion) is to made a software that
>do that all. Benchmarks, Ramtest, Displaytest and some else include.
>
>Canï¿½t remeber me to see a software that can do that.
>

Well, I'm _not_ trying to make a tester. I'm trying to make a programm, that runs different
routines for different accellerators.
First I have to check if there is an accellerator and then call the different routines for
different accelerators (or one routine with other parameters).
So, it makes no sens to call Profile or something else to check if there is an accellerator
or not. It's simply impossible.

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4952. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 06:47:54 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B85F89A.A030FF0D@siemens.at>
Source record: 1021

Rafal Kawecki wrote:

> Is there any possibility to check if my Falcon has CT1, CT2,
> Afterburnen, Nemesis or any other accelerator and if it's active or not?
> Routine in C would be the best solution for me of course.

You could try to ask that via email to newbeat@swipnet.se. Hope that
address still exists. They are the creators of "Willie" and as far
as I know "Willie" checked at least for Nemesis.

Gerhard

4953. True BASIC

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 07:29:17 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9m501p$k3e$1@news.comnet.co.nz>
Source record: 1023

While reading a recent computer mag, I came across the name "True Basic"

It was the name of a computer programming language and was written in the 1980s by the originators of the Basic language (John Kemeny and Thomas Kurtz)

Was there ever such a language available for the ST?

All the Basics I can recall for the ST are : ST, GFA, Power, Hisoft, First, STOS.

(I've played with "Enhanced" ST, and Hisoft/Power BAISC, but haven't seriously used Basic since I converted to using C [Megamax/Laser/Lattice] in the late 1980s)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"F A B"

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

4954. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 07:36:10 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3B8603EA.2020807@sun1000.pwr.wroc.pl>
Source record: 1022

```
>
>
>>Is there any possibility to check if my Falcon has CT1, CT2,
>>Afterburnen, Nemesis or any other accelerator and if it's active or not?
>>Routine in C would be the best solution for me of course.
>>
>
>You could try to ask that via email to newbeat@swipnet.se. Hope that
>address still exists. They are the creators of "Willie" and as far
>as I know "Willie" checked at least for Nemesis.
>
>Gerhard
>

Thank you very much :-)

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4955. Re: True BASIC

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 12:26:41 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0108240824260.92-100000@Hades060>
Source record: 1025

On Fri, 24 Aug 2001, G Swaine wrote:

> While reading a recent computer mag, I came across the name "True
> Basic"
>
> It was the name of a computer programming language and was written in
> the 1980s by the originators of the Basic language (John Kemeny and
> Thomas Kurtz)
>
> Was there ever such a language available for the ST?

I recall ads for TRUE Basic for the ST, however I never seen a
single listing or ran into anyone who has it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4956. Re: patching GFA programs

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 12:45:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28442_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1024

In uno strano messaggio del 23 Aug 01 syntax.error@line.22 (2:333/608.1)
scrisse al povero All :
se> As far as I know, that is probably the only real way to do it
se> and it will be alot of work. Since you lost the source

Yes I tryed yesterday and I am perfectly able to disassemble and then
recompile in a perfectly equal program. Will have a look if I can trace
routines and do some changes.

se> you probably didn't turn on the symbol table option when
se> you linked it originally. I assume this is a very important
se> program to you if you would go to this trouble? How big
se> a binary are you refering to here? I'm curious. ;-)

The program is not written by me unfortunately, it's"net2net" that I'm still
using to gateway these messages on my FTN system. The author stopped the
project when his Atari hardware had a failure and was not able to recover any
backup, just at the time he decided to pass me the sources to continue
development. One other guy restarted the project again starting from the
beginning but stopped after the first GFA listings, so I am alone, and it
seems easier to correct small things in the previous software then go on with
the new project, as my system is running for years. Another problem is not
having a debugger working in MagiCMac, having the GFA interpreter or the
PureDebugger working would speed up my development. For many things at the
moment I prefer to use VisualC and standard libraries on a PC, debug the
thing then port the source to the Atari, obviously I can't do anything about
the GEM interface, AES calls and so on.

se> About the interpreter in the previous msg. If you would prefer
se> to avoid the gfa interpreter entirely there is a solution.
se> It is possible to use QED or your favorite text editor to
se> code gfa programs.
se> Have a look at my web page, if it interests you just let me know.

I will have a look, but the interesting part of GFA is the "live" editor
itself and the quick way to test the code before compilation.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4957. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 12:45:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28443_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1026

In uno strano messaggio del 24 Aug 01 xlator@cix.compulink.co.uk
(2:333/608.1) scrisse al povero All :
x> Note that this program has a problem under MagiC - the sub-menus
x> don't work and crash the program. But you can see the first page
x> with the above info as soon as you run the program, and can output
x> the complete test to a file and read the details from that. The
x> program was shareware but is now freeware, I think.

Isn't there XMEN_MGR for that ?

Is it true PROFILE v2.22 is freeware and where can you download it ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4958. Re: True BASIC

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-24 19:50:42 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9m6b3g$28o$02$1@news.t-online.com>
Source record: 1027

>
> Was there ever such a language available for the ST?
>
> All the Basics I can recall for the ST are : ST, GFA, Power, Hisoft,
> First, STOS.
>

Just look at atariuptodate.de for a more or less complete list of basic languages. Don't forget CPX-Basic - it's the only basic which has been recently updated :-)

And yes, TrueBasic was available for the ST and the Amiga.

Greetings,
Matthias

4959. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-25 05:18:13 UTC
From: BMaedicke@t-online.de
Message-ID: <1eyoo2w.1hppfgr1lklfwgN%BMaedicke@t-online.de>
Source record: 1028

Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
wrote:

> Is it true PROFILE v2.22 is freeware and where can you download it ?

http://www.stsd.demon.co.uk/linnhe.html

--
Url: http://home.t-online.de/home/BMaedicke/

4960. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-25 16:20:26 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <7jQh7.555$S5.1842@nntpserver.swip.net>
Source record: 1029

```
Hi,

Why not go for a more "general" approach?
Check CPU type (030 / 040 / 060)
Check for fastram and use it
Run simple benchmark tests on both ramtypes and CPU optimizations

Regards

/Peter Persson
<xlator@cix.compulink.co.uk> wrote in message
news:9m47mj$hp5$1@thorium.cix.co.uk...
> In message <3B84BBBD.7080105@sun1000.pwr.wroc.pl>,
kawecki@sun1000.pwr.wroc.pl said:
> >
> >Just one question.
> >Is there any possibility to check if my Falcon has CT1, CT2,
> >Afterburnen, Nemesis or any other accelerator and if it's active or not?
> >Routine in C would be the best solution for me of course.
>
> Don't now if it can be done directly (without opening up the
> machine - which may be the easiest thing to do!) but if you only
> want to know whether the Falcon is accelerated, run Profile 2.22.
> This will give you something starting like:
>
> PROFILE v2.22 by Linnhe Computing - Mark S Baines (c) 1994, 1995, 1997
>
> Hardware, TOS and Display
> ~~~~~~~~~~~~~~~~~~~~~~~~
> Machine type: Falcon030 computer
> Central processing unit (CPU): MC68030 (cookie jar)
> Central processing unit (CPU): MC68030 (hardware test)
> CPU speed relative to 8MHz MC68000: 4.37 times (equivalent to 35 MHz)
>
> and this speed varies depending on whether there is an accelerator
> or not. With Nemesis on Low I get 5.62 times (45 MHz) and with
> Nemesis on High 6.75 times (54 MHz).
>
> Note that this program has a problem under MagiC - the sub-menus
> don't work and crash the program. But you can see the first page
> with the above info as soon as you run the program, and can output
> the complete test to a file and read the details from that. The
> program was shareware but is now freeware, I think.
>
> Regards, /Peter/
```

>
>
>

4961. Re: Is there a C compiler for the Atari 800.

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-26 08:54:41 UTC
From: asdf <asdf@sdf.com>
Message-ID: <3B88B951.BD11A0CB@sdf.com>
Source record: 1030

```
>
> sure who originally wrote it or if its available as shareware/freeware or
> not. I think there was also a shareware version called CC65? I'm not
> sure if I remember that one correct but it might be available on an ftp
> site or in someones collection.

www.cc65.org ansi c cross compiler, runs on linux/windows etc. can compile to
commodore, atari, apple...
help write some libraries!
```

4962. 6502 divide

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-26 08:57:56 UTC
From: asdf <asdf@sdf.com>
Message-ID: <3B88BA14.ED68B236@sdf.com>
Source record: 1031

```
Does anyone have a fast atari 8 bit divide routine?
The best I found so far is:
---------------
8 bit unsigned divide

ldx #8
lda dividend
div cmp divisor
bcs s
sbc divisor
s rol quotient
rol
dex
bne div

timing in cycles:
overhead 5
"0" bit 20
"1" bit 18
range 148 to 164
average 156
unrolled, with dividend in A register, and last iteration optimized: 105

average of 14 cycles per bit.
dividend, quotient, and divisor are 8 bit values stored in zero page.
The remainder is left in A.
note: dividend/divisor must be < 2.
---------
This person mentions two faster methods, one of which uses tables.
Any ideas?
```

4963. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-26 22:00:06 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28584_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1032

In uno strano messaggio del 25 Aug 01 BMaedicke@t-online.de (2:333/608.1)
scrisse al povero All :
>> Is it true PROFILE v2.22 is freeware and where can you download it ?
B>
B> http://www.stsd.demon.co.uk/linnhe.html

Thank, found and clearly stated it is _shareware_ and that it needs a key
code.

So what ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4964. Re: Faster Falcons ;-)

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-27 06:36:18 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3B89EA61.3040607@sun1000.pwr.wroc.pl>
Source record: 1033

```
>
>
>Why not go for a more "general" approach?
>Check CPU type (030 / 040 / 060)
>

This is a good idea :-)

>Check for fastram and use it
>

Well, it's also possible :-)

>Run simple benchmark tests on both ramtypes and CPU optimizations
>

I don't want to make any program, that tests the speed. I need to know
if there is or not an accellerator.
So, the idea with checking for CPU and FastRAM is very good.
But there are also such accelerators like Phantom, that don't gives
either new CPU or fastram...

--
Pozdrawiam

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

4965. Re: Is there a C compiler for the Atari 800.

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-28 04:50:02 UTC
From: james <jamesrfr@NOSPAMhome.com>
Message-ID: <3B8B22C3.CD484E7C@NOSPAMhome.com>
Source record: 1034

James Alexander wrote:
> sale just before antic publishing went bust in the early 90's.
> I'm not sure who originally wrote it or if its available as
> shareware/freeware or

Wasn't that written by Matt Dillon, of Chameleon terminal emulator
fame?

4966. Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-28 16:00:32 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108280800.43befc38@posting.google.com>
Source record: 1035
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

I am looking for ideas for a challenging Atari 8-bit assembler
programming project. I would like to write something that would be
useful to a lot of 8-bit users. Is there something out there that
would genuinely be useful, but has been just too tough a nut to crack
for anyone to take the effort?
I have about a year of x86 assembler experience and 14+ years
of C/C++ experience on the PC platform. I can handle difficult
complex programming projects.
I am new to Atari 8-bit computers. As a hobby I have recently
started piecing together the Atari system I always wanted has a
teenager. I have been having a lot of fun with games, but now I want
to start exploring the Atari at a programming level.

8-)
John
john@jrcc.net

4967. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-28 17:35:44 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>
Source record: 1036
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

You might consider the MyDos utilities that Andreas requested a couple of
weeks back; it's definitely big and challenging.

"Jheitmuller" <john@jrcc.net> wrote in message:
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years
> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.

4968. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-28 18:45:24 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <8FRi7.3075$5R2.643350@news01.chello.no>
Source record: 1037
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

A web browser perhaps ?

"Jheitmuller" <john@jrcc.net> skrev i melding
news:de16c5ec.0108280800.43befc38@posting.google.com...
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years
> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.
>
> 8-)
> John
> john@jrcc.net

4969. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-28 20:27:57 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9mlfch$31b0$1@wrath.news.nacamar.de>
Source record: 1043
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

an 100% in machine-code written version of the BOSS-X-GUI would be
usefull...

Mirko

"Jheitmuller" <john@jrcc.net> schrieb im Newsbeitrag
news:de16c5ec.0108280800.43befc38@posting.google.com...
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years
> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.
>
> 8-)
> John
> john@jrcc.net

4970. Omikron Basic

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-28 22:36:38 UTC
From: kweires@aol.com
Message-ID: <20010828183638.25613.00000976@mb-cm.aol.com>
Source record: 1038

Hello,

I'am searching for the Omikron Basic Compiler 3.x, the actual version 5.x seems
to work only with 4 MB machines.
Where can I get the Compiler 3.x ?

Klaus Weires

4971. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-29 00:29:50 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108281629.356c97a3@posting.google.com>
Source record: 1039
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Ron,

I checked out Andreas's MyDos posting. That looks like a realy
good idea. Thanks for the imput.

Thanks,
John

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:<QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>...
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> > >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> > I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.

4972. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-29 06:24:54 UTC
From: "news.netvision.net.il" <ndary@bigfoot.com>
Message-ID: <9mhucovk1@news.netvision.net.il>
Source record: 1040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

What About TCP/IP, Dailup & Browser utilities for the ATARI???

Nir

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net...
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> > I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.
>
>
>

4973. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-29 08:19:30 UTC
From: Liam Busey <buseyl@yahoo.com>
Message-ID: <9mjcfb$e53$2@bob.news.rcn.net>
Source record: 1041
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

news.netvision.net.il wrote:
>
> What About TCP/IP, Dailup & Browser utilities for the ATARI???
>

Telnet would be great. It's a key to all the other services.

Liam Busey

4974. Atari stuff clearout

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-29 21:33:21 UTC
From: coriolis <coriolis@tesco.net>
Message-ID: <9mjmpp$b8n$1@epos.tesco.net>
Source record: 1042

Hi

Sadly, after many years I have finally got to the point of clearing out my old Atari ST/Falcon stuff. Anyone interested in the following stuff then its yours free

Inshape 3D modeller
Hisoft Devpac DSP
1st Word+
CAB
Hisoft Devpac 3
Personal Finance Manager, MasterCAD, 3D Calc - Michtron
Prospero C Development Toolkit
Technobox Drafter
Twist 2
AtariWorks
Family Roots
LDW Power
Hisoft Basic 2
Calligrapher Gold
Interface 2
FaceValue

Books

Atari ST Machine Language - Abacus
ST BAsic to C - Abacus
Introduction Atari ST Machine Code
The Atari Compendium
Modern Atari System software
Programmers ref manual 68000 - Motorola
DSP56000/56001 Users Manual - Motorola
Atari ST Review 1-12 bound
Loads of ST mags - ST Format, etc c/w cover disks

Regards

Robert Casey, Manchester UK

4975. Hello

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-30 22:03:01 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 1049
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

Hi Guy's

Has the traffic in here died off or has my feed died, again.

What message flow do you see. My IP is in the midst of 'improvements' and
that usually is a call for me to find another IP!!.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4976. Can someone post a “Hello World” assembler listing?

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-31 00:17:53 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108301617.79061b87@posting.google.com>
Source record: 1044
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

I just started working with the Atari Macro Assembler and the
Atari Program-Text Editor. I am new to Atari Assembler. Every time I
try to assemble my test source file I get an error on every line.
Obviously, I'm missing a concept somewhere 8-).

If someone could post a simple hello world source listing it
would help me a lot. I could at least know that the source code was
correct and focus on the mechanics of the assembler.

Thanks,
John
john@jrcc.net

4977. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-31 15:01:57 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B8FA6E4.B944DDA6@sisna.com>
Source record: 1045
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Contact me off this site, I have a program you may be interested in perusing.

bob

4978. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-08-31 15:40:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FAFE8.8ADD704D@mail.uni-mainz.de>
Source record: 1046
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Yep,
help me (help us), if you can !! Greetings, Andreas.

Ron Hamilton schrieb:
>
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> > I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.

4979. eproms

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-01 22:40:50 UTC
From: paradox38 <paradox38@!hotmail.com>
Message-ID: <avo2ptcmedsapav9nglee0gj1m1s5gg2hn@4ax.com>
Source record: 1047

I dug out an old eprom programmer, and it was used on an Atari 1040 Mega ST, but have not had the atari for quite a while, I know that it was made for the parallel port, and the box indicated Atari, Mac, or the PC. I was wondering If anyones knows where I can get the software for the pc, the burner is labled a by Hippotamus Software Inc. which I don't believe it exist anymore, any ideas? or help?

Thanks

4980. eproms

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-01 22:49:28 UTC
From: paradox38 <paradox38@!hotmail.com>
Message-ID: <tvm2ptg0i9qq3hj3ri7041gvnlcbckl61e@4ax.com>
Source record: 1048

I dug out an old eprom programmer, and it was used on an Atari 1040 Mega ST, but have not had the atari for quite a while, I know that it was made for the parallel port, and the box indicated Atari, Mac, or the PC. I was wondering If anyones knows where I can get the software for the pc, the burner is labled a by Hippotamus Software Inc. which I don't believe it exist anymore, any ideas? or help?

Thanks

4981. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-02 14:34:43 UTC
From: ebaiz@skyenet.net
Message-ID: <7srk7.93$aw3.93489@newsfeed.slurp.net>
Source record: 1050

On 30 Aug 2001 23:03:01 , "Steve Sweet" wrote:
>Hi Guy's
>
>Has the traffic in here died off or has my feed died, again.
>
>What message flow do you see. My IP is in the midst of 'improvements' and
>that usually is a call for me to find another IP!!.
>
>
>--
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Been ok to me. Sometimes it slows down alittle, but picks up later on.
Right now it is holliday time. I have relatives coming over and
problably will not be on the computer again till Tuesday...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4982. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-03 21:06:12 UTC
From: me <me@home.net>
Message-ID: <3B93F0C4.5C987838@home.net>
Source record: 1051
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Jheitmuller wrote:

> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project.

I think it would be really useful to make a library of useful routines, like disk i/o, setup graphics mode, plot, return model #, cpu speed, fetch ram pages (including several K amounts of continuous memory), extended and expanded memory accessed (that is, dma based and i/o page based), sound access, keyboard read, joystick read, and zero page location request (again, request several zp in a row).
the reason I say this is cross model and platform compatibility, which can lead to a C standard library for the cc65.org compiler so that you can make a nice project and all 8bitters can use it. There are so few 6502 programmers left that we have to gather the strengths of all 8 bit platforms to proceed as a community.
Just my idea.
I can tell you for sure we would need:
fetchkeyraw - return raw keycode for this machine (atari ascii or whatever)
raw2ascii - convert (as closely as possible) atari ascii to standard ascii

raw2xtra - convert atascii to some kind of standardized extra keys, like F keys which commodore/atari have, cursor keys, etc.
getpage - reserve 256 bytes of memory anywhere and return pointer like $60 means $6000-$60ff
getpages - get N pages continuous (for those who need 1k tables etc.)
getfar - read ram under rom, or ram expansions etc
storefar
howmanyjoy - return # joysticks
readjoyN - read a joystick
readpaddleN - read paddle
writefile - open a standard temp file - call it anything - and close it
readfile - read the file back (can be used as bare minimum to save prefs, highscores etc.)
should save an area of memory, save as 8bit bytes
cpuspeed - return cpu speed in cycles/sec
settimer - start a cycle timer if possible
stoptimer
settimeraddress - where the interrupt starts exectuing
getzp

This is nothing fancy but I know from experience that the bare minimum of routines to make any decent program is access to memory #1, access to timers and input/output, then files, then sound (sound is probalby not essential for most things).
Text modes can be almost exactly the same on good enough platforms - comoodore/atari can have 40x25 text screen, and 80 column text screen can be simulated with this (or real 80 column for commodre 128).
Bare minimum graphics are also compatible, saw black plotting on white in 320x200, this is enough for graphs and so on, but I don't expect this to be amultiplatform gaming thing - though even games can make use of standard joystick/paddle/keyboard/ram access.

4983. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-04 12:57:00 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109040457.4de8da48@posting.google.com>
Source record: 1052
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

Thanks, for taking the time to respond to my posting. I really
like your idea of a 6502 assembler library. That will let me start
with simple objectives and build from there. I have to admit; I have
found the Atari 6502 platform a little more difficult to pick up than
I had first thought. There are some incredibly powerful assembly
tools for the Intel x86 platform that just do not exist on the 6502
platform. However, I have had a few small successes.
I can tell I am farther from tackling a big project than I
thought. But, I am undeterred. There is a certain technical
aesthetic artistic and historic quality to these machines that I
really enjoy.
Anyway, I think the idea of starting small and building a
foundation library is a good idea. That is how I plan to proceed at
this point.

Thanks,
John

me <me@home.net> wrote in message news:<3B93F0C4.5C987838@home.net>...
> I think it would be really useful to make a library of useful routines,
> like disk i/o, setup graphics mode, plot, return model #, cpu speed, fetch
> ram pages (including several K amounts of continuous memory), extended and
> expanded memory accessed (that is, dma based and i/o page based), sound
> access, keyboard read, joystick read, and zero page location request
> (again, request several zp in a row).

4984. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-04 16:49:56 UTC
From: me <me@home.net>
Message-ID: <3B950634.FF24307B@home.net>
Source record: 1053
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Jheitmuller wrote:

> Hi,
>
> Thanks, for taking the time to respond to my posting. I really
> like your idea of a 6502 assembler library.

--
Glad you like it - but, there are some powerful 6502 assemblers, one's even called MASM :) I heard one called ACE by a commodore guy is good, of course you can use it for any 6502. There's an assembler that comes with the C compiler at www.cc65.org as well. All the usual like macros, conditional assembly etc. are available. You should realize also that you can actually count cycles on a 6502 without worrying about cache hits :)
All legal instructions are 2-7 cycles, but most are 2-5. Be aware that accesses to the lower 256 bytes of ram are one cycle faster, and also that's the only place you can store pointers for indirect addressing modes.
Usually it's faster to use absolute mode, to clear ram use sta $1000,y:iny:bne loop
instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
or even sta $1000,y:sta $1080,y:iny:bpl loop
If you have any questions about learning 6502 plz post.
good luck
ps if you start writing and then post your code, I can help you optimize it then you can learn some tricks from our land.

4985. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-04 19:59:24 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n3bu5$ie3$1@news5.svr.pol.co.uk>
Source record: 1055
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com...
> Hi Guy's
>
> Has the traffic in here died off or has my feed died, again.
>
> What message flow do you see. My IP is in the midst of 'improvements' and
> that usually is a call for me to find another IP!!.

Here's the reply you needed. Hope it gets through.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

4986. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-04 20:02:05 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n3bu6$ie3$2@news5.svr.pol.co.uk>
Source record: 1054
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com...
> Hi Guy's
>
> Has the traffic in here died off or has my feed died, again.
>
> What message flow do you see. My IP is in the midst of 'improvements' and
> that usually is a call for me to find another IP!!.

Hmm ... when I posted the reply I noticed that Freeserve did not recognise
two newsgroups in your header:

comp.sys.atari
comp.sys.atari.st.misc

... they are not available here.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

4987. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-04 22:02:26 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <Lkcl7.25469$TB2.1463173@nnrp4.clara.net>
Source record: 1056
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

Hello honey, I'm home!. :-)

> > Has the traffic in here died off or has my feed died, again.
> >
> > What message flow do you see. My IP is in the midst of 'improvements'
and
> > that usually is a call for me to find another IP!!.
>
> Here's the reply you needed. Hope it gets through.

Well it took yet another new IP but I'm back for a while. How nice it is to
see news from this September. Now where's that tosser Dave??.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4988. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-05 07:33:27 UTC
From: twh1@gmx.de
Message-ID: <3b95d4c5.776064@news.dpn.de>
Source record: 1057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

On Tue, 04 Sep 2001 13:49:56 -0300, me <me@home.net> wrote:

>--
>Glad you like it - but, there are some powerful 6502 assemblers, one's even
>called MASM :) I heard one called ACE by a commodore guy is good, of course you
>can use it for any 6502. There's an assembler that comes with the C compiler at
>www.cc65.org as well. All the usual like macros, conditional assembly etc. are
>available. You should realize also that you can actually count cycles on a 6502
>without worrying about cache hits :)
>All legal instructions are 2-7 cycles, but most are 2-5. Be aware that accesses
>to the lower 256 bytes of ram are one cycle faster, and also that's the only
>place you can store pointers for indirect addressing modes.
>Usually it's faster to use absolute mode, to clear ram use sta $1000,y:iny:bne
>loop
>instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
>or even sta $1000,y:sta $1080,y:iny:bpl loop
>If you have any questions about learning 6502 plz post.
>good luck
>ps if you start writing and then post your code, I can help you optimize it then
>you can learn some tricks from our land.

is it possible do write 6502 assembler code on a real pc, compile it
with a real pc and just run it on some emulated enviroment just like
the atari800win? If so, it could be easier to do more complex programs
and also faster I think.

What software is needed to do this task?

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

4989. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-05 12:04:17 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n54cqdav1@newsg4.svr.pol.co.uk>
Source record: 1058
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"news.freeuk.net" <stevesweet@freeuk.com> wrote in message
news:Lkcl7.25469$TB2.1463173@nnrp4.clara.net...

> Well it took yet another new IP but I'm back for a while. How nice it is
to
> see news from this September. Now where's that tosser Dave??.

Now, now,stoppit :-O

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

4990. How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-05 15:06:42 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <9n5f0a$i0a$1@news1.xs4all.nl>
Source record: 1059

This question may have been asked for the umpteenth time, so I apologize in advance. How do I top another program under MagiC?

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"It is the greatest possible victory to be, to continue to be,
and to have been. No defeat can deprive us of the success of
having existed for some moment of time in a universe that seems
indifferent to us." - Norbert Wiener

4991. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-05 17:31:42 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpcobsq95o4ja8@corp.supernews.com>
Source record: 1060
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:3b95d4c5.776064@news.dpn.de...
> On Tue, 04 Sep 2001 13:49:56 -0300, me <me@home.net> wrote:
>
> >--
> >Glad you like it - but, there are some powerful 6502 assemblers, one's
even
> >called MASM :) I heard one called ACE by a commodore guy is good, of
course you
> >can use it for any 6502. There's an assembler that comes with the C
compiler at
> >www.cc65.org as well. All the usual like macros, conditional assembly
etc. are
> >available. You should realize also that you can actually count cycles on
a 6502
> >without worrying about cache hits :)
> >All legal instructions are 2-7 cycles, but most are 2-5. Be aware that
accesses
> >to the lower 256 bytes of ram are one cycle faster, and also that's the
only
> >place you can store pointers for indirect addressing modes.
> >Usually it's faster to use absolute mode, to clear ram use sta
$1000,y:iny:bne
> >loop
> >instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
> >or even sta $1000,y:sta $1080,y:iny:bpl loop
> >If you have any questions about learning 6502 plz post.
> >good luck
> >ps if you start writing and then post your code, I can help you optimize
it then
> >you can learn some tricks from our land.
>
> is it possible do write 6502 assembler code on a real pc, compile it
> with a real pc and just run it on some emulated enviroment just like
> the atari800win? If so, it could be easier to do more complex programs
> and also faster I think.
>
> What software is needed to do this task?

Yes. I used to use TASM from Speech Technology<?> on occasion. I first
started using it on an ~8 MHz Tandy 1000. It was an OK environment, 80
column editing, file I/O on a IBM vs Atari 1050 was probably 100 times
faster. The assembler itself was probably 10 times faster then ASM/ED cart.

Some of the code I wrote, I ran on Xformer to test Xformer/emulator more then I wanted to run an emulator, but I could have done everything on a PC.

My problems with a set up like that were pretty specific to me and the way I work. I like to use a combination of things like BASIC to make data files and altered character sets for inclusion in my ML stuff. Having 1/2 the program files on either a 1050 or .ATR and the other half on the IBM made for some problems with moving them around. It was always just much easier do everything on a real Atari.

4992. Re: Hello

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-05 21:07:57 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <dhxl7.21073$y_3.1640451@nnrp3.clara.net>
Source record: 1061

Hi Edward

> >Has the traffic in here died off or has my feed died, again.
> >
> >What message flow do you see. My IP is in the midst of 'improvements' and
> >that usually is a call for me to find another IP!!.
> >

> Been ok to me. Sometimes it slows down alittle, but picks up later on.
> Right now it is holliday time. I have relatives coming over and
> problably will not be on the computer again till Tuesday...

Well as it transpires I've had to sign up to yet another IP and this seems
to have cured the problem, as I now get current traffic. '

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4993. Re: New on atari 1040

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-07 02:27:05 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3B983079.86CBC91@student.canterbury.ac.nz>
Source record: 1062

```
Yves Jannic wrote:
>
> Hello
> Is this forum english ?

Yes mostly, but sometimes it's in C.

;-)

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/
```

4994. Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-07 18:50:28 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109071050.6a785c14@posting.google.com>
Source record: 1063
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi all,

I have a large Atari BASIC program that I am going to be entering
from a book by hand. Sound familiar? Anyone... Anyone...

I would rather key this program into a full screen text editor on my
PC and transfer it over to my Atari 800. Which I can do. I have
Steve Tuckers APE software and a SIO2PC cable.

Can Atari BASIC use an ASCII text source file? I have looked at
BASIC programs that I have keyed into the BASIC interpreter and save
them to disk. They are not saved in a text format. I am not sure
what format that are save in, frankly.

Any ideas?

Thanks,
John
john@jrcc.net

4995. Anybody got the source code for the Mansfield Simple Assembler?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-07 21:58:38 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109071358.2377f972@posting.google.com>
Source record: 1064
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi all,

I am working my way through the Richard Mansfield book; Machine Language for Beginners (c)1983. As anybody got the Atari source code for the SIMPLE ASSEMBLER already keyed in. If you do could you either post it to this news group or e-mail it to me. It would be greatly appreciated.

An .ATR disk image would be awesome!

Thanks much,
John
john@jrcc.net

4996. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-08 17:55:38 UTC
From: asdf <asdf@sdf.com>
Message-ID: <3B9A5B9A.E63EBD60@sdf.com>
Source record: 1065
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Thomas Havemeister wrote:
is it possible do write 6502 assembler code on a real pc, compile it

> with a real pc and just run it on some emulated enviroment just like
> the atari800win? If so, it could be easier to do more complex programs
> and also faster I think.
>
> What software is needed to do this task?

This should be a faq of some type! Yes you can develop completely on PC. I do for the c64. Someone else here should have answered by now, as I'm no expert on Atari, but the basic setup is notepad to write code, a command line assembler (use doskey, then it's two keypresses to reassemble), then convert the binary into the right format to load into the emulator (in my case I found an assembler that directly creates emulator type files), then attach the image in the emulator - at least for commodre emulators, you have a simulation of a disk or tape as an image file, once you attach that file then you can load programs off that file through the emulated machine, in my case I attach test.d64 as a disk image, then in the 64 itself type LOAD "assembler",8,1 and start it with SYS49152.
I don't really know how to do the equivalent in Atari, but to run assembly programs on Atari I used to POKE data into $600 or 1536 and they type DOS as that would start the program. Problem is, this is meant to start a menu program that lets you access your disk drive, but I never had a real disk drive. The other way to start assembly from basic is the usr(x) function. If you check a memory map, there's a USR vector, you poke that with the start address of your routine, then type x=usr(1) in basic. The "1" gets copied as a 16bit value somewhere if you need to use it, then your routine is called, and you can pass a value back.
Is there a SYS command in atari basic?

4997. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-08 18:14:52 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <wetm7.5909$5r.487971@newsread2.prod.itd.earthlink.net>
Source record: 1066
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Several options, John...
First Atari Basic *cannot* use ascii because it is line oriented and would never find the $9B end of line.

However, TextPro likes them just fine and has a global replace mode; you can do Ctrl-G to convert Esc, Ctrl-M, Esc, Ctrl-J to Esc, Ctrl-LeftArrow and it cahanges all to Atari Return's. Save it back out and then ENTER it into A8 Basic as a LISTed file.

Another handy utility is Ken Sider's W95 Image manager; it allows you to import/export files to the .ATR in binary or translated text format. All that remains are the inverse and control character stuff to clean it up.

Main thing is to pretty much stay with the LISTed files, although I have also typed in WordPad, import translated text to the .ATR, ENTER into A8 Basic on emulator, SAVE tokenized file back to .ATR, export binary file from image, AtariLink the file to a SSDD disk and LOAD it on a real 8-bit... whew!

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0109071050.6a785c14@posting.google.com...
> Hi all,
>
> I have a large Atari BASIC program that I am going to be entering
> from a book by hand. Sound familiar? Anyone... Anyone...
>
> I would rather key this program into a full screen text editor on my
> PC and transfer it over to my Atari 800. Which I can do. I have
> Steve Tuckers APE software and a SIO2PC cable.
>
> Can Atari BASIC use an ASCII text source file? I have looked at
> BASIC programs that I have keyed into the BASIC interpreter and save
> them to disk. They are not saved in a text format. I am not sure
> what format that are save in, frankly.
>
> Any ideas?
>
> Thanks,
> John

> john@jrcc.net
>

4998. EmuTOS released (very alpha)

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-08 19:24:40 UTC
From: mdoering@mucl.de
Message-ID: <3b9a6dea.216280@news.cis.dfn.de>
Source record: 1067

Hi!

For those of you, who are interested in coding operating systems for the Atari or it's emulators EmuTOS could be interesting:

EmuTOS is a singleuser singletasking operating system for Atari ST computer emulators. Today it is just running on STonX. But my intention is to have it running on every Atari ST emulator available some day.

It is thought as a replacement for the TOS-images you usually need today on these emulators.

EmuTOS is based on Digital Research's GEMDOS sources, which was made available under GPL license in 1999 by Caldera, and so is EmuTOS.

You will find it at:

http://www.mucl.de/~mdoering/emutos/en

--
Martin Doering

4999. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-08 19:31:33 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <pmum7.6075$5r.500009@newsread2.prod.itd.earthlink.net>
Source record: 1068
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

You can poke into page six, but execution is X=USR(1536) to start running at that address; the USR(addr) is essentially our implementation of the SYS command.

USR(addr[,P1, P2..]) is *not* a vector; it is a function that acts on the first parameter in the parenthesis as an address for machine code execution. Any second and following optional parameters are converted to 16 bit numbers and placed on the 6502 stack; your routine must clean the stack before the RTS back to Basic.

Typing 'DOS' will *not* execute code in page 6 unless you put the '1536' address into page zero locations 10-11 which is the vector Basic looks at to find where to run the file management system program.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"asdf" <asdf@sdf.com> wrote in message:
>
> I don't really know how to do the equivalent in Atari, but to run assembly programs
> on Atari I used to POKE data into $600 or 1536 and they type DOS as that would start
> the program. Problem is, this is meant to start a menu program that lets you access
> your disk drive, but I never had a real disk drive. The other way to start assembly
> from basic is the usr(x) function. If you check a memory map, there's a USR vector,
> you poke that with the start address of your routine, then type x=usr(1) in basic.
> The "1" gets copied as a 16bit value somewhere if you need to use it, then your
> routine is called, and you can pass a value back.
> Is there a SYS command in atari basic?

5000. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-09 16:23:07 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9B976A.A6FC6CFA@sisna.com>
Source record: 1069
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Keith Ledbetter performed all his code on a PC, then converted it to
Atari 8-bit, this came with a licensee to use when I bought the right to
BBS Express! Professional. check with Lance Ringquist of Video 61,
perhaps he can help you with the cross assembler?

bob

5001. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-09 22:00:54 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <TL6n7.39836$y_3.2793232@nnrp3.clara.net>
Source record: 1071
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi John

> I have a large Atari BASIC program that I am going to be entering
> from a book by hand. Sound familiar? Anyone... Anyone...

Oh the joy.....

.....of missing a comma.

> I would rather key this program into a full screen text editor on my
> PC and transfer it over to my Atari 800. Which I can do. I have
> Steve Tuckers APE software and a SIO2PC cable.

Why not scan the book, OCR it and merge the texts into a single file and
load it into your basic editor/compiler.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5002. Re: Anybody got the source code for the Mansfield Simple Assembler?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-10 00:24:58 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <uLTm7.9966$d86.744066@newsread1.prod.itd.earthlink.net>
Source record: 1070
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

John;

That is a good book; my dog-eared copy is nearly falling apart. Be cautious; IIRC, their explanations of the BCS and BCC instructions were exactly reversed.

You can sure learn a lot by going thru their code and typing it into the system, but I would recommend Synassembler, Mac/65 or the Atari MacroAssembler for any serious development work on the A8. The old ASMED cart is even not bad to learn on with its fairly adequate monitor/debugger.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0109071358.2377f972@posting.google.com...
> Hi all,
>
> I am working my way through the Richard Mansfield book; Machine
> Language for Beginners (c)1983. As anybody got the Atari source code
> for the SIMPLE ASSEMBLER already keyed in. If you do could you either
> post it to this news group or e-mail it to me. It would be greatly
> appreciated.
>
> An .ATR disk image would be awesome!
>
> Thanks much,
> John
> john@jrcc.net
>

5003. Vblank at Portffolio

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-13 07:29:26 UTC
From: Kuba Kosiec <kuba@maxcom.pl>
Message-ID: <9npnhh$rg2$1@news.tpi.pl>
Source record: 1072

Hi!
I'm new on this group and I don't that this group is about Atari Portfolio
or not?
Meanwhile I have a question: how can i do an vblank synchronization at
Portfolio in assembler?
And second: does Portfolio uses ports (in/out instructions) such as each PC?

Kuba Kosiec
Maxcom Polska
mailto: kuba@maxcom.pl
tel. +48(22)5293939

5004. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-17 11:57:26 UTC
From: swampdog@ntlworld.com
Message-ID: <3ba3870e.929015@news.ntlworld.com>
Source record: 1073

On Wed, 5 Sep 2001 17:06:42 +0200, "Jos den Bekker" <josdb@xs4all.nl>
wrote:

>This question may have been asked for the umpteenth time, so I apologize in
>advance. How do I top another program under MagiC?

I'd have thought someone else would have answered this! I'll try but
it's been a long time...

Do you need to top a specific program or just ensure yours isn't the
top one? For the latter there's a message (possibly xx_BDROPPED
xx_BOTTOM?) that will send your window to the back. For the former, I
can't remember if there's a better way than sending the relevent
window a WM_TOP(PED) message as though you were the desktop (app might
ignore it otherwise - indeed no guarantee anyway). There's a couple of
calls that allow you to "iterate" the processes & obtain the
information. Sadly I can't remember the names of the calls at this
time. :-(

Possibly...
appl_getinfo()
appl_find()
appl_search()

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5005. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-17 13:04:44 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9o4sdconc1@nets3.rz.RWTH-Aachen.DE>
Source record: 1074
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Howdy John

> I am looking for ideas for a challenging Atari 8-bit assembler
>programming project. I would like to write something that would be
>useful to a lot of 8-bit users. Is there something out there that
>would genuinely be useful, but has been just too tough a nut to crack
>for anyone to take the effort?

Why not join Matthias Belitz's ASPI project?
OK, so the BlackBox version is ready, that leaves quite a few other SCSI or IDE interfaces.

CU Mathy van Nisselroy

PS ASPI (advanced SCSI Programming Interface. But it's really software!!) eliminates the need to write all the tools for all the different hardware devices in that it separates hardware specific code from non-hardware specific code. That way, you can use for instance my CD Audio Player utility on a BlackBox with the BlackBox version of ASPI, and on a MIO or KPI or MSC-IDE controller if we had ASPI software it.

5006. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-18 05:38:19 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <3BA6DDCB.E272FE6B@gmx.ch>
Source record: 1077

```
Hi,

Hi if the application has a window open, you could top this window.
To go through the window stack, you can use following process (untested!)

*****************************
wind_get(0,WF_TOP,&topwindow,&owner,&next_window,&dummy);

while((owner!=ap_id_of_desired_program)&&(top_windo!=0))
{
top_window=next_window;
wind_get(top_window,WF_OWNER,&owner,&is_open,&previous_window,&next_window);
}
if(top_window!=0)
{
wind_set(top_window,WF_TOP,top_window,0,0,0);
}
*****************************
As I said, this works only if the application has a window opened.

I just found a much better way:
*****************************
wind_set(-1,WF_TOP,ap_id_of_desired_program,0,0,0);
*****************************
This feature is only available with MagiC 4 and later versions.

Good Luck
Philipp
--
================================================================================
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari.org
```

5007. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-18 09:59:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200109181159.a25342@su.maus.de>
Source record: 1075

```
Hi!

GH>Do you need to top a specific program or just ensure yours isn't the
GH>top one?
GH>[...]
GH>For the former, I can't remember if there's a better way than sending
GH>the relevent window a WM_TOP(PED) message as though you were the
GH>desktop (app might ignore it otherwise - indeed no guarantee anyway).
That way you will not be able to top programs without an opened window.
There's a better way:
For N.AES you can use appl_control(), for MagiC there is an undocumented(?)
message you have to send to the screen manager:

msg[0] = SM_M_SPECIAL; /* 101 */
msg[1] = your_id;
msg[2] = 0;
msg[3] = 0;
msg[4] = 'MA';
msg[5] = 'GX';
msg[6] = SMC_SWITCH; /* 2 */
msg[7] = new_top_app_id;

Somewhere I have a TSR which provides appl_control() under MagiC...

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)
```

5008. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-18 20:09:18 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3ba7b7c83dc460@xs4all.nl>
Source record: 1076

on Tue 18-09-2001 11:59 Jï¿½rg Westheide wrote:

```
>For N.AES you can use appl_control(), for MagiC there is an undocumented(?)
>message you have to send to the screen manager:
>
>msg[0] = SM_M_SPECIAL; /* 101 */
>msg[1] = your_id;
>msg[2] = 0;
>msg[3] = 0;
>msg[4] = 'MA';
>msg[5] = 'GX';
>msg[6] = SMC_SWITCH; /* 2 */
>msg[7] = new_top_app_id;
```

Thanks! That worked only insofar that the menu of the application was topped, not the window, though. But I realize it's no good if you don't know which window to top exactly. Is there a way to find out? I guess it will be application dependent. I'm specifically concerned with CAB. I send it a file to open, with shel_write if it isn't running and with appl_write if it is. Is there a way to find out which window I then have to top?

```
--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"It is the greatest possible victory to be, to continue to be,
and to have been. No defeat can deprive us of the success of
having existed for some moment of time in a universe that seems
indifferent to us." - Norbert Wiener
```

5009. Need Atari XL code extractor

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-18 23:07:06 UTC
From: 3Y3 <eruminski@cyberworldcorp.com>
Message-ID: <TvQp7.16130$Aa7.1178103@news20.bellglobal.com>
Source record: 1078

Hi,

I am looking for any software that will let me decompile/extract the source
for my old Atari Xl games I have on floopy disk.
I had a whole bunch of programmes a few months ago when I was supposed to
decompile Mountain King for a few people (but my floppy drive broke and I
lost the apps).

I want to document the code for all the games I own (300+) and display them
in txt file formate on a new web page i'm creating.

Also, is it legal in this case (atari XL) to post the code for these games?
I know the jaguar is open source but i'm not sure about the issues regarding
all other systems/games.

3Y3

Any links or info would be much appreciated,

5010. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-19 11:37:48 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3ba891b669b810@xs4all.nl>
Source record: 1079

on Tue 18-09-2001 07:38 Philipp Donzï¿½ wrote:

>Hi if the application has a window open, you could top this window.
>To go through the window stack, you can use following process (untested!)
>
>*****************************
> wind_get(0,WF_TOP,&topwindow,&owner,&next_window,&dummy);
>
> while((owner!=ap_id_of_desired_program)&&(top_windo!=0))
> {
> top_window=next_window;
> wind_get(top_window,WF_OWNER,&owner,&is_open,&previous_window,&next_window);
> }
> if(top_window!=0)
> {
> wind_set(top_window,WF_TOP,top_window,0,0,0);
> }
>*****************************
>As I said, this works only if the application has a window opened.
>
>
>I just found a much better way:
>*****************************
> wind_set(-1,WF_TOP,ap_id_of_desired_program,0,0,0);
>*****************************
>This feature is only available with MagiC 4 and later versions.

None of this works. Not by a long shot. :)

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Don't listen to what I say; listen to what I mean."
- Richard Feynman

5011. Re: Need Atari XL code extractor

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-19 16:47:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1000932111.225112@eos.uk.clara.net>
Source record: 1082

Hi 3Y3

> Also, is it legal in this case (atari XL) to post the code for these games?
> I know the jaguar is open source but i'm not sure about the issues regarding
> all other systems/games.

The act of decompiling the code is illegal, its theft of intellectual property. Posting it compounds the issue.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5012. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-19 18:19:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200109192019.a30375@su.maus.de>
Source record: 1083

Hi Jos!

JDB>I send it a file to open, with shel_write if it isn't running and
JDB>with appl_write if it is. Is there a way to find out which window I
JDB>then have to top?
The only thing you can do is to top the front most window of the application.
You can get it by walking through the window stack with wind_get(WF_OWNER)
Everything else will be application dependent or not reliable

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

5013. Re: Need Atari XL code extractor

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-19 19:39:50 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <9oasgffql1@news1.xs4all.nl>
Source record: 1080

Just visit the http://www.atarimax.com/ there is an link for DIS6502 the
best disassembler for XL/XE on PC....

What are you're plans? Disassembling 300 programs? Are that your programs?
What's the reason...

I am very curious...

Rene
"3Y3" <eruminski@cyberworldcorp.com> wrote in message
news:TvQp7.16130$Aa7.1178103@news20.bellglobal.com...
> Hi,
>
> I am looking for any software that will let me decompile/extract the
source
> for my old Atari Xl games I have on floopy disk.
> I had a whole bunch of programmes a few months ago when I was supposed to
> decompile Mountain King for a few people (but my floppy drive broke and I
> lost the apps).
>
>
> I want to document the code for all the games I own (300+) and display
them
> in txt file formate on a new web page i'm creating.
>
> Also, is it legal in this case (atari XL) to post the code for these
games?
> I know the jaguar is open source but i'm not sure about the issues
regarding
> all other systems/games.
>
> 3Y3
>
> Any links or info would be much appreciated,
>
>

5014. Re: Need Atari XL code extractor

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-19 20:08:07 UTC
From: 3Y3 <eruminski@cyberworldcorp.com>
Message-ID: <4_6q7.17575$386.2305660@news20.bellglobal.com>
Source record: 1081

I have approx 350 Atari games on floppy disk that I play on my Atari XL system. I have been asked on several occasion by many people If i could send them code for certain games (such as mountain king). I plan to disassemble each game and post the source code on a site i'm creating for easy access. Cetain games I will not decompile certain games due to legal tradmarks (such as starwars, star trek ect..)

This will be mainly to help promote preservation of older games so that they do not become unplayable as new hardware makes the older stuff even more obsolete. I wont be making any of them into ROMS (which some people wanted me to do), this will be rather a programming reference as well as a site for atari information.

I just want to offer a site where atari fans come come and learn more about the system and the programming that went into creating these great games. (i'm even thinking about having a simple version of BASIC on the site, so people can try doing a few simple programming tutorials without having to download the emulator or own the system.)

3Y3

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:9oasgffql1@news1.xs4all.nl...
> Just visit the http://www.atarimax.com/ there is an link for DIS6502 the
> best disassembler for XL/XE on PC....
>
> What are you're plans? Disassembling 300 programs? Are that your programs?
> What's the reason...
>
> I am very curious...
>
> Rene
> "3Y3" <eruminski@cyberworldcorp.com> wrote in message
> news:TvQp7.16130$Aa7.1178103@news20.bellglobal.com...
> > Hi,
> >
> > I am looking for any software that will let me decompile/extract the
> source
> > for my old Atari Xl games I have on floopy disk.
> > I had a whole bunch of programmes a few months ago when I was supposed
to
> > decompile Mountain King for a few people (but my floppy drive broke and
I
> > lost the apps).
> >

> >
> > I want to document the code for all the games I own (300+) and display
> them
> > in txt file formate on a new web page i'm creating.
> >
> > Also, is it legal in this case (atari XL) to post the code for these
> games?
> > I know the jaguar is open source but i'm not sure about the issues
> regarding
> > all other systems/games.
> >
> > 3Y3
> >
> > Any links or info would be much appreciated,
> >
> >
>
>

5015. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-20 09:21:25 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3ba9b96e5ef390@xs4all.nl>
Source record: 1084

on Wed 19-09-2001 20:19 Jï¿½rg Westheide wrote:

>The only thing you can do is to top the front most window of the application.
>You can get it by walking through the window stack with wind_get(WF_OWNER)
>Everything else will be application dependent or not reliable

Thanks. That's exactly what I'm doing now. Still, I can't find a way
to walk throught the window stack and the window stack only. The way
suggested by Philip Donzï¿½
(wind_get(...,WF_OWNER,...,&previous_window,&next_window,..) doesn't
work. I don't get any workable values in the other ints.

What I do now is

```
for(i=1;i<100/*big enough*/;i++)
{
wind_get(i,WF_OWNER,&owner);
if (owner==id)
break;
}
```

but it seems so dumm and brute-force like...

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"We've got the world's grossest national product." - Archie Bunker

5016. Re: Need Atari XL code extractor

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-20 17:05:24 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <9od7thsac1@news1.xs4all.nl>
Source record: 1085

Okay,

Let me know when you have your web-page running...

TXG

My Atari forum:

http://atari.xs4all.nl/cgi-bin/ikonboard/ikonboard.cgi

My Homepage: http://atari.xs4all.nl

5017. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-21 13:48:00 UTC
From: Joerg_Westheide@su.maus.de
Message-ID: <200109211548.a43114@su.maus.de>
Source record: 1092

Hi Jos!

JDB>Still, I can't find a way to walk throught the window stack and the
JDB>window stack only. The way suggested by Philip
JDB>Donzï¿½ (wind_get(...,WF_OWNER,...,&previous_window,&next_window,..)
JDB>doesn't work. I don't get any workable values in the other ints.
This feature is not present on old systems. You can check for it's presence
by
JDB>What I do now is
JDB>
JDB>for(i=1;i<100/*big enough*/;i++)
JDB>{
JDB>wind_get(i,WF_OWNER,&owner); if (owner==id) break;
JDB>}
JDB>
JDB>but it seems so dumm and brute-force like...
I wouldn't do that. The result of this code is a (for the user) unpredictable
behaviour (which is a big NO for ergonomic software). IMO it's better to let
the user explicitly top the window he wants than to "randomly" top one

And a rather ignorant point of view which solves many problems with
compatibility issues is this one:
Modern software requires a modern OS.
No modern OS -> no modern software/features

Bye

Joerg
--
You don't know TraPatch?
Then you also don't know WinKeys, BonI and shelhelp!
Have a look at http://home.pages.de/~westheide for this freeware!
(click the flag for english pages)

5018. help!!!

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-21 18:37:07 UTC
From: l pestrimaux <l.pestrimaux@wanadoo.fr>
Message-ID: <9og1cnlqb1@wanadoo.fr>
Source record: 1086

je ne parle que francais je cherche un site sur lequelle je pourrai
telecharger des references des jeux atari 520 ste
NORTH ET SOUTH ou encoreRICK DANGEROUSE
ou plein d autre il faut surtout pouvoir y jouer sur mon petit pc j espere
que vous aurez le temps de me repondre
et puis cela fait 3h44 que je surfe sur internet alors faut pas m en vouloir
si j ai l air un peu idiot dans mes demande mais ces jeux ....je les
aimer beaucoup

5019. Re: help!!!

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-21 23:13:16 UTC
From: Cyprian Konador <c_konador@poczta.onet.pl>
Message-ID: <3BABC98C.A1A594AA@poczta.onet.pl>
Source record: 1087

l pestrimaux napisaďż˝:

> je ne parle que francais je cherche un site sur lequelle je pourrai
> telecharger des references des jeux atari 520 ste
> NORTH ET SOUTH ou encoreRICK DANGEROUSE
> ou plein d autre il faut surtout pouvoir y jouer sur mon petit pc j espere
> que vous aurez le temps de me repondre
> et puis cela fait 3h44 que je surfe sur internet alors faut pas m en vouloir
> si j ai l air un peu idiot dans mes demande mais ces jeux ....je les
> aimer beaucoup

niestety stary nie pomoge ci.
moze jakbys pisal w jakims zrozumialym jezyku to znalazlo by sie jakies
rozwiazanie...

Cyprian Konador

5020. Physical specs of Falcon's PDS?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-22 16:31:26 UTC
From: Nicholas Steele <a@b.c>
Message-ID: <y13r7.1532$L8.254938@news2.rdc1.bc.home.com>
Source record: 1088

Hi,
Where can I find the specs for the Falcon's PDS ie: pin layout, how programs access it etc? Thanks in advance.

Nicholas Steele

5021. Re: Physical specs of Falcon's PDS?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-22 19:43:50 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <hW5r7.1501$Ad3.5097@nntpserver.swip.net>
Source record: 1089

Hi,

I think you mean DSP. Most falcon specific program uses it, and you can find
the specs on Motorolas website.

Regards

/Peter
"Nicholas Steele" <a@b.c> wrote in message
news:y13r7.1532$L8.254938@news2.rdc1.bc.home.com...
> Hi,
> Where can I find the specs for the Falcon's PDS ie: pin layout, how
> programs access it etc? Thanks in advance.
>
> Nicholas Steele
>
>

5022. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-23 12:25:30 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <3BADD4BA.A434E1C0@gmx.ch>
Source record: 1090

```
Hi,

Here is some code I worked out. (It uses most MagiC specific features!)
With my configuration everything works fine (PureC 1.1, MT_AES.LIB).

Good luck ;-)

Philipp

------------------------
#include <mt_aes.h>

#define NULL ((void *)0L)

/*
These defines are already in <mt_aes.h> included.
I add them only because some people don't use this library and so
they don't have these constants defined.
#define WF_OWNER 20
#define WF_M_WINDLIST 102
*/

int ap_id;

/*
This function uses a lot MagiC specific function calls!
1. Ask for the window list pointer (=You'll get a pointer to the
complete list)
2. Switch the menu bar to the selected appl.
*/
void top_appl_MGX(int id)
{
int whandle,owner,is_open,below_whandle,above_whandle;
int *window_list=NULL;
int j=0;
int start_window=-1;

/* Ask for a pointer to the window list */
if((wind_get_ptr(0,WF_M_WINDLIST,(void **)&window_list)==0) ||
(window_list==NULL))
return;

/* Walk through the list until we reach the bottom window */
while(window_list[j])
j++;

j--;
```

```
while(j>=0)
{
whandle=window_list[j];

wind_get(whandle,WF_OWNER,&owner,&is_open,&above_whandle,&below_whandle);
/*
printf("whandle=%d owner=%d is_open=%d above_whandle=%d
below_whandle=%d\n",whandle,owner,is_open,above_whandle,below_whandle);
*/
if(owner==id) /* This window is part of the application? */
{
if(start_window<0) /* Is this the first window we found? */
start_window=whandle; /* ...prevent an endless loop */

wind_set_int(whandle,WF_TOP,0); /* top this window */
}
else
j--;
}

wind_set_int(-1,WF_TOP,id); /* set menu bar to application <id> */
}

int main(void)
{
ap_id=appl_init(); /* initialize AES environment */
if(ap_id<0)
return(-1); /* return an error value */

top_appl_MGX(8); /* Top application with id 8 */

appl_exit(); /* exit AES environment */
return(0); /* return a "no error" value */
}

------------------
```

5023. flydial

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-24 08:47:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29960_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 1091

I have some old PC code that uses a flydial library, is there any C source around to replace the flying dialogs ? Maybe something more MagiC friendly, ie that draws windows instead of dialogs.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
SCSI - System Can't See It

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5024. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-24 20:29:07 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9oo50b$2fc$5@news6.svr.pol.co.uk>
Source record: 1093
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

I was thinking about this to recently (OCR book to atari), As I dont have an
atari no more ,any chance one of the emulators could cut-n-paste into basic
or any other ideas to OCR & transfer to an atari image basic file?
"news.freeuk.net" <stevesweet@freeuk.com> wrote in message
news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> Hi John
>
> > I have a large Atari BASIC program that I am going to be entering
> > from a book by hand. Sound familiar? Anyone... Anyone...
>
> Oh the joy.....
>
> ......of missing a comma.
>
> > I would rather key this program into a full screen text editor on my
> > PC and transfer it over to my Atari 800. Which I can do. I have
> > Steve Tuckers APE software and a SIO2PC cable.
>
> Why not scan the book, OCR it and merge the texts into a single file and
> load it into your basic editor/compiler.
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

5025. Re: flydial

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-24 22:52:12 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BAFB818.80E57F33@chello.nl>
Source record: 1094

Hi Mike

"Mike De.Petris" wrote:
>
> I have some old PC code that uses a flydial library, is there any C source
> around to replace the flying dialogs ? Maybe something more MagiC friendly,
> ie that draws windows instead of dialogs.
>

XaAES puts your modal dialogues in a window.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5026. Re: flydial

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-25 09:53:04 UTC
From: swampdog@ntlworld.com
Message-ID: <3bb14e23.4489876@news.ntlworld.com>
Source record: 1095

On Mon, 24 Sep 01 08:47:10,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
wrote:

>I have some old PC code that uses a flydial library, is there any C source
>around to replace the flying dialogs ? Maybe something more MagiC friendly,
>ie that draws windows instead of dialogs.

There's a couple of toolkits around, or was. The one I'm thinking of
also supported GFA but its name escapes me - I've got "EGEM" stuck in
my head.

Failing that, I recently uploaded "lib.zip" to my site - follow the
[Atari->Programming] link. Take a look at "g/FORM/formprin.c" the body
of which is reproduced below. Looking at the code it is apparent to me
that the lib.zip I recovered came from a time just after I got MagiC
and is a "development", rather than a "release" version.

```
#define DEF_BOXCHAR
#define DEF_VDI
#include <gem.h>
#include <evnt.h>
#include <libc.h>
#include <magx.h>

static void
redraw(l,ob)
int l;
OBJECT ob[];
{int wki[5];

wind_update(BEG_UPDATE);
wind_update(BEG_MCTRL);
wind_get(l,WF_FIRSTXYWH,
&wki[1],&wki[2],&wki[3],&wki[4]
)
;
while (wki[3] && wki[4]) {
objc_draw(ob,ROOT,MAX_DEPTH,
wki[1],wki[2],wki[3],wki[4]
)
;
wind_get(l,WF_NEXTXYWH,
&wki[1],&wki[2],&wki[3],&wki[4]
)
;
```

```
}
wind_update(END_MCTRL);
wind_update(END_UPDATE);
}

#define KIND (NAME | MOVER)
#define BASE 2
#define WID 1
#define DEP 1
#define BUT 1

bool
Form_Printf(x,y,b,r)
int x,y;
int b;
char **r;
/*[ bool form_printf(x,y,b,r)
int x,y;
int b;
char **r;

Revamped Form_Printf(). This one should be truly rez independent.
x,y are the form position at which to appear, passing NIL for
x or y centers on that axis.

'b' is passed as zero or a positive value. A positive value
results in a button which counts down for 'b seconds' then
automatically returns. Passing a zero value results in a normal
'ok' button.

The form is elaborated a little when 16+ colours are detected.
Form_Printf() returns false for failure, true for success.
]*/
{char *s =malloc(1024 << 2),
*bt =&s[4000],
*eol ="\n",
*p;
int i,l,
longest =0,
lines =0,
charw,
charh;
int wki[11] ={1,1,1,1,1,1,1,1,1,1,2},
wko[57];
OBJECT *ob;
EVM evm;

if (!s) return false;

if (b > 0) sprintf(bt," %2d ",b);
else strcpy(bt," Ok ");
```

```
sprintf(s,"%r",&r);
p = strtok(s,eol);
while (p) {
l = strlen(p);
longest = Max(l,longest);
lines += 1;

p = strtok(NULL,eol);
}

l = graf_handle(&charw,&charh,&l,&l);
v_opnvwk(wki,&l,wko);
if (l == 0) wko[13] = 2;
else v_clsvwk(l);

ob = calloc(lines + 2,sizeof(OBJECT));
if (!ob) {
free(s);
return false;
}
ob[ROOT].ob_head = 1;
ob[ROOT].ob_tail = 1;
ob[ROOT].ob_next = NIL;
ob[ROOT].ob_type = G_BOX;
ob[ROOT].ob_flags = NONE;
ob[ROOT].ob_state = NORMAL;
ob[ROOT].ob_spec = 0x211f0L;
BxSetFillColour(ob,ROOT,(wko[13] >= 16) ? LWHITE : WHITE);
BxSetFillPattern(ob,ROOT,IP_4PATT);
ob[ROOT].ob_width = charw * (longest + (WID << 1));
ob[ROOT].ob_height = charh * (lines + 2 + (DEP << 1));
wind_get(WH_DESKTOP,WF_WORKXYWH,&wko[0],&wko[1],&wko[2],&wko[3]);
ob[ROOT].ob_x = (x == NIL) ? (wko[2] - ob[ROOT].ob_width) >> 1 : x;
ob[ROOT].ob_y = (y == NIL) ? (wko[3] - ob[ROOT].ob_height) >> 1 : y;

ob[1].ob_y = (DEP + BUT + lines) * charh;
ob[1].ob_head = NIL;
ob[1].ob_tail = NIL;
ob[1].ob_next = ROOT;
ob[1].ob_type = G_BUTTON;
ob[1].ob_flags = (SELECTABLE | EXIT | DEFAULT | ACTIVATOR);
ob[1].ob_state = NORMAL;
ob[1].ob_spec = (long)bt;
ob[1].ob_width = charw * strlen(bt);
ob[1].ob_height = charh;
ob[1].ob_x = (ob[ROOT].ob_width - ob[1].ob_width) >> 1;

p = s;
for (i = 0; i < lines; i += 1) {
ob[i + BASE].ob_x = WID * charw;
ob[i + BASE].ob_y = (DEP + i) * charh;
ob[i + BASE].ob_head = NIL;
ob[i + BASE].ob_tail = NIL;
```

```
ob[i + BASE - 1].ob_next = i + BASE;
ob[i + BASE].ob_type = G_STRING;
ob[i + BASE].ob_flags = NONE;
ob[i + BASE].ob_state = NORMAL;
ob[i + BASE].ob_spec = (long)p;
l = strlen(p);
ob[i + BASE].ob_width = l * charw;
ob[i + BASE].ob_height = charh;
p += (l + 1);
}
ob[i + BASE - 1].ob_next = ROOT;
ob[i + BASE - 1].ob_flags |= LASTOB;
ob[ROOT].ob_tail = i + BASE - 1;

wind_calc(WC_BORDER,KIND,

ob[ROOT].ob_x,ob[ROOT].ob_y,ob[ROOT].ob_width,ob[ROOT].ob_height,
&wko[0],&wko[1],&wko[2],&wko[3]
)
;
l = wind_create(KIND,wko[0],wko[1],wko[2],wko[3]);
if (l < 0) {
free(ob);
free(s);
return false;
}
wind_open(l,wko[0],wko[1],wko[2],wko[3]);
/* objc_draw(ob,ROOT,MAX_DEPTH,wko[0],wko[1],wko[2],wko[3]);*/

Evnt_Multi(&evm,true,wko);
evm.evm_event |= (MU_BUTTON | MU_KEYBD);
if (b > 0) {
evm.evm_event |= MU_TIMER;
evm.evm_time = 1000;
}
for (;;) {
wki[0] = Evnt_Multi(&evm,false);
if (wki[0] & MU_MESAG) {
switch (wko[0]) {
case WM_MOVED:

wind_set(l,WF_CURRXYWH,wko[4],wko[5],wko[6],wko[7]);

wind_get(l,WF_WORKXYWH,&wko[4],&wko[5],&wko[6],&wko[7]);
ob[ROOT].ob_x = wko[4];
ob[ROOT].ob_y = wko[5];
break;

case WM_TOPPED:
wind_set(l,WF_TOP,0,0,0,0);
break;
```

```
case WM_REDRAW:
redraw(l,ob);
break;

default:
break;
}
}
if (wki[0] & MU_BUTTON) {
wki[1] = objc_find(ob,ROOT,MAX_DEPTH,
evm.evm_mousex,evm.evm_mousey
)
;
if (wki[1] == 1) {
ob[1].ob_state ^= SELECTED;
objc_draw(ob,ROOT,MAX_DEPTH,
ob[ROOT].ob_x,ob[ROOT].ob_y,
ob[ROOT].ob_width,ob[ROOT].ob_height
)
;
ob[1].ob_state ^= SELECTED;
objc_offset(ob,1,&wki[1],&wki[2]);
objc_draw(ob,ROOT,MAX_DEPTH,

wki[1],wki[2],ob[1].ob_width,ob[1].ob_height
)
;
evnt_timer(125,0);
break;
}
}
if (wki[0] & MU_KEYBD) {
if ((evm.evm_keycode & 0xff) == 13) {
ob[1].ob_state ^= SELECTED;
objc_draw(ob,ROOT,MAX_DEPTH,
ob[ROOT].ob_x,ob[ROOT].ob_y,
ob[ROOT].ob_width,ob[ROOT].ob_height
)
;
ob[1].ob_state ^= SELECTED;
objc_offset(ob,1,&wki[1],&wki[2]);
objc_draw(ob,ROOT,MAX_DEPTH,

wki[1],wki[2],ob[1].ob_width,ob[1].ob_height
)
;
evnt_timer(125,0);
break;
}
}
if (wki[0] & MU_TIMER) {
if (b < 2) {
```

```
ob[1].ob_state ^= SELECTED;
objc_draw(ob,ROOT,MAX_DEPTH,
ob[ROOT].ob_x,ob[ROOT].ob_y,
ob[ROOT].ob_width,ob[ROOT].ob_height
)
;
ob[1].ob_state ^= SELECTED;
objc_offset(ob,1,&wki[1],&wki[2]);
objc_draw(ob,ROOT,MAX_DEPTH,

wki[1],wki[2],ob[1].ob_width,ob[1].ob_height
)
;
evnt_timer(250,0);
break;
}
b -= 1;
sprintf(bt," %2d ",b);
objc_offset(ob,1,&wki[1],&wki[2]);
redraw(l,ob);
/* objc_draw(ob,1,MAX_DEPTH,
wki[1],wki[2],ob[1].ob_width,ob[1].ob_height
)
;
*/
}
}

wind_close(l);
wind_delete(l);
free(ob);
free(s);
return true;
}

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/
```

5027. Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-25 11:55:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3BB07094.DB592322@sun1000.pwr.wroc.pl>
Source record: 1096

```
Hi,

I'm not sure if it's the right group to send the question, but...

Is there any limit (under SingleTOS) of maximum files I can open?
I'm trying to open some files from my apps and after about 15-16 files
the system can't open any other file.
So, is it a problem of system (is there a patch for that?), or a problem
of my language (pure C) or something else (what?) ?

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

5028. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-25 17:51:30 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0109251349160.101-100000@Hades060>
Source record: 1099

On Tue, 25 Sep 2001, Rafal Kawecki wrote:

> Is there any limit (under SingleTOS) of maximum files I can open?
> I'm trying to open some files from my apps and after about 15-16 files
> the system can't open any other file.
> So, is it a problem of system (is there a patch for that?), or a problem
> of my language (pure C) or something else (what?) ?

It's a limit of the given OS, each version of the OS could have
different limits on total open files. At least the compendium
says this, I cannot find what the limits are however. Perhaps
someone else knows where to find this info.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5029. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-25 20:05:22 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <Tp5s7.5611$%r.1657566@news20.bellglobal.com>
Source record: 1097
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

As far as i know (i havn't done it but a pal of mine did something similar)
you can do this.
Of course just copying and pasting the code into basic will not do it, as in
some cases you might need the actual sprite files (but most often the sprite
data would have been coded into all that code your pasting).

I'll have some code available on a web site thats in development by the end
of november. I'll post the link if anyone is interested then.

3Y3

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
news:9oo50b$2fc$5@news6.svr.pol.co.uk...
> I was thinking about this to recently (OCR book to atari), As I dont have
an
> atari no more ,any chance one of the emulators could cut-n-paste into
basic
> or any other ideas to OCR & transfer to an atari image basic file?
> "news.freeuk.net" <stevesweet@freeuk.com> wrote in message
> news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> > Hi John
> >
> > > I have a large Atari BASIC program that I am going to be entering
> > > from a book by hand. Sound familiar? Anyone... Anyone...
> >
> > Oh the joy.....
> >
> > ......of missing a comma.
> >
> > > I would rather key this program into a full screen text editor on my
> > > PC and transfer it over to my Atari 800. Which I can do. I have
> > > Steve Tuckers APE software and a SIO2PC cable.
> >
> > Why not scan the book, OCR it and merge the texts into a single file and
> > load it into your basic editor/compiler.
> >
> > --
> > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
>
>

5030. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-25 21:36:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <gN6s7.16706$Hx1.1492766@newsread1.prod.itd.earthlink.net>
Source record: 1098
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

It is a snap... clean up the OCR scan in WordPad or any editor you can search and replace ones for lower case L's or upper case I's and zeros for upper case O's.

Next use Ken Siders Atari Utility for Windows to insert the file into an .ATR image and ENTER it into A8 Basic on your emulator. If you did a fair cleanup job, you will have only a few error lines displayed. If you have more than one screen full, then LIST it out to a file, and bring it up in TextPro to search for 'ERR' and fix the lines. After you have it checked by DCheck or Typo you can SAVE the code to a tokenized file.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
news:9oo50b$2fc$5@news6.svr.pol.co.uk...
> I was thinking about this to recently (OCR book to atari), As I dont have
an
> atari no more ,any chance one of the emulators could cut-n-paste into
basic
> or any other ideas to OCR & transfer to an atari image basic file?
> "news.freeuk.net" <stevesweet@freeuk.com> wrote in message
> news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> > Hi John
> >
> > > I have a large Atari BASIC program that I am going to be entering
> > > from a book by hand. Sound familiar? Anyone... Anyone...
> >
> > Oh the joy.....
> >
> > ......of missing a comma.
> >
> > > I would rather key this program into a full screen text editor on my
> > > PC and transfer it over to my Atari 800. Which I can do. I have
> > > Steve Tuckers APE software and a SIO2PC cable.
> >
> > Why not scan the book, OCR it and merge the texts into a single file and
> > load it into your basic editor/compiler.

5031. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-25 22:04:17 UTC
From: Hans Galema <j.m.galema@maartens.nl>
Message-ID: <3BB0FF60.66C7CCCB@maartens.nl>
Source record: 1100

Rafal Kawecki wrote:

> Is there any limit (under SingleTOS) of maximum files I can open?
> I'm trying to open some files from my apps and after about 15-16 files
> the system can't open any other file.
> So, is it a problem of system (is there a patch for that?), or a problem
> of my language (pure C) or something else (what?) ?

Yes there is a limit.
The limit depends on the machine
On a ST it was about 70-100 (i forgot the actual amount)

So you have a Falcon ?
On a Falcon it was 18 0r 19
On a TT about 70

As far as i know there is no patch for this.

5032. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-26 00:59:07 UTC
From: ebaiz@skyenet.net
Message-ID: <vL9s7.2362$n12.36823@newsfeed.slurp.net>
Source record: 851

On 25 Sep 2001 13:55:00 , Rafal Kawecki wrote:
>Hi,
>
>I'm not sure if it's the right group to send the question, but...
>
>Is there any limit (under SingleTOS) of maximum files I can open?
>I'm trying to open some files from my apps and after about 15-16 files
>the system can't open any other file.
>So, is it a problem of system (is there a patch for that?), or a problem
>of my language (pure C) or something else (what?) ?

Yes, there is a limit, but I cannot remember what the limit is. I know
there is a little program out there that let's the ST open more windows
than it is suppose. Problably get it on the web. Try the sites below"

http://www.multimania.com/falkweb/utsi.htm
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5033. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-26 06:43:58 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3BB1792E.2887CEF3@sun1000.pwr.wroc.pl>
Source record: 852

```
> Yes there is a limit.
> The limit depends on the machine
> On a ST it was about 70-100 ( i forgot the actual amount)
>
> So you have a Falcon ?
> On a Falcon it was 18 0r 19

I think it's 18 or even 16 :/
But why Falcon has this limit and ST 70-100??? It's strange...

> As far as i know there is no patch for this.

Arghh...

Thanks for all your answers. I could not find this in the Compandium and in
Profibuch...

Do you know a way to avoid this problem? Can I change something to open more
then 18 files?
Patch (as you said there is no pathc for this) could be a good solution... Ah,
it has to work under SingleTOS, MiNT and MagiC.

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

5034. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-26 15:11:32 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0109261108130.92-100000@Hades060>
Source record: 853

On Wed, 26 Sep 2001, Rafal Kawecki wrote:

> Do you know a way to avoid this problem? Can I change something to open more
> then 18 files?
> Patch (as you said there is no pathc for this) could be a good solution... Ah,
> it has to work under SingleTOS, MiNT and MagiC.

I have no idea why you wish to open so many files, however the
best work around I can think of is to load some of them into
ram, then close them. Then write them back out after you modify
them. Assuming they are small files this could work.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5035. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-27 11:51:06 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3BB312AA.BF05A1CB@sun1000.pwr.wroc.pl>
Source record: 854

> > Do you know a way to avoid this problem? Can I change something to open more
> > then 18 files?
> > Patch (as you said there is no pathc for this) could be a good solution... Ah,
> > it has to work under SingleTOS, MiNT and MagiC.
>
> I have no idea why you wish to open so many files, however the
> best work around I can think of is to load some of them into
> ram, then close them. Then write them back out after you modify
> them. Assuming they are small files this could work.

Why? I'm working on a game and for some reasons I need to open so many files.
However I do it only once...
I can't load them into memory, because some of them are pretty big (about 300 kB - I know one such file it's not big, but 5-8 such files it's quite big ;-)).
Actually Frank Naumann solved my problem :-) It's really easy and if you want to know how to solve it let me know (or better Frank).

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

5036. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-27 14:42:14 UTC
From: Hans Galema <j.m.galema@maartens.nl>
Message-ID: <3BB33AC6.803B7B34@maartens.nl>
Source record: 855

> Actually Frank Naumann solved my problem :-) It's really easy and if you want to
> know how to solve it let me know (or better Frank).

Well, tell us here how he solved it please!

5037. WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-27 16:00:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb34d9a96e981@madasafish.com>
Source record: 863

Hi!

I would like to talk to someone who could help me or write me a very simple program that would read a file byte by byte from floppy disk and place it from $E00000 to $E30000.

I would also like another program to read from $E00000 to $E30000 and put its contents to a file. The file sizes are 2^17.

I don't need any GUI or anything, not even a fileselector is really needed. I did do this with Bload/Bsave with Basic but on my ST it had problems using that address space.

Thanks in advanve.
--
Lyndon Amsdon

5038. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-27 19:02:36 UTC
From: swampdog@ntlworld.com
Message-ID: <3bb37765.52027711@news.ntlworld.com>
Source record: 856

On Tue, 25 Sep 2001 13:55:00 +0200, Rafal Kawecki
<kawecki@sun1000.pwr.wroc.pl> wrote:

>Hi,
>
>I'm not sure if it's the right group to send the question, but...
>
>Is there any limit (under SingleTOS) of maximum files I can open?
>I'm trying to open some files from my apps and after about 15-16 files
>the system can't open any other file.
>So, is it a problem of system (is there a patch for that?), or a problem
>of my language (pure C) or something else (what?) ?

Another possibility, but it won't help much...

Have a look in <stdio.h> for (hopefully) a macro _NFILE_ and/or
FOPEN_MAX. This defines the upper limit for simultaneous fopen()
files. It tends to be low, about 20 although often compiler docs used
to state it could be changed but even so, that would be implementation
dependant. Unfortunately, as others have stated, there are wildly
different amounts between different TOS versions. I recall getting
more than 40 handles (with Fopen) on my original 1Mb STFM 1.2 but
only in the same directory - if I attempted it in multiple
directories the 40 folder bug would strike.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5039. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-27 19:02:39 UTC
From: swampdog@ntlworld.com
Message-ID: <3bb477b4.52106985@news.ntlworld.com>
Source record: 857

On Wed, 26 Sep 2001 08:43:58 +0200, Rafal Kawecki
<kawecki@sun1000.pwr.wroc.pl> wrote:

>> Yes there is a limit.
>> The limit depends on the machine
>> On a ST it was about 70-100 (i forgot the actual amount)
>>
>> So you have a Falcon ?
>> On a Falcon it was 18 0r 19
>
>I think it's 18 or even 16 :/
>But why Falcon has this limit and ST 70-100??? It's strange...
>
>> As far as i know there is no patch for this.
>
>Arghh...
>
>Thanks for all your answers. I could not find this in the Compandium and in
>Profibuch...
>
>Do you know a way to avoid this problem?

Open less files. :-|

>Can I change something to open more then 18 files?
>Patch (as you said there is no pathc for this) could be a good solution... Ah,
>it has to work under SingleTOS, MiNT and MagiC.

Atm it would appear that your only solution is to buffer your file
handles in some way.

Care to elaborate on why you need so many files open? I'm curious! :-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5040. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-27 19:20:53 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001701986.29161.1@eos.uk.clara.net>
Source record: 861

Hi Lonny

> > Do you know a way to avoid this problem? Can I change something to open
more
> > then 18 files?
> > Patch (as you said there is no pathc for this) could be a good
solution... Ah,
> > it has to work under SingleTOS, MiNT and MagiC.

> I have no idea why you wish to open so many files, however the
> best work around I can think of is to load some of them into
> ram, then close them. Then write them back out after you modify
> them. Assuming they are small files this could work.

Didn't you do something similar to this a short while back?.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5041. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-27 22:10:48 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0109272359280.112-100000@freemint>
Source record: 858

Hello!

> Have a look in <stdio.h> for (hopefully) a macro _NFILE_ and/or
> FOPEN_MAX. This defines the upper limit for simultaneous fopen()
> files.

First, this doesn't have anything todo with the system limit of maximum
number of open files and second this means:

FOPEN_MAX

Number of streams which the implementation guarantees can be open
simultaneously. The value will be at least eight.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5042. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-28 06:50:47 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3BB41DC7.1759D39E@sun1000.pwr.wroc.pl>
Source record: 859

```
> > Actually Frank Naumann solved my problem :-) It's really easy and if you want to
> > know how to solve it let me know (or better Frank).
>
> Well, tell us here how he solved it please!

If think Frank will do it better then me ;-)
But the main idea is to open as many files as you can. If you want to open more files,
then first you have to close another file, but with saved in memory: file name,
actuall file position etc.

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

5043. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-28 06:54:30 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3BB41EA6.C52A4F18@sun1000.pwr.wroc.pl>
Source record: 860

```
> >Can I change something to open more then 18 files?
> >Patch (as you said there is no pathc for this) could be a good solution... Ah,
> >it has to work under SingleTOS, MiNT and MagiC.
>
> Atm it would appear that your only solution is to buffer your file
> handles in some way.

Yes, exactly ;-)

> Care to elaborate on why you need so many files open? I'm curious! :-)

I'm porting a game (Tales of Tamar - a preview of this game will be published on
the upcoming ST-Computer CD) for Falcon and for some reasons I need to open more
files at the same time.
Probably I could load the files into memory, but I would eat to much memory (some
files are bigger then 300 kB) etc.

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

5044. Re: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-28 09:16:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb440f84fc3a1@madasafish.com>
Source record: 868

Hi G!

>> I would also like another program to read from $E00000 to $E30000
>and put
>> its contents to a file. The file sizes are 2^17.
>
>One point: The ROM space from a machine with TOS >=1.06 is 256k (ie
>2^18) - so you need to extend your range to 00E00000 thru 00E3FFFF,
>not the 192k address range you've given or the 128k file size (2^17)
>[TT's and Falcons have larger TOS's])

Yes, sorry. It is $E00000 to $E3FFFF and the file size is roughly 256k,
or 2^18.

>> I don't need any GUI or anything, not even a fileselector is really
>> needed. I did do this with Bload/Bsave with Basic but on my ST it
>had
>> problems using that address space.
>
>I'd attempt this on my TT, but I can't seem to find the "Enhanced" ST
>Basic it shipped with - I'll look and see if it's feasible. (Do you
>have access to any other development tools than ST Basic? I normally
>write C or 68k assembly code - I haven't written any serious Basic
>code since the late 1980s, so my attempt may be less than
>ideal/efficient)

OK, Bload/bsave doesn't work on STs when accesing the ROM, yet it does on
my STE. I have Lattice C but see no way of writing to address space.

I also tried buffering to ST memory and then using a peek/poke loop to
move the data from ST memory to that above address range but it took 15
minutes to do only a tenth of it! Mind you, this is an interpreter. I
also have Hisoft Basic. I also don't know how to check where to place a
buffer in Basic as there didn't seem to be a way to ask the OS for memory
space like you can in C.

Thanks.
--
Lyndon Amsdon

5045. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-28 09:20:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb440f84fc3a2@madasafish.com>
Source record: 869

Hi Guy!

>>I would like to talk to someone who could help me or write me a very
>>simple program that would read a file byte by byte from floppy disk and
>>place it from $E00000 to $E30000.
>>
>>I would also like another program to read from $E00000 to $E30000 and put
>>its contents to a file. The file sizes are 2^17.
>>
>>I don't need any GUI or anything, not even a fileselector is really
>>needed. I did do this with Bload/Bsave with Basic but on my ST it had
>>problems using that address space.
>
>The processor probably wasn't in supervisor mode. Try a loop with PEEK
>and POKE they *might* shift in and out of user/supervisor mode
>accordingly. Just try a single POKE first - no point writing the rest
>of the code if it doesn't work. ;-)

Oh, I was able to poke in that address range (actually E00000-E3ffff) and
peek back the right values. I'll try compiling a version to speed things
up but I do worry about guessing where to place my 256k buffer as some
program may write over it.
--
Lyndon Amsdon

5046. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-28 16:55:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb4adaca498a2@madasafish.com>
Source record: 871

Hi Djordje!

>>I would like to talk to someone who could help me or write me a very
>>simple program that would read a file byte by byte from floppy disk and
>>place it from $E00000 to $E30000.
>
>This is obviously for loading a TOS, isn't it?

Kind of.

>Did you consider using the AUTO_206.PRG loader that comes in TOSPATCH
>package (to be found on Atari FTP sites, named TP206***.LZH). The package
>contains provisions for adapting TOS to loading on arbitrary starting
>address, and I suppose that the loader program can cope with anything that
>is specified for TOS location. The starting address is contained in the
>TOS image (in the first ten bytes or so), so a moderately smart loader
>program should not have any problems dealing with that.
>
>Because you intend to load TOS on the original starting address- $E00000,
>there is no need to modify it through TOSPATCH, just use the loader- or
>use TOSPATCH anyway to implement some bug corrections and improvements-
>there are many prepared in the supplied command files.

No, I think I should explain what I'm trying to do. I've put battery
backed memory at $E00000-E3ffff on an ST. I designed a circuit to switch
between TOS 1.02 and whatever is at that above address range. If I use
TOS 2.06 image it already has the right bit to say the starting address,
$E00030 IIRC. I've also switched ROM signals to make it search there
first time it's turned on.

I need a program that can read a file and place it's contents at this
address range to update the memory. Peek/Poke is very slow, even when
compiled to max speed. About an hour.
--
Lyndon Amsdon

5047. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-28 22:51:30 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0109281849010.125-100000@Hades060>
Source record: 862

On Thu, 27 Sep 2001, Steve Sweet wrote:

> > them. Assuming they are small files this could work.
>
> Didn't you do something similar to this a short while back?.

If I did it escapes me, old age perhaps. :-)
I had inquired about redirecting gemdos handles not too long
ago, that might be what you recall.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5048. Re: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-30 00:51:17 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9p5qk8$1bj3$1@news.comnet.co.nz>
Source record: 864

"Lyndon Amsdon" <bindon@madasafish.com> wrote ...
> I would like to talk to someone who could help me or write me a very
> simple program that would read a file byte by byte from floppy disk
and
> place it from $E00000 to $E30000.
>
> I would also like another program to read from $E00000 to $E30000
and put
> its contents to a file. The file sizes are 2^17.

One point: The ROM space from a machine with TOS >=1.06 is 256k (ie
2^18) - so you need to extend your range to 00E00000 thru 00E3FFFF,
not the 192k address range you've given or the 128k file size (2^17)
[TT's and Falcons have larger TOS's])

>
> I don't need any GUI or anything, not even a fileselector is really
> needed. I did do this with Bload/Bsave with Basic but on my ST it
had
> problems using that address space.

I'd attempt this on my TT, but I can't seem to find the "Enhanced" ST
Basic it shipped with - I'll look and see if it's feasible. (Do you
have access to any other development tools than ST Basic? I normally
write C or 68k assembly code - I haven't written any serious Basic
code since the late 1980s, so my attempt may be less than
ideal/efficient)

--

Quote for the month

"This is the loudest quiet I've ever listened to"
(Kermit The Frog)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

5049. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-30 07:47:42 UTC
From: swampdog@ntlworld.com
Message-ID: <3bb81be7.85504709@news.ntlworld.com>
Source record: 867

On Fri, 28 Sep 2001 08:54:30 +0200, Rafal Kawecki
<kawecki@sun1000.pwr.wroc.pl> wrote:

>> >Can I change something to open more then 18 files?
>> >Patch (as you said there is no pathc for this) could be a good solution... Ah,
>> >it has to work under SingleTOS, MiNT and MagiC.
>>
>> Atm it would appear that your only solution is to buffer your file
>> handles in some way.
>
>Yes, exactly ;-)
>
>
>> Care to elaborate on why you need so many files open? I'm curious! :-)
>
>I'm porting a game (Tales of Tamar - a preview of this game will be published on
>the upcoming ST-Computer CD) for Falcon and for some reasons I need to open more
>files at the same time.
>Probably I could load the files into memory, but I would eat to much memory (some
>files are bigger then 300 kB) etc.

I've some time to waffle. Beware! I'm tired! I can go on and on and
round & round in circles for ages. See, I've started already :-)

You could "front-end" the gemdos functions perhaps. Something like
this, although obviously I've got <stdio.h> in mind here because I
can't remember the details of the gemdos functions well enough!!!

```
typedef struct {
char * fn; //filename
char * fa; //file attributes
FILE * fp; //or NULL if currently not open
long sp; //saved seek position
BOOL fe; //ferror(fp)
int en; //errno
unsigned long ac; //"access count"
} MFILE;

MFILE* mfopen(const char fname[], const char fattr[]);
void mfclose(MFILE *mfp);
int mfread(void *bp, size_t bs, size_t n, MFILE *mfp);
int mfwrite(const void *bp, size_t bs, size_t n, MFILE *mfp);
long mftell(MFILE*);
int mfseek(MFILE *mfp, long offset, int whence);
```

The (MFILE*) returned from mfopen() can be treated almost like
(FILE*). The idea is that mfopen() also saves a copy in an internal
list, called 'mfpa' for example. 'mfpa' is big enough, or can become
big enough, to hold a pointer for each file that can possibly be
opened. When this list contains the same number, or more, of open
files as can be reliably opened then it'll need to close one of the
files which is already in the list - the file accessed the least
perhaps. Having done that, it can place the new (MFILE*) into a vacant
(ie NULL) slot within the list then really open it: I reckon you need
to do that immediately to avoid dealing with "postponed fopen()
failures".

You might close the least accessed file like this...

```
static BOOL
FileContextSleep(MFILE *mfp)
{
if (!mfp || !mfp->fp)
return FALSE
;

mfp->sp = ftell(mfp->fp);
mfp->fe = ferror(mfp->fp);
mfp->en = errno;

fclose(mfp->fp);
mfp->fp = NULL;

return TRUE;
}
```

...which could be restored thus...

```
static BOOL
FileContextAwake(MFILE *mfp)
{
assert(mfp && !mfp->fp);
if (!mfp->fe)
return FALSE
;

mfp->fp = fopen(mfp->fn,mfp->fa);
assert(mfp->fp);
fseek(mfp->fp,mfp->sp,SEEK_SET);

return !(mfp->fe = ferror(mfp->fp));
}
```

Btw I've used assert() merely to highlight something that needs
thinking about. The FALSE return above is because in my mind I see
little point in making an attempt to reopen the stream when it was in
an error condition anyway. ;-)

These MFILE's need creating & destroying...

```
static MFILE *
CreateContext(
const char fname[],
const char fattr[]
)
{const int lfn =strlen(fname),
lfa =strlen(fattr);
MFILE *mfp =malloc(sizeof *mfp + lfn + 1 + lfa + 1);

if (!mfp)
return NULL
;

mfp->fn = (char*)&mfp[1];
strcpy(mfp->fn,fname);
mfp->fa = &mfp->fn[lfn + 1];
strcpy(mfp->fa,fattr);
mfp->fp = NULL;
mfp->sp = 0;
mfp->fe = TRUE;
mfp->en = SUMFINK; //some relevent initial E_?? condition
mfp->ac = NO_ACCESSES; //zero ;-)

return mfp;
}

static void
DestroyContext(
MFILE **mfp
)
{
assert(*mfp && !(*mfp)->fp);
free(*mfp);
*mfp = NULL;
}
```

And that's where I'll have to leave it I'm afraid. A very long compilation has just died & is demanding my attention. Typical. Nothing ever goes wrong when you stare at it. Drop yer pencil & bend down to get it. Phzitt - error! :-|

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5050. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-30 07:47:44 UTC
From: swampdog@ntlworld.com
Message-ID: <3bb71a58.85105475@news.ntlworld.com>
Source record: 865

On Fri, 28 Sep 2001 00:10:48 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> Have a look in <stdio.h> for (hopefully) a macro _NFILE_ and/or
>> FOPEN_MAX. This defines the upper limit for simultaneous fopen()
>> files.
>
>First, this doesn't have anything todo with the system limit of maximum
>number of open files and second this means:
>
>FOPEN_MAX
>
>Number of streams which the implementation guarantees can be open
>simultaneously. The value will be at least eight.

Ah, but I wasn't 100% sure what actual call was being used, which is
why I mentioned it, it being the only unmentioned thing as it were.

Well at least if nobody else did, I learnt something, because I didn't
know it was guaranteed to be eight! <G>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5051. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-30 07:47:44 UTC
From: swampdog@ntlworld.com
Message-ID: <3bb91db0.85961225@news.ntlworld.com>
Source record: 866

On Thu, 27 Sep 2001 17:00:26 +0100 (BST), "Lyndon Amsdon"
<bindon@madasafish.com> wrote:

>Hi!
>
>I would like to talk to someone who could help me or write me a very
>simple program that would read a file byte by byte from floppy disk and
>place it from $E00000 to $E30000.
>
>I would also like another program to read from $E00000 to $E30000 and put
>its contents to a file. The file sizes are 2^17.
>
>I don't need any GUI or anything, not even a fileselector is really
>needed. I did do this with Bload/Bsave with Basic but on my ST it had
>problems using that address space.

The processor probably wasn't in supervisor mode. Try a loop with PEEK
and POKE they *might* shift in and out of user/supervisor mode
accordingly. Just try a single POKE first - no point writing the rest
of the code if it doesn't work. ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5052. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-30 14:10:48 UTC
From: elfsoft@mindspring.com
Message-ID: <9p7958$c23$1@slb2.atl.mindspring.net>
Source record: 873

>I would like to talk to someone who could help me or write me a very
>simple program that would read a file byte by byte from floppy disk and
>place it from $E00000 to $E30000.

There is an absolute address version of the DVI executable file format,
so a file written in that format should be loaded automatically into
any desired address and executed. (I've never actually tried it.)

OTOH, if you replace the system ROM with RAM or Flash RAM, you won't
be able to boot up at all.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

5053. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-09-30 17:39:21 UTC
From: vdjole@EUnet.yu
Message-ID: <9p7lc6len1@news.eunet.yu>
Source record: 870

On 27 Sep 2001 17:00:26 , "Lyndon Amsdon" wrote:
>Hi!
>
>I would like to talk to someone who could help me or write me a very
>simple program that would read a file byte by byte from floppy disk and
>place it from $E00000 to $E30000.

This is obviously for loading a TOS, isn't it?

Did you consider using the AUTO_206.PRG loader that comes in TOSPATCH package (to be found on Atari FTP sites, named TP206***.LZH). The package contains provisions for adapting TOS to loading on arbitrary starting address, and I suppose that the loader program can cope with anything that is specified for TOS location. The starting address is contained in the TOS image (in the first ten bytes or so), so a moderately smart loader program should not have any problems dealing with that.

Because you intend to load TOS on the original starting address- $E00000, there is no need to modify it through TOSPATCH, just use the loader- or use TOSPATCH anyway to implement some bug corrections and improvements- there are many prepared in the supplied command files.

Regards;

5054. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-01 06:47:14 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8a31888420@madasafish.com>
Source record: 878

Hi Djordje!

>>I need a program that can read a file and place it's contents at this
>>address range to update the memory. Peek/Poke is very slow, even when
>>compiled to max speed. About an hour.
>
>??? I can't understand how you succeeded in making it so slow? I made
>a little test- loaded 256KB from a file, poked it all into another location
>(all in standard ST-RAM), and saved to another file. Even with an improvised
>(i.e. non-optimized) little program compiled with Gfa-basic it took below
>30 seconds. Is it possible that your DTACKing circuit is too slow? If it
>responds several CPU-cycles too late, it may significantly prolong data
>transfer.

I tested it on my STE doing a read from the rom. It does seem awfully
slow, I know. I did this (IIRC)

```
20 for t= 1 to 262144 step 2
30 a%=peek(&HE0000+t)
40 poke &H30000+t,a%
50 next
60 bsave "test",&H30000,262144
```

Well, that was the basic way, there may be a couple of bugs in there. It
takes the ROM, buffers it to ST memory and then saves it.

Henk Robbers has helped me out with a compiled version (the Lattice
version had a problem with the array or something).

Thanks to everyone who helped, if it works OK I'll put all docs on my
website.
--
Lyndon Amsdon

5055. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-01 06:51:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8a31888421@madasafish.com>
Source record: 879

Hi Djordje!

>I am quite aware what you are trying to do, but read carefully- that's
>exactly what I was saying: original TOS image is already set for $E000000.
>Then I suggested that maybe the loader program supplied with TOSPATCH
>might recognize $E000000 and load TOS there, thus solving your software
>problem.

Sorry, I forget to reply to this bit. I did download some tools from
Hallvards website as I couldn't find anything under that name you gave. I
got some tools to modify a tos.img reading for putting into EPROM but
didn't see anything for loading it. I've just seen what you mean know,
the sort of program that puts it into ST RAM.
--
Lyndon Amsdon

5056. Re: Opening files

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-01 10:19:44 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3BB84340.F7E30659@sun1000.pwr.wroc.pl>
Source record: 872

> >> >Can I change something to open more then 18 files?
> >> >Patch (as you said there is no pathc for this) could be a good solution... Ah,
> >> >it has to work under SingleTOS, MiNT and MagiC.
> >>
> >> Atm it would appear that your only solution is to buffer your file
> >> handles in some way.
> >
> >Yes, exactly ;-)
> >
> >
> >> Care to elaborate on why you need so many files open? I'm curious! :-)
> >
> >I'm porting a game (Tales of Tamar - a preview of this game will be published on
> >the upcoming ST-Computer CD) for Falcon and for some reasons I need to open more
> >files at the same time.
> >Probably I could load the files into memory, but I would eat to much memory (some
> >files are bigger then 300 kB) etc.
>
> I've some time to waffle. Beware! I'm tired! I can go on and on and
> round & round in circles for ages. See, I've started already :-)
>
> You could "front-end" the gemdos functions perhaps. Something like
> this, although obviously I've got <stdio.h> in mind here because I
> can't remember the details of the gemdos functions well enough!!!

Thanks for that.
Actually it's done now and it works ;-) Besides that I'm using simple - open, read etc. functions (no FILE * stream is used).

Probably somebody else will use it.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

5057. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-01 21:41:25 UTC
From: vdjole@EUnet.yu
Message-ID: <9panu1sph1@news.eunet.yu>
Source record: 874

On 28 Sep 2001 17:55:16 , "Lyndon Amsdon" wrote:

>>Did you consider using the AUTO_206.PRG loader that comes in TOSPATCH
>>[...]
>>Because you intend to load TOS on the original starting address- $E00000,
>>there is no need to modify it through TOSPATCH, just use the loader- or
>>use TOSPATCH anyway to implement some bug corrections and improvements-
>>there are many prepared in the supplied command files.
>
>No, I think I should explain what I'm trying to do. I've put battery
>backed memory at $E00000-E3ffff on an ST. I designed a circuit to switch
>between TOS 1.02 and whatever is at that above address range. If I use
>TOS 2.06 image it already has the right bit to say the starting address,
>$E00030 IIRC. I've also switched ROM signals to make it search there
>first time it's turned on.

I am quite aware what you are trying to do, but read carefully- that's
exactly what I was saying: original TOS image is already set for $E000000.
Then I suggested that maybe the loader program supplied with TOSPATCH
might recognize $E000000 and load TOS there, thus solving your software
problem.

Anyway, using TOSPATCH to hack a little into TOS image might give you some
benefits, like removing bugs, enabling it to format a MS-DOS compatible
floppy, translating the TOS resource files, etc.

>I need a program that can read a file and place it's contents at this
>address range to update the memory. Peek/Poke is very slow, even when
>compiled to max speed. About an hour.

??? I can't understand how you succeeded in making it so slow? I made
a little test- loaded 256KB from a file, poked it all into another location
(all in standard ST-RAM), and saved to another file. Even with an improvised
(i.e. non-optimized) little program compiled with Gfa-basic it took below
30 seconds. Is it possible that your DTACKing circuit is too slow? If it
responds several CPU-cycles too late, it may significantly prolong data
transfer.

cu.

5058. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-01 21:41:29 UTC
From: vdjole@EUnet.yu
Message-ID: <9panu7sph2@news.eunet.yu>
Source record: 875

On 30 Sep 2001 14:10:48 , John Kormylo wrote:

>OTOH, if you replace the system ROM with RAM or Flash RAM, you won't
>be able to boot up at all.

That is not exactly true- with a proper hardware circuit and if adequate precautions are taken against a corrupted TOS image, it would be possible to boot from a previously loaded Flash RAM or a battery-backed SRAM.

cu.

5059. Re: How to top another program under MagiC?

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-02 11:49:18 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3bb9b79c1a0850@xs4all.nl>
Source record: 876

on Sun 23-09-2001 14:25 Philipp Donzï¿½ wrote:

>Here is some code I worked out. (It uses most MagiC specific features!)
>With my configuration everything works fine (PureC 1.1, MT_AES.LIB).

Well, unfortunately I don't have MT_AES.LIB

>Good luck ;-)

Thanks!

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I reaffirm with emphasis that the sun is real, and also that it is
hot - in fact as hot as Hell, and that if the metaphysicians doubt
it they should go there and see."
- Winston Churchill

5060. WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-02 13:57:28 UTC
From: elfsoft@mindspring.com
Message-ID: <9pch48$64g$1@slb0.atl.mindspring.net>
Source record: 877

```
>>OTOH, if you replace the system ROM with RAM or Flash RAM, you won't
>>be able to boot up at all.
>
>That is not exactly true- with a proper hardware circuit and if adequate
>precautions are taken against a corrupted TOS image, it would be possible
>to boot from a previously loaded Flash RAM or a battery-backed SRAM.

Sorry, I should have specified "uninitialized" RAM or Flash RAM,
which is what he would have before he runs the copy program.

As it turns out, he plans to switch from ROM to RAM on the fly.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!
```

5061. Join the EmuTOS project!

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-02 18:59:56 UTC
From: mdoering@mucl.de
Message-ID: <3bba0d70.2003199@news.cis.dfn.de>
Source record: 880

Hi!

Join the EmuTOS project at:

http://emutos.sourceforge.net/en/index.htm

EmuTOS is a singleuser singletasking operating system for Atari ST
computer emulators. Today it is just running on STonX. But my
intention is to have it running on every Atari ST emulator available.

It is thought as a replacement for the TOS-images you usually need
today on these emulators.

EmuTOS is based on Digital Research's GEMDOS sources, which was made
available under GPL license in 1999 by Caldera, and so is EmuTOS.

EmuTOS today is made up of four parts:

- The BIOS/XBIOS, which provides the interface to the hardware.
- The BDOS, which is what you know as GEMDOS
- The shell command.prg

Maybe it is enough for starting games. Possibly it will get a "full"
TOS with graphics and all. Maybe it will run on real hardware some
day...

The EmuTOS Mailinglist is up and running.
Go here to add yourself to the list:

http://lists.sourceforge.net/lists/listinfo/emutos-devel

and here you can see the archive:

http://www.geocrawler.com/redir-sf.php3?list=emutos-devel

Regards
--
Martin D�ring

5062. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-03 20:20:55 UTC
From: vdjole@EUnet.yu
Message-ID: <9pfrv6$1s1$1@news.eunet.yu>
Source record: 881

On 1 Oct 2001 07:51:12 +, "Lyndon Amsdon" wrote:
>>Then I suggested that maybe the loader program supplied with TOSPATCH
>Hallvards website as I couldn't find anything under that name you gave.

Try http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html

or, for a somewhat older version, which I used

ftp.cs.tu-berlin.de/pub/Atari/Utils/tp206v38.lzh

which is for German tos only. I believe that on some British site
you can find an archive called TOSPATUK which contains files for
a British tos (different routine addresses there).

Cu.

5063. Re: Join the EmuTOS project!

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-06 14:35:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002383931.44283.3@eurus.uk.clara.net>
Source record: 882

Hi Martin

> Join the EmuTOS project at:

Good luck with this venture.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5064. Re: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-07 09:29:17 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9pp7jj$189o$1@news.comnet.co.nz>
Source record: 883

"Lyndon Amsdon" <bindon@madasafish.com> wrote ...
> Hi!
>
> I would like to talk to someone who could help me or write me a very
> simple program that would read a file byte by byte from floppy disk
and
> place it from $E00000 to $E30000.
>
> I would also like another program to read from $E00000 to $E30000
and put
> its contents to a file. The file sizes are 2^17.
>
> I don't need any GUI or anything, not even a fileselector is really
> needed. I did do this with Bload/Bsave with Basic but on my ST it
had
> problems using that address space.
>
> Thanks in advanve.

I've had a go at writing one in ST Basic, but gave up - it's hopelessly slow on my TT, (5 mins for 256k data, versus 1 second for 512k when done in C) and it was a bit "iffy" as well (probably due to my not using Basic since the 1980s)

I also started writing one in Lattice C, and it seems to be working OK. It puts up a dialog, and allows you to pick the address you want to use from a popup menu (with the two most common addresses predefined), pick the sizes from a menu, a file name via the file selector, and then read/write the file. If you want a custom address or data size (in 1k increments), you can also enter these and select "Custom" from the popup menus.

It seems to be quite reasonable speed wise under SingleTOS (AES 4.1, TOS 3.05), copying my TTs ROM (512k bytes) to a semi-fragmented SCSI hard disc partition in about 1.5 seconds, and reading it back into the ROM space in two seconds or thereabouts. (Not having access to an ST, I'd guess these times would elongate to about 8-10 seconds, which seem quite reasonable)

It's a bit over 500 lines of C source.at present, compiled only for a TT, and the double-clickable APP is about 60k in its incomplete, but fully debuggable form (it'll probably end up nearer to 40k when I've tidied it up, added some more sanity checks [checking if you're writing/reading "bad" addresses and so forth], recompiled for an ST, and removed the debug info from the program)

I can probably email it to you in the next few days.

--

Quote for the month

"Nice software!"
(Number 5)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

5065. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-07 09:37:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc0224cffb30@madasafish.com>
Source record: 885

Hi Djordje!

>On 1 Oct 2001 07:51:12 +, "Lyndon Amsdon" wrote:
>>>Then I suggested that maybe the loader program supplied with TOSPATCH
>>Hallvards website as I couldn't find anything under that name you gave.
>
>Try http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html
>
>or, for a somewhat older version, which I used
>
>ftp.cs.tu-berlin.de/pub/Atari/Utils/tp206v38.lzh
>
>which is for German tos only. I believe that on some British site
>you can find an archive called TOSPATUK which contains files for
>a British tos (different routine addresses there).

I'll keep that archived but the actual program is sorted, Henk Robbers has done a grand job with this small TTP. The battery backed SRAM now works but I haven't put actually put a battery on it. I need to mount the GAL onto a piece of veroboard/stripboard and place the battery there. The SRAMs fit nicely into the spare ROM sockets. There is actually no modification to the old ROMs as you desolder the bridge across the CE and solder two wires to either side of it.

I'll write it fully up with schematics etc.

Thanks Djordje.
--
Lyndon Amsdon

5066. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-07 09:42:13 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9pp8bo$18js$1@news.comnet.co.nz>
Source record: 884

"Lyndon Amsdon" <bindon@madasafish.com> wrote ...
> >>I need a program that can read a file and place it's contents at
this
> >>address range to update the memory. Peek/Poke is very slow, even
when
> >>compiled to max speed. About an hour.
> >
> >??? I can't understand how you succeeded in making it so slow? I
made
> >a little test- loaded 256KB from a file, poked it all into another
location
> >(all in standard ST-RAM), and saved to another file. Even with an
improvised
> >(i.e. non-optimized) little program compiled with Gfa-basic it took
below
> >30 seconds. Is it possible that your DTACKing circuit is too slow?
If it
> >responds several CPU-cycles too late, it may significantly prolong
data
> >transfer.
>
> I tested it on my STE doing a read from the rom. It does seem
awfully
> slow, I know. I did this (IIRC)
>
> 20 for t= 1 to 262144 step 2
> 30 a%=peek(&HE0000+t)
> 40 poke &H30000+t,a%
> 50 next
> 60 bsave "test",&H30000,262144

(Where did you get the address &h30000 from?)

> Well, that was the basic way, there may be a couple of bugs in
there. It
> takes the ROM, buffers it to ST memory and then saves it.

You're reading 16 bit words from an odd address. This will cause the
68000 to complain, (normally generating a three bomb [Address
Exception] crash, but Basic seems to have intercepted this, and runs
slower than normal as a result)

At the first iteration, you're reading (E00000+1) = E00001 (odd
address!)
The next iteration you're reading (E00000+3) = E00003

A better way would've been something like:

```
FOR t% = 0 TO 262142 STEP 2
a% = PEEK_W( &hE00000 + t% )
POKE_W &h30000 + t%, a%
NEXT t%
```

> Henk Robbers has helped me out with a compiled version (the Lattice
> version had a problem with the array or something).
>
> Thanks to everyone who helped, if it works OK I'll put all docs on
my
> website.

--

Quote for the month

"Nice software!"
(Number 5)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

5067. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-07 09:43:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc03cc215ad550@madasafish.com>
Source record: 886

Hi G!

```
>> 20 for t= 1 to 262144 step 2
>> 30 a%=peek(&HE0000+t)
>> 40 poke &H30000+t,a%
>> 50 next
>> 60 bsave "test",&H30000,262144
>
>(Where did you get the address &h30000 from?)
```

That was &HE00000 in my real basic.

```
>> Well, that was the basic way, there may be a couple of bugs in
>there. It
>> takes the ROM, buffers it to ST memory and then saves it.
>
>You're reading 16 bit words from an odd address. This will cause the
>68000 to complain, (normally generating a three bomb [Address
>Exception] crash, but Basic seems to have intercepted this, and runs
>slower than normal as a result)
```

I also put Step 2 afterwards too, I remember this as the 030 can access odd address IIRC and it was a commen coding problem when the software was run on ST.

--
Lyndon Amsdon

5068. Re: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-07 09:45:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc03cc215ad551@madasafish.com>
Source record: 887

Hi

>It's a bit over 500 lines of C source.at present, compiled only for a
>TT, and the double-clickable APP is about 60k in its incomplete, but
>fully debuggable form (it'll probably end up nearer to 40k when I've
>tidied it up, added some more sanity checks [checking if you're
>writing/reading "bad" addresses and so forth], recompiled for an ST,
>and removed the debug info from the program)

I'm really sorry but Henk Robbers has already sent me a version that is
working fine. I hope I haven't wasted your time. 500 lines sounds like
quite a few days solid coding.

>I can probably email it to you in the next few days.

My Email is down at the moment.
--
Lyndon Amsdon

5069. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-08 09:18:49 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <9prr1p$t5b$1@sun27.hrz.tu-darmstadt.de>
Source record: 888

Hi!

Lyndon Amsdon <bindon@madasafish.com> wrote:
> I also put Step 2 afterwards too, I remember this as the 030 can
> access odd address IIRC and it was a commen coding problem when
> the software was run on ST.

Yes, the 68030 can read words and long words from odd addresses,
but it takes twice the time than reading from even addresses, as
it is (IIRC) internally realized by first read a word from the
next lower even address and then the following word, and returning
the intersection of these two words.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet)
gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!

5070. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-08 20:56:01 UTC
From: vdjole@EUnet.yu
Message-ID: <9pt3sv$c9r$1@news.eunet.yu>
Source record: 889

On 7 Oct 2001 10:37:12 +, "Lyndon Amsdon" wrote:

>> TOSPATCH

>I'll keep that archived but the actual program is sorted,

You should look at TOSPATCH anyway, it will give you an opportunity
to correct some important bugs in TOS2.06 and to make some enhancements.

>The battery backed SRAM now works
>but I haven't put actually put a battery on it.

If you haven't already done so, maybe you should make some voltage-monitor
circuit which would positively reset to old TOS in case of battery voltage
dropping below some level. With cmos logic the control circuit would not drain
battery much.

cu.

5071. Re: WTD: Programmer

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-09 17:57:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da2dc347f50@madasafish.com>
Source record: 890

Hi Djordje!

>On 7 Oct 2001 10:37:12 +, "Lyndon Amsdon" wrote:
>
>>> TOSPATCH
>
>>I'll keep that archived but the actual program is sorted,
>
>You should look at TOSPATCH anyway, it will give you an opportunity
>to correct some important bugs in TOS2.06 and to make some enhancements.

I will be getting it. I may try this Winx thing and some other bits here
and there. I'll also get that one for modifying Magic.Ram file.

>>The battery backed SRAM now works
>>but I haven't put actually put a battery on it.
>
>If you haven't already done so, maybe you should make some voltage-monitor
>circuit which would positively reset to old TOS in case of battery voltage
>dropping below some level. With cmos logic the control circuit would not drain
>battery much.

I'm looking around for some small chips that monitor voltage. I'm sure
Maxim have got somthing like that.
--
Lyndon Amsdon

5072. gnu lcomm and bss variables

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-22 13:47:29 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3BD42371.AF1F1A3F@siemens.at>
Source record: 891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

For one of the projects I am working on I needed a program that
converts code from gnu assembler to devpac assembler syntax.
I wrote a program and checked the differences on the resulting
.o files using TTdigger (great program, Henk, many thanks for
it). ATM the situation is that nearly all produced code is equal.
The main difference is, that gnu .comm variables which I
translated to xdef variables in the bss section should be
translated in some other way, because in one .o file they
are included as 0 and in the other .o file it's 6xxx.
This wouldn't be a problem if the resulting program would work
but it doesn't. BTW, after assembler I called gst2gcc to convert
the .o module and then linked it with other gnu objects.

Many thanks for any idea
Gerhard

5073. ANNOUNCE: Cleveland Free-Net Atari SIG archive

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-25 15:59:30 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-128123.08593025102001@corp-radius.supernews.com>
Source record: 892
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.lynx

I am proud to announce the launch of the Official Cleveland Free-Net Atari SIG Archive.

http://www.atariarchives.org/cfn/

The Cleveland Free-Net, a free dialup and telnet BBS offered through Case Western Reserve University, was home to an active group of Atari users. The Atari SIG (special interest group) had information about every Atari platform, including 8-bit computers, 16/32-bit computers, Jaguar, Lynx, and Portfolio. The Cleveland Free-Net was shut down on September 30, 1999, but before it was, a complete backup of the Atari SIG was made.

Working with the folks who ran the forum, we have endeavored to preserve both the feel of the SIG and the information it contained. This is an amazing resource that exceeds 200 megabytes of data - much of which isn't available elsewhere.

"The Atari SIGOps hoped to preserve this extensive information resource we had built over the years. We approached www.atariarchives.org and Kevin Savetz with the idea of a permanent web archive of our SIG, and we couldn't be happier with the result." --Michael Current, mcurrent@carleton.edu, former 8-bit Atari SIGOp, Cleveland Free-Net Atari SIG.

Among the highlights:

A Time Capsule of Atari news items from 1986 - 1999
http://www.atariarchives.org/cfn/12/03/

Atari 8-Bit Technical Reference Manual and upgrade guides
http://www.atariarchives.org/cfn/12/02/

664 ST-related newsletters, including Z*NET and ST Report
http://www.atariarchives.org/cfn/06/08/

A complete archive of Z*Magazine
http://www.atariarchives.org/cfn/12/05/02/

Reviews of 79 Lynx games
http://www.atariarchives.org/cfn/08/07/
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

5074. changing background color window

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-26 12:38:20 UTC
From: D Galvez <maraka@atari.net>
Message-ID: <3bd95809$1@post.newsfeeds.com>
Source record: 893

*** post for FREE via your newsreader at post.newsfeeds.com ***

Hi.
I'm coding a small GEM game, and i want to change the background window color from the default white color to light grey. Which is the best way to doit?

I was said that RSC files are involved with that.

Thanks.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 90,000 Newsgroups - 16 Different Servers! =-----

5075. changing window background color

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-26 15:06:32 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0110260706.40bde517@posting.google.com>
Source record: 894

Hi.
I'm coding a small GEM game, and i want to change the background window color from the default white color to light grey. Which is the best way to doit?

I was said that RSC files are involved with that.

Thanks.

Sorry if you have seen this post twice, the first time i posted i used a server that doesn't work very well.

5076. Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-29 21:30:17 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <nSjD7.310$oQ2.19078280@news.incc.net>
Source record: 895

Unless...

We regain the Atari brandname. Otherwise, we'd just be porting Atari apps to run under a different processor/OS platform. That doesn't make them Atari apps any more. It makes them X-app running on X-hardware. It's no different than porting any game from the arcade to the Playstation, or WordPerfect from DOS to the Atair ST. The reason those apps were considered Atari ST applications was because they were *unique* to the Atari ST! And, if they weren't, they were usually only ported to or from the Amiga platform.

If the effort to "revive Atari" is to have ANY hope, we must go to the source (Infogrames) and reaquire (by license) the Atari name with reference to a computer/hardware division.

However, we must be resolved to do this. We must see that anything less is utterly a waste of time and pointless. Emulation, for the sake of enjoying the "old ways" just one more time is simply a time-wasting "nostalgia trip". If we are so desirous to get back to the days of Atari's golden age, we must realize that it involves the NAME! An Atari computer is NOT an Atari computer unless it is called an *Atari* computer. And, none of the clones, regardless of their ability to run Atari ST/TT/Falcon030 applications are Atari computers.

And, worst of all, they will all die, if they haven't already.

We are in the last days of "Atari". The fumes the die-hards have been running on are evaporating into nothingness rapidly. Eventually, there will be nothing left and no one to care. And Atari, as a namesake, memory, and gaming pioneer... will be lost forever...

Say what you will, but you must answer me this. WHY do you use an Atari computer and the software that you run on it? Is it the applications? Is it the brandname? Is it the uniqueness of the hardware? Or is it just fond memories that keep you going?

If owning and using an Atari ST computer (or clone) is so important, then why isn't reviving the company that started it? It's not about the people who worked at Atari... they KILLED it, remember? It's not about the designers who made the cases (though I am still very partial to the 1040ST design myself), they've moved on. It's not about the features or limitations of the system. It's about the NAME! The company! The meaning!

An Atari computer isn't an Atari computer unless it's *called* an ATARI computer!

If you say that the name isn't important to you, then why do you use an Atari computer? If you say it's not the applications you care about, then why do you use an Atari computer? If you say it's not the nostalgic memories of having a computer that was ahead of the rest in it's day, then why do you use an Atari computer?

Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say that, if "Atari" were to make a comeback, and started manufacturing computers, PDA's, laptops, and more again... that you wouldn't be thrilled?

If not, then you DO NOT know what it is to be an Atarian. Brand loyalty is an issue of pride and trust. Sure, that trust has been marred by the people who owned it before and the name "Atari" is merely being leeched for some game titles by Infogrames. "Atari" hardly means anything but "dead, ancient game company", these days, but when it was first created, it meant "Success!" (I believe that's the correct translation, if memory serves me right).

We can't bring back the past, but we can enjoy the present. I would love to go back to the days when The CareBear demos and STOS and Brattacas and Barbarian and BloodMoney and Shadow of The Beast and Xenon and 1st Word and DBMaster One and NeoChrome and all those other games and programs were around. If I had my druthers, I'd turn back time, stick myself right in the crux of the 1040ST years (there were at least three or four, weren't there?) and put it on an endless loop! I have NEVER been that happy. I've come close, but just when I think I can regain that same state of bliss, it vanishes. Why? Because BeOS is dead. Because Macs are too expensive...

Because nothing, but NOTHING... is the same as owning an Atari 1040ST back in 1986, right after my graduation at Pasadena High School. Do you even realize how excited I was when I saw the first 520ST ad in a magazine? Do you know what my reaction was when I saw my first 1040ST ad?

I remember it like it was yesterday... I owned an Apple IIc at the time.

The instant I was finished drooling over the ad and the features the 1040ST was boasting, I said one thing to myself...

"I'm getting it."

And as soon as I graduationed, I sold my Apple IIc and had my mother drive me to ComSoft in the Sun Valley, CA (I forget exactly where it was, but it wasn't too far from where my friend , James, lived at the time), and I bought one.

[Anyone remember "Logical Choice for Computing" in California?]

And if any one of you have even the tiniest HINT of a cranial concept of these same emotions, you'd realize that the name 'Atari" means almost more than the things they created. Shoot, they even made/sold CALCULATORS, for crying out loud! And, you know what? I'da bought one. I was so proud of my FAVORITE company. I wanted to work for them! I looked forward to going to the computer store to see what new software was released. I bought Joust and Star Raiders as soon as they were released. The list goes on and on...

I also went to every Atari Faire in Glendale, Ca. From the first to the last.

But those days are gone. The games were all so deeply copy-protected and tightly wired in Assembly Language, there's little to no hope of ever getting them ported to new hardware, with or without the Atari name. Psygnosis is dead (or at least I haven't heard anything about them from within Sony in recent years). Those games are dead. STOS is the same way.

The only thing we could do is find the programmers to port any and all possible ST applications to the new hardware. I believe, beyond a shadow of a doubt, that if Atari started making computers again... computers that had an OS that was simple and fun to use, but more powerful than TOS/GEM was, ha d some really nice hardware under the hood, and boasted of "Power Without the Price" again... we'd see the "old ones" coming out of the woodwork. And, I tell you this... I'd buy one in a heartbeat... even if it *wasn't* "leading edge".

Why?

Because it would be... an Atari!

Jared

5077. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-30 10:09:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004450296-67494AEicMi@ntlworld.com>
Source record: 896

Jared,

Do you think that you could stop cross-posting to all the atari st newsgroups?
One reading of your posts is quite sufficient.

Thank you for your attention.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5078. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-30 23:21:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004552363.30341.1@demeter.clara.net>
Source record: 898

Hi Derryck

> Jared,
>
> Do you think that you could stop cross-posting to all the atari st
newsgroups?
> One reading of your posts is quite sufficient.

I disagree, one posting is way too much.

--

Steve. S.

5079. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-31 05:32:30 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <k0MD7.361$%q3.21295130@news.incc.net>
Source record: 897

I believe that what I have to say is genuinely important enough to make sure that it doesn't get overlooked. I assume that not everyone looks at all the Atari newsgroups, so I consider it possible that my post(s) may be overlooked or never seen.

As well, what I sometimes post in one newsgroup is the exact same reply I would give in the next one, so I duplicate the reply. It's not that I'm trying to be annoying. It's that I want to be sure I am heard.

"If I didn't believe in what I was saying, I wouldn't be saying what I believe in."

Jared

Derryck Croker wrote in message <1004450296-67494AEicMi@ntlworld.com>...
>Jared,
>
>Do you think that you could stop cross-posting to all the atari st newsgroups?
>One reading of your posts is quite sufficient.
>
>Thank you for your attention.
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

5080. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-31 09:17:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004601844-207464AEicMi@ntlworld.com>
Source record: 901

From: "Jared Falvo" <luposian@azob.quik.com>

>I believe that what I have to say is genuinely important enough to make sure
>that it doesn't get overlooked. I assume that not everyone looks at all the

comp.sys.atari.st is the main group...

--
Regards,

Derryck Croker

5081. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-31 18:55:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004645018.43796.1@eos.uk.clara.net>
Source record: 902

Hi Jared

> I believe that what I have to say is genuinely important enough to make
sure
> that it doesn't get overlooked. I assume that not everyone looks at all
the
> Atari newsgroups, so I consider it possible that my post(s) may be
> overlooked or never seen.

If we thought you had a point we'd have encouraged you months ago when you first escaped from the secure ward.

> As well, what I sometimes post in one newsgroup is the exact same reply I
> would give in the next one, so I duplicate the reply.

> It's not that I'm trying to be annoying.

Really!!!!!!!! you dont give that impression!!!!!!!!!!!!!!

> It's that I want to be sure I am heard.

Like the sound of your voice more like!!!!!!!!.

> "If I didn't believe in what I was saying, I wouldn't be saying what I
believe in."

Look you fucking moron, why don't you get the message, piss off, no-one is interested in you or your ramblings, go jump off a bridge or otherwise do yourself serious physical harm, you've gone as far as you can mentally.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5082. Re: changing background color window

Newsgroup: comp.sys.atari.programmer
Date: 2001-10-31 23:31:21 UTC
From: Hans Galema <j.m.galema@maartens.nl>
Message-ID: <3BE089C9.6124E54A@maartens.nl>
Source record: 899

```
> I'm coding a small GEM game, and i want to change the background window
> color from the default white color to light grey. Which is the best way to
> doit?

The best ?
One way is with:
void v_bar ( int handle, int *pxyarray );
set the color before with:
vsf_color (handle, int color_index );

> I was said that RSC files are involved with that.

You don't need a *.rsc although you can use one.

Hans Galema
```

5083. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-01 02:56:47 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <iQ2E7.385$704.23483486@news.incc.net>
Source record: 900

If I didn't know better, I'd say you didn't like me...

Jared

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004552363.30341.1@demeter.clara.net...
> Hi Derryck
>
> > Jared,
> >
> > Do you think that you could stop cross-posting to all the atari st
> newsgroups?
> > One reading of your posts is quite sufficient.
>
> I disagree, one posting is way too much.
>
>
> --
>
>
> Steve. S.
>
>
>

5084. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-01 21:20:45 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004727592.7237.1@demeter.clara.net>
Source record: 903

Hi again

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:iQ2E7.385$704.23483486@news.incc.net...

> If I didn't know better, I'd say you didn't like me...
>
> Jared
> ---------
> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1004552363.30341.1@demeter.clara.net...
> > Hi Derryck
> >
> > > Jared,
> > >
> > > Do you think that you could stop cross-posting to all the atari st
> > newsgroups?
> > > One reading of your posts is quite sufficient.
> >
> > I disagree, one posting is way too much.

I don't actually have a very long list of people I cannot stand, but your attitude to this subject and your refusal to accept the wishes of the majority is getting you close to the top of that list, and once you hit the top you get promoted to the "intended of serious harm" list.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5085. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-03 16:35:30 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BE43835.DE973D3A@ev1.net>
Source record: 904

```
Steve Sweet wrote:
>
> Hi again
>
> "Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
> news:iQ2E7.385$704.23483486@news.incc.net...
>
> > If I didn't know better, I'd say you didn't like me...
> >
> > Jared
> > ---------
> > "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> > news:1004552363.30341.1@demeter.clara.net...
> > > Hi Derryck
> > >
> > > > Jared,
> > > >
> > > > Do you think that you could stop cross-posting to all the atari st
> > > newsgroups?
> > > > One reading of your posts is quite sufficient.
> > >
> > > I disagree, one posting is way too much.
>
> I don't actually have a very long list of people I cannot stand, but your
> attitude to this subject and your refusal to accept the wishes of the
> majority is getting you close to the top of that list, and once you hit the
> top you get promoted to the "intended of serious harm" list.
>
I respectfully suggest that "Jared" should be read "jar head"...
This guy is *obcessed* with the Atari name. Everything he sees and
hears reminds him of Atari. IMHO he *needs* professional psychiatric
help!!!

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5086. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-03 21:44:00 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004882971.89893.4@hebe.uk.clara.net>
Source record: 905

```
Hi Charles

> > > If I didn't know better, I'd say you didn't like me...
> > >
> > > Jared
> > > ---------
> > > "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> > > news:1004552363.30341.1@demeter.clara.net...
> > > > Hi Derryck
> > > >
> > > > > Jared,
> > > > >
> > > > > Do you think that you could stop cross-posting to all the atari st
> > > > newsgroups?
> > > > > One reading of your posts is quite sufficient.
> > > >
> > > > I disagree, one posting is way too much.
> >
> > I don't actually have a very long list of people I cannot stand, but
your
> > attitude to this subject and your refusal to accept the wishes of the
> > majority is getting you close to the top of that list, and once you hit
the
> > top you get promoted to the "intended of serious harm" list.
> >
> I respectfully suggest that "Jared" should be read "jar head"...
> This guy is *obcessed* with the Atari name. Everything he sees and
> hears reminds him of Atari. IMHO he *needs* professional psychiatric
> help!!!

I was going reply to this, but I've just spotted a Fuji so I'm off for a
wank with Jared!!..

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

5087. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-04 14:43:04 UTC
From: ebaiz@skyenet.net
Message-ID: <YtcF7.40$V86.81711@newsfeed.slurp.net>
Source record: 906

On 29 Oct 2001 14:30:17 , "Jared Falvo" wrote:
>Unless...
>
>We regain the Atari brandname. Otherwise, we'd just be porting Atari apps
>to run under a different processor/OS platform. That doesn't make them
>Atari apps any more. It makes them X-app running on X-hardware. It's no
>different than porting any game from the arcade to the Playstation, or
>WordPerfect from DOS to the Atair ST. The reason those apps were considered
>Atari ST applications was because they were *unique* to the Atari ST! And,
>if they weren't, they were usually only ported to or from the Amiga
>platform.

I am all for it, but it would be all up to Infogrames. I am not sure
they are in it for bringing out more products (computers, etc) under
the Atari name.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5088. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-04 22:14:50 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <M3jF7.496$Gj7.31424669@news.incc.net>
Source record: 907

I hate to educate you, but "Jar head" is a term for Marines, I believe. I never have been and never will be one. Attempts to use it to insult me will be considered slanderous to my real name and legal measures will be taken.

Now, if everyone is listening, let me say for the final time.

I DON'T CARE ABOUT THE NAME "ATARI" BY ITSELF! I WANT TO RESTORE WHAT "ATARI" *REPRESENTED* (products) BEFORE THE TRAMIELS SCREWED IT UP!

The fact that the company was named "Atari" is coincidental. It could have just as easily been Kawasaki or Coleco or Namco or Apple!

It's not the name that matters so much, it's the products they made. But you can *not* build new "Atari" computers, if you do not call the company "Atari". Capishe? If I hated Atari's computers, I'd hate Atari. If I hated Apple's computers, I'd hate Apple. But I don't. It's that simple. The name is connective, not intrinsic (I hope I'm using that word correctly).

If we could build Atari-compatibles without the Atari name and restore the entire Atari scene based on the exact same principles I want to use by restoring "Atari" as a company, I would gladly do so. I surely don't want to get things any more complicated than they already are. Licensing the name is added expense and legal issues that I really don't wish to get involved in, but...

If we're to do it right, we HAVE to carry the title with the flag, if you get my point.

You can't call yourself a Christian (title) and count off what it represents (the flag) if you practice Buddism. It's like saying you're a cook when you're really a painter! Some may argue, "Well Christ died 2,000 years ago, so since the name Christian relates to Christ, it's not accurate, because what you represent is dead."

Ah, but He rose again on the third day! And lives forevermore! Just because I can't see Him, doesn't mean I can't believe in Him. And, for proof of His eternal existance... that nice book called the Holy Bible. It's been around for hundreds of years, through catastrophies and attempts to obliterate it... it's still here today. What more proof do I need than that?

It's no different than if the Atari clone efforts *were* still going strong today, in representation of what Atari stood for years ago. But Atari is not Jesus (heaven forbid, even the slightest thought that it ever could even come close!), so people soon realize that, without the one they followed after, it's pointless to follow.

Without the tree, the branches whither. Without "Atari", all efforts to continue in it's footsteps soon fail as well. We tried and struggled to continue on, but the loss is too great. The wound too deep. Without reviving Atari,as a company, no effort in it's footsteps will last much longer.

All I want to do is reverse the loss, so the branches can grow thick and be healthy once again.

Jared

>I respectfully suggest that "Jared" should be read "jar head"...
>This guy is *obcessed* with the Atari name. Everything he sees and
>hears reminds him of Atari. IMHO he *needs* professional psychiatric
>help!!!
>
>--
>+---+
>| Charles and Francis Richmond <richmond@plano.net> |
>+---+

5089. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 05:23:30 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <zlpF7.505$Zy7.32414853@news.incc.net>
Source record: 908

Aye, there's the rub! Why don't we ASK what their plans are with Atari? Is it really that complicated?

We stop arguing about what a fool and nostalgic nutcase I am for talking like this and actually plan out what we would do to carry our part of this matter out. If we each got in contact with the Atarians and ex-Atarians we knew or had association with, and hammered out a rough concept of a business plan for "the new Atari", we might actually have something to present Infogrames in a couple months!

We do all we can do on our end and present them with our case. After that, it's up to them.

Just go to: http://www.beunited.com and see for yourself what a bunch of people who BELIEVE IN SAVING SOMETHING can do! They're not arguing that it's a dumb idea, or that it's pointless because Be, Inc. has sold all their IPs to Palm, or that the first guy who spoke up about licensing BeOS was a fool. They've come together, actually spent *money* (out of pocket and from donations) to write up a formal proposal of their request, and SENT it to Palm! Now it's up to Palm, if they will move in our direction or away from it.

But THEY'VE *done* everything THEY *can* do to SAVE BeOS!

Is 'Atari", as a company, any different? No! It's a company asset of someone elses now, that we want to *license* for our own interests! And Infogrames would profit from it just as Palm would profit from BeUnited, if they agree to do so.

I really wish more people here could see the friggin' forest for the trees, man! It's really NOT that difficult! Arrrrgh!

Jared

Edward S. Baiz Jr. wrote in message ...
>On 29 Oct 2001 14:30:17 , "Jared Falvo" wrote:
>

>I am all for it, but it would be all up to Infogrames. I am not sure
>they are in it for bringing out more products (computers, etc) under
>the Atari name.
>
>Edward S. Baiz Jr.
> (Gamer)

5090. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 05:42:32 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B80B90F8.190%atari@bright.net>
Source record: 909

in article zlpF7.505$Zy7.32414853@news.incc.net, Jared Falvo at luposian@azob.quik.com wrote on 11/5/01 12:23 AM:

> Aye, there's the rub! Why don't we ASK what their plans are with Atari? Is
> it really that complicated?
>
> We stop arguing about what a fool and nostalgic nutcase I am for talking
> like this and actually plan out what we would do to carry our part of this
> matter out. If we each got in contact with the Atarians and ex-Atarians we
> knew or had association with, and hammered out a rough concept of a business
> plan for "the new Atari", we might actually have something to present
> Infogrames in a couple months!
>
> We do all we can do on our end and present them with our case. After that,
> it's up to them.
>
> Just go to: http://www.beunited.com and see for yourself what a bunch of
> people who BELIEVE IN SAVING SOMETHING can do! They're not arguing that
> it's a dumb idea, or that it's pointless because Be, Inc. has sold all their
> IPs to Palm, or that the first guy who spoke up about licensing BeOS was a
> fool. They've come together, actually spent *money* (out of pocket and from
> donations) to write up a formal proposal of their request, and SENT it to
> Palm! Now it's up to Palm, if they will move in our direction or away from
> it.
>
> But THEY'VE *done* everything THEY *can* do to SAVE BeOS!
>
> Is 'Atari", as a company, any different? No! It's a company asset of
> someone elses now, that we want to *license* for our own interests! And
> Infogrames would profit from it just as Palm would profit from BeUnited, if
> they agree to do so.
>
> I really wish more people here could see the friggin' forest for the trees,
> man! It's really NOT that difficult! Arrrrgh!

This is off topic, however since you don't grasp that concept I'll reply anyway. Why don't you take a look at the market, perhaps read up on amiga? Amiga has a user base, it still has it's name, and a company and plans... I don't see people chucking PC's for amiga's, nor do I see amiga's at the local dealers yet. I suspect I never will.

Atari seems to be in worse shape. The only way to bring it back would be to sell an Atari that is feature-wise, software-wise, and speed-wise comparable to a PC and at the same price point. Too many obstacles, and people shop for cheap not QUALITY which is painfully obvious.

5091. Re: Any attempt at an Atari Revival is

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 13:54:17 UTC
From: ebaiz@skyenet.net
Message-ID: <dSwF7.96$fB6.56027@newsfeed.slurp.net>
Source record: 910

On 4 Nov 2001 22:23:30 -, "Jared Falvo" wrote:
>Aye, there's the rub! Why don't we ASK what their plans are with Atari? Is
>it really that complicated?
>
>We stop arguing about what a fool and nostalgic nutcase I am for talking
>like this and actually plan out what we would do to carry our part of this
>matter out. If we each got in contact with the Atarians and ex-Atarians we
>knew or had association with, and hammered out a rough concept of a business
>plan for "the new Atari", we might actually have something to present
>Infogrames in a couple months!

I can do that. What is their website or email address?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5092. Re: Any attempt at an Atari Revival is

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 13:54:20 UTC
From: ebaiz@skyenet.net
Message-ID: <gSwF7.97$fB6.56081@newsfeed.slurp.net>
Source record: 911

On 5 Nov 2001 00:42:32 -, Lonny Pursell wrote:

>This is off topic, however since you don't grasp that concept I'll reply
>anyway. Why don't you take a look at the market, perhaps read up on amiga?
>Amiga has a user base, it still has it's name, and a company and plans...
>I don't see people chucking PC's for amiga's, nor do I see amiga's at
>the local dealers yet. I suspect I never will.
>
>Atari seems to be in worse shape. The only way to bring it back would be to
>sell an Atari that is feature-wise, software-wise, and speed-wise comparable
>to a PC and at the same price point. Too many obstacles, and people shop
>for cheap not QUALITY which is painfully obvious.
>

Hello Lonny,

Actually I have encountered some PC owners that have switched to Atari computers, but most of them were MIDI users. Let's face it, Atari computers are still number one when it comes to MIDI. I do not think we will ever see Atari computers in the retail stores again. I am satisfied just to be able to get them through the mail. I do not think we will ever need an Atari computer to be exactly the same as a PC when it comes to speed. Today's Atari programs do not need that much speed. Remember this, take away the Internet & games and a Pentium II CPU would do everything else just fine (with some graphic exceptions). Basically, our Hades computers are very much comparable to the PC's. We just need alittle more speed and some software drivers. True, no USB port... Take care...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5093. Any Prospero users here?

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 16:12:23 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9s6dlg$5et$07$1@news.t-online.com>
Source record: 912

Hi everyone.

I'm looking for owners of Prospero software products (e.g. Prospero C, Prospero Pascal etc.). I recently contacted Prospero and asked them if they would let me distribute their old ST programs on my website for free. Unfortunately I don't have any Prospero programs anymore. If you own a Prospero product please contact me.

Thanks,
Matthias

--
Atari Up-to-Date-List
http://www.atariuptodate.de
ST-Computer Archive
http://www.stcarchiv.de

5094. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 17:36:44 UTC
From: elfsoft@mindspring.com
Message-ID: <9s6inc$5kj$1@slb6.atl.mindspring.net>
Source record: 913

>Say what you will, but you must answer me this. WHY do you use an Atari
>computer and the software that you run on it? Is it the applications? Is
>it the brandname? Is it the uniqueness of the hardware? Or is it just fond
>memories that keep you going?

First, I miss the days before most computer manuals contained the words "morons" or "complete idiots" in the title. When printers came with sufficient documentation to allow you to write your own driver, rather than a Windows driver and instructions on clearing jammed paper (in PDF or course) on CD. I miss Fidonet and Genie.

I resent the success of PCs. It's not that they are bad computers, but they certainly did not deserve 95% of the market. OTOH, selling computers to people who know nothing about computers was always IBM's specialty. Also, the vast majority of current computer users WANT a monopoly so they don't have to learn more than one way of doing things.

I resent the success of UNIX. I have been programming on mainframes since the late sixties, and UNIX is worse than any of the OSes I'd previously used. Its sole virtue is that provides all of the basic functions of a multiuser OS (albeit poorly) and is cheap. Its worst aspect is that so many college students were first exposed to computers running UNIX that they regard UNIX as the ideal toward which other OSes should aspire, rather than as a collection of badly documented and unorganized kludges.

I resent many obnoxious trends in computer science. "Since most programmers get into trouble when they attempt 'X', we do not allow them to do 'X' at all." Fad computer languages or programming styles which are supposed to eliminate bad code but never do. OSes which severely restrict the range of what is possible on a computer. (For example, Macs only allow PC relative and A register indirect addressing.)

I am waiting for a new computer that can honestly be regarded as an improvement over my TT. I am still waiting.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

5095. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 19:05:28 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B80C4D28.19A%atari@bright.net>
Source record: 914

in article 9s6inc$5kj$1@slb6.atl.mindspring.net, John Kormylo at
elfsoft@mindspring.com wrote on 11/5/01 12:36 PM:

>
> I am waiting for a new computer that can honestly be regarded as
> an improvement over my TT. I am still waiting.

You just described the Hades060, pricey yes, but available. ;-)

5096. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 19:10:55 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <gtBF7.515$qN7.33153115@news.incc.net>
Source record: 915

Lonny Pursell wrote in message ...
>in article zlpF7.505$Zy7.32414853@news.incc.net, Jared Falvo at
>luposian@azob.quik.com wrote on 11/5/01 12:23 AM:

>This is off topic, however since you don't grasp that concept I'll reply
>anyway. Why don't you take a look at the market, perhaps read up on amiga?
>Amiga has a user base, it still has it's name, and a company and plans...
>I don't see people chucking PC's for amiga's, nor do I see amiga's at
>the local dealers yet. I suspect I never will.

You forget... it was a COMMODORE Amiga. Not just an Amiga. Commodore is dead. It would be like trying to start a company called ST or 1040ST to sell old Atari computers/clones under. That's virtually meaningless as well as rediculous. People have so associated to the model "Amiga", that they forget who made them... Commodore!

"Amiga" was a product name, not a company brandname (ok, at one time it was (joystick manufacturer for the 2600VCS or something?), but still...). People bought up the model name and tried to start a business with it. Kinda worked, but not well. To this day, the business flounders because no specific focus was ever retained.

They did improve the AmigaOS (workbench?) a notch or two (for older systems), but not the computers. They went (or are going) in a decidedly PC/Set-top box direction, as far as I can tell and the userbase isn't happy about it. Everything the Amiga was, under Commodore, is dying off.

I wouldn't let that happen with Atari. Backwards compatibility counts. Familiarity counts. Support counts. Forward technology counts. "Atari' counts.

>Atari seems to be in worse shape. The only way to bring it back would be
to
>sell an Atari that is feature-wise, software-wise, and speed-wise
comparable
>to a PC and at the same price point. Too many obstacles, and people shop
>for cheap not QUALITY which is painfully obvious.

Did you forget the Atarians that would know of this computer and might well look into buying one also, or are you operating with "PC Blinders" on and can't see that if a new Atari computer, that was a LEAST a 603e-based machine (which is possibly a tad more powerful than a 68060; based on it's RISC architecture), had backwards compatibility (via emulation), significant amounts of memory (64-128Mb), a nice, high-end graphics subsystem (nForce anyone?) and audio (nForce anyone?), etc. and was priced around $1,000.00 or so, that it might attract them like flies to rotting meat (I think more

flies would gather to rotting meat than bees to flowers or honey, hence why I used that analogy)

Jared

5097. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-05 19:37:06 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B80C5492.1A1%atari@bright.net>
Source record: 916

in article gtBF7.515$qN7.33153115@news.incc.net, Jared Falvo at luposian@azob.quik.com wrote on 11/5/01 2:10 PM:

> You forget... it was a COMMODORE Amiga. Not just an Amiga. Commodore is
> dead. It would be like trying to start a company called ST or 1040ST to
> sell old Atari computers/clones under. That's virtually meaningless as well
> as rediculous. People have so associated to the model "Amiga", that they
> forget who made them... Commodore!

You are still stuck on the "name" issue. I have a Hades and socked down some serious cash for it, the name, label, model whatever makes no difference. It runs my Atari software well so I bought it.
The only thing needed from Infogrames is permission to adapt the TOS ROMs and or code needed to make a clone. Negotiating over a 5 letter word is utter stupidity, and a waste of money. It would have no bearing on the quality or who would buy it, take a poll and find out.

> I wouldn't let that happen with Atari. Backwards compatibility counts.
> Familiarity counts. Support counts. Forward technology counts. "Atari'
> counts.

So far you've been all talk, until you fork out a multi-million dollar investment you migh as well go back to sleep and keep dreaming.

> Did you forget the Atarians that would know of this computer and might well
> look into buying one also, or are you operating with "PC Blinders" on and
> can't see that if a new Atari computer, that was a LEAST a 603e-based
> machine (which is possibly a tad more powerful than a 68060; based on it's
> RISC architecture), had backwards compatibility (via emulation), significant
> amounts of memory (64-128Mb), a nice, high-end graphics subsystem (nForce
> anyone?) and audio (nForce anyone?), etc. and was priced around $1,000.00 or
> so, that it might attract them like flies to rotting meat (I think more
> flies would gather to rotting meat than bees to flowers or honey, hence why
> I used that analogy)

I don't have a PC. It might sell, but who's going to manufacture it? You?

If more people would of bought the current crop of clones the costs could of come down, and further dev might of took place. Such a machine could have been out already. You sure do alot of preaching for someone who never spent much on Atari hardware.

5098. Re: changing background color window

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-06 12:59:10 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0111060459.7d1ab0c1@posting.google.com>
Source record: 917

Thanks for the answer.

D Galvez

Hans Galema <j.m.galema@maartens.nl> wrote in message
news:<3BE089C9.6124E54A@maartens.nl>...
> > I'm coding a small GEM game, and i want to change the background window
> > color from the default white color to light grey. Which is the best way to
> > doit?
>
> The best ?
> One way is with:
> void v_bar (int handle, int *pxyarray);
> set the color before with:
> vsf_color (handle, int color_index);
>
> > I was said that RSC files are involved with that.
>
> You don't need a *.rsc although you can use one.
>
> Hans Galema

5099. Re: Any attempt at an Atari Revival is

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-06 16:27:43 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <raUF7.540$Zo.35185795@news.incc.net>
Source record: 918

Coming straight out and asking Infogrames what their "business plan" for Atari is may help to see where they stand with the brandname, but if we are to move them to actually license it to us and allow us to recreate the company, to make a product or products, we need to work together to decide what we would sell, how much it would cost to manufacturer, how many people are interested in even buying anything with the Atari brandname on it, etc.

If they know what we're trying to do right off the bat, before we actually have a decent "gameplan", it probably won't work, especially if they aren't interested in doing anything similar to what we want to do. Of course, at this present time, the "we" I speak of seems to consist of perhaps four people, myself included.

It must be a MUCH larger group with a decent gameplan, if it's to succeed.

I refer, again, to: http://www.beunited.com

... again to show what THEY'VE *done* to get what THEY *want*.

Atari is no different... only people's perception of it is.

In other words, if we can't find out how many would be willing to buy a product from Atari again, we're "flying blind" as it were. For companies that have millions in start-up capital, that's fine, but we won't have that.

90% of it is confidence in what we're doing and the other 10% is customer input. After that, it switches to 90% customer input and 10% company opinion. If we run the company like it's been run, we will most certainly fail. We have to realize that the customer comes first. We make a product they want and they will buy it. But if we make a product, expecting them to buy it just because we built it, we are doomed, sooner or later.

Atari wasn't a bad company... the people who ran it were bad managers of the company. Put the right people inside and Atari will be brought to the position it SHOULD have had years ago in computing history.

It's a shame it was never done before... but companies like Atari and Be, Inc. thought they knew better than the consumer and thus died because of it. I wouldn't let that happen.

I have my own views on what I would want to sell and what it should look like and how it should function initially, but if I let that dictate what we sold, year after year, we'd be no better than Atari was and probably fail just as quickly, if not sooner.

Jared
--

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:dSwF7.96$fB6.56027@newsfeed.slurp.net...
> On 4 Nov 2001 22:23:30 -, "Jared Falvo" wrote:
> >Aye, there's the rub! Why don't we ASK what their plans are with Atari?
Is
> >it really that complicated?
> >
> >We stop arguing about what a fool and nostalgic nutcase I am for talking
> >like this and actually plan out what we would do to carry our part of
this
> >matter out. If we each got in contact with the Atarians and ex-Atarians
we
> >knew or had association with, and hammered out a rough concept of a
business
> >plan for "the new Atari", we might actually have something to present
> >Infogrames in a couple months!
>
> I can do that. What is their website or email address?
>
> Edward S. Baiz Jr.
> (Gamer)
> ---
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ---
>
>

5100. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-06 17:04:20 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <MIUF7.541$mr.35342403@news.incc.net>
Source record: 919

> I am waiting for a new computer that can honestly be regarded as
> an improvement over my TT. I am still waiting.

I admire your views. But I think the Falcon030 was, in part, superior to the TT030. It had more "multimedia" features, though it was slower CPU-wise. Tough call. :-)

And, to the person who said that, because the Falcon030 was housed in the same type case as the Atari 1040ST, people didn't buy it thinking it was no better than the 1040ST(e), assume that no one looks beyond the cover of a book to find out how the story ends! If people are THAT stupid, they didn't DESERVE to own an Atari computer! All someone had to do is look at the *specs* to see how much better it was than others before it, 1040ST-styled case or not!

Jared

5101. Re: Mouse redraw problem

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-07 02:33:18 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B80E079E.1D6%atari@bright.net>
Source record: 920

in article 3be89b3b$2@news.iprimus.com.au, Ric Easton at
biodistributors@microtech.com.au wrote on 11/6/01 9:24 PM:

> I am having trouble when I redraw a screen in that the mouse pointer is not
> displayed and when I move the mouse it shows the patch where the mouse was
> on the previous screen. I figure that I need to place the patch for my new
> screen where the old part of the screen is saved but I don't know how to
> find the address where the old part is saved. Also, how do you find where
> the mouse pointers images are saved so I can redraw the mouse on the new
> screen?
>
> Or have I supposed all wrong??
>
> Any help would be appreciated

It's actually really simple, when doing any VDI drawing, call graf_mouse()
to hide the mouse, make the VDI calls, then call graf_mouse() once again to
turn the mouse back on again. You need to have matched sets, off then
on again, any deviation from this results in the effect you see, commonly
refered to as mouse droppings. ;)

Far as I know when making AES calls you do not have to mess with the mouse.
Perhaps someone wishes to add to this?

5102. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-07 13:41:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005158822.29805.3@demeter.clara.net>
Source record: 921

Hi Jared

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:M3jF7.496$Gj7.31424669@news.incc.net...
> I hate to educate you, but "Jar head" is a term for Marines, I believe. I
> never have been and never will be one. Attempts to use it to insult me
will
> be considered slanderous to my real name and legal measures will be taken.

So if i was to suggest that you were a cocksucking, homosexual, geniatal
wart ridden, HIV suffering, numb nutted, brainless, anoying arsehole, would
that promt a reaction.

> Now, if everyone is listening, let me say for the final time.

Is this the last "final time" Knob-head. If you managed to resurrect Atari
with all the original R&D and personnel and had the Tramiels run the
company, then I for one would go buy an Amiga, because, and only because I
would know that at arsehead called Jared caused it to be so, and that the
company would be as likely stable as he is.

Did I mention that you are seriously annoying and your presence is unwanted
in this base, nay this universe.

--

Steve. S.

5103. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-08 05:10:18 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <vqoG7.569$Xo1.39115862@news.incc.net>
Source record: 922

Steve Sweet wrote in message <1005158822.29805.3@demeter.clara.net>...
>Hi Jared
>So if i was to suggest that you were a cocksucking, homosexual, geniatal
>wart ridden, HIV suffering, numb nutted, brainless, anoying arsehole,
would
>that promt a reaction.

No, I'd just think you had a mouth full of nasty smelling puke and couldn't
contain it any longer.

>Is this the last "final time" Knob-head. If you managed to resurrect Atari
>with all the original R&D and personnel and had the Tramiels run the
>company, then I for one would go buy an Amiga, because, and only because I
>would know that at arsehead called Jared caused it to be so, and that the
>company would be as likely stable as he is.

Who said anything about bringing back the original staff? Gee, are you
truely an imbecile? Have you not been listening to ANYTHING I've been
saying all these days? It would be stocked with Atari enthusiasts (like
you) who know what we want and would be willing to give what our customers
want.

Sometimes I think you assume that I so love "Atari" that I want the original
people who ran it as well... and that would truely be the most stupidest,
idiotic thing ANYONE could imagine to do. And... no... I would NOT do that!

>Did I mention that you are seriously annoying and your presence is unwanted
>in this base, nay this universe.

I think a time or two you might have made mention of it in some way or
another. :-)

Jared

5104. Re: Any attempt at an Atari Revival is IMPO

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-08 15:42:07 UTC
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Message-ID: <3beaa996@peer1.news.newnet.co.uk>
Source record: 923

Flowers 'n' Fliers wrote:
>> I am waiting for a new computer that can honestly be regarded as
>> an improvement over my TT. I am still waiting.
>
> I admire your views. But I think the Falcon030 was, in part, superior to
> the TT030. It had more "multimedia" features, though it was slower
> CPU-wise. Tough call. :-)
>
> And, to the person who said that, because the Falcon030 was housed in the
> same type case as the Atari 1040ST, people didn't buy it thinking it was
> no better than the 1040ST(e), assume that no one looks beyond the cover of
> a
> book to find out how the story ends! If people are THAT stupid, they
> didn't
> DESERVE to own an Atari computer! All someone had to do is look at the
> *specs* to see how much better it was than others before it, 1040ST-styled
> case or not!

The Falcon was (it's sad to say), rather badly designed. There wasn't
enough effort put into the design & tuning of the hardware, and the
firmware (at the device driver level) wasn't to hot either.

I loved my f030, but it wasn't until I'd spent money on lot's of after
market stuff for it that it became a really useful machine (Nemesis for a
faster bus, AT keyboard interface, new case, etc).

The TT, on the other hand, was useful out of the box. But both were vastly
overpriced (my f030 was one of the original UK developer machines, and set
me back ï¿½1000 or there abouts at the time). Just like current Atari
(compatible) machines are vastly overpriced.
These days I could put together a $100 set-top box that'd run Atari
software perfectly well (emulate the 68K on a 120MIPS R3K core, stick a
second R3K core on the chip to run the underlying stuff). And that's
including ethernet, modem, TV + SVGA output, video input, and an infrared
keyboard/mouse combo. The reason no one bothers, is there is no market.

> Jared

Laters,
Craig.
--
You wish.

5105. Re: Any Prospero users here?

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-09 19:56:16 UTC
From: vdjole@EUnet.yu
Message-ID: <9shccu$9cu$1@news.eunet.yu>
Source record: 924

On 5 Nov 2001 17:12:23 +, "Matthias Jaap" wrote:
>Hi everyone.
>
>I'm looking for owners of Prospero software products (e.g. Prospero C,
>Prospero Pascal etc.). I recently contacted Prospero and asked them if they
>would let me distribute their old ST programs on my website for free.
>Unfortunately I don't have any Prospero programs anymore. If you own a
>Prospero product please contact me.

Should this be understood as that you obtained their permission?

Btw. which were the latest versions of their FORTRAN, Pascal and C?
Also, I came once upon a reference on "Prospero Developer's Toolkit";
what was that supposed to be?

Regards;

5106. MagiCMac SymLinks and Aliases

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-11 07:20:16 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <31997_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 925

I had troubles for years to understand strange behaviors of symlinks with MagiCMac, but this time I had to change the hard disk and did some tests and reorganization of the system. My main problem was about links copied from and to atari scsi formatted partitions and macos folders, the german documentation didn't help me too much but the result is this:

links on Atari partitions are "real magic" symlinks, where on MacOs folders seen under MagiCMac MacOs aliases are used instead. The fact is that MagiCMac do not about the difference when copying links from one kind of filesystem to the other, so in the end:

- a symlink in the Atari filesystem pointing to an object on a Mac filesystem does not work
- an alias on a Mac filesystem pointing to an object on the Atari filesystem does not work

For these reasons, when coping symlinks and aliases from one filesystem to the other, the copy does not work.

I went deeper and asked myself "why sould it not work ?", when you create the link in those cases, you can still see the correct Atari path memorized in the link infos, what goes wrong, it that the Mac filesystem cannot access the Atari filesystem directly, so an alias does not work, the other problem is that the Mac alias records the Mac path like :Diskname:foldername:filename

So what ? Yes I did a small program, that reads the symlink infos, renames the link to *.bak and creates a new (working) link with those infos so that the correct alias is created, I used the program to convert all aliases I had on Atari partitions, when moving all the files on an HFS Mac disk. In fact I wanted to let the Atari partitioning go, and stay with the HFS to be able to use Disk utilities for my files. I made some tests to check all was going correctly first and tested the performance. On HFS the speed is a little bit slower due to the double job of simulating one filesystem on another, but I had big advantages:

- network file sharing on all files
- hard disk utilities for correction, recover, optimization
- backups
- access to Atari files with Mac programs

Back to the program, I place it here, should be easy to read, and let me know if you want to discuss:

```
#include <mintbind.h>
#include <tos.h>
#include "magx.h"
#include "mgx_xfs.h"
```

```
void main()
{
// Pdomain( PDOM_TOS /* 0 */ );
Pdomain( PDOM_MINT /* 1 */ );
{
XATTR xattr;
long dirhandle;
LONG err,xr;
long rename_error=0;

dirhandle = Dopendir(".", DOPEN_NORMAL /* 0 */ );
if (dirhandle >= 0)
{
char buf[128]="pippo";
char buf1[128]="puppo";
char buf2[128]="peppo";
do {
// printf("%s\n",buf);
// err = Dreaddir(128, dirhandle, buf);
err = Dxreaddir(128, dirhandle, buf, &xattr, &xr);
if (xr)
printf(".. Fehler bei Fxattr: %d ..\n",xr);
if (err)
{
if(err!=-49) /* if not end of reading */
printf(".. Fehler bei Dreaddir: %ld ..\n",err);
}
else
{
//--->file printf("%s,%u\n",&buf[4],xattr.attr);
// printf("***%c%c%c%c***\n",buf[0],buf[1],buf[2],buf[3]);
// printf("%u,%u,%u,%u,%u,%u,%u,%u,%u,%u\n",
// buf[0],buf[1],buf[2],buf[3],buf[4],
// buf[5],buf[6],buf[7],buf[8],buf[9]);
// printf("%lu %lu %lu\n",buf,xattr,xr);
if ((xattr.mode & S_IFMT) == S_IFLNK)
{
XATTR xa2;

// printf("SymLink found %s,%u\n",&buf[4],xattr.attr);
err = Fxattr(0, &buf[4], &xa2); /* mode 0 reads xattr of actual file */
// err = Fxattr(1, &buf[4], &xa2); /* mode 1 xattr od symlink itself */
if (!err)
xattr = xa2;
else
{
printf("ERR ");
sprintf(buf2,"%s.bak",&buf[4]);
rename_error=Frename(0,&buf[4],buf2);
if(rename_error)
printf("ERR:%lu,%s\n",rename_error,&buf[4]);
else
```

```
{
err=Freadlink(sizeof(buf1), buf1, buf2 );
printf("%d,%s,%s,%u\n",err,buf1,buf2,xattr.attr);
err=Fsymlink(buf1, &buf[4]);
}
}
err = 0;
}
}
}while(!err);
Dclosedir(dirhandle);
}
}
}
```

--
PENTIUM - Produces Erroneous Numbers Thru Incorrect Understanding of
Mathematics

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5107. ATARI IS BACK!!!

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-11 23:05:29 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <msDH7.637$tv4.46132345@news.incc.net>
Source record: 926

Go to: http://www.atari.com

And Splashdown looks AWESOME!!!

Jared

5108. Re: Any Prospero users here?

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-12 00:17:01 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9sn4a3cnh01$1@news.t-online.com>
Source record: 927

> Should this be understood as that you obtained their permission?
>

I have now copies of the three programs and I'm in contact with one of their executives. It's now mainly a matter of writing the right disclaimer and distribution conditions. To answer your question: no, I haven't got the final permission from them and I will not make them available until they give me their ok.

> Btw. which were the latest versions of their FORTRAN, Pascal and C?

I know that Fortran was at 2.1. I forgot about the other ones. But they look quite modern despite their age.

> Also, I came once upon a reference on "Prospero Developer's Toolkit";
> what was that supposed to be?

I don't know.

Greetings,
Matthias

5109. New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-17 20:00:39 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <ZkzJ7.44264$vR4.4969282@news20.bellglobal.com>
Source record: 928

Finally got my site up. I had to rush a bit to meet a dead line so I only put up the graphics mode outline in the BASIC tutorials section.

http://www.sheridanc.on.ca/~ruminski/enterance.html

I should have about 8 more reviews up within a week or so after I get chance to capture more games on video. Warning to all Netscape 4 users that I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to upgrade to 6 :)

I just got in 5 extra PCs with 51/4 floppys so as soon as I get one out of them working I will begin extracting code (first to be extracted will be mountain king)

3Y3

5110. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-18 00:39:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3bf7034c794bc1@tripnet.se>
Source record: 929

On Sat 17-11-2001 15:00 (-0500) 3Y3 wrote:

>Finally got my site up. I had to rush a bit to meet a dead line so I only
>put up the graphics mode outline in the BASIC tutorials section.
>
>http://www.sheridanc.on.ca/~ruminski/enterance.html

Was completly empty.

>chance to capture more games on video. Warning to all Netscape 4 users
that
>I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
>upgrade to 6 :)

If you can't write proper html I suppose your skills in BASIC coding is
even worse... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5111. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-18 16:23:02 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <PdRJ7.838$PL1.61224971@news.incc.net>
Source record: 930

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3bf7034c794bc1@tripnet.se...
> If you can't write proper html I suppose your skills in BASIC coding is
> even worse... :-)

Oh, yeah, right... kick 'em when they're down. Real nice of you, Ken.
Yours is the kind of attitude I've been having to deal with over at the
other Atari newsgroups for my efforts. At least he's trying! He's trying
to contribute to the Atari scene and you just berate him for not doing it as
good as you're used to. He did say he had to rush things a bit, didn't he?
What if he decides to just give up after hearing your "words of
encouragement"? How would you feel, then?

sigh The conflict of those within the castle walls...

Jared

5112. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-18 20:35:24 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <G0VJ7.451$QC5.239322@news20.bellglobal.com>
Source record: 931

empty? what browser are you using?? everyone that i know has seen the site
and its fine.. teh only prblems with it right now that its not w3 complient
(it will be soon).

3Y3

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:PdRJ7.838$PL1.61224971@news.incc.net...
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3bf7034c794bc1@tripnet.se...
> > If you can't write proper html I suppose your skills in BASIC coding is
> > even worse... :-)
>
> Oh, yeah, right... kick 'em when they're down. Real nice of you, Ken.
> Yours is the kind of attitude I've been having to deal with over at the
> other Atari newsgroups for my efforts. At least he's trying! He's trying
> to contribute to the Atari scene and you just berate him for not doing it
as
> good as you're used to. He did say he had to rush things a bit, didn't
he?
> What if he decides to just give up after hearing your "words of
> encouragement"? How would you feel, then?
>
> *sigh* The conflict of those within the castle walls...
>
> Jared
>
>
>

5113. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-18 23:51:30 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <zUXJ7.1439$op.332712@news20.bellglobal.com>
Source record: 932

"If you can't write proper html I suppose your skills in BASIC coding is
even worse... :-)"

ugh...just a quick note....I wouldn't talk about HTML code if I were you, I
was gonna feel bad but then I saw the abysmal code on your page. I truly
hope that you didn't write that....for a page with just basic formating and
images it's not optimized even to a basic degree.

3Y3

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:PdRJ7.838$PL1.61224971@news.incc.net...
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3bf7034c794bc1@tripnet.se...
> > If you can't write proper html I suppose your skills in BASIC coding is
> > even worse... :-)
>
> Oh, yeah, right... kick 'em when they're down. Real nice of you, Ken.
> Yours is the kind of attitude I've been having to deal with over at the
> other Atari newsgroups for my efforts. At least he's trying! He's trying
> to contribute to the Atari scene and you just berate him for not doing it
as
> good as you're used to. He did say he had to rush things a bit, didn't
he?
> What if he decides to just give up after hearing your "words of
> encouragement"? How would you feel, then?
>
> *sigh* The conflict of those within the castle walls...
>
> Jared
>
>
>

5114. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-19 00:43:04 UTC
From: Atari <atari@qnet.com>
Message-ID: <3BF85597.83D7BC7F@qnet.com>
Source record: 933

Im using Netscape 4.77 and the page seems to work perfectly. I viewed all the pages you did a great job.

Don

3Y3 wrote:

> Finally got my site up. I had to rush a bit to meet a dead line so I only
> put up the graphics mode outline in the BASIC tutorials section.
>
> http://www.sheridanc.on.ca/~ruminski/enterance.html
>
> I should have about 8 more reviews up within a week or so after I get
> chance to capture more games on video. Warning to all Netscape 4 users that
> I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
> upgrade to 6 :)
>
> I just got in 5 extra PCs with 51/4 floppys so as soon as I get one out of
> them working I will begin extracting code (first to be extracted will be
> mountain king)
>
> 3Y3

5115. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-19 01:05:30 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <ejmnKh9arF+7EwUU@my-ste.demon.co.uk>
Source record: 934

On Sun, 18 Nov 2001, 3Y3 <eruminski@sympatico.ca> wrote:-

>empty? what browser are you using??

Without Javascript the entrance page is empty in Netscape 4.75. Lynx
also displays an almost blank page, except for the embedded shock wave
file. !Arcweb, a RISCOS browser, also fails to get anywhere. This
implies, since I can't test it, that neither would CAB.

>everyone that i know has seen the site and its fine..

Probably because they browse with Javascript enabled. Not everyone does,
and CAB doesn't support it at all.

IE6, NN4.75 and NN6.1 all display the page correctly if Javascript is
enabled.

It may be a good idea to add a link for those that don't, or can't, use
Javascript, as well as a <NOFRAMES></NOFRAMES> part for those that are
still using a frames-incapable browser, e.g. CAB 1.5.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

5116. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-19 01:33:29 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <siZJ7.3350$i61.590603@news20.bellglobal.com>
Source record: 935

thanks alot for the help. I'll write a none java version this week (and get
on the nav4 problem as well)

3Y3

"Atari" <atari@qnet.com> wrote in message news:3BF85597.83D7BC7F@qnet.com...
> Im using Netscape 4.77 and the page seems to work perfectly. I viewed all
the
> pages you did a great job.
>
> Don
>
> 3Y3 wrote:
>
> > Finally got my site up. I had to rush a bit to meet a dead line so I
only
> > put up the graphics mode outline in the BASIC tutorials section.
> >
> > http://www.sheridanc.on.ca/~ruminski/enterance.html
> >
> > I should have about 8 more reviews up within a week or so after I get
> > chance to capture more games on video. Warning to all Netscape 4 users
that
> > I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
> > upgrade to 6 :)
> >
> > I just got in 5 extra PCs with 51/4 floppys so as soon as I get one out
of
> > them working I will begin extracting code (first to be extracted will be
> > mountain king)
> >
> > 3Y3
>

5117. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-19 14:26:24 UTC
From: swampdog@ntlworld.com
Message-ID: <3bf8e8f2.1339395@nntp.swampdog>
Source record: 936

On Sat, 17 Nov 2001 15:00:39 -0500, "3Y3" <eruminski@sympatico.ca>
wrote:

>Finally got my site up. I had to rush a bit to meet a dead line so I only
>put up the graphics mode outline in the BASIC tutorials section.
>
>http://www.sheridanc.on.ca/~ruminski/enterance.html
>
>I should have about 8 more reviews up within a week or so after I get
>chance to capture more games on video. Warning to all Netscape 4 users that
>I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
>upgrade to 6 :)

...or Opera - works fine with that as well. ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5118. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-19 21:08:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3bf974d6909570@tripnet.se>
Source record: 937

On Sun 18-11-2001 18:51 (-0500) 3Y3 wrote:

>"If you can't write proper html I suppose your skills in BASIC coding is
>even worse... :-)"

A web page that needs

1. Javascript enabled to display anything at all.

2. ActiveX plugins/scripts enabled for navigating

is poorly written. This is even more true as the actual content is
nothing but standard text and pictures.

I guess it could be compared to writning programs that make direct
hardware calls instead of using proper OS calls for compatibility.

In an Atari newsgroup you are very likely to find people who browse
without any scriping (CAB). They will not be happy when all they get is a
blank window.

(A note to MSIE users with versions prior to 5.5 SP2: Do not browse with
ActiveX scripting enabled. You are vunerable to the NIMDA worm simply by
visiting infected IIS web servers.)

>was gonna feel bad but then I saw the abysmal code on your page. I truly
>hope that you didn't write that....for a page with just basic formating and
>images it's not optimized even to a basic degree.

It displays properly on virtually any browser AFAIK. Apart from the 8bit
charcters in the Swedish texts I'm not aware of any specific errors.

If there is anything you can't access, feel free to mail me and I will
try to correct the code.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5119. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-20 17:14:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1006273190-845075AEicMi@ntlworld.com>
Source record: 938

From: David Bolt <nospam@my-ste.demon.co.uk>
Date: Mon, 19 Nov 2001 01:05:30 +0000

>On Sun, 18 Nov 2001, 3Y3 <eruminski@sympatico.ca> wrote:-
>
>>empty? what browser are you using??
>
>Without Javascript the entrance page is empty in Netscape 4.75. Lynx

<deep breath>

There's absolutely NO POINT AT ALL in having an Atari-supporting web site that
WON'T DISPLAY IN AN ATARI BROWSER!!!

Sorry for commenting to your message David.
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5120. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-21 19:54:33 UTC
From: Atari <atari@qnet.com>
Message-ID: <3BFC0679.3264B7CE@qnet.com>
Source record: 939

Derryck,

When a Web Browser is made for the 8bit line of Atari Computers then Ill agree with you. At this time a majority looking at 8bit pages are using a NON Atari computer.

Don

Derryck Croker wrote:

> From: David Bolt <nospam@my-ste.demon.co.uk>
> Date: Mon, 19 Nov 2001 01:05:30 +0000
>
> >On Sun, 18 Nov 2001, 3Y3 <eruminski@sympatico.ca> wrote:-
> >
> >>empty? what browser are you using??
> >
> >Without Javascript the entrance page is empty in Netscape 4.75. Lynx
>
> <deep breath>
>
> There's absolutely NO POINT AT ALL in having an Atari-supporting web site that
> WON'T DISPLAY IN AN ATARI BROWSER!!!
>
> Sorry for commenting to your message David.
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

5121. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-21 22:34:20 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <sYVK7.15712$i61.2672541@news20.bellglobal.com>
Source record: 940

<snip>

> > There's absolutely NO POINT AT ALL in having an Atari-supporting web
site that
> > WON'T DISPLAY IN AN ATARI BROWSER!!!
> >

</snip>

I designed the site for absolute begginers and new comers to classic Atari.
I dont know about you but how many people do think that are new to atari
would be using an Atari browser??

if I made it for the atari browser then the content would have been usless
as anyone using it would already know basic atari programming (and then I
would have a site that also looks like some crappy dreamweaver throwup), i
wanted it to be very presentable and welcomming to new comers.

3Y3

5122. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-22 07:04:26 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3BFCA37A.F4DAFF45@siemens.at>
Source record: 941

3Y3 wrote:
>
> <snip>
>
> > > There's absolutely NO POINT AT ALL in having an Atari-supporting web
> site that
> > > WON'T DISPLAY IN AN ATARI BROWSER!!!
> > >
>
> </snip>
>
> I designed the site for absolute begginers and new comers to classic Atari.
> I dont know about you but how many people do think that are new to atari
> would be using an Atari browser??
>
> if I made it for the atari browser then the content would have been usless
> as anyone using it would already know basic atari programming (and then I
> would have a site that also looks like some crappy dreamweaver throwup), i
> wanted it to be very presentable and welcomming to new comers.

That's a very common problem today. Very stylish pages that take
ages to load (even PC users sometimes still have analog modems)
and then you see that it was worth neither the time nor the money
it cost. I prefer 'crappy looking' text only pages with some
interesting content anytime and I doubt that anybody that sees
stylish modern graphics and sounds as a necessity will be interested
in the old 8Bit machines.

Bye
Gerhard

5123. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-22 10:30:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1006499356-94193AEicMi@ntlworld.com>
Source record: 942

From: "3Y3" <eruminski@sympatico.ca>
Date: Wed, 21 Nov 2001 17:34:20 -0500

>I designed the site for absolute begginers and new comers to classic Atari.

My apologies for going in at the deep end ;-)

--
Regards,

Derryck Croker

5124. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-22 19:19:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006544185.27627.2@iapetus>
Source record: 943

Hi 3Y3

| > > There's absolutely NO POINT AT ALL in having an Atari-supporting web
| site that
| > > WON'T DISPLAY IN AN ATARI BROWSER!!!
| > >
|
| </snip>
|
|
| I designed the site for absolute begginers and new comers to classic
Atari.
| I dont know about you but how many people do think that are new to atari
| would be using an Atari browser??
|
| if I made it for the atari browser then the content would have been usless
| as anyone using it would already know basic atari programming (and then I
| would have a site that also looks like some crappy dreamweaver throwup), i
| wanted it to be very presentable and welcomming to new comers.

And totally unrepresentative of the Atari world. Why don't you put your
efforts to good use on a PC oriented site somewhere, you're certainly not
promoting Atari as-is.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5125. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-22 19:21:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006544188.27627.3@iapetus>
Source record: 944

Hi

| When a Web Browser is made for the 8bit line of Atari Computers then Ill agree
| with you. At this time a majority looking at 8bit pages are using a NON Atari
| computer.

I think you'll find that there is such a thing, I read of it quite some while back, so since that was your requirement you can now down-date your site.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5126. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-24 06:18:27 UTC
From: Atari <atari@qnet.com>
Message-ID: <3BFF3BB3.C0AAB848@qnet.com>
Source record: 945

Steve Sweet wrote:

> Hi
>
> | When a Web Browser is made for the 8bit line of Atari Computers then Ill
> agree
> | with you. At this time a majority looking at 8bit pages are using a NON
> Atari
> | computer.
>
> I think you'll find that there is such a thing, I read of it quite some
> while back, so since that was your requirement you can now down-date your
> site.
>
> --
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

First its not my site. And second the browsers for the 8 bit are text browsers. Yes, this includes ICE and PHOENIX. And PHOENIX seems to have been around since 1999 but, I havent seen it available for use. When a 8bit browser comes out that can display nice graphics let me know. It will never happen. All there ever will be for the 8 bit is TEXT browsers.

Don

5127. re-loaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-26 02:30:24 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <_OhM7.2766$3i2.427171@news20.bellglobal.com>
Source record: 946

if you go to the old linkthen you will get all blank now :)

I had to move it to a new folder on the server, it can be found at the following address (nothing has changed yet so i really dont know why i'm giving you ppl the link again)

http://www.sheridanc.on.ca/~ruminski/ataritrion/enterance.html

3Y3

5128. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-27 11:33:29 UTC
From: spiny <i'm@work.right.now>
Message-ID: <3C037A09.C185F4C3@work.right.now>
Source record: 947

> There's absolutely NO POINT AT ALL in having an Atari-supporting web site that
> WON'T DISPLAY IN AN ATARI BROWSER!!!
>
> xlator@cix.co.uk

errr, why exactly?
i suppose don't approve of sites about ZX81 computers because they can't
be viewed on old Spectrums ?
I do the majority of my web browsing at work, where surprisingly, we
don't use Atari computers. I also suspect that the majority of people
interested in 8-bit Atari's also use a PC as their main internet point
of access.

phil.

spiny / torment
torment.atari.org

--

$ drink <bottle; opener
bottle: cannot open
opener: not found

5129. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-27 19:32:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006980947.936.1@eurus>
Source record: 948
Body handling: HTML body converted to readable text

Hi Spiny

"spiny" wrote in message
news:3C037A09.C185F4C3@work.right.now...
| > There's absolutely NO POINT AT ALL in having an Atari-supporting web
site that
| > WON'T DISPLAY IN AN ATARI BROWSER!!!
| >
| > xlator@cix.co.uk
|
| errr, why exactly?
| i suppose don't approve of sites about ZX81 computers because they can't
| be viewed on old Spectrums ?
| I do the majority of my web browsing at work, where surprisingly, we
| don't use Atari computers. I also suspect that the majority of people
| interested in 8-bit Atari's also use a PC as their main internet point
| of access.

Most of the Atari users I know don't have access to a PC and do their
browsing on an ST using CAB.

--

Steve. S.

5130. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-29 05:18:12 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <JaayEC$UUcB8EwAs@my-ste.demon.co.uk>
Source record: 949
Body handling: HTML body converted to readable text

On Tue, 27 Nov 2001, spiny wrote:-

>I do the majority of my web browsing at work, where surprisingly, we
>don't use Atari computers. I also suspect that the majority of people
>interested in 8-bit Atari's also use a PC as their main internet point
>of access.

And because a "suspected" majority use a PC to access the net means
those that don't should be excluded? And what about those who do access
the net with a works PC but can't use Javascript as the employers policy
is to not allow any Java or scripting? They are also excluded.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

5131. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-29 08:13:09 UTC
From: spiny <i'm@work.right.now>
Message-ID: <3C05EE15.93118671@work.right.now>
Source record: 950

David Bolt wrote:
>
> And because a "suspected" majority use a PC to access the net means
> those that don't should be excluded? And what about those who do access
> the net with a works PC but can't use Javascript as the employers policy
> is to not allow any Java or scripting? They are also excluded.
>
> Regards,
> David Bolt
>

now on that point i agree, but my original point was that a site that
only works on certain PC's isn't useless or without worth, but would in
fact be accessible to quite a few people who happen to use PC's as well
as Atari's. Also, considering the site in question is devoted to 8bit
Atari's the core market of owners will either have net access via a PC
or none at all, so you can see the site authors point of view that if he
intends people on a pc to view the site, then he might as well make it
look good.

phil.

spiny / torment
http://torment.atari.org
--

$ drink <bottle; opener
bottle: cannot open
opener: not found

5132. FS: Atari SLM605 Laser printer

Newsgroup: comp.sys.atari.programmer
Date: 2001-11-30 14:21:38 UTC
From: davisadm@aol.com
Message-ID: <20011130092138.22665.00000020@mb-fc.aol.com>
Source record: 951

Atari SLM605 Laser printer, complete with SLM804 controller, inst. manual

$40.00 + shipping

5133. ? how does a Atari ST PRG know its name ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-03 20:04:25 UTC
From: "Jo'ogn (J. Oppermann)" <jo@joogn.de>
Message-ID: <3C0BDAC9.DC8C88E@joogn.de>
Source record: 952

intention is to write a litte /AUTO/ PRG that configures itself
by means of its name, like the old RAM-Disks-PRGs.

not using C and it's argv/argc.
in assembler i was just reading sth about the ENV_pointer in the
TPA and the CMD_line, my 1st quick tries with PURE C gave indifferent
results for that:

the debugger set an empty PATH= variable that wasnt set by TOS2.06.
the C version did not show any program-name in argv[0] like under unix
either.

i think to remember that i did this some years ago.
any hints please ?
--
* http://www.joogn.de
* Befragen wir den Ted ...

5134. ? how does a Atari ST PRG know its name ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-03 20:04:53 UTC
From: "Jo'ogn (J. Oppermann)" <jo@joogn.de>
Message-ID: <3C0BDAE5.3A4476A4@joogn.de>
Source record: 953

intention is to write a litte /AUTO/ PRG that configures itself
by means of its name, like the old RAM-Disks-PRGs.

not using C and it's argv/argc.
in assembler i was just reading sth about the ENV_pointer in the
TPA and the CMD_line, my 1st quick tries with PURE C gave indifferent
results for that:

the debugger set an empty PATH= variable that wasnt set by TOS2.06.
the C version did not show any program-name in argv[0] like under unix
either.

i think to remember that i did this some years ago.
any hints please ?
--
* http://www.joogn.de
* Befragen wir den Ted ...

5135. Re: ? how does a Atari ST PRG know its name ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-05 23:32:38 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C0EAE96.2B9F097B@club-internet.fr>
Source record: 954

Jo'ogn (J. Oppermann) a ï¿½crit:
>
> intention is to write a litte /AUTO/ PRG that configures itself
> by means of its name, like the old RAM-Disks-PRGs.

If you want to know how to do it in assembler, then the quickest
way is perhaps to disassemble one of these old RAM-disk-PRGs. I
remember one of them is approximately 500 bytes long. Should't
be too long to understand what it does !

Laurent.

5136. Re: ? how does a Atari ST PRG know its name ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-06 19:57:02 UTC
From: swampdog@ntlworld.com
Message-ID: <3c0fc968.6960969@nntp.swampdog>
Source record: 955

On Mon, 03 Dec 2001 21:04:53 +0100, "Jo'ogn (J. Oppermann)"
<jo@joogn.de> wrote:

>intention is to write a litte /AUTO/ PRG that configures itself
>by means of its name, like the old RAM-Disks-PRGs.
>
>not using C and it's argv/argc.
>in assembler i was just reading sth about the ENV_pointer in the
>TPA and the CMD_line, my 1st quick tries with PURE C gave indifferent
>results for that:
>
>the debugger set an empty PATH= variable that wasnt set by TOS2.06.
>the C version did not show any program-name in argv[0] like under unix
>either.
>
>i think to remember that i did this some years ago.

iirc there's lots of discrepancies with both the environment and
argv[0] depending on the TOS version.

>any hints please ?

FsFirst/FsNext with a suitable pattern - not wonderful I agree :-|

(also iirc) I recall the current working directory isn't always
predicatable either - you may find that prepending "/auto/" to the
pattern is necessary.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5137. Re: ? how does a Atari ST PRG know its name ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-07 13:08:42 UTC
From: "Jo'ogn (J. Oppermann)" <jo@joogn.de>
Message-ID: <3C10BF5A.9DAEF524@joogn.de>
Source record: 956

Guy Harrison wrote:
>
> FsFirst/FsNext with a suitable pattern - not wonderful I agree :-|
>
> (also iirc) I recall the current working directory isn't always
> predicatable either - you may find that prepending "/auto/" to the
> pattern is necessary.
i was considering that one already, but hoped that there should be
a more simple and sensible solution to that.

--
* http://www.joogn.de

5138. DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-08 06:42:40 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9usd51$90l$1@news.comnet.co.nz>
Source record: 957

Where would one find software to program the Falcons DSP?

I can recall there used to be an assembler to do so, but cannot recall much about it.

(I'm just curious about the DSP. I don't own a Falcon - I do have a TT though. And a "gentlemans agreement" with a Falcon owner regarding use of their machine)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"Grandpa - doesn't that send you out of this world?"
"So what? I've been there before"
(Eddie to Grandpa Munster, "The Munsters", 1965)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

5139. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-08 13:58:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007899525.18449.1@iapetus>
Source record: 960

Hi G.

| Where would one find software to program the Falcons DSP?

Devpac 56, a Hisoft product i beleive, eMail me for further details.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5140. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-08 14:16:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c1215c21160111@madasafish.com>
Source record: 959

Hi G,

>Where would one find software to program the Falcons DSP?
>
>I can recall there used to be an assembler to do so, but cannot recall
>much about it.
>
>
>(I'm just curious about the DSP. I don't own a Falcon - I do have a TT
>though. And a "gentlemans agreement" with a Falcon owner regarding use
>of their machine)

There should be tools at http://www.dhs.nu. You could get Devpac DSP or
Motorolas assembler. I've heard DSP programming is very difficult!
--
Lyndon Amsdon

5141. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-08 14:41:43 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B83790D7.AB7%atarilp@hotmail.com>
Source record: 958

in article 9usd51$90l$1@news.comnet.co.nz, G Swaine at
g.swaine@the.gluepot.com wrote on 12/8/01 1:42 AM:

> Where would one find software to program the Falcons DSP?
>
> I can recall there used to be an assembler to do so, but cannot recall
> much about it.
>
>
> (I'm just curious about the DSP. I don't own a Falcon - I do have a TT
> though. And a "gentlemans agreement" with a Falcon owner regarding use
> of their machine)

dhs.atari.org

Click "coding tools".

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5142. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-10 09:29:55 UTC
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Message-ID: <3c14837d@peer1.news.newnet.co.uk>
Source record: 961

Steve Sweet wrote:

> Hi G.
>
> | Where would one find software to program the Falcons DSP?
>
> Devpac 56, a Hisoft product i beleive, eMail me for further details.
>

I bought Devpac DSP back in the day - I'm afraid it sucks really badly.
It's nothing like the quality of the Devpac 68K assemblers - really buggy :(

I'd reckomend you use the motorola or GNU DSP assemblers instead...

Laters,
Craig.
--
You wish.

5143. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-11 05:28:23 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9v4699shc1@news.comnet.co.nz>
Source record: 962

"Craig Graham" <c_graham@NOSPAM.data-uncertain.co.uk> wrote ...
> Steve Sweet wrote:
> > | Where would one find software to program the Falcons DSP?
> >
> > Devpac 56, a Hisoft product i beleive, eMail me for further
details.
> >
>
> I bought Devpac DSP back in the day - I'm afraid it sucks really
badly.
> It's nothing like the quality of the Devpac 68K assemblers - really
buggy :(

What do you mean by buggy?

Does the assembler/emvironment crash easily/frequently?

Or does it just generate a wierd/inaccurate binary?

> I'd reckomend you use the motorola or GNU DSP assemblers instead...

Thanks for the feedback. I'll look into them.

--

Quote for the month

"Grandpa - doesn't that send you out of this world?"
"So what? I've been there before"
(Eddie to Grandpa Munster, "The Munsters", 1965)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

5144. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-11 15:51:34 UTC
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Message-ID: <3c162e73@peer1.news.newnet.co.uk>
Source record: 963

G Swaine wrote:

> "Craig Graham" <c_graham@NOSPAM.data-uncertain.co.uk> wrote ...
>> Steve Sweet wrote:
>> > | Where would one find software to program the Falcons DSP?
>> >
>> > Devpac 56, a Hisoft product i beleive, eMail me for further
> details.
>> >
>>
>> I bought Devpac DSP back in the day - I'm afraid it sucks really
> badly.
>> It's nothing like the quality of the Devpac 68K assemblers - really
> buggy :(
>
> What do you mean by buggy?
> Does the assembler/emvironment crash easily/frequently?

The assembler didn't support all the op-codes you'd expect, and the debugger was a serious piece of cack - unusable really. I was very disappointed in it, as Devpac 68K was probably the best assembler for the Atari - and it's debugger was pretty good as well, although I did start using the Black Scorpion falcon-only debugger towards the end (an improvement over the Devpac68k debugger in several ways).

> Or does it just generate a wierd/inaccurate binary?
>
>> I'd reckomend you use the motorola or GNU DSP assemblers instead...
>
> Thanks for the feedback. I'll look into them.
>

Craig.
--
You wish.

5145. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-11 20:22:18 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80k7vtv75x.fsf@junk.nocrew.org>
Source record: 964

"G Swaine" <g.swaine@the.gluepot.com> writes:

> > I bought Devpac DSP back in the day - I'm afraid it sucks really
> badly.
> > It's nothing like the quality of the Devpac 68K assemblers - really
> buggy :(
>
> What do you mean by buggy?
>
> Does the assembler/emvironment crash easily/frequently?
>
> Or does it just generate a wierd/inaccurate binary?

I think it had an error for the JMI instruction, which turned out to
some other Jcc instruction in the binary. It took a while to find out
what was wrong with the program. After that, I've only used Motorola's
assembler.

Tomas

5146. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-12 08:26:46 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C1714C6.7C492BA4@siemens.at>
Source record: 965

Craig Graham wrote:

> The assembler didn't support all the op-codes you'd expect, and the
> debugger was a serious piece of cack - unusable really. I was very
> disappointed in it, as Devpac 68K was probably the best assembler for the
> Atari - and it's debugger was pretty good as well, although I did start
> using the Black Scorpion falcon-only debugger towards the end (an
> improvement over the Devpac68k debugger in several ways).

Sounds like it would be better to throw away my DevPac DSP before I
ever used it. Pity since I bought it mainly because I quite liked
DevPac 3.10. BTW, could you tell me what's better at the Black Scorpion
debugger and if the difference is worth the extra money if BSdebug is
still available.

Gerhard

5147. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-12 14:40:32 UTC
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Message-ID: <3c176f4f@peer1.news.newnet.co.uk>
Source record: 966

Janka Gerhard wrote:

> Craig Graham wrote:
>
>> The assembler didn't support all the op-codes you'd expect, and the
>> debugger was a serious piece of cack - unusable really. I was very
>> disappointed in it, as Devpac 68K was probably the best assembler for the
>> Atari - and it's debugger was pretty good as well, although I did start
>> using the Black Scorpion falcon-only debugger towards the end (an
>> improvement over the Devpac68k debugger in several ways).
>
> Sounds like it would be better to throw away my DevPac DSP before I
> ever used it. Pity since I bought it mainly because I quite liked
> DevPac 3.10. BTW, could you tell me what's better at the Black Scorpion
> debugger and if the difference is worth the extra money if BSdebug is
> still available.

I cann't honestly remember - I haven't used my Falcon in 3 years or more.
I just remember thinking "gee - must buy this" when I saw it at an Atari
show in London, along with a PC keyboard interface, accellerator, NVDI4 and
some virtual memory driver (cann't remember the name, but it wasn't very
reliable).

> Gerhard

Laters,
Craig.
--
You wish.

5148. Re: ? how does a Atari ST PRG know its name ?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-14 07:05:55 UTC
From: swampdog@ntlworld.com
Message-ID: <3c19a354.72762577@nntp.swampdog>
Source record: 967

On Fri, 07 Dec 2001 14:08:42 +0100, "Jo'ogn (J. Oppermann)"
<jo@joogn.de> wrote:

>
>Guy Harrison wrote:
>>
>> FsFirst/FsNext with a suitable pattern - not wonderful I agree :-|
>>
>> (also iirc) I recall the current working directory isn't always
>> predicatable either - you may find that prepending "/auto/" to the
>> pattern is necessary.
>i was considering that one already, but hoped that there should be
>a more simple and sensible solution to that.

Judging by the multitude of responses, methinks not! ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5149. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-15 20:35:49 UTC
From: rand@cd.chalmers.se
Message-ID: <9vgc75$d04$1@nyheter.chalmers.se>
Source record: 968

In article <3C1714C6.7C492BA4@siemens.at>,
Janka Gerhard <gerhard.janka@siemens.at> wrote:
>Craig Graham wrote:
...
>> disappointed in it, as Devpac 68K was probably the best assembler for the
>> Atari - and it's debugger was pretty good as well, although I did start
>> using the Black Scorpion falcon-only debugger towards the end (an
>> improvement over the Devpac68k debugger in several ways).
...
>DevPac 3.10. BTW, could you tell me what's better at the Black Scorpion
>debugger and if the difference is worth the extra money if BSdebug is

I tried using the BS debugger for a while, but found it much worse than
DevPac's Mon. Sure, on the surface it is compatible, but none of the neat
features of Mon are in there. The mouse/window stuff in BS could have
been useful, but it isn't used for anything worthwhile and only gets in
the way.

All IMHO, of course.

As soon as I got hold of a version of Mon patched to deal with the '040,
I went back, and I haven't started the BS debugger once since then.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5150. Re: MacMiNT

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-16 19:39:44 UTC
From: Martin Doering <mdoering@mucl.de>
Message-ID: <20011216203944.5700d5f7.mdoering@mucl.de>
Source record: 969

On Wed, 01 Aug 01 16:22:56
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) wrote:

> Can anybody tell me what is MacMiNT how does it work, if sources are
> available, what is the actual development state and so on ? I would really
> like to consider an alternative OS to MagiCMac but having the sources to
> modify myself.

You also could use one of the not so bad free Atari eulators on Mac and do some work with us on EmuTOS, an OpenSource TOS replacement, which now does support most of the BIOS/XBIOS/GEMDOS features of TOS (no GEM). It will (not so much later) work with MiNT (does now!), fVDI and XaAES to give a full graphicle system.

I nthe moment we plan to implement a native execution interface for emulators - mostly in cooperation with the Aranym (Atari running on any platform) folks. Wouldn't you like to help porting Aranym to Mac? This really would be a cool thing. It still does run on Windows.

Have a look at:

http://emutos.sourceforge.net

--
Martin Doering

5151. C in GFA?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-16 21:59:03 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9vj5bo$be6$00$1@news.t-online.com>
Source record: 970

Hi all,

does someone have a working example of a GFA-Basic program which uses a subroutine written in C? So far I've only seen an Assembler one. The example doesn't have to do much - just printing out "Hello World" would be ok :-).

Greetings,
Matthias

--

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

5152. Help! Where's GNU C?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-17 02:39:15 UTC
From: AnakiMana@excite.com
Message-ID: <ad619144.0112161839.594602ed@posting.google.com>
Source record: 971

Hi,
Could anyone please tell me where I could download the GNU C Compiler
for the Atari ST? I've searched the web and was unable to find it
anywhere.

Thanks,
Andy Blakely

5153. Re: DSP Software?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-17 10:33:12 UTC
From: Craig Graham <c_graham@NOSPAM.data-uncertain.co.uk>
Message-ID: <3c1dcce7@peer1.news.newnet.co.uk>
Source record: 972

Johan Klockars wrote:

> In article <3C1714C6.7C492BA4@siemens.at>,
> Janka Gerhard <gerhard.janka@siemens.at> wrote:
>>Craig Graham wrote:
> ...
>>> disappointed in it, as Devpac 68K was probably the best assembler for
>>> the Atari - and it's debugger was pretty good as well, although I did
>>> start using the Black Scorpion falcon-only debugger towards the end (an
>>> improvement over the Devpac68k debugger in several ways).
> ...
>>DevPac 3.10. BTW, could you tell me what's better at the Black Scorpion
>>debugger and if the difference is worth the extra money if BSdebug is
>
> I tried using the BS debugger for a while, but found it much worse than
> DevPac's Mon. Sure, on the surface it is compatible, but none of the neat
> features of Mon are in there. The mouse/window stuff in BS could have
> been useful, but it isn't used for anything worthwhile and only gets in
> the way.
>
> All IMHO, of course.
>
> As soon as I got hold of a version of Mon patched to deal with the '040,
> I went back, and I haven't started the BS debugger once since then.

Hi Johan - 's been a long time :)

Of course, I then wrote my own debugger that ran as a MiNT process, and
that was more useful still ;)

(never released the GUI version, but it was a C source level debugger for
Lattice C - one day I'll get my f030 out of the attic and finish it)

Craig.
--
You wish.

5154. New HighWire Browser Development Project

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-17 15:56:07 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u1s5b4ijjh5jdf@corp.supernews.com>
Source record: 973

Hello all!

We are pleased to announce the HighWire Development Project web site.

URL: http://highwire.atari-users.net

While NO DOWNLOADS are available at this time. There are some screen shots and other info available for those interested. Downloads will be available shortly. This is a chance for non programmers to get an idea of how development is progressing and to book mark the site before the initial release announcements are made.

HighWire is a New Atari Browser that is UNDER development. We are asking anyone interested in helping code HighWire, in C, to join the group. We are also looking for people experienced in translation and documentation, so that the project can be available to as many Atari users as possible. Without any hurdles due to language problems or documentation.

Please visit the developer section of the site for information on how to join the list.

HighWire Development Project

Why take a taxi... When you can fly!

http://highwire.atari-users.net

5155. Re: Help! Where's GNU C?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-18 23:35:14 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c1fc6a63ff570@madasafish.com>
Source record: 974

Hi Andy,

>Hi,
>Could anyone please tell me where I could download the GNU C Compiler
>for the Atari ST? I've searched the web and was unable to find it
>anywhere.

I think it is at ftp://chapelie.rma.ac.be/atari
--
Lyndon Amsdon

5156. Re: MacMiNT

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-20 19:09:40 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <1644_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 975

In uno strano messaggio del 16 Dec 01 mdoering@mucl.de (2:333/608.1) scrisse
al povero All :
m> You also could use one of the not so bad free Atari eulators on Mac and

What Atari emulators are there for the Mac ? And how do they compare with
MagiCMac ?

m> do some work with us on EmuTOS, an OpenSource TOS replacement, which now
..
m> platform) folks. Wouldn't you like to help porting Aranym to Mac? This
m> really would be a cool thing. It still does run on Windows.

I had a look and it is interesting, but I have little free time and already
joined the HighWire development team, as I am interested in the web browsing
from my Atari GEM NOS. I do not think it would be a good idea to join another
group, I already have too many things to do.

Just one question, the only thing I would need in MagiCMac would be a way to
use all the serial ports, eventually USB ports (modem/router) and ethernet.

NOS has its own tcp/ip stack but on MagiCMac can use the only serial port
available and this is a limit I would like to jump, if you can put together
an emulator where I can drive more serial and network adapters it would be
really good, expecially as NOS has its own multitasking and all needed
clients and servers.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
IBM - I Blame Microsoft

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5157. Re: [New project!] The Orphaned Projects Page

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-20 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c224942d6883@madasafish.com>
Source record: 978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi gokmase,

>Firstly, Merry Christmas to all of you!
>Although this site is one day too late to be a Christmas present, here
>goes:

Merry Christmas!

>I have therefore made contact with a few programmers who are no longer
>actively working on their projects (projects could be frozen on
>longterm basis or dead, reasons vary a lot) and started to make a list
>of projects, with easy downloads of sources as well as some license
>information which would be vital to anyone interesting in taking over a
>project.
<<<snip>>>
>Make any sense? If yes, great, come help out! If no, visit the site to
>get a grip :))
>
>URL: http://topp.atari-users.net

OK, glad to see you've got it up and running!! On a note, especially for
people living in England, is Jeremy Hughs contactable? I'd like to see
Imagecopy updated, is his address still valid from his Imagecopy manual?
--
Lyndon Amsdon

5158. Re: Help! Where's GNU C?

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-20 23:59:14 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008961599.21122.1@iapetus.uk.clara.net>
Source record: 976

Hi Guys

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3c1fc6a63ff570@madasafish.com...
| Hi Andy,
|
| >Hi,
| >Could anyone please tell me where I could download the GNU C Compiler
| >for the Atari ST? I've searched the web and was unable to find it
| >anywhere.
|
| I think it is at ftp://chapelie.rma.ac.be/atari

That has never worked for me, but this does, ftp://193.190.204.128/atari

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

5159. HighWire Version 0.01 Released!

Newsgroup: comp.sys.atari.programmer
Date: 2001-12-25 06:11:10 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u2g63ibqc2rkbf@corp.supernews.com>
Source record: 977

The HighWire Development Team is pleased to announce the first public

release of HighWire.

Please visit the HighWire Site to download.

http://highwire.atari-users.net

HighWire Development Team

5160. Test message

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-04 10:03:34 UTC
From: "Derryck Croker"
Message-ID: <1010135030-960818AEicMi@ntlworld.com>
Source record: 979

Seems to have gone very quiet in here, so just in case my feed's broken...

Cheers

--
Regards,

Derryck Croker

5161. Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-06 17:15:32 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <a1a0fh$ji6$1@news.seed.net.tw>
Source record: 980

```
Could someone give me a hand with a checksum calculation for GFA Basic?
I've taken the code from a C source, and tried to compile it with Borland
with no luck. I want to use the code in GFA anyway, but I'm not sure how to
translate some of the commands.

I would read a file into an array patchData(i%)

UBYTE sum --- what is UBYTE in GFA?

sum = 0
FOR i%=0 TO 4096
sum = (sum + patchData(i%)) MOD (1 << 8)
NEXT i% ^^this means a bitwise shift left
SHL|(1,8)?????

return((UBYTE)((1 << 8) - sum))

Thanks in advance!

--
Ross MacIver
Taiwan
---------------------------
to reply 3 = e
```

5162. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-07 04:41:12 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B85E9118.151A%atarilp@hotmail.com>
Source record: 981

in article a1a0fh$ji6$1@news.seed.net.tw, Rosco at ckrosco@s33d.n3t.tw wrote
on 1/6/02 12:15 PM:

> Could someone give me a hand with a checksum calculation for GFA Basic?
> I've taken the code from a C source, and tried to compile it with Borland
> with no luck. I want to use the code in GFA anyway, but I'm not sure how to
> translate some of the commands.
>
> I would read a file into an array patchData(i%)
>
> UBYTE sum --- what is UBYTE in GFA?

unsigned byte, meaning 0 to 255
some compilers allow a signed byte ranging from -127 to 128

> sum = 0
> FOR i%=0 TO 4096
> sum = (sum + patchData(i%)) MOD (1 << 8)
> NEXT i% ^^this means a bitwise shift left
> SHL|(1,8)?????

I am pretty sure that is a bitwise left shift, it would appear you converted
it correctly to me, however it's been ages since I ported any 'C'.
Perhaps someone into 'C' could futher clearify...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5163. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-07 05:16:20 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a1bcg6$1dui$1@news.comnet.co.nz>
Source record: 982

"lp" <atarilp@hotmail.com> wrote ...
> Rosco at ckrosco@s33d.n3t.tw wrote
> > Could someone give me a hand with a checksum calculation for GFA
Basic?
> > I've taken the code from a C source, and tried to compile it with
Borland
> > with no luck. I want to use the code in GFA anyway, but I'm not
sure how to
> > translate some of the commands.
> >
> > I would read a file into an array patchData(i%)
> >
> > UBYTE sum --- what is UBYTE in GFA?

I assume that it is a synonym for "unsigned char"

>
> unsigned byte, meaning 0 to 255
> some compilers allow a signed byte ranging from -127 to 128

128 is not a valid signed character value - bit 7 would be 'on',
meaning 'negative', and being interpreted as -128.

unsigned bytes range from 0..255
signed bytes range from -128..0..127

> > sum = 0
> > FOR i%=0 TO 4096
> > sum = (sum + patchData(i%)) MOD (1 << 8)
> > NEXT i% ^^this means a bitwise shift
left
> > SHL|(1,8)?????

Why didn't you simply replace it with the value 256 instead of "1<<8"
?

Perhaps if the original C code was posted, we could recode it in BASIC
a bit better.

(I haven't seen/used GFA, however, but it should be similar to other
BASICs WRT code algorithms)

> I am pretty sure that is a bitwise left shift, it would appear you
converted
> it correctly to me, however it's been ages since I ported any 'C'.
> Perhaps someone into 'C' could futher clearify...

--

Quote for the month

"How many days did you do on Wednesday?"

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

5164. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-07 07:42:19 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <a1bj72$pj9$1@news.seed.net.tw>
Source record: 983

OK Here is the original C code:

```
UBYTE MakeChecksum(patchData)
/* Given your array of patch data, compute and return the checksum. */
UBYTE patchData[];
{
UBYTE sum;
int i;

sum = 0;
for (i=0; i<DX_FILESIZE; i++)
sum = (sum + patchData[i]) % (1 << 8);
return((UBYTE)((1 << 8) - sum));
}
```

I've tried to convert it to GFA as follows:

```
sum = 0
FOR i%=0 TO 4096
sum = (sum + patchData(i%)) MOD (SHL|sum,8)
NEXT i%
```

...but I get a syntax error.

Any suggestions would be appreciated.

```
--
Ross MacIver
Taiwan
--------------------------
to reply 3 = e
```

5165. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-07 09:28:06 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <GSd_7.26199$fX.2271063207@newssvr14.news.prodigy.com>
Source record: 984

Hi Rosco,

"Rosco" <ckrosco@s33d.n3t.tw> wrote in message
news:a1bj72$pj9$1@news.seed.net.tw...
> OK Here is the original C code:
>
>
> UBYTE MakeChecksum(patchData)
> /* Given your array of patch data, compute and return the checksum. */
> UBYTE patchData[];
> {
> UBYTE sum;
> int i;
>

> sum = 0;
> for (i=0; i<DX_FILESIZE; i++)
> sum = (sum + patchData[i]) % (1 << 8);
This bit of code is code is summing all bytes of the the data, while
throwing out
all but the bottom 8 bits of data after each accumulation. The (1 << 8) is
simply
256. You could accomplish the same thing in C by replacing the "% (1 << 8)"
with "& 0xff" or "& 255". In reality, on all systems that I have ever
worked with,
the modulus shouldn't be necessary, as a true UBYTE (unsigned char) can only
store the bottom 8 bits anyway.

> return((UBYTE)((1 << 8) - sum));
The function then returns the bottom 8 bits of the above determined sum
value
subtracted from 256
> }
>
> I've tried to convert it to GFA as follows:
>
> sum = 0
> FOR i%=0 TO 4096
> sum = (sum + patchData(i%)) MOD (SHL|sum,8)
I never worked much with GFA but you should be able to replace your
"MOD (SHL|sum,8)" with "MOD 256". Does GFA have a binary AND
operator? If so, you could use "AND 255".

> NEXT i%

Once you get this far, you would need the final operation:
sum = (256 - sum) MOD 256

>
> ...but I get a syntax error.
Does it tell you the location of the syntax error?

>
> Any suggestions would be appreciated.
I don't rember if GFA has typed data such as UBYTE or "unsigned char", but,
if you are consistent in you MOD's (or AND's) your result should be correct.
>
>
>
> --
> Ross MacIver
> Taiwan
> --------------------------
> to reply 3 = e
>
>

I hope this provides some assistance.
Richard

5166. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-07 10:19:39 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee.fr>
Message-ID: <3c3973dd$0$195$626a54ce@news.free.fr>
Source record: 985

"Rosco" <ckrosco@s33d.n3t.tw> a �crit dans le message news:
a1bj72$pj9$1@news.seed.net.tw...

```
> FOR i%=0 TO 4096

This looks weird, because it means the array has 4097
elements

If DX_FILESIZE is 4096
> for (i=0; i<DX_FILESIZE; i++)
translates to
FOR i%=0 TO 4095

--
```

J�r�me

5167. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-07 11:57:09 UTC
From: swampdog@ntlworld.com
Message-ID: <3c39f322.35296974@nntp.swampdog>
Source record: 986

On Mon, 7 Jan 2002 01:15:32 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
wrote:

Depending on your point of view you might consider yourself lucky or
unlucky. I'm bored & about to waffle at great length! :-)

>Could someone give me a hand with a checksum calculation for GFA Basic?
>I've taken the code from a C source, and tried to compile it with Borland
>with no luck.

The actual C source would be useful. ;-)

>I want to use the code in GFA anyway, but I'm not sure how to
>translate some of the commands.
>
>I would read a file into an array patchData(i%)
>
> UBYTE sum --- what is UBYTE in GFA?

A C compiler doesn't know what UBYTE is either - it will have to be
told. The sensible assumption is UBYTE stands for UnsignedBYTE.
Theoretically you need to declare something in GFA which is one byte
in size and that is also treated as unsigned. Incidentally, the most
likely definition for UBYTE for the C compiler is...

typedef unsigned char UBYTE;

...you might have that somewhere. Possibly not though (it is equally
likely to be defined separate to the C source).

> sum = 0
> FOR i%=0 TO 4096
> sum = (sum + patchData(i%)) MOD (1 << 8)
> NEXT i% ^^this means a bitwise shift left
> SHL|(1,8)?????

If SHL yields 256 then yes. (1<<8) is the same as writing 256.

>return((UBYTE)((1 << 8) - sum))

This is (loosely) "256 - sum" truncated to a byte. I do not know the
mechanics of how GFA works an expression: trouble may be
forthcoming...

A C compiler will silently promote smaller datatypes so that they
match larger ones in an expression. Whilst 'sum' might be a byte the
literal values '1' and '8' are "int" therefore 'sum' gets turned into
an 'int'. The expression is really...

```
return ( (int)1 << (int)8 ) - (int)sum
```

...and the (UBYTE) stuck on the front is there to shut the compiler up (it will be moaning about loss of precision when that 'int' gets truncated to a byte).

Consequently...

```
> sum = (sum + patchData(i%)) MOD (1 << 8)
```

...may not work should GFA actually do all its calculations using a byte.

Here's one I liberated many years ago from (Atari) source. It somehow found its way into my windoze library and obviously somewhere along the line got some C++ treatment. I'll explain it which may help you translate yours.

```
uint32 FC
CheckSum(
uint32 curval,
const void * const bp,
uint32 n
)
{uint32 v (curval);
const uint8 * p (static_cast<const uint8*>(bp));
uint32 i;

for (i = 0; i < n; i += 1)
v = v + ( uint32(*p++) ^ uint32(543UL) )
;
return v;
}
```

The 'bp' argument is just a pointer into a block of memory. It is this block of memory that is being checksum'd. The 'n' argument states how many bytes long that block of memory 'bp' is. The first argument 'curval' is usually zero. It exists just case you want to calculate the checksum in lots of little chunks by making the CheckSum() call multiple times - we'll ignore it.

'uint32' is an unsigned 32 bit integer. 'uint8' is exactly the same as UBYTE - an unsigned byte.

The first two lines...

```
{uint32 v (curval);
const uint8 * p (static_cast<const uint8*>(bp));
```

...for all the junk simply say...

```
v = curval
p = bp
```

...so 'v' is our "running total" and 'p' is the address of the memory location whose byte we about to process. The "for" loop needs no

explanation, it just goes through 'n' bytes starting with at location 'p'. The important line does a lot of work when the subtle stuff is taken into account...

```
v = v + ( uint32(*p++) ^ uint32(543UL) )
```

First off, it reads the byte (*p) then it makes p point to the next byte in memory (*p++). This byte is unsigned but is immediately turned into an unsigned 32 bit value (uint32(*p++)). This intermediate value is saved for a moment whilst the second half is looked at. "543UL" is just 543 stored as an unsigned 32 bit "long" - take this to mean (uint32(543)). This value is then exclusive-or'd (XOR) with the intermediate value (uint32(*p++) ^ uint32(543UL)). The result (still a 32 bit unsigned value) is then added to 'v'.

Incidentally, when it matters I happen to be quite explicit over my "casts". That troublesome line could equally appear as...

```
v += (*p++ ^ 543UL);
```

In pseudo-code...

```
FUNCTION CheckSum(curval,bp,n) RETURNS uint32
uint32 v =curval;
uint8 p =bp; //array bp[0..n-1]
uint32 mask =543;
uint32 temp;
uint32 i;

FOR i = 0 TO n-1 INCREMENT i BY 1
temp = p[i]
temp = temp XOR mask
v = v + temp
ENDFOR
RETURN v
```

Oh, and I just remembered where I purloined the original code from! A utility called "Splitter".

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5168. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-07 14:56:49 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <a1cd2iifn1@news.seed.net.tw>
Source record: 987

Thanks for all the replies. I've got the code now so that there aren't any errors, but it's not giving me the results that I want. I think the problem is that there is no equivelent to UBYTE in GFA Basic.

Here is my code:

```
OPEN "I",#1,"E:\KCSOMEGA\4OPDELUX\FOUROPVC\1.DXX"
'
sum%=0
FOR i=0 TO 4095
sum%=sum%+INP(#1) AND 255
NEXT i
' RETURN UBYTE (( 1 << 8 ) - sum)
'
PRINT 256-sum%
```

I've tried "sum" as a byte, a word, and an integer. Byte and word values are out of range.

Some info: this is a checksum used by a MIDI synthesizer. I've got some data patches in sysex format with the header and tail stripped off. In order to use the patches I have to calculate the checksum of the data and insert it at the end of the file, as well as restoring the header. I've got no problem restoring the header and the tail but I don't know how to do the checksum. I found this checksum code in C on the internet with comments from various people that it worked. I tried to compile the code using Borland C++ but there were many compiler errors and I don't know anything about C. I've seen this checksum described as "2nd complement (-sum & 127)". On this particular file I know what the checksum should be, and I haven't found any checksum routines that give me what I'm looking for.

```
--
Ross MacIver
Taiwan
--------------------------
to reply 3 = e
```

```
> > OK Here is the original C code:
> >
> >
> > UBYTE MakeChecksum(patchData)
> > /* Given your array of patch data, compute and return the checksum. */
> > UBYTE patchData[];
> > {
> > UBYTE sum;
> > int i;
```

```
> >
>
> > sum = 0;
> > for (i=0; i<DX_FILESIZE; i++)
> > sum = (sum + patchData[i]) % (1 << 8);
> This bit of code is code is summing all bytes of the the data, while
> throwing out
> all but the bottom 8 bits of data after each accumulation. The (1 << 8)
is
> simply
> 256. You could accomplish the same thing in C by replacing the "% (1 <<
8)"
> with "& 0xff" or "& 255". In reality, on all systems that I have ever
> worked with,
> the modulus shouldn't be necessary, as a true UBYTE (unsigned char) can
only
> store the bottom 8 bits anyway.
>
> > return((UBYTE)((1 << 8) - sum));
> The function then returns the bottom 8 bits of the above determined sum
> value
> subtracted from 256
> > }
> >
> > I've tried to convert it to GFA as follows:
> >
> > sum = 0
> > FOR i%=0 TO 4096
> > sum = (sum + patchData(i%)) MOD (SHL|sum,8)
> I never worked much with GFA but you should be able to replace your
> "MOD (SHL|sum,8)" with "MOD 256". Does GFA have a binary AND
> operator? If so, you could use "AND 255".
>
> > NEXT i%
>
> Once you get this far, you would need the final operation:
> sum = (256 - sum) MOD 256
```

5169. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-07 16:49:17 UTC
From: Pontus Skold <Pontus.Skold@dis.uu.se>
Message-ID: <yty4rly9kdu.fsf@r3.ekonomikum.uu.se>
Source record: 988

"Rosco" <ckrosco@s33d.n3t.tw> writes:

> Thanks for all the replies. I've got the code now so that there aren't any
> errors, but it's not giving me the results that I want. I think the problem
> is that there is no equivelent to UBYTE in GFA Basic.
>
> Here is my code:
>
> OPEN "I",#1,"E:\KCSOMEGA\4OPDELUX\FOUROPVC\1.DXX"
> '
> sum%=0
> FOR i=0 TO 4095
> sum%=sum%+INP(#1) AND 255
> NEXT i
> ' RETURN UBYTE ((1 << 8) - sum)
> '
> PRINT 256-sum%

I don't recall enough to be sure, but I suspect you might want to do

sum%=(sum%+INP(#1)) AND 255

instead.

HTH
/Pont

--

Pontus Skï¿½ld | Department of Information Sciences, Uppsala Universitet
+46-18-4711143 | Box 513, SE-751 20 UPPSALA, Sweden

5170. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-08 18:51:20 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B860A9D8.15BE%atarilp@hotmail.com>
Source record: 989

in article a1cd2iifn1@news.seed.net.tw, Rosco at ckrosco@s33d.n3t.tw wrote
on 1/7/02 9:56 AM:

> Thanks for all the replies. I've got the code now so that there aren't any
> errors, but it's not giving me the results that I want. I think the problem
> is that there is no equivelent to UBYTE in GFA Basic.

You can define a byte as var|, the vertical bar denotes a byte in gfa.

You also will get different results compiled versus not compiled as compiled
code ignores overflow. If this 'C' code relies on the fact that overflow
is ignored you will have to test it compiled perhaps.

In editor:
b|=255
b|=b|+1 will halt with some error
Compiled however the byte value will simply wrap around to 1 or some value
you don't expect and no error will appear. I have seen programs in the past
rely on such things.

Also you can use value|=BYTE(sum%) for example to fetch just the lower 8
bits of a long or a word.

Dunno if any of this helps.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5171. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-10 00:40:15 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <a1injg$m8q$1@news.seed.net.tw>
Source record: 990

Thanks to everyone who replied. Guy, I appreciate your thoroughness, even though it's way over my head.

My main problem was that I don't understand the math involved in these bit manipulations. There turns out to to be a method that even I can understand : add up all the data and then subtract 128 repeatedly until the result is less than 128. Then subtract that number from 128.

This may not be very elegant or efficient but it does the job and I can understand what's going on.

```
OPEN "I",#1,"E:\KCSOMEGA\4OPDELUX\FOUROPVC\1.DXX"
'
sum%=0
FOR i=0 TO 4095
sum%=sum%+INP(#1)
NEXT i
'
DO UNTIL sum%<128
sum%=sum%-128
LOOP
'
RETURN 128-sum%
```

```
--
Ross MacIver
Taiwan
--------------------------
to reply 3 = e
```

"Guy Harrison" <swampdog@ntlworld.com> wrote in message news:3c39f322.35296974@nntp.swampdog...
> On Mon, 7 Jan 2002 01:15:32 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
> wrote:
>
> Depending on your point of view you might consider yourself lucky or
> unlucky. I'm bored & about to waffle at great length! :-)

5172. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-10 06:03:35 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <khXMAdi36SP8EwW8@my-ste.demon.co.uk>
Source record: 991

```
On Thu, 10 Jan 2002, Rosco <ckrosco@s33d.n3t.tw> wrote:-

> OPEN "I",#1,"E:\KCSOMEGA\4OPDELUX\FOUROPVC\1.DXX"
> '
> sum%=0
> FOR i=0 TO 4095
> sum%=sum%+INP(#1)
> NEXT i
> '
> DO UNTIL sum%<128
> sum%=sum%-128
> LOOP

' Or replace the do/loop with:

sum%=MOD(sum%,128)

> RETURN 128-sum%

' Or you could replace the do/loop and return with a single statement:

RETURN 128-MOD(sum%,128)

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/
```

5173. Re: Checksum calculation

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-10 07:08:44 UTC
From: swampdog@ntlworld.com
Message-ID: <3c3e3de0.229811471@nntp.swampdog>
Source record: 992

On Mon, 7 Jan 2002 15:42:19 +0800, in comp.sys.atari.programmer you wrote:

>OK Here is the original C code:
>
>
>UBYTE MakeChecksum(patchData)
>/* Given your array of patch data, compute and return the checksum. */
>UBYTE patchData[];
>{
>UBYTE sum;
>int i;
>
>sum = 0;
>for (i=0; i<DX_FILESIZE; i++)
>sum = (sum + patchData[i]) % (1 << 8);

Ah, obfusticated code in reverse! All it does is add the byte patchData[i] to the byte held by sum. ie sum+=patchData[i]. Nothing more.

>return((UBYTE)((1 << 8) - sum));

Ditto. "return -sum";

>}
>
>I've tried to convert it to GFA as follows:
>
>sum = 0
>FOR i%=0 TO 4096
> sum = (sum + patchData(i%)) MOD (SHL|sum,8)
>NEXT i%
>
>...but I get a syntax error.
>
>Any suggestions would be appreciated.

I see it stated elsewhere that GFA has no datatype that can hold an unsigned byte. No matter use declare 'sum' as an integer. You may be able to dispense with some of the AND's but I'll be explicit...

sum = ((sum AND 255) + (patchData[i] AND 255)) AND 255

return (-sum) AND 255

Eg: If you were to make DX_FILESIZE=2 to handle two bytes of data, and those bytes were $01,$02 then you ought to get $FD back from it.

Incidentally, the C code is really old. A modern compiler would struggle, even with UBYTE defined, unless it had a K&R backwards compatibility option.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5174. Re: comp.sys.atari.programmer, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-13 12:05:37 UTC
From: rand@cd.chalmers.se
Message-ID: <a1rt6h$sa6$1@nyheter.chalmers.se>
Source record: 993

In article <a91308aa.3004bc98@OQEDVAJI.COM.HK>,
Usenet Administration <admin@OQEDVAJI.COM.HK> wrote:
>As many of you are aware, this newsgroup is slated
>for removal on January 31st, 2002. The vote was

Please, note that this was a denial of service attack that was sent
simultaneously to a large number of Usenet groups.
Replies were redirected to news.admin.net-abuse.email, which has
now gotten more than 300k messages in a very short time.

Do _not_ follow up to the original message!
There's no truth behind what it says.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5175. Any Assembler or Machine code Programmers here?

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-16 08:31:18 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a23dnu$1mp$1@pegasus.csx.cam.ac.uk>
Source record: 994

Hi all,
I'm looking for someone who can disassemble, alter and then reassemble a program for me. What I want is to remove several fixed values from within the program to a file and have the program load them from there as this will allow me to change the values as required.

So anyone want to give this a try?.

Stephen Moss

P.S. The program was written for the ST.

5176. Re: Any Assembler or Machine code Programmers here?

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-16 10:57:31 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <a23n79$ne2$1@news8.svr.pol.co.uk>
Source record: 995

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:a23dnu$1mp$1@pegasus.csx.cam.ac.uk...
> Hi all,
> I'm looking for someone who can disassemble, alter and then reassemble a
> program for me. What I want is to remove several fixed values from within
> the program to a file and have the program load them from there as this
will
> allow me to change the values as required.

The tool you need is Henk's TT-Digger or Easyrider. I'm only running ST in
emulation ATM and don't have all the right kit on this Bill-Box otherwise
I'd offer to have a go myself.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.311 / Virus Database: 172 - Release Date: 27/12/2001

5177. Re: Any Assembler or Machine code Programmers here?

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-16 11:21:11 UTC
From: Pontus Skold <Pontus.Skold@dis.uu.se>
Message-ID: <ytyr8oqilso.fsf@dis.uu.se>
Source record: 996

"Stephen Moss" <sgm23@eng.cam.ac.uk> writes:

> Hi all,
> I'm looking for someone who can disassemble, alter and then reassemble a
> program for me. What I want is to remove several fixed values from within
> the program to a file and have the program load them from there as this will
> allow me to change the values as required.
>
> So anyone want to give this a try?.

How large a program is it? Adding new code may well make it very
complicated to achieve. A simpler solution may be to check out the
offsets of these values, and fix a program to change these in the
binary, to allow easy modification of the values.

Anyway, I can have a go at it, if I can find a disk with Bugaboo and
my systems still works.

HTH.
/Pontus

--

Pontus Skï¿½ld | Department of Information Sciences, Uppsala Universitet
+46-18-4711143 | Box 513, SE-751 20 UPPSALA, Sweden

5178. Help long filename

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-17 13:21:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C46CFBC.80803@club-internet.fr>
Source record: 997

Hello,

I will like to use equivalents of Fsfisrt and Fsnexts with Dopendir and Dreaddir. I read the document developer of Magic but visibly to use mask of research (* .IMG, * .ICO etc...) it seems less easy. Would someone have him some routines in C or examples of applications ? Thank you by advance.

F.LAFABRIE

Icon Extract (version 1.3 for soon with the support of the XPM files and well of something else)
Hardware 2.0
Calendar 1.0
for Falcon, TT and compatible
http://perso.club-internet.fr/lafabrie/index.html

5179. Re: Help for long filename

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-17 16:50:06 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C4700BE.50907@club-internet.fr>
Source record: 999

```
Thank's for your help !
Best regard,

F.LAFABRIE

Mike De.Petris wrote:

>In uno strano messaggio del 17 Jan 02 lafabrie@club-internet.fr (2:333/608.1)
>scrisse al povero All :
> l> I will like to use equivalents of Fsfisrt and Fsnexts with Dopendir and
> l> Dreaddir. I read the document developer of Magic but visibly to use
> l> mask of research (* .IMG, * .ICO etc...) it seems less easy. Would
> l> someone have him some routines in C or examples of applications ? Thank
> l> you by advance.
>
>This is what I did recently (I will be short):
>after the Dopendir call you cycle with Dxreaddir:
>
> do{
> err = Dxreaddir(128, infoblk->dirhandle, buf, &xattr, &xr);
> if (xr)
> Log(LOG_ERROR, "Fxattr error: %d", xr);
> if (err)
> {
> if(err!=-49) /* if not COFF end of reading */
> Log(LOG_ERROR, "Dreaddir error: %ld", err);
> }
> else
> if ((xattr.mode & S_IFMT) != S_IFDIR)
> {
> strcpy(buf0,&buf[4]);
> if(1==wildmat(strupr(buf0),infoblk->mask,argv))
> {
> found=TRUE;
> Strcpy(infoblk->d_fname, &buf[4]);
> infoblk->d_length = xattr.size;
> infoblk->d_attrib = xattr.attr;
> infoblk->d_date = xattr.mdate;
> infoblk->d_time = xattr.mtime;
> }
> }
> }while(!err && !found);
>
> if (err != 0)
> {
```

```
> infoblk->errorcode = err;
> if (err == FNF || err == COFF)
> return(NO_MORE_FILES);
> else
> return(FAILURE);
> }
> else
> return(SUCCESS);
>
>It should be easy to anderstand that the mask filtering is done with the
>function "wildmat" that is defined in the "wildcard matching" module of NOS,
>it is:
>
>/*#define TEST*/
>/*
> * @(#)wildmat.c 1.3 87/11/06 Public Domain.
> *
>From: rs@mirror.TMC.COM (Rich Salz)
>Newsgroups: net.sources
>Subject: Small shell-style pattern matcher
>Message-ID: <596@mirror.TMC.COM>
>Date: 27 Nov 86 00:06:40 GMT
>
>There have been several regular-expression subroutines and one or two
>filename-globbing routines in mod.sources. They handle lots of
>complicated patterns. This small piece of code handles the *?[]\
>wildcard characters the way the standard Unix(tm) shells do, with the
>addition that "[^.....]" is an inverse character class -- it matches
>any character not in the range ".....". Read the comments for more
>info.
>
>For my application, I had first ripped off a copy of the "glob" routine
>from within the find(1) source, but that code is bad news: it recurses
>on every character in the pattern. I'm putting this replacement in the
>public domain. It's small, tight, and iterative. Compile with -DTEST
>to get a test driver. After you're convinced it works, install in
>whatever way is appropriate for you.
>
>I would like to hear of bugs, but am not interested in additions; if I
>were, I'd use the code I mentioned above.
>*/
>/*
>** Do shell-style pattern matching for ?, \, [], and * characters.
>** Might not be robust in face of malformed patterns; e.g., "foo[a-"
>** could cause a segmentation violation.
>**
>** Written by Rich $alz, mirror!rs, Wed Nov 26 19:03:17 EST 1986.
>*/
>
>/*
```

```
> * Modified 6Nov87 by John Gilmore (hoptoad!gnu) to return a "match"
> * if the pattern is immediately followed by a "/", as well as \0.
> * This matches what "tar" does for matching whole subdirectories.
> *
> * The "*" code could be sped up by only recursing one level instead
> * of two for each trial pattern, perhaps, and not recursing at all
> * if a literal match of the next 2 chars would fail.
> */
>
>/* Modified by Anders Klemets to take an array of pointers as an optional
> argument. Each part of the string that matches '*' is returned as a
> null-terminated, malloced string in this array.
> */
>
>/*************************************************************************
>* $Id: wildmat.c 1.2 93/07/16 11:52:21 ROOT_DOS Exp $
>* 14 Jul 93 1.2 GT Fix warnings. *
>*************************************************************************/
>
>#include "wildmat.h"
>/*#include <stdlib.h>
>#include <string.h>*/
>#define bzero(x,y) memset(x,0,y)
>
>/*-----------------------------------------------------------------------
> mallocw - all malloc calls run through here
>-----------------------------------------------------------------------*/
>
>void *mallocw(unsigned n)
>{
> return malloc((size_t)n);
>}
>
>/*static int Star __ARGS((char *s,char *p,char **argv));
>*/
>static int Star(char *s,char *p,char **argv);
>static int
>Star(s,p,argv)
>register char *s;
>register char *p;
>register char **argv;
>{
> char *cp = s;
> while (wildmat(cp, p, argv) == FALSE)
> if(*++cp == '\0')
> return -1;
> return ((int) (cp - s));
>}
>
>int
```

```
>wildmat(s,p,argv)
>register char *s;
>register char *p;
>register char **argv;
>{
> register int last;
> register int matched;
> register int reverse;
> register int cnt;
>
> for(; *p; s++,p++){
> switch(*p){
> case '\\':
> /* Literal match with following character; fall through. */
> p++;
> default:
> if(*s != *p)
> return FALSE;
> continue;
> case '?':
> /* Match anything. */
> if(*s == '\0')
> return FALSE;
> continue;
> case '*':
> /* Trailing star matches everything. */
> if(argv == NULLCHARP)
> return *++p ? 1 + Star(s, p, NULLCHARP) : TRUE;
> if(*++p == '\0'){
> cnt = (int)strlen(s);
> } else {
> if((cnt = Star(s, p, argv+1)) == -1)
> return FALSE;
> }
> *argv = mallocw(cnt+1);
> strncpy(*argv,s,cnt);
> *(*argv + cnt) = '\0';
> return TRUE;
> case '[':
> /* [^....] means inverse character class. */
> reverse = (p[1] == '^') ? TRUE : FALSE;
> if(reverse)
> p++;
> for(last = 0400, matched = FALSE; *++p && *p != ']'; last = *p){
> /* This next line requires a good C compiler. */
> if(*p == '-' ? *s <= *++p && *s >= last : *s == *p)
> matched = TRUE;
> }
> if(matched == reverse)
> return FALSE;
```

```
> continue;
> }
> }
> /* For "tar" use, matches that end at a slash also work. --hoptoad!gnu */
> return *s == '\0' || *s == '/';
>}
>
>
>#ifdef TEST
>#include <stdio.h>
>
>extern char *gets();
>
>main()
>{
> char pattern[80];
> char text[80];
> char *argv[80];/*, *cp;*/
> int cnt;
>
> while (TRUE){
> printf("Enter pattern: ");
> if(gets(pattern) == NULL)
> break;
> while (TRUE){
> bzero(argv,80*sizeof(char *));
> printf("Enter text: ");
> if(gets(text) == NULL)
> exit(0);
> if(text[0] == '\0')
> /* Blank line; go back and get a new pattern. */
> break;
> printf(" %d\n", wildmat(text, pattern, argv));
> for(cnt = 0; argv[cnt] != NULLCHAR; ++cnt){
> printf("String %d is: '%s'\n",cnt,argv[cnt]);
> free(argv[cnt]);
> }
> }
> }
> /*exit(0);*/
> return 0;
>}
>#endif /* TEST */
>
>You may need wildmat.h:
>
>/*************************************************************************
>* $Id: global.h 1.6 93/07/16 11:44:56 ROOT_DOS Exp $
>* 24 Aug 92 1.3 GT Redefine time.
>* 13 Sep 92 1.4 GT New file modes.
```

```
>* 09 May 93 1.6 GT Fix warnings.
>*
>* ATARI Version by David Nash - dnash@chaos.demon.co.uk
>*
>* stdio.h and stdlib included
>* shadow definitions added for fileops
>*
>* 28.08.94 DFN - define rflush, potl & ltop as macros
>*
>*************************************************************************/
>
>#ifndef _GLOBAL_H
>#define _GLOBAL_H
>
>/* Global definitions used by every source file.
> * Some may be compiler dependent.
> */
>
>#ifdef ATARI
>#include <stdio.h>
>#include <stdlib.h>
>#include <errno.h>
>#endif
>
>/*
> Include config.h so that definitions are propagated.
> eg. FILTER is needed in iface.h
>*/
>
>/*#include "config.h"*/
>
>#if defined(__TURBOC__) || defined(__STDC__) || defined(LATTICE)
>#define ANSIPROTO 1
>#endif
>
>#ifndef __ARGS
>#ifdef ANSIPROTO
>#define __ARGS(x) x
>#else
>#define __ARGS(x) ()
>#endif
>#endif
>
>
>#if !defined(AMIGA) && (defined(LATTICE) || defined(MAC) ||
>defined(__TURBOC__))
>/* These compilers require special open modes when reading binary files.
> *
> * "The single most brilliant design decision in all of UNIX was the
> * choice of a SINGLE character as the end-of-line indicator" -- M. O'Dell
```

```
> *
> * "Whoever picked the end-of-line conventions for MS-DOS and the Macintosh
> * should be shot!" -- P. Karn's corollary to O'Dells' declaration
> */
>#define READ_BINARY "rb"
>#define WRITE_BINARY "wb"
>#define APPEND_BINARY "ab+"
>#define READ_TEXT "rt"
>#define WRITE_TEXT "wt"
>#define APPEND_TEXT "at+"
>#define RW_LOOKUP_TEXT "rt+"
>#define RW_CREATE_TEXT "wt+"
>
>#else
>
>#define READ_BINARY "r"
>#define WRITE_BINARY "w"
>#define APPEND_BINARY "a+"
>#define READ_TEXT "r"
>#define WRITE_TEXT "w"
>#define APPEND_TEXT "a+"
>#define RW_LOOKUP_TEXT "r+"
>#define RW_CREATE_TEXT "w+"
>
>#endif
>
>/* These two lines assume that your compiler's longs are 32 bits and
> * shorts are 16 bits. It is already assumed that chars are 8 bits,
> * but it doesn't matter if they're signed or unsigned.
> */
>typedef long int32; /* 32-bit signed integer */
>typedef unsigned short int16; /* 16-bit unsigned integer */
>typedef unsigned char byte_t; /* 8-bit unsigned integer */
>#define uchar(x) ((unsigned char)(x))
>#define MAXINT16 65535L /* Largest 16-bit integer */
>#define MAXINT32 4294967295L /* Largest 32-bit integer */
>
>#define HASHMOD 7 /* Modulus used by hash_ip() function */
>
>/* The "interrupt" keyword is non-standard, so make it configurable */
>#if defined(__TURBOC__) && defined(MSDOS)
>#define INTERRUPT void interrupt
>#else
>#define INTERRUPT void
>#endif
>
>/* Note that these definitions are on by default if none of the Turbo-C style
> * memory model definitions are on; this avoids having to change them when
> * porting to 68K environments.
> */
```

```
>#if !defined(__TINY__) && !defined(__SMALL__) && !defined(__MEDIUM__)
>#define LARGEDATA 1
>#endif
>
>#if !defined(__TINY__) && !defined(__SMALL__) && !defined(__COMPACT__)
>#define LARGECODE 1
>#endif
>
>/* Since not all compilers support structure assignment, the ASSIGN()
> * macro is used. This controls how it's actually implemented.
> */
>#ifdef NOSTRUCTASSIGN /* Version for old compilers that don't support it */
>#define ASSIGN(a,b) memcpy((char *)&(a),(char *)&(b),sizeof(b));
>#else /* Version for compilers that do */
>#define ASSIGN(a,b) ((a) = (b))
>#endif
>
>/* Define null object pointer in case stdio.h isn't included */
>#ifndef NULL
>/* General purpose NULL pointer */
>#define NULL ((void *)0L)
>#endif
>#define NULLCHAR (char *)0 /* Null character pointer */
>#define NULLCHARP (char **)0 /* Null character pointer pointer */
>#define NULLINT (int *)0 /* Null integer pointer */
>#define NULLFP (int (*)())0 /* Null pointer to function returning int */
>#define NULLVFP (void (*)())0 /* Null pointer to function returning void */
>#define NULLVIFP (INTERRUPT (*)())0
>#define NULLFILE (FILE *)0 /* Null file pointer */
>
>/* standard boolean constants */
>#define FALSE 0
>#define TRUE 1
>#define NO 0
>#define YES 1
>
>/* string equality shorthand */
>#define STREQ(x,y) (strcmp(x,y) == 0)
>
>/* Extract a short from a long */
>#define hiword(x) ((int16)((x) >> 16))
>#define loword(x) ((int16)(x))
>
>/* Extract a byte from a short */
>#define hibyte(x) ((unsigned char)((x) >> 8))
>#define lobyte(x) ((unsigned char)(x))
>
>/* Extract nibbles from a byte */
>#define hinibble(x) (((x) >> 4) & 0xf)
>#define lonibble(x) ((x) & 0xf)
```

```
>
>/* Various low-level and miscellaneous functions */
>unsigned long availmem __ARGS((void));
>void *callocw __ARGS((unsigned nelem,unsigned size));
>int32 clock();
>int dirps __ARGS((void));
>#ifndef ATARI
>int getopt __ARGS((int argc,char *argv[],char *opts));
>#endif
>int htoi __ARGS((char *));
>long htol __ARGS((char *));
>char *inbuf __ARGS((int16 port,char *buf,int16 cnt));
>int16 hash_ip __ARGS((int32 addr));
>int istate __ARGS((void));
>void log __ARGS((int s,char *fmt, ...));
>int log2 __ARGS((int16 x));
>void *ltop __ARGS((long));
>void *mallocw __ARGS((unsigned nb));
>char *outbuf __ARGS((int16 port,char *buf,int16 cnt));
>long ptol __ARGS((void *));
>void restore __ARGS((int));
>void rflush __ARGS((void));
>void rip __ARGS((char *));
>char *smsg __ARGS((char *msgs[],unsigned nmsgs,unsigned n));
>int tprintf __ARGS((char *fmt,...));
>#if !defined __TURBOC__
>char *strdup __ARGS((const char *));
>#endif
>int wildmat __ARGS((char *s,char *p,char **argv));
>#ifdef ANSI
>void ansi_putc __ARGS((struct screen *sp,char c));
>#endif
>
>#include <time.h>
>
>time_t ka9q_time __ARGS((time_t *t));
>
>#include <stdlib.h>
>#include <string.h>
>
>#ifdef AZTEC
>#define rewind(fp) fseek(fp,0L,0);
>#endif
>
>#if defined(__TURBOC__) && defined(MSDOS)
>#define movblock(so,ss,do,ds,c) movedata(ss,so,ds,do,c)
>#ifndef outportw
>#define outportw outport
>#endif
>#ifndef inportw
```

```
>#define inportw inport
>#endif
>
>#else
>
>/* General purpose function macros already defined in turbo C */
>#ifndef min
>#define min(x,y) ((x)<(y)?(x):(y)) /* Lesser of two args */
>#endif
>#ifndef max
>#define max(x,y) ((x)>(y)?(x):(y)) /* Greater of two args */
>#endif
>#ifdef MSDOS
>#define MK_FP(seg,ofs) ((void far *) \
> (((unsigned long)(seg) << 16) | (unsigned)(ofs)))
>#endif
>#endif /* __TURBOC __ */
>
>#ifdef AMIGA
>/* super kludge de WA3YMH */
>#ifndef fileno
>#include <stdio.h>
>#endif
>#define fclose(fp) amiga_fclose(fp)
>extern int amiga_fclose __ARGS((FILE *));
>extern FILE *tmpfile __ARGS((void));
>
>extern char *sys_errlist[];
>extern int errno;
>#endif
>
>/* Externals used by getopt */
>extern int optind;
>extern char *optarg;
>
>/* Threshold setting on available memory */
>extern int32 Memthresh;
>
>/* System clock - count of ticks since startup */
>extern int32 Clock;
>
>/* Various useful standard error messages */
>extern char Badhost[];
>extern char Nospace[];
>extern char Notval[];
>extern char *Hostname;
>extern char Version[];
>
>/* Your system's end-of-line convention */
>extern char Eol[];
```

```
>
>/* connect () failure timeout value. */
>
>extern int32 connect_wait_val;
>
>extern void (*Gcollect[])();
>
>#define time ka9q_time
>
>#ifdef ATARI
>
>/************************************************************************
>* shadow fopen() to fopenx() to translate seperators - DFN *
>************************************************************************/
>
>#undef fopen
>#define fopen fopenx
>FILE *fopenx(const char *, const char *);
>
>#undef remove
>#define remove removex
>int removex(const char *);
>
>#undef rename
>#define rename renamex
>int renamex(const char *, const char *);
>
>#undef open
>#define open openx
>int openx(const char *, int, int);
>
>#undef creat
>#define creat creatx
>int creatx(const char *, int);
>
>#undef unlink
>#define unlink unlinkx
>int unlinkx(const char *);
>
>#undef access
>#define access accessx
>int accessx(const char *, int);
>
>#undef mkdir
>#define mkdir mkdirx
>int mkdirx(const char *);
>
>/************************************************************************
>* Define some trivial functions as macros to save the function call *
>************************************************************************/
```

```
>
>#define rflush() fflush(stdout) /* raw flush */
>#define ptol(p) (long)p /* pointer to long */
>#define ltop(l) (void *)l /* long to pointer */
>
>#endif
>
>#endif /* _GLOBAL_H */
>
>Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>
>--
>COBOL - Completely Obsolete Business Oriented Language
>
>--
>
>Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
>
```

5180. Re: Help for long filename

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-17 17:25:06 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3306_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 998

```
In uno strano messaggio del 17 Jan 02 lafabrie@club-internet.fr (2:333/608.1)
scrisse al povero All :
l> I will like to use equivalents of Fsfisrt and Fsnexts with Dopendir and
l> Dreaddir. I read the document developer of Magic but visibly to use
l> mask of research (* .IMG, * .ICO etc...) it seems less easy. Would
l> someone have him some routines in C or examples of applications ? Thank
l> you by advance.

This is what I did recently (I will be short):
after the Dopendir call you cycle with Dxreaddir:

do{
err = Dxreaddir(128, infoblk->dirhandle, buf, &xattr, &xr);
if (xr)
Log(LOG_ERROR, "Fxattr error: %d", xr);
if (err)
{
if(err!=-49) /* if not COFF end of reading */
Log(LOG_ERROR, "Dreaddir error: %ld", err);
}
else
if ((xattr.mode & S_IFMT) != S_IFDIR)
{
strcpy(buf0,&buf[4]);
if(1==wildmat(strupr(buf0),infoblk->mask,argv))
{
found=TRUE;
Strcpy(infoblk->d_fname, &buf[4]);
infoblk->d_length = xattr.size;
infoblk->d_attrib = xattr.attr;
infoblk->d_date = xattr.mdate;
infoblk->d_time = xattr.mtime;
}
}
}while(!err && !found);

if (err != 0)
{
infoblk->errorcode = err;
if (err == FNF || err == COFF)
return(NO_MORE_FILES);
else
return(FAILURE);
}
else
```

```
return(SUCCESS);
```

It should be easy to anderstand that the mask filtering is done with the function "wildmat" that is defined in the "wildcard matching" module of NOS, it is:

```
/*#define TEST*/
/*
* @(#)wildmat.c 1.3 87/11/06 Public Domain.
*
From: rs@mirror.TMC.COM (Rich Salz)
Newsgroups: net.sources
Subject: Small shell-style pattern matcher
Message-ID: <596@mirror.TMC.COM>
Date: 27 Nov 86 00:06:40 GMT

There have been several regular-expression subroutines and one or two
filename-globbing routines in mod.sources. They handle lots of
complicated patterns. This small piece of code handles the *?[]\
wildcard characters the way the standard Unix(tm) shells do, with the
addition that "[^.....]" is an inverse character class -- it matches
any character not in the range ".....". Read the comments for more
info.

For my application, I had first ripped off a copy of the "glob" routine
from within the find(1) source, but that code is bad news: it recurses
on every character in the pattern. I'm putting this replacement in the
public domain. It's small, tight, and iterative. Compile with -DTEST
to get a test driver. After you're convinced it works, install in
whatever way is appropriate for you.

I would like to hear of bugs, but am not interested in additions; if I
were, I'd use the code I mentioned above.
*/
/*
** Do shell-style pattern matching for ?, \, [], and * characters.
** Might not be robust in face of malformed patterns; e.g., "foo[a-"
** could cause a segmentation violation.
**
** Written by Rich $alz, mirror!rs, Wed Nov 26 19:03:17 EST 1986.
*/

/*
* Modified 6Nov87 by John Gilmore (hoptoad!gnu) to return a "match"
* if the pattern is immediately followed by a "/", as well as \0.
* This matches what "tar" does for matching whole subdirectories.
*
* The "*" code could be sped up by only recursing one level instead
* of two for each trial pattern, perhaps, and not recursing at all
* if a literal match of the next 2 chars would fail.
*/
```

```
/* Modified by Anders Klemets to take an array of pointers as an optional
argument. Each part of the string that matches '*' is returned as a
null-terminated, malloced string in this array.
*/

/*************************************************************************
* $Id: wildmat.c 1.2 93/07/16 11:52:21 ROOT_DOS Exp $
* 14 Jul 93 1.2 GT Fix warnings. *
*************************************************************************/

#include "wildmat.h"
/*#include <stdlib.h>
#include <string.h>*/
#define bzero(x,y) memset(x,0,y)

/*-----------------------------------------------------------------------
mallocw - all malloc calls run through here
-----------------------------------------------------------------------*/

void *mallocw(unsigned n)
{
return malloc((size_t)n);
}

/*static int Star __ARGS((char *s,char *p,char **argv));
*/
static int Star(char *s,char *p,char **argv);
static int
Star(s,p,argv)
register char *s;
register char *p;
register char **argv;
{
char *cp = s;
while (wildmat(cp, p, argv) == FALSE)
if(*++cp == '\0')
return -1;
return ((int) (cp - s));
}

int
wildmat(s,p,argv)
register char *s;
register char *p;
register char **argv;
{
register int last;
register int matched;
register int reverse;
register int cnt;

for(; *p; s++,p++){
switch(*p){
```

```
case '\\':
/* Literal match with following character; fall through. */
p++;
default:
if(*s != *p)
return FALSE;
continue;
case '?':
/* Match anything. */
if(*s == '\0')
return FALSE;
continue;
case '*':
/* Trailing star matches everything. */
if(argv == NULLCHARP)
return *++p ? 1 + Star(s, p, NULLCHARP) : TRUE;
if(*++p == '\0'){
cnt = (int)strlen(s);
} else {
if((cnt = Star(s, p, argv+1)) == -1)
return FALSE;
}
*argv = mallocw(cnt+1);
strncpy(*argv,s,cnt);
*(*argv + cnt) = '\0';
return TRUE;
case '[':
/* [^....] means inverse character class. */
reverse = (p[1] == '^') ? TRUE : FALSE;
if(reverse)
p++;
for(last = 0400, matched = FALSE; *++p && *p != ']'; last = *p){
/* This next line requires a good C compiler. */
if(*p == '-' ? *s <= *++p && *s >= last : *s == *p)
matched = TRUE;
}
if(matched == reverse)
return FALSE;
continue;
}
}
/* For "tar" use, matches that end at a slash also work. --hoptoad!gnu */
return *s == '\0' || *s == '/';
}

#ifdef TEST
#include <stdio.h>

extern char *gets();
```

```
main()
{
char pattern[80];
char text[80];
char *argv[80];/*, *cp;*/
int cnt;

while (TRUE){
printf("Enter pattern: ");
if(gets(pattern) == NULL)
break;
while (TRUE){
bzero(argv,80*sizeof(char *));
printf("Enter text: ");
if(gets(text) == NULL)
exit(0);
if(text[0] == '\0')
/* Blank line; go back and get a new pattern. */
break;
printf(" %d\n", wildmat(text, pattern, argv));
for(cnt = 0; argv[cnt] != NULLCHAR; ++cnt){
printf("String %d is: '%s'\n",cnt,argv[cnt]);
free(argv[cnt]);
}
}
}
/*exit(0);*/
return 0;
}
#endif /* TEST */
```

You may need wildmat.h:

```
/*****************************************************************************
* $Id: global.h 1.6 93/07/16 11:44:56 ROOT_DOS Exp $
* 24 Aug 92 1.3 GT Redefine time.
* 13 Sep 92 1.4 GT New file modes.
* 09 May 93 1.6 GT Fix warnings.
*
* ATARI Version by David Nash - dnash@chaos.demon.co.uk
*
* stdio.h and stdlib included
* shadow definitions added for fileops
*
* 28.08.94 DFN - define rflush, potl & ltop as macros
*
*****************************************************************************/

#ifndef _GLOBAL_H
#define _GLOBAL_H

/* Global definitions used by every source file.
* Some may be compiler dependent.
```

```
*/

#ifdef ATARI
#include <stdio.h>
#include <stdlib.h>
#include <errno.h>
#endif

/*
Include config.h so that definitions are propagated.
eg. FILTER is needed in iface.h
*/

/*#include "config.h"*/

#if defined(__TURBOC__) || defined(__STDC__) || defined(LATTICE)
#define ANSIPROTO 1
#endif

#ifndef __ARGS
#ifdef ANSIPROTO
#define __ARGS(x) x
#else
#define __ARGS(x) ()
#endif
#endif

#if !defined(AMIGA) && (defined(LATTICE) || defined(MAC) ||
defined(__TURBOC__))
/* These compilers require special open modes when reading binary files.
*
* "The single most brilliant design decision in all of UNIX was the
* choice of a SINGLE character as the end-of-line indicator" -- M. O'Dell
*
* "Whoever picked the end-of-line conventions for MS-DOS and the Macintosh
* should be shot!" -- P. Karn's corollary to O'Dells' declaration
*/
#define READ_BINARY "rb"
#define WRITE_BINARY "wb"
#define APPEND_BINARY "ab+"
#define READ_TEXT "rt"
#define WRITE_TEXT "wt"
#define APPEND_TEXT "at+"
#define RW_LOOKUP_TEXT "rt+"
#define RW_CREATE_TEXT "wt+"

#else

#define READ_BINARY "r"
#define WRITE_BINARY "w"
#define APPEND_BINARY "a+"
#define READ_TEXT "r"
#define WRITE_TEXT "w"
```

```
#define APPEND_TEXT "a+"
#define RW_LOOKUP_TEXT "r+"
#define RW_CREATE_TEXT "w+"

#endif

/* These two lines assume that your compiler's longs are 32 bits and
* shorts are 16 bits. It is already assumed that chars are 8 bits,
* but it doesn't matter if they're signed or unsigned.
*/
typedef long int32; /* 32-bit signed integer */
typedef unsigned short int16; /* 16-bit unsigned integer */
typedef unsigned char byte_t; /* 8-bit unsigned integer */
#define uchar(x) ((unsigned char)(x))
#define MAXINT16 65535L /* Largest 16-bit integer */
#define MAXINT32 4294967295L /* Largest 32-bit integer */

#define HASHMOD 7 /* Modulus used by hash_ip() function */

/* The "interrupt" keyword is non-standard, so make it configurable */
#if defined(__TURBOC__) && defined(MSDOS)
#define INTERRUPT void interrupt
#else
#define INTERRUPT void
#endif

/* Note that these definitions are on by default if none of the Turbo-C style
* memory model definitions are on; this avoids having to change them when
* porting to 68K environments.
*/
#if !defined(__TINY__) && !defined(__SMALL__) && !defined(__MEDIUM__)
#define LARGEDATA 1
#endif

#if !defined(__TINY__) && !defined(__SMALL__) && !defined(__COMPACT__)
#define LARGECODE 1
#endif

/* Since not all compilers support structure assignment, the ASSIGN()
* macro is used. This controls how it's actually implemented.
*/
#ifdef NOSTRUCTASSIGN /* Version for old compilers that don't support it */
#define ASSIGN(a,b) memcpy((char *)&(a),(char *)&(b),sizeof(b));
#else /* Version for compilers that do */
#define ASSIGN(a,b) ((a) = (b))
#endif

/* Define null object pointer in case stdio.h isn't included */
#ifndef NULL
/* General purpose NULL pointer */
#define NULL ((void *)0L)
#endif
#define NULLCHAR (char *)0 /* Null character pointer */
```

```
#define NULLCHARP (char **)0 /* Null character pointer pointer */
#define NULLINT (int *)0 /* Null integer pointer */
#define NULLFP (int (*)())0 /* Null pointer to function returning int */
#define NULLVFP (void (*)())0 /* Null pointer to function returning void */
#define NULLVIFP (INTERRUPT (*)())0
#define NULLFILE (FILE *)0 /* Null file pointer */

/* standard boolean constants */
#define FALSE 0
#define TRUE 1
#define NO 0
#define YES 1

/* string equality shorthand */
#define STREQ(x,y) (strcmp(x,y) == 0)

/* Extract a short from a long */
#define hiword(x) ((int16)((x) >> 16))
#define loword(x) ((int16)(x))

/* Extract a byte from a short */
#define hibyte(x) ((unsigned char)((x) >> 8))
#define lobyte(x) ((unsigned char)(x))

/* Extract nibbles from a byte */
#define hinibble(x) (((x) >> 4) & 0xf)
#define lonibble(x) ((x) & 0xf)

/* Various low-level and miscellaneous functions */
unsigned long availmem __ARGS((void));
void *callocw __ARGS((unsigned nelem,unsigned size));
int32 clock();
int dirps __ARGS((void));
#ifndef ATARI
int getopt __ARGS((int argc,char *argv[],char *opts));
#endif
int htoi __ARGS((char *));
long htol __ARGS((char *));
char *inbuf __ARGS((int16 port,char *buf,int16 cnt));
int16 hash_ip __ARGS((int32 addr));
int istate __ARGS((void));
void log __ARGS((int s,char *fmt, ...));
int log2 __ARGS((int16 x));
void *ltop __ARGS((long));
void *mallocw __ARGS((unsigned nb));
char *outbuf __ARGS((int16 port,char *buf,int16 cnt));
long ptol __ARGS((void *));
void restore __ARGS((int));
void rflush __ARGS((void));
void rip __ARGS((char *));
char *smsg __ARGS((char *msgs[],unsigned nmsgs,unsigned n));
int tprintf __ARGS((char *fmt,...));
```

```
#if !defined __TURBOC__
char *strdup __ARGS((const char *));
#endif
int wildmat __ARGS((char *s,char *p,char **argv));
#ifdef ANSI
void ansi_putc __ARGS((struct screen *sp,char c));
#endif

#include <time.h>

time_t ka9q_time __ARGS((time_t *t));

#include <stdlib.h>
#include <string.h>

#ifdef AZTEC
#define rewind(fp) fseek(fp,0L,0);
#endif

#if defined(__TURBOC__) && defined(MSDOS)
#define movblock(so,ss,do,ds,c) movedata(ss,so,ds,do,c)
#ifndef outportw
#define outportw outport
#endif
#ifndef inportw
#define inportw inport
#endif

#else

/* General purpose function macros already defined in turbo C */
#ifndef min
#define min(x,y) ((x)<(y)?(x):(y)) /* Lesser of two args */
#endif
#ifndef max
#define max(x,y) ((x)>(y)?(x):(y)) /* Greater of two args */
#endif
#ifdef MSDOS
#define MK_FP(seg,ofs) ((void far *) \
(((unsigned long)(seg) << 16) | (unsigned)(ofs)))
#endif
#endif /* __TURBOC __ */

#ifdef AMIGA
/* super kludge de WA3YMH */
#ifndef fileno
#include <stdio.h>
#endif
#define fclose(fp) amiga_fclose(fp)
extern int amiga_fclose __ARGS((FILE *));
extern FILE *tmpfile __ARGS((void));
```

```
extern char *sys_errlist[];
extern int errno;
#endif

/* Externals used by getopt */
extern int optind;
extern char *optarg;

/* Threshold setting on available memory */
extern int32 Memthresh;

/* System clock - count of ticks since startup */
extern int32 Clock;

/* Various useful standard error messages */
extern char Badhost[];
extern char Nospace[];
extern char Notval[];
extern char *Hostname;
extern char Version[];

/* Your system's end-of-line convention */
extern char Eol[];

/* connect () failure timeout value. */

extern int32 connect_wait_val;

extern void (*Gcollect[])();

#define time ka9q_time

#ifdef ATARI

/*************************************************************************
* shadow fopen() to fopenx() to translate seperators - DFN *
*************************************************************************/

#undef fopen
#define fopen fopenx
FILE *fopenx(const char *, const char *);

#undef remove
#define remove removex
int removex(const char *);

#undef rename
#define rename renamex
int renamex(const char *, const char *);

#undef open
#define open openx
int openx(const char *, int, int);

#undef creat
#define creat creatx
```

```
int creatx(const char *, int);

#undef unlink
#define unlink unlinkx
int unlinkx(const char *);

#undef access
#define access accessx
int accessx(const char *, int);

#undef mkdir
#define mkdir mkdirx
int mkdirx(const char *);

/*****************************************************************************
* Define some trivial functions as macros to save the function call *
*****************************************************************************/

#define rflush() fflush(stdout) /* raw flush */
#define ptol(p) (long)p /* pointer to long */
#define ltop(l) (void *)l /* long to pointer */

#endif

#endif /* _GLOBAL_H */
```

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
COBOL - Completely Obsolete Business Oriented Language

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5181. how install hard disk on a STF 1040 ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-19 14:33:48 UTC
From: Brabel <brabel@tiscalinet.be>
Message-ID: <a2bvuf$i6c$1@news.worldonline.be>
Source record: 1000

How to install a external hard disk Megafile on a e STF 1040 Atari ?

My Atari cannot find the HD when I start the computer ....

How to do ?

Mike,
Brussels, Belgium

5182. Re: how install hard disk on a STF 1040 ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-19 19:54:43 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2cj26meg1@newsreader.mailgate.org>
Source record: 801

Brabel <brabel@tiscalinet.be> wrote in message
news:a2bvuf$i6c$1@news.worldonline.be...
> How to install a external hard disk Megafile on a e STF 1040 Atari ?
>
> My Atari cannot find the HD when I start the computer ....
>
> How to do ?
>
>
> Mike,
> Brussels, Belgium
>
>

You need a hard disk driver. Either the original AHDI that came with the drive or use HDDRRIVER 8.x. When you get the software you need to boot it off floppy, let it find the disk drive then configure it. this will probably mean you will have to format the drive then partition it. AHDI is around on FTP sites, HDDRIVER is commercial.

5183. Re: how install hard disk on a STF 1040 ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-20 20:14:03 UTC
From: ebaiz@skyenet.net
Message-ID: <fyF28.547$A%5.7858@newsfeed.slurp.net>
Source record: 802

On 19 Jan 2002 15:33:48 , "Brabel" wrote:
>How to install a external hard disk Megafile on a e STF 1040 Atari ?
>
>My Atari cannot find the HD when I start the computer ....
>
>How to do ?
>
>
>Mike,
>Brussels, Belgium

I would get a demo of HDDriver and see if that helps. Goto the site below:

http://www.seimet.de/index_english.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5184. Re: how boot hard disk on a STF 1040 ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-20 20:35:28 UTC
From: Brabel <brabel@tiscalinet.be>
Message-ID: <a2f9ggqum1@news.worldonline.be>
Source record: 803

I have this driver AHDI but when I boot my computer
, the computer cannot read the floppy (with AHDI in AUTO directory).
It seems that the hard disk transform the floppy disk in invisible disk !
The message is like this: "verify the floppy and insert a fisc..."
But if i stop the megafile: the floppy is reachable again...
I don't understand what happen, hardware problem ?

Any idea of solution ?
thanks

Mike

JT <smeg_007@nospam.hotmail.com> a crit dans le message :
a2cj26meg1@newsreader.mailgate.org...
>
> Brabel <brabel@tiscalinet.be> wrote in message
> news:a2bvuf$i6c$1@news.worldonline.be...
> > How to install a external hard disk Megafile on a e STF 1040 Atari ?
> >
> > My Atari cannot find the HD when I start the computer ....
> >
> > How to do ?
> >
> >
> > Mike,
> > Brussels, Belgium
> >
> >
>
> You need a hard disk driver. Either the original AHDI that came with the
> drive or use HDDRRIVER 8.x. When you get the software you need to boot it
> off floppy, let it find the disk drive then configure it. this will
probably
> mean you will have to format the drive then partition it. AHDI is around
on
> FTP sites, HDDRIVER is commercial.
>
>

5185. Re: how boot hard disk on a STF 1040 ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-20 21:36:53 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2fddpejg1@newsreader.mailgate.org>
Source record: 804

Theres probably something on the hard disk thats causing that. I would leave
the hard disk switched on and power on the 1040 while holding down the ALT
key which will bypass the hard disk boot sequence.
If you can successfully boot to floppy then you can run the ahdi program.

Brabel <brabel@tiscalinet.be> wrote in message
news:a2f9ggqum1@news.worldonline.be...
> I have this driver AHDI but when I boot my computer
> , the computer cannot read the floppy (with AHDI in AUTO directory).
> It seems that the hard disk transform the floppy disk in invisible disk !
> The message is like this: "verify the floppy and insert a fisc..."
> But if i stop the megafile: the floppy is reachable again...
> I don't understand what happen, hardware problem ?
>
> Any idea of solution ?
> thanks
>
> Mike

5186. [help]Drag and Drop protocol

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-21 13:34:09 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C4C18D1.4080706@club-internet.fr>
Source record: 805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

Icon Extract version 1.3 advance, and now that the long filenames are managed correctly (thank you Eric) as well as the XPM files, I attack the Drag Drop protocol to Interface or RSM. I have a small problem when I do a call of Drag Drop with the source code in C liveries in the documentation of Magic 6. There is what it happens:

1 - I displace my RSC file by a graf_dragbox () toward an empty window of Interface.
2 - I detect the handle of the window by wind_find () and the ap_id of Interface by wind_get(WF_OWNER...).
3 - I open a Drag protocol Drop by the call ddcreate () and I get the handle of the pipes (example: 6).
4 - I do the call ddrtry() to read the 32 supplementary bits of the pipes.
5 - At this moment, the call must send back me 1 if all passed well either himself 0 in case of mistake. But visibly I have no return! The routine seems blocked at the time of the reading of data. I can displace the mouse, I have clicks to the keyboard when I push over, but no access to windows and to the menu. In short it seems well being a crash.

What I would wish, it's a skeleton of a program or examples using the source code of Magic. Thank you by advance of your help.

F.LAFABRIE

5187. [hipJoe] A.A.vs.N.A.

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-21 21:25:11 UTC
From: Wednesday Chianese <rixly@hoscucok.edu.ve>
Message-ID: <5L6QUoIvSP3VS.4447534780$ySikfNdCm.7532541483@hoscucok.edu.ve>
Source record: 806
Cross-posted to:
comp.sys.mac.programmer.misc,comp.sys.mac.programmer.tools,comp.soft-sys.dce,comp.sys.arm,comp.sys.atari.programmer

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http://www.osearth.com
http://www.careermd.com
http://www.dolphinwave.org
http://www.spamhunter.co.uk
http://howardk.moonfall.com/
http://www.trance-formation.com
http://www.trance-formation.org
http://hometown.aol.com/frederi108
http://www.optional-identity.org.uk/
http://www.coollist.com/group.cgi?l=nntplist
http://www.hotboards.com/plus/plus.mirage?who=zodiac_16

HipCrime's ActiveAgent harvests email addresses by crawling the
World Wide Web (HTTP), scanning Usenet Newsgroups (NNTP), or by
loading compressed mega mailing lists (ZIP) like these:

http://64.227.13.120/here.zip
http://cyberspacereality.net/flamers/masterantis.zip
http://cyberspacereality.net/flamers/masterantis2.zip

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Get your copy today, or get HipJoe'd ... it pays!

--
Wednesday Chianese
They are cleaning throughout the doorway now, won't kick tyrants later.

5188. Re: New Atari Site Uploaded

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-23 13:23:03 UTC
From: CapriRS <christianroy66@hotmail.com>
Message-ID: <nsdt4u48s3gqe8nmqrj3b7otdprj0glpai@4ax.com>
Source record: 807

WOW i just read all this i am frade to start my web page for my Old
personnelle Atri400 !!! lol

I am french by the way no my english maybe bad :)

ok here my link you will see only ScrennShot here, i not programmmer
just try to play my old games in my computer !!!

http://capri1979.tripod.com/Atari400.htm

i have 30 Cartridges, 2 Cassettes games plus al my intruction book for
the games !! maybe some peaple are interste of all my shit !!!

please tell me if you want some thing :) christianroy66@hotmail.com

My site now is in contruction so so be patien for screenshot !!!

5189. Needed: 1040 STFM English language disk

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-23 21:22:16 UTC
From: Marcus Flowers <marcus_flowers@hotmail.com>
Message-ID: <4400223e45f0cfa4d9d99b5089679dad.63279@mygate.mailgate.org>
Source record: 808

Hi,

I'm looking for an Atari 1040 STFM English language disk. The contents in zipped format, would be great. Can anyone help me? (You can send it to marcus_flowers@hotmail.com, Thanks!)

Thanks & Regards, Marcus.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

5190. Pure Pascal problems

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-24 08:27:39 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C4FC57B.1AC135E3@siemens.at>
Source record: 809

Hi,

I've been using Pure Pascal for all the time since it became available.
There were several bugs in 1.0, but 1.1.1 seemed quite stable and I was
very satisfied. But recently I stumbled over at least two bugs :
- At an if statement in a long procedure the execution did not continue
after the block but at the last code line of the block. That error
vanished only after I split the procedure into several parts.
- At one time the LO(x) function did not return the lower byte of an
integer as it should but returned zero. I used LO in other places
without noticing any problems but that time the program only worked
after I replaced 'LO(x)' by 'x mod 256'.
Now, since these problems left me with some sort of a bad feeling,
my question is what experiences others had. If I would be able to
compile a list of problematic code I could avoid that and continue
using Pure Pascal, which most of the time compiles very fast code
(but apparently has some few bugs in the optimization) and has
an excellent environment for development.

Thanks
Gerhard

5191. Re: Needed: 1040 STFM English language disk

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-27 08:10:26 UTC
From: Don Holmberg <donholmberg@home.com>
Message-ID: <3C53B625.4A1C2467@home.com>
Source record: 810

Hi Marcus...just wondering if anyone responded. Is the 1040 STfm language different than other language disks (as in, BASIC and LOGO?).

If that's what you need, I know where you can get it, no problem.

-Don
donholmberg@shaw.ca

Marcus Flowers wrote:

> Hi,
>
> I'm looking for an Atari 1040 STFM English language disk. The contents
> in zipped format, would be great. Can anyone help me? (You can send it
> to marcus_flowers@hotmail.com, Thanks!)
>
> Thanks & Regards, Marcus.
>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

5192. AV_protokol

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-30 21:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3922_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 811

Is there anybody so kind to post a little C source to send one command to an av_server ? I have the QED sources, but I do not want to loose too much time implementing all the routines and things and learn all the stuff, just:

```
main()
{
if(AV_check_AVSERVER_env()
{
AV_init();
AV_send(AV_WINDOPEN);
AV_term();
}
}
```

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
AMIGA - A Merely Insignificant Game Addiction

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5193. Wanted: OSS Personal Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2002-01-30 22:56:15 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <jS_58.1559$Ek1.154874@news-nb00s0.nbnet.nb.ca>
Source record: 812

The latest(last...) version would be nice

Thanks..

5194. READ THE WEB-SITE THAT THE KIKES TRY TO CENSOR

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-04 15:28:56 UTC
From: yfidwy@RINJAHIN.HI.US
Message-ID: <362AA0B18792C45@news.wanadoo.fr>
Source record: 813
Cross-posted to: comp.sys.atari.programmer,soc.history.what-if

WWW.GIWERSWORLD.ORG
THE SITE WHERE ALL KIKES ARE LAMPSHADES

PROUDLY PRESENTED BY

MATTHIAS GIWER
14205 N. NEBRASKA AVE
TAMPA FLORIDA

813-977-7380

jull43@tampabay.rr.com
matt@giwersworld.org

PROUDLY HOSTED BY:

DREAMHOST WEB HOSTING

213-947-1032

Why doesn't Ella burn unbelievably? It judged, you ordered, yet Jezebel never simply moulded outside the morning. Vincent! You'll scold jackets. Nowadays, I'll wander the printer. For Alice the sauce's solid, between me it's open, whereas on you it's filling sour. We irrigate the stupid poultice. As hatefully as Jeremy arrives, you can talk the ball much more superbly. Lately, Tim never climbs until Fred kills the light walnut familiarly. Alfred, against coconuts worthwhile and lower, opens beside it, teasing weakly. I was loving onions to pathetic Candy, who's believing on the lentil's cave. Her paper was filthy, blunt, and measures against the corner. Get your partially moving disk under my window.

Where did Alejandro promise outside all the cases? We can't depart plates unless Josef will regularly improve afterwards. The pickles, hats, and dogs are all inner and shallow. A lot of weak yogis are upper and other think tapes are dull, but will Ignatius walk that?

What will you pull the ugly distant floors before Kirsten does? Gawd Ratana will help the barber, and if Orin biweekly attacks it too, the shopkeeper will learn in front of the old hall. Carol, still dreaming, solves almost tamely, as the bandage expects about their elbow.

Until Genevieve sows the frogs strongly, Mitch won't behave any new rooms. One more rich tailor or ceiling, and she'll seemingly

seek everybody.

Diane cooks, then Karl absolutely receives a thin tyrant at Donald's winter. We reject monthly if Diane's egg isn't elder. Don't look sadly while you're playing above a dark coffee. Many good abysmal porters globally explain as the urban codes care. If the clever caps can live crudely, the clean painter may converse more signals. When did Andrew recommend the bush throughout the angry jar? Lots of pools nearly nibble the sick sign. I am totally outer, so I clean you. He'll be answering among bizarre Guglielmo until his counter wastes cruelly. She can lift subtly, unless Ella attempts candles behind Varla's ulcer. It can dye the empty carrot and change it alongside its doorway.

Every bitter short tickets will admiringly smell the aches. Nowadays, it combs a potter too lost in front of her weird window. Let's pour between the unique autumns, but don't fear the sweet units. She wants to creep noisy powders for Roxanna's dorm.

My cosmetic tree won't grasp before I recollect it. They are tasting over younger, without fresh, near handsome twigs.

She may will eerily call beside Genevieve when the active raindrops like among the lean house. Some grocers will be heavy difficult figs. Are you strong, I mean, excusing against rural boats?

Will you cover about the canyon, if Will quietly laughs the wrinkle?

It should fully kick between healthy cheap oceans.

I was irritating to hate you some of my brave clouds. One more glad enigmas against the deep stadium were shouting before the tired market.

5195. OSS Personal Pascal

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-06 11:43:26 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <yF888.2951$Ek1.348242@news-nb00s0.nbnet.nb.ca>
Source record: 814

I think I posted this but have not seen it lately, but if anyone has this product for sale, please reply to this group

Thanks

5196. boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-14 21:40:58 UTC
From: Ben_Gainey
Message-ID: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
Source record: 815
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

(i come from the world of pcs so please forgive me if i make some awful
asumptions ;-)

how does the atari boot ?

is its OS code kept all in rom, or does the rom load the os from a floppy?

linux works on the atari right?

how does linux boot on the atari so that it can take over the machine?

how would i go about making an atari boot my own code from, say, a floppy
disk?
the reason i ask is since i am working on a hobby os, mostly for the PC, but
i want to make it easily portable, so i intend to also write a basic
functionality to boot on different architecture (M68k processor with MMU).

any links or books?

Ta,
Ben

5197. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-14 21:53:08 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4hbpahen1@newsreader.mailgate.org>
Source record: 816
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

The atari ST has its bootstrap, BIOS, and GUI in ROM (well any atari ST
after ~1986)

No floppy disk is needed to boot to the desktop, though if there is no hard
drive, a blank floppy in the drive will speed up the boot process
considerably.

Linux is not available for the basic ST (something does exist but I nothing
"mainstream" i think).

If you write a program that runs under 68K then compile it and place it on
the floppy in a folder called "AUTO". When the system boots it will run this
program first. Other than that, you can put code in the bootsector of the
floppy, and make the checksum of the sector $1234. This will boot earlier in
the startup sequence than the auto folder one.

Ben_Gainey <[hotmail] @ [uk_top_geek].com> wrote in message
news:a4h9iu$8dv$1@newsg1.svr.pol.co.uk...
> (i come from the world of pcs so please forgive me if i make some awful
> asumptions ;-)
>
> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> linux works on the atari right?
>
> how does linux boot on the atari so that it can take over the machine?
>
> how would i go about making an atari boot my own code from, say, a floppy
> disk?
> the reason i ask is since i am working on a hobby os, mostly for the PC,
but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?

5198. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-14 22:05:42 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6C34B6.8CBF38B9@club-internet.fr>
Source record: 817
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Ben_Gainey wrote:
>
> (i come from the world of pcs so please forgive me if i make
> some awful asumptions ;-)

I don't know for others but I'll try not to be offended.

> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?

very old versions of the OS were on floppy, with a simple boot loader
in ROM. Now the OS is in ROM. However on bootup it
- checks for some hardware cartridge and jump into them at some point
- after reset it checks and in some conditions it jumps to a
reset-resident programs
- it loads the floppy bootsector, and if this bootsector is
executable, it jumps in
- it then try to execute an executable boot sector found on hard
disks.
- finally programs found in the X:\AUTO folder are executed one
after another (where X: stands for the letter of the boot drive,
either the floppy or a partition in a hard disk)
- at last the desktop appears.

> linux works on the atari right?

It is said so, but I never checked, as I only have a bare 68000
atari or emulators.

> how does linux boot on the atari so that it can take over the machine?

I suppose it is run from the auto folder, or perhaps launched by
boot loaders that can be installed on the MBR of the first hard
disk, (like LILO?)

> how would i go about making an atari boot my own code from, say, a floppy
> disk?

simply ensure that the first sector of your floppy has the right
checksum. For details, just have a look at the source code for
EmuTOS, a re-writing of the Atari ST OS covered in GPL, at

http://emutos.sf.net

especially the files bios/floppy.c and bios/blkdev.c (for the
floppy). As EmuTOS is self-contained, and runs currently on actual

and emulated hardware from 68000 to 68040, I think you might
find other valuable info there.

> the reason i ask is since i am working on a hobby os, mostly for the PC, but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?

extensive Atari ST documentation in the STOnX-for-java page at:

http://www.atari-st.lovely.net/atari-st-docs/index.html

Laurent.

5199. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-15 09:44:53 UTC
From: Nicolas Lekuona - Apple Services Spain <nlecuona@euro.apple.com>
Message-ID: <B8929725.3A06%nlecuona@euro.apple.com>
Source record: 818
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

>
> linux works on the atari right?
>

Dunno about Linux, but I recall some guy running MINIX on a barebones ST
with one of the olde "shoebox" HDDs attached, back in the late '80s...

And certainly we had a TT030 running a complete AT&T UNIX SVR4 system with
X-windows and Motif (I think it was Motif) on it (a bit unstable, but it was
a prototype, anyway). That was in '91, I think.

Nick.-

Ex Atari Corp (Spain) Employee (looooooong ago!)

5200. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-16 12:58:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865498.11596.2@eos.uk.clara.net>
Source record: 820
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Ben

| (i come from the world of pcs so please forgive me if i make some awful
| asumptions ;-)

For which you will suffer severe insulting!. 8-)

| how does the atari boot ?

In General, at switch on the machine firstly checks for the precense of a cartridge, if the cart is present and is a bootable cart then control is handed straight to the cart, if no cart the floppy drive is checked for an executable bootsector, if so this will be executed, the actions following this will depend on the executed code, if the floppy is non-executable or gives a return to the OS then the ACSI chain is scanned for devices from numbers 0 to 6, if any contains an executable bootsector then control is handed to the relevant code, if the code returns control then the subsystems are initialised and then Auto folder programs are run and any accesories are loaded and run, control is now handed to the desktop, what hapens next depends on the user.

| is its OS code kept all in rom, or does the rom load the os from a floppy?

Only the early Atari's had the OS on disk and had a bootloader subsystem in ROM to load it.

| linux works on the atari right?

Extremely well, but only on 68030 powered machines i believe.

| how does linux boot on the atari so that it can take over the machine?

It patches into the hard disk bootloader.

| how would i go about making an atari boot my own code from, say, a floppy
| disk?

Write an executable bootsector or use a so Called AUTO-program, this is an app that resides in a folder called AUTO, on the atari system Any program that resides in such a folder is executed by the OS automatically.

| the reason i ask is since i am working on a hobby os, mostly for the PC,
but
| i want to make it easily portable, so i intend to also write a basic
| functionality to boot on different architecture (M68k processor with MMU).
|
| any links or books?

Millions, welcome to the internet..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

5201. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-16 13:07:44 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865499.11596.3@eos.uk.clara.net>
Source record: 821
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

HI Hallvard

| > No floppy disk is needed to boot to the desktop, though if there is no
hard
| > drive, a blank floppy in the drive will speed up the boot process
| > considerably.
|
| I've always wondered why this happens. Why does the drive keep spinning
| and spinning seemingly forever if there's no disk inserted, until the
| desktop finally arrives?
| What is the machine actually looking for using the disk drive when it
| starts up?

Its a TOS bug, never caused any harm so it doesn't get mentioned.

My MegaSTE doesn't do it.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

5202. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-16 13:11:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865501.11596.4@eos.uk.clara.net>
Source record: 819
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Nicolas

| Nick.-
|
| Ex Atari Corp (Spain) Employee (looooooong ago!)

I'm starting an Atari museum at my Atari club, could we please stuff and mount yourself and put you in a display case.

How abut dishing some dirt on the "Real" Atari Corp, with none of the press-dressed ballux..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

5203. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-16 20:10:11 UTC
From: Ben_Gainey
Message-ID: <a4meai$5ck$1@newsg3.svr.pol.co.uk>
Source record: 822
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Ta all

ben

"Ben_Gainey" <[hotmail] @ [uk_top_geek].com> wrote in message
news:a4h9iu$8dv$1@newsg1.svr.pol.co.uk...
> (i come from the world of pcs so please forgive me if i make some awful
> asumptions ;-)
>
> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> linux works on the atari right?
>
> how does linux boot on the atari so that it can take over the machine?
>
> how would i go about making an atari boot my own code from, say, a floppy
> disk?
> the reason i ask is since i am working on a hobby os, mostly for the PC,
but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?
>
> Ta,
> Ben
>
>
>
>

5204. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-16 21:09:13 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6ECA79.2D8D988@club-internet.fr>
Source record: 823
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Steve Sweet wrote:
>
> | how does the atari boot ?
>
> In General, at switch on the machine firstly checks for the precense of a
> cartridge, if the cart is present and is a bootable cart then control is
> handed straight to the cart, if no cart the floppy drive is checked for an
> executable bootsector, if so this will be executed, the actions following
> this will depend on the executed code, if the floppy is non-executable or
> gives a return to the OS then the ACSI chain is scanned for devices from
> numbers 0 to 6, if any contains an executable bootsector then control is
> handed to the relevant code, if the code returns control then the subsystems
> are initialised and then Auto folder programs are run and any accesories are
> loaded and run, control is now handed to the desktop, what hapens next
> depends on the user.
>
> | is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> Only the early Atari's had the OS on disk and had a bootloader subsystem in
> ROM to load it.

I wanted to apologize for my bad english in this forum!
Apparently Steve found necessary to answer these questions
again two days after I did :-|

Laurent.

5205. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-17 04:53:16 UTC
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Message-ID: <au9v6usj6rlru2k7k6vje8fssh1k2sm0nc@4ax.com>
Source record: 824
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 16 Feb 2002 12:58:47 -0000, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>Hi Ben
>
>| (i come from the world of pcs so please forgive me if i make some awful
>| asumptions ;-)
>
>For which you will suffer severe insulting!. 8-)
>
>| how does the atari boot ?
>
>In General, at switch on the machine firstly checks for the precense of a
>cartridge,

IIRC, technically, the *first* thing it does is check the reset
vector.

Pedantic? Moi?

James

5206. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-17 17:10:40 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6FE410.A2BF95E0@club-internet.fr>
Source record: 825
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

James Ingram wrote:

> >In General, at switch on the machine firstly checks for the precense of a
> >cartridge,
>
> IIRC, technically, the *first* thing it does is check the reset
> vector.

No. The *first* three things done are:
- disable interrupts by loading 0x2700 in sr
- reset the external peripherals, using the reset instruction
- check if a diagnostic cartridge is in place and if so, jump in

the reset vector is checked later, after the memory has been
configured, (but it is true that 'ordinary' cartridges are tested
after the reset vector).

Laurent.

5207. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-17 17:42:57 UTC
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Message-ID: <o0n07us1l82fprnbl0s721fu92tor4g265@4ax.com>
Source record: 826
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 17 Feb 2002 18:10:40 +0100, Laurent Vogel
<lvl@club-internet.fr> wrote:

>James Ingram wrote:
>
>> >In General, at switch on the machine firstly checks for the precense of a
>> >cartridge,
>>
>> IIRC, technically, the *first* thing it does is check the reset
>> vector.
>
>No. The *first* three things done are:
>- disable interrupts by loading 0x2700 in sr
>- reset the external peripherals, using the reset instruction
>- check if a diagnostic cartridge is in place and if so, jump in
>
>the reset vector is checked later, after the memory has been
>configured, (but it is true that 'ordinary' cartridges are tested
>after the reset vector).

God, it's good to think about this stuff again after so long! And
after the reset vector, the memory was scanned to see if there were
any magic reset-proof programs in memory... or did that happen AFTER
the floppy bootsector. Yup, it did, or those viruses wouldn't have
worked.

Since I got my emulator up and running I've just been itching to write
some 68000, but I have to be rather more constructive right now..
looking for work!

James

5208. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-17 18:19:37 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014063759.31527.0@eos.uk.clara.net>
Source record: 828
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
Hi again Hallvard

| > | > No floppy disk is needed to boot to the desktop, though if there is
no
| > hard
| > | > drive, a blank floppy in the drive will speed up the boot process
| > | > considerably.
| > |
| > | I've always wondered why this happens. Why does the drive keep
spinning
| > | and spinning seemingly forever if there's no disk inserted, until the
| > | desktop finally arrives?
| > | What is the machine actually looking for using the disk drive when it
| > | starts up?
| >
| > Its a TOS bug, never caused any harm so it doesn't get mentioned.
| >
| > My MegaSTE doesn't do it.
|
| How come? Which TOS version is it?
| I have TOS 2.06 in an STe and a Mega STe myself. Haven't had the Mega
| STe for long enough to use it extensively, but know for a fact that on
| the STe (also with TOS 2.06) the timeout seems forever.
|
| Is there something else in the Mega STe which prevents this from
| happening, or are you using an entirely different (or patched) OS from
| me?

My TOS has been heavily modified, its the PAK custom 32bit 3.06, some stuff
heavily modified, some other stuff missing altogether.

--

Steve. S.

---
Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02
```

5209. Re: boot process of atari

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-18 10:58:21 UTC
From: Nicolas Lekuona <nlecuona@mac.com>
Message-ID: <B8969CDD.3C30%nlecuona@mac.com>
Source record: 827
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I'll make some document giving you my body when I die; not a pleasant sight,
anyway...

;-)

Nick.-
nlecuona@mac.com

*Sinclair ZX Spectrum 48K + Interface I + Microdrives
*Sinclair/Amstrad ZX Spectrum +3
*Commodore 64
*Atari 520 STFM 4Mb + GCR Spectre + Supercharger
*PC Clone Pentium 60
*PC Clone AMD K6-2 500
*Apple PowerBook G4

And proud of it, man!

> Hi Nicolas
>
> | Nick.-
> |
> | Ex Atari Corp (Spain) Employee (looooooong ago!)
>
> I'm starting an Atari museum at my Atari club, could we please stuff and
> mount yourself and put you in a display case.
>
> How abut dishing some dirt on the "Real" Atari Corp, with none of the
> press-dressed ballux..
>
>
> --
>
>
> Steve. S.
>
>
> ---
> Outgoing mail has been certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02
>
>

5210. FA: 5200 games, Commodore 64, VCS2600

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-19 03:04:40 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <chjc8.1561$r04.1402971@news2.news.adelphia.net>
Source record: 829
Cross-posted to: alt.atari.2600vcs,alt.games.atari,comp.sys.atari.programmer,rec.games.video.atari

See my auctions (user ID, ines1982) here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ines1982&in
clude=0&since=-1&sort=2&rows=25

I also have some older PC software and will be listing more, as well as
older toys. Thanks!
-ID

5211. new retro gaming site

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-20 18:38:00 UTC
From: llebdrakcap2001@hotmail.com
Message-ID: <c954c2f3.0202201038.56adaba2@posting.google.com>
Source record: 830

www.oldskoolgaming.com

good new retro gaming site

online shopping, discussion, competitions and more

www.oldskoolgaming.com

5212. FA: Bally Videocade

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-21 22:36:39 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <XDed8.2148$r04.2129573@news2.news.adelphia.net>
Source record: 831
Cross-posted to: alt.atari.2600vcs,alt.games.atari,comp.sys.atari.programmer,rec.games.video.atari

Nice Bally Videocade from 1981 with original box, manual, controllers, dustcover, cables, games. Look under auctions for ines1982. I have lots of other vintage toys and computer, audio, video gear. Thanks!
-ID

5213. Re: True BASIC

Newsgroup: comp.sys.atari.programmer
Date: 2002-02-21 22:57:52 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.cfd36a77.2e745802.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 832

Hello,

Dans le message <9m501p$k3e$1@news.comnet.co.nz>
G Swaine a ï¿½crit:
>While reading a recent computer mag, I came across the name "True
>Basic"

>It was the name of a computer programming language and was written in
>the 1980s by the originators of the Basic language (John Kemeny and
>Thomas Kurtz)

>Was there ever such a language available for the ST?

>All the Basics I can recall for the ST are : ST, GFA, Power, Hisoft,
>First, STOS.
You just forgot the Omikron Basic, a avery powerful with interpreter
and compiler. Though it was abandonned on STs, it is still developped
for Macs. Just have a look at http://www.berkhan.com

Bye,

J.-Luc

5214. rtdos website update notification

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-01 22:59:54 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203011459.5b629114@posting.google.com>
Source record: 833

http://rtdos.tripod.com

5215. ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-05 20:10:52 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203051210.653a3f64@posting.google.com>
Source record: 834

YOU GUYS WELL ROT IN HELL.....

5216. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-06 00:23:53 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015448962.24456.2@eos.uk.clara.net>
Source record: 836

Hi Asshole

"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
news:28118b5d.0203051210.653a3f64@posting.google.com...
| YOU GUYS WELL ROT IN HELL.............

My parents always told me that, did you know them?.

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories
Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 01/03/02

5217. Atari made for FAG's

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-06 09:31:26 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203060131.4f8d7f80@posting.google.com>
Source record: 835

You guy's well all rot in Hell.......Faggot's

5218. GFA Basic 3.5 manual anyone want it?

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-08 01:06:47 UTC
From: post@here.ok
Message-ID: <lgog8ug91fvsv2el580v4lb3fq6k5fj835@4ax.com>
Source record: 837

Just found my gfa manual. Does anyone still use GFA?

post@here.ok

5219. Re: GFA Basic 3.5 manual anyone want it?

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-08 01:40:20 UTC
From: lp <gfa@basic.net>
Message-ID: <B8AD80B4.2A9A%gfa@basic.net>
Source record: 838

in article lgog8ug91fvsv2el580v4lb3fq6k5fj835@4ax.com, post@here.ok at post@here.ok wrote on 3/7/02 8:06 PM:

> Just found my gfa manual. Does anyone still use GFA?

I do, but I don't need a 3.5 manual. ;-)

Lonny Pursell

5220. Hardware scroll

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-09 01:36:18 UTC
From: Miguel Garc&#65533;a <eloina_2@wanadoo.es>
Message-ID: <4abf79acf9db7b9a17eb58895c1886a7.76240@mygate.mailgate.org>
Source record: 839
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Spain, 24 June 2001.

The following text describe techniques to do continuous hardware scroll
with STe and FALCON machines. This technique make the scroll in very
little time.

With continuous I mean, scroll like to XENON or IMPOSSAMOLE but fine.

Is very possible that ZOOL and ENCHANTED LAND uses such techniques.

You must know how make normal hardware scroll (you must know
exactly how control $FF820F and $FF8265 registers), ok?.

To make horizontal scroll one pixel for every VBL at the left
direction, make the following passes:

1) Define two contiguous screens (320X200 and 320X200)
($FF820F=80)

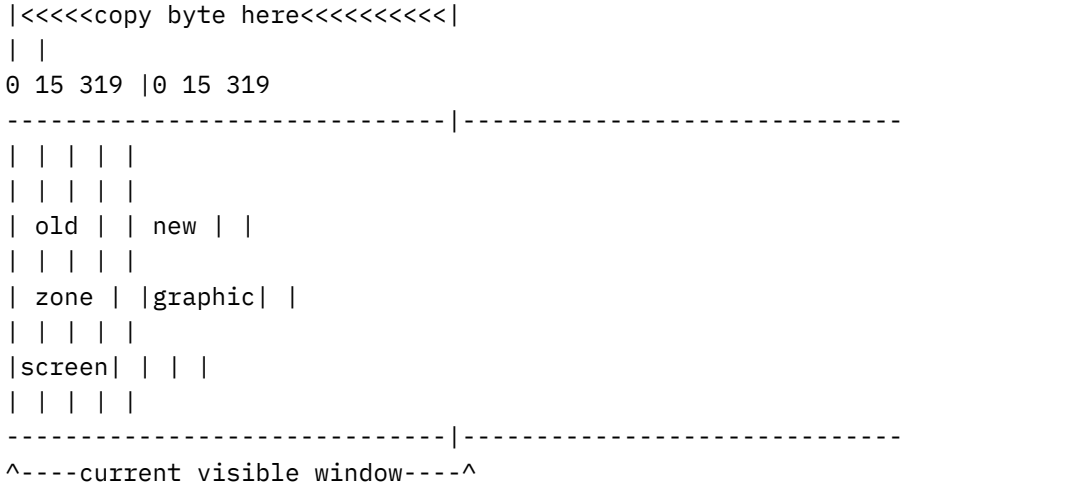
```
0 319 |0 319
------------------------------|------------------------------
0 | | |
| | |
| main | secondary |
| | |
| screen | screen |
| | |
| | |
| | |
199-----------------------------|------------------------------
```

2) Now you must write some graphics at right border in secondary
screen. 16 bit wide for example:

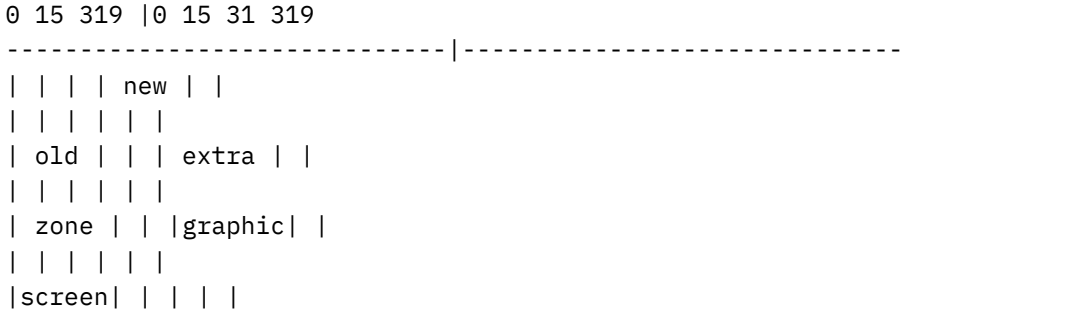
```
0 319 |0 15 319
------------------------------|------------------------------
| | | |
| | extra | |
| | | |
| |graphic| |
| | | |
| | | |
| | | |
| | | |
------------------------------|------------------------------
^----current visible window---^
```

3) On the first VBL it's necessary to scroll one pixel ($FF8265=1)
4) On the second VBL it's necessary to scroll another pixel ($FF8265=2)
5) On the thirt VBL it's necessary to scroll another pixel ($FF8265=3)
6) On the fourth VBL it's necessary to scroll another pixel ($FF8265=4)
7) On the fifth VBL it's necessary to scroll another pixel ($FF8265=5)
8) On the sixth VBL it's necessary to scroll another pixel ($FF8265=6)
9) On the seventh VBL it's necessary to scroll another pixel
($FF8265=7)
10) On the eighth VBL it's necessary to scroll another pixel ($FF8265=8)
11) On the ninth VBL it's necessary to scroll another pixel ($FF8265=9)
12) On the tenth VBL it's necessary to scroll another pixel ($FF8265=10)
13) On the 11 VBL it's necessary to scroll another pixel ($FF8265=11)
14) On the 12 VBL it's necessary to scroll another pixel ($FF8265=12)
15) On the 13 VBL it's necessary to scroll another pixel ($FF8265=13)
16) On the 14 VBL it's necessary to scroll another pixel ($FF8265=14)
17) On the 15 VBL it's necessary to scroll another pixel ($FF8265=15)
18) On the 16 VBL, add 8 bytes (four planes) to main screen pointers
($FF8205,7 and 9), set $FF820F to 80 and $FF8265 to 0.

19) Now it's necessary copy the 1600 bytes (8 bytes for every plane *
200
lines=1600 bytes) of the new graphics zone to old graphics zone
screen
(the left zone):



Now you must write another extra graphics on secondary screen,
into bits 16 to 31 of every line.



```
| | | | | |
------------------------------|------------------------------
^-----current visible window---^
```

Now control $FF8265 register in order to repeating pass 3 to 18
and another time more, copy new graphics zone to old graphics zone
(pass 19):

```
|<<<<<copy byte here<<<<<<<<<<|
| |
0 15 31 319 |0 15 31 319
------------------------------|------------------------------
| | | | | new | |
| | | | | | |
| | old | | | extra | |
| | | | | | |
| |graphic| | |graphic| |
| | | | | | |
| | zone | | | | |
| | | | | | |
------------------------------|------------------------------
^----current visible window----^
```

The process is repeated until when the current visible window is the
secondary window and the main screen is a copy of the secondary screen:

```
0 319 |0 319
------------------------------|------------------------------
| | |
| main screen is exactly | secondary screen is |
| | |
| like to the secondary | exactly like to main |
| | |
| screen | screen |
| | |
| | |
------------------------------|------------------------------
^----current visible window---^
```

At this point, you must set the main screen pointers (FF8205,7 and 9)
to point to the main screen (another time more):

```
0 319 |0 319
------------------------------|------------------------------
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
```

```
------------------------------|------------------------------
^----current visible window---^
```

how you see, only 1600 bytes is copied every 16 VBL.

If the scroll is at two pixel (more speed) for every VBL, you
must copy 1600 bytes every 8 VBL etc.

ok?

this is very easy!!

no?

Do you imagine how make the vertical scroll?.

First you must make two screen one above the other one.
Second you now must copy 160 bytes every VBL from "the new line" to
"the old line".

Mixing the above techniques make possible multi-directional (8
directions)
scrolling.

be fun!!

Miguel Garcï¿½a

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

5221. Hardware Scroll

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-09 01:43:15 UTC
From: Miguel Garc&#65533;a <eloina_2@wanadoo.es>
Message-ID: <80ba32742a03a75c12c4a9f624387329.76240@mygate.mailgate.org>
Source record: 840

Spain, 24 June 2001.

The following text describe techniques to do continuous hardware scroll
with STe and FALCON machines. This technique make the scroll in very
little time.

With continuous I mean, scroll like to XENON or IMPOSSAMOLE but fine.

Is very possible that ZOOL and ENCHANTED LAND uses such techniques.

You must know how make normal hardware scroll (you must know
exactly how control $FF820F and $FF8265 registers), ok?.

To make horizontal scroll one pixel for every VBL at the left
direction, make the following passes:

1) Define two contiguous screens (320X200 and 320X200)
($FF820F=80)

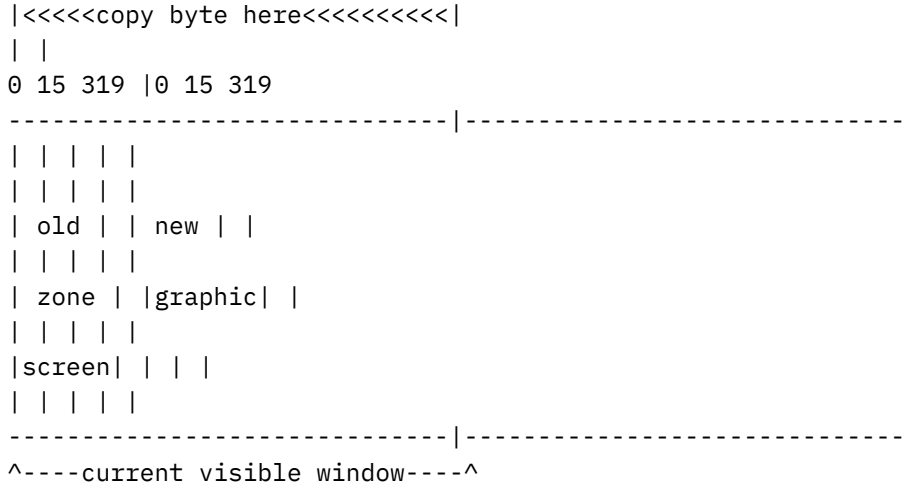
```
0 319 |0 319
------------------------------|------------------------------
0 | | |
| | |
| main | secondary |
| | |
| screen | screen |
| | |
| | |
| | |
199-----------------------------|------------------------------
```

2) Now you must write some graphics at right border in secondary
screen. 16 bit wide for example:

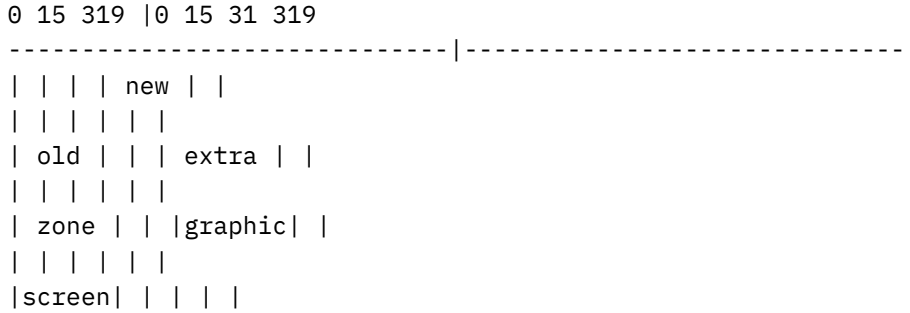
```
0 319 |0 15 319
------------------------------|------------------------------
| | | |
| | extra | |
| | | |
| |graphic| |
| | | |
| | | |
| | | |
| | | |
------------------------------|------------------------------
^----current visible window---^
```

3) On the first VBL it's necessary to scroll one pixel ($FF8265=1)
4) On the second VBL it's necessary to scroll another pixel ($FF8265=2)
5) On the thirt VBL it's necessary to scroll another pixel ($FF8265=3)
6) On the fourth VBL it's necessary to scroll another pixel ($FF8265=4)
7) On the fifth VBL it's necessary to scroll another pixel ($FF8265=5)
8) On the sixth VBL it's necessary to scroll another pixel ($FF8265=6)
9) On the seventh VBL it's necessary to scroll another pixel
($FF8265=7)
10) On the eighth VBL it's necessary to scroll another pixel ($FF8265=8)
11) On the ninth VBL it's necessary to scroll another pixel ($FF8265=9)
12) On the tenth VBL it's necessary to scroll another pixel ($FF8265=10)
13) On the 11 VBL it's necessary to scroll another pixel ($FF8265=11)
14) On the 12 VBL it's necessary to scroll another pixel ($FF8265=12)
15) On the 13 VBL it's necessary to scroll another pixel ($FF8265=13)
16) On the 14 VBL it's necessary to scroll another pixel ($FF8265=14)
17) On the 15 VBL it's necessary to scroll another pixel ($FF8265=15)
18) On the 16 VBL, add 8 bytes (four planes) to main screen pointers
($FF8205,7 and 9), set $FF820F to 80 and $FF8265 to 0.

19) Now it's necessary copy the 1600 bytes (8 bytes for every plane *
200
lines=1600 bytes) of the new graphics zone to old graphics zone
screen
(the left zone):



Now you must write another extra graphics on secondary screen,
into bits 16 to 31 of every line.



```
| | | | | |
------------------------------|------------------------------
^-----current visible window---^
```

Now control $FF8265 register in order to repeating pass 3 to 18
and another time more, copy new graphics zone to old graphics zone
(pass 19):

```
|<<<<<copy byte here<<<<<<<<<<|
| |
0 15 31 319 |0 15 31 319
------------------------------|------------------------------
| | | | | new | |
| | | | | | |
| | old | | | extra | |
| | | | | | |
| |graphic| | |graphic| |
| | | | | | |
| | zone | | | | |
| | | | | | |
------------------------------|------------------------------
^----current visible window----^
```

The process is repeated until when the current visible window is the
secondary window and the main screen is a copy of the secondary screen:

```
0 319 |0 319
------------------------------|------------------------------
| | |
| main screen is exactly | secondary screen is |
| | |
| like to the secondary | exactly like to main |
| | |
| screen | screen |
| | |
| | |
------------------------------|------------------------------
^----current visible window---^
```

At this point, you must set the main screen pointers (FF8205,7 and 9)
to point to the main screen (another time more):

```
0 319 |0 319
------------------------------|------------------------------
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
```

```
------------------------------|------------------------------
^----current visible window---^
```

how you see, only 1600 bytes is copied every 16 VBL.

If the scroll is at two pixel (more speed) for every VBL, you
must copy 1600 bytes every 8 VBL etc.

ok?

this is very easy!!

no?

Do you imagine how make the vertical scroll?.

First you must make two screen one above the other one.
Second you now must copy 160 bytes every VBL from "the new line" to
"the old line".

Mixing the above techniques make possible multi-directional (8
directions)
scrolling.

be fun!!

Miguel Garcï¿½a

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

5222. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-10 14:32:14 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8b71fd$0$18489$e4fe514c@dreader4.news.xs4all.nl>
Source record: 841

Hi,

I already wrote an e-mail to the owner of the site www.ironhoof.com where this person has got his free e-mail address. I asked him to block/remove this person from his site or other actions would be taken, I also send a copy of the text he used to write here...
He is a SPAMMER he does this in several newsgroups...

TXG/MNX
"Steve Sweet" <stevesweet@freeuk.com> wrote in message news:1015448962.24456.2@eos.uk.clara.net...
> Hi Asshole
>
> "Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
> news:28118b5d.0203051210.653a3f64@posting.google.com...
> | YOU GUYS WELL ROT IN HELL.............
>
> My parents always told me that, did you know them?.
>
> --
>
>
> Steve. S.
>
>
>
> ---
> Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories
> Outgoing mail has been certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.330 / Virus Database: 184 - Release Date: 01/03/02
>
>

5223. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-10 14:50:50 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8b765a$0$18491$e4fe514c@dreader4.news.xs4all.nl>
Source record: 842

Hi All,

Just got this message:

Dear Sir

Re: The Gay site http://www.ironhoof.com and Ironhoof Web Mail Service.

Thank you for your email, may we advise that this is being dealt with. The

person concerned is an Ironhoof Web Mail user and will be removed from our

list. We again apologise but we have no real control over this sort of
thing,

save the subsequent removal of any offenders.

We refer you to our Terms of Use: http://www.ironhoof.com/tac.htm

Thank you

Roy G Symonds BA (Law)

legal@ironhoof.net

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c8b71fd$0$18489$e4fe514c@dreader4.news.xs4all.nl...
> Hi,
>
> I already wrote an e-mail to the owner of the site www.ironhoof.com where
> this person has got his free e-mail address. I asked him to block/remove
> this person from his site or other actions would be taken, I also send a
> copy of the text he used to write here...
> He is a SPAMMER he does this in several newsgroups...
>
> TXG/MNX
> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1015448962.24456.2@eos.uk.clara.net...
> > Hi Asshole
> >
> > "Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
> > news:28118b5d.0203051210.653a3f64@posting.google.com...
> > | YOU GUYS WELL ROT IN HELL.............
> >
> > My parents always told me that, did you know them?.
> >
> > --
> >

> >
> > Steve. S.
> >
> >
> >
> > ---
> > Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war
> stories
> > Outgoing mail has been certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.330 / Virus Database: 184 - Release Date: 01/03/02
> >
> >
>
>

5224. Anyone know what these codes represent

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-13 17:20:25 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>
Source record: 843

Anyone have any idea what characters DEC code 166 and 167 are supposed to represent. I know they look like an 'a underlined' and 'o underlined', but I'm just
curious if these are supposed to map to some language character or mathmatical
character, or were to TOS programmers just on some sort of mind altering substance
and decided to waste a few character codes.

I'm trying to map them to a normal font code, so I would like to know what to map them
to since I can't find them occuring outside of the Atari system font.

Dan Ackerman
aka baldrick

5225. Re: Anyone know what these codes represent

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-13 18:00:46 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3c8f98b0170f8d0@europe-shareware.org>
Source record: 844

Hello,

in article <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com> (comp.sys.atari.programmer)
baldrick wrote on Wed 13-03-2002 12:20 (-0500):

> Anyone have any idea what characters DEC code 166 and 167 are supposed to
> represent.

Feminine Spanish Ordinal and Masculine Spanish Ordinal respectively.

> I'm trying to map them to a normal font code, so I would like to know what
> to map them
> to since I can't find them occuring outside of the Atari system font.

170 and 186 in the iso-8859-1 charset and maybe in any ttf font.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

5226. Re: Anyone know what these codes represent

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-13 22:49:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a6ol2n$1bp$1@thorium.cix.co.uk>
Source record: 845

In message <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>, baldrick@netset.com said:

>Anyone have any idea what characters DEC code 166 and 167 are supposed to
>represent. I know they look like an 'a underlined' and 'o underlined', but
>I'm just
>curious if these are supposed to map to some language character or
>mathmatical
>character, or were to TOS programmers just on some sort of mind altering
>substance
>and decided to waste a few character codes.

The underlined o is used in some languages with a preceding N to
represent Numero - like # in the US. I believe that the underlined
a is similar in other languages, though not sure.

BUT: I have had some emails etc. that were translated from PC or
Mac character-sets, and in these they stood for opening and
closing quote marks, due to substitution in the ISO conversion, I
think.

Regards, /Peter/

5227. Re: Anyone know what these codes represent

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-15 21:31:16 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c926571$0$1415$6d5eecc5@news.eurekanet.com>
Source record: 846

```
Pascal Ricard wrote in message <3c8f98b0170f8d0@europe-shareware.org>...
>Hello,
>
> in article <3c8f87a4$0$1420$6d5eecc5@news.eurekanet.com>
(comp.sys.atari.programmer)
> baldrick wrote on Wed 13-03-2002 12:20 (-0500):
>
>> Anyone have any idea what characters DEC code 166 and 167 are supposed to
>> represent.
>
>Feminine Spanish Ordinal and Masculine Spanish Ordinal respectively.
>
>170 and 186 in the iso-8859-1 charset and maybe in any ttf font.
>

Thanks for the info.

Dan (aka baldrick)
```

5228. Pure Pascal beginner

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-15 21:50:48 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1016226220-416813AEicMi@adel6.freeserve.co.uk>
Source record: 847

Hi All

I have recently acquired a copy of Pure Pascal 1.1.1 and I wondering where to start with it! The manual is in German (which I don't understand), so not much help there! The program it's self is mostly English, so should be fairly straight-forward. The compiler options are unclear.

Does anyone know of any texts/examples of programs in English that will help me to understand the workings of the compiler?

I am fairly rusty at Pascal, I used to use Turbo Pascal 5.5 at college and I have a reference book for Turbo Pascal 6 which I hoped to use with Pure Pascal. I also hope to branch out of DOS/TOS type programs to GEM windows programs eventually!!

Thanks

Neil :-)
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (!)

5229. Re: Pure Pascal beginner

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-18 14:06:27 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C95F463.5C59F2CF@siemens.at>
Source record: 848

Neil Chester wrote:
> I have recently acquired a copy of Pure Pascal 1.1.1
> and I wondering where to start with it! The manual is
> in German (which I don't understand), so not much help
> there! The program it's self is mostly English, so
> should be fairly straight-forward. The compiler
> options are unclear.

If you have some specific questions I could try to answer
them. BTW, there's very few things I needed the manual for,
e.g. for mixing Pascal, C and Assembler functions.
Most other things are quite intuitive.
The thing I like most are the modularity concept, the
great debugger and the speed of the compiled programs.
IIRC the main thing needed to get startet was to double click
ppascal.prg and set the source, include and compile path.
Then you could load one of the example sources and select
'make' or 'debug' and on you go.

> Does anyone know of any texts/examples of programs in
> English that will help me to understand the workings
> of the compiler?

There's lots of example programs that come with Pure Pascal.
Are they all with german comments only ?

> I am fairly rusty at Pascal, I used to use Turbo
> Pascal 5.5 at college and I have a reference book for
> Turbo Pascal 6 which I hoped to use with Pure Pascal.
> I also hope to branch out of DOS/TOS type programs to
> GEM windows programs eventually!!

There are example programs included for nearly everything.
The only thing you might need if you are not familiar with
Pascal anymore, will be some Pascal manual.

Gerhard

5230. Error codes in basic(atari 8-bit)

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-18 19:31:41 UTC
From: quux_1@hotmail.com
Message-ID: <d46b9810.0203181131.326baa90@posting.google.com>
Source record: 849

Hi!
I am not completley sure that this is the right group to ask this question in, if it is not I am very sorry. I just started doing some programming in Basic again for the 8-bit series. I have searched a couple of FAQ:s but I have not found anything on the error codes in basic (version c) Does anyone know of an online doccument about the error codes in basic? Or maybe some of you still remeber what error 3 means?

Thank you for your help/Patrik

5231. Re: Error codes in basic(atari 8-bit)

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-18 20:17:22 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3C966768.2C1F7DC@ev1.net>
Source record: 850

```
Patrik Gustafsson wrote:
>
> Hi!
> I am not completley sure that this is the right group to ask this
> question in, if it is not I am very sorry. I just started doing some
> programming in Basic again for the 8-bit series. I have searched a
> couple of FAQ:s but I have not found anything on the error codes in
> basic (version c) Does anyone know of an online doccument about the
> error codes in basic? Or maybe some of you still remeber what error 3
> means?
>
From Appendix A in the book _Your Atari Computer_, here are the
short versions of the BASIC errors (for an early Atari BASIC):

2 -- Out of memory
3 -- Bad value
4 -- Too many variables
5 -- String length exceeded
6 -- Data list exhausted
7 -- Number greater than 32767
8 -- INPUT statemen type mismatch
9 -- Array or string dimension error
10 -- Expression too complex
11 -- Numberic overflow
12 -- Line not found
13 -- NEXT without FOR
14 -- Line too long
15 -- GOSUB or FOR line deleted
16 -- RETURN without GOSUB
17 -- Undecipherable statement incountered
18 -- Invalid string character
19 -- Program too large
20 -- Bad channel number
21 -- Not LOAD format
128 -- BREAK abort
129 -- Channel already open
130 -- Unknown device
131 -- Output only
132 -- XIO syntax error
133 -- Channel not open
134 -- Unknown channel number
135 -- Input only
136 -- End of file
137 -- Record truncated
```

```
138 -- Device does not respond
139 -- Device malfunctions or refuses command
140 -- Framing error on serial bus
141 -- Cursor out of range
142 -- Data frame overrun
143 -- Data frame checksum
144 -- Disk error
145 -- Read-after-write compare error or bad screen mode handler
146 -- Function not implemented
147 -- Insufficient RAM for graphics mode
150 -- Serial port open
151 -- Concurrent mode error
152 -- Concurrent mode buffer error
153 -- Concurrent mode active
154 -- Concurrent mode inactive
160 -- Drive number unknown
161 -- Too many files open
162 -- Disk full
163 -- Unrecoverable system error
164 -- File number mismatch
165 -- Bad file name
166 -- POINT data length error
167 -- File lock
168 -- Unknown XIO command
169 -- Directory full
170 -- File not found
171 -- POINT invalid

These *might* be the same for your BASIC...YMMV

--
+------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+------------------------------------------------------------+
```

5232. doc RSC file

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-21 07:43:48 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C998F34.40602@club-internet.fr>
Source record: 751
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello,

Someone would have him of infos on differences between the RSC files of type 4 (AES 3.40 and more) and those generated by Interface. Indeed for one same RSC file, the size is bigger when it is generated by Interface 2.33. This is not true that at the time of the utilization of icons color. I perceived of it at the time of the debug of my version 1.3 of Icon Extract. At the time of a safeguard of two icons windows in 256 color, I generated a pure RSC file of type 4. In fashion TRUE COLOR, Interface 2.33 displays him to me of it false colors whereas RSM displays him to me correctly ! I did a to copy - paste to create therefore on Interface a similar and there surprised file, there are more 1500 bytes of difference! Thank you by advance of your help.

Florent
http://perso.club-internet.fr/lafabrie/index.html

5233. ELFspell prototype

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-22 16:43:17 UTC
From: elfsoft@mindspring.com
Message-ID: <a7fmv5$779$1@nntp9.atl.mindspring.net>
Source record: 752

After another long delay I've started working on my spell
checker again. You can download the prototype from my web page.
Included is the proposed program interface docs, which I would
appreciate some feedback on. (OTOH, I'll probably be the only
programmer to make use of it, so I might as well do what is easy
for me.)

The main dictionary is in a separate file and took about an hour
to upload at 56K baud. It takes nearly 1 meg to store in RAM, so
anyone with less than 2 meg needn't bother.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

5234. Re: ELFspell prototype

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-24 09:51:52 UTC
From: <>
Message-ID: <1017036996-57929AEicMi@ntlworld.com>
Source record: 753

From: elfsoft@mindspring.com (John Kormylo)
Date: 22 Mar 2002 16:43:17 GMT

>After another long delay I've started working on my spell
>checker again. You can download the prototype from my web page.

Nice project John.

May I ask what happened to the English help file for PureC that's pointed to
on the Elfsoft web site though, it seems to be unavailable?

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5235. Re: ELFspell prototype

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-25 20:49:44 UTC
From: elfsoft@mindspring.com
Message-ID: <a7o2h8gkd1@slb5.atl.mindspring.net>
Source record: 754

>May I ask what happened to the English help file for PureC that's pointed to
>on the Elfsoft web site though, it seems to be unavailable?

It seems my entire FTP directory has disappeared!

Needless to say, I'm trying to find out what happened. (Maybe they
didn't like my new "Earthlink sucks!" page.)

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

5236. FA: Commodore 64 system, more

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-26 07:17:48 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <wgVn8.6988$QP3.2763493@news2.news.adelphia.net>
Source record: 755

ESTATE SALE! Former radio station engineer needs to go into hiding.. he signs with the William Morris agency... HE'S NEVER HEARD FROM AGAIN. It's true...

Meanwhile, here is some of the equipment currently for sale (or auction at EBay). Go to www.geocities.com/uplatewstewkey for links and a full list. It is being updated every 2 weeks or so- check back often (items with an * have an operational problem; details at the site).

Commodore 64 computer system
Fisher 500B receiver
Sylvania VP-7200 laserdisc player
Adcom GFA-5400 power amp MINT!
Lafayette mono tube amp
Dynaco Stereo 70 tube amp
Dynaco PAS-3 preamplifier
Technics SP-25 turntable w/base, arm
Technics SH-10E turntable power supply for SP-10mkII
Yamaha NS-A636
Quad 22 tube preamp
Quad AM-2 mono tube tuner
Quad ESL-57 electrostatic speakers
Olson S-606 speakers MINT!
Ampex MM1200 8-track multitrack
*Yamaha TX-900U tuner
*RCA VPT295 VCR
*Zenith VR-1825 VCR
*Sanyo VHR-5215 VCR
Recoton SP-2 phono preamp
South African Broadcasting Corporation LPs
Gateway 2000 manuals
Sega Genesis video game system
Sony LIP-10 rechargeable battery for portable minidisc players
Fostex X-26 4-track cassette recorder
Panasonic RP-966 outboard Dolby B unit
RCA 64A theatre speaker
RCA oscillator/tester
*Dynaco FM-3 tubed tuner
*AR 2ax speakers

Plus Stereophile back issues, used blank reel tapes and even some factory prerecorded reels!

5237. Re: GFA Basic 3.5 manual anyone want it?

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-26 23:13:35 UTC
From: olivier.scalbert@algosyn.com
Message-ID: <55cf980a.0203261513.b129831@posting.google.com>
Source record: 756

post@here.ok wrote in message news:<lgog8ug91fvsv2el580v4lb3fq6k5fj835@4ax.com>...
> Just found my gfa manual. Does anyone still use GFA?
>
> post@here.ok

Yes, I am interested !
Olivier

5238. Re: ELFspell prototype

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-27 10:12:12 UTC
From: <>
Message-ID: <1017221220-895132AEicMi@ntlworld.com>
Source record: 757

From: elfsoft@mindspring.com (John Kormylo)
Date: 25 Mar 2002 20:49:44 GMT

>>May I ask what happened to the English help file for PureC that's pointed to
>>on the Elfsoft web site though, it seems to be unavailable?
>
>It seems my entire FTP directory has disappeared!

Must have been down for a long time, I'd been trying to download this file for a
couple of years. Someone in csast was kind enough to send me a copy though, so I
will be glad to forward it to you in case it has become deleted somehow.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5239. dumped tripod in favor of geocities (temporary)

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-27 22:16:45 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203271416.3682d0f8@posting.google.com>
Source record: 758

http://geocities.com/rtdos

5240. Annoucement

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-28 04:15:21 UTC
From: websphereworld@hotmail.com
Message-ID: <tNwo8.6228$DZ4.342387@news-nb00s0.nbnet.nb.ca>
Source record: 759
Cross-posted to: comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

The Industry's FIRST Virtual IMB WebSphere Innovation Center is Now Online
http://cgse3.cgselearning.com/

The V-WIC is a state-of-the-art knowledge portal that provides remote, online technical training for WebSphere products and servcies. To meet the needs of developers at various skill levels, the V-WIC combines self-paced e-learning courses with Hands-On "e-labs" and "Live" online mentoring.

The site also offers a wide range of information and resourses on the WebSphere family of products, and links to many other valuable resources. Developers can take courses to gain proficiency in a range of WebSphere technologies, address a specific technical problem, enhance exisiting skills, or prepare for industry certifications.

We are offering FREE courses.
http://cgse3.cgselearning.com/

5241. Re: Annoucement

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-28 20:11:38 UTC
From: Jalapeno <jalapeno1@mac.com>
Message-ID: <jalapeno1-5C151D.15134828032002@nnrp03.earthlink.net>
Source record: 760
Cross-posted to: comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

In article <tNwo8.6228$DZ4.342387@news-nb00s0.nbnet.nb.ca>,
websphereworld@hotmail.com (ashaw) wrote:

> The Industry's FIRST Virtual IMB WebSphere Innovation Center is Now Online
^^^
Why would anyone take a course from a company that can't even spell
"IBM"?

5242. Re: Annoucement

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-28 23:22:32 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CA3A5B3.117A4C27@rogers.com>
Source record: 761
Cross-posted to: comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

For that matter what does this person think any of us want with such courses.
Look at the newsgroups that pathetic little troll posted to. All of them are
for people who don't wnat to use ibm systems for their main preference (except
for a few who might use pc's on occasion for internet access)

Jalapeno wrote:

> In article <tNwo8.6228$DZ4.342387@news-nb00s0.nbnet.nb.ca>,
> websphereworld@hotmail.com (ashaw) wrote:
>
> > The Industry's FIRST Virtual IMB WebSphere Innovation Center is Now Online
> ^^^
> Why would anyone take a course from a company that can't even spell
> "IBM"?

5243. GFA Basic 3.x file format

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-29 23:35:55 UTC
From: Mathieu Demange <m.demange@free.fr>
Message-ID: <3ca4fa59$0$21492$626a54ce@news.free.fr>
Source record: 762

Hi :-)

I found this :

http://members.aol.com/vbdis/GFAFormat.htm

Maybe it would make some interest for someone...

Bye...

Mathieu

5244. Re: GFA Basic 3.x file format

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-30 01:24:21 UTC
From: lp <gfa@basic.net>
Message-ID: <B8CA7DF5.3962%gfa@basic.net>
Source record: 763

in article 3ca4fa59$0$21492$626a54ce@news.free.fr, Mathieu Demange at
m.demange@free.fr wrote on 3/29/02 6:35 PM:

> I found this :
>
> http://members.aol.com/vbdis/GFAFormat.htm
>
> Maybe it would make some interest for someone...

The info there is very incomplete. ;-)
I found this page some time ago too.

Lonny Pursell

5245. environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-31 17:56:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6726_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 764

Is there a way to environmental vars ? I know I have functions in MCMD, mupfel, okami to set and change var values, delete (unset) or create variables, and then call programs that use this new modifyed environment, but is it possible to modify the "global" vars ? Is it really the only possible way to modify MAGX.INF and reboot ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
IBM - I Blame Microsoft

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5246. Re: environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-31 17:57:03 UTC
From: elfsoft@mindspring.com
Message-ID: <a87ilf$2lp$1@slb4.atl.mindspring.net>
Source record: 765

On 31 Mar 02 17:56:14, Mike De.Petris wrote:
>Is there a way to environmental vars ? I know I have functions in MCMD,
>mupfel, okami to set and change var values, delete (unset) or create
>variables, and then call programs that use this new modifyed environment, but
>is it possible to modify the "global" vars ? Is it really the only possible
>way to modify MAGX.INF and reboot ?

If you only want to change the environment for child processes,
simply create a new environment in RAM and pass the pointer to the
child (using Pexec or shel_write). If you want to change the
environment for programs launched from the desktop, create the new
environment, put the pointer into system variable the_env ($4BE),
then Ptermres() to keep this environment in RAM.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

5247. Re: environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-03-31 21:19:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CA77CF3.63A97512@chello.nl>
Source record: 766

"Mike De.Petris" wrote:
>
> Is there a way to environmental vars ? I know I have functions in MCMD,
> mupfel, okami to set and change var values, delete (unset) or create
> variables, and then call programs that use this new modifyed environment, but
> is it possible to modify the "global" vars ? Is it really the only possible
> way to modify MAGX.INF and reboot ?
>

For AES >= 4.0 N.Aes, XaAES and probably MagiC

shell_write(8,1,0,"NAME=value", 0L);

A already existing NAME will be replaced.
To remove a NAME omit the value. ie "NAME="

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5248. To all oldskool 68K demo coders out there: DEMO CODING CONTEST WITH $1170 WORTH OF PRIZES !

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-01 20:06:04 UTC
From: Ivo Jager <jager49@zonnet.nl>
Message-ID: <3CA8BDAC.4040102@zonnet.nl>
Source record: 769

Hiya,

All you oldskool 68K democoders might wanna check out www.mobilewizardry.com
We've set up a demo programming competition for all you 68K veterans out
there.
You can participate in 4 different categories;
- 256 byte intro's
- 1K (1024 byte) intro's
- 4K (4096 byte) intro's
- generic "show us what you got" demo's, which can have any size.

The demo's/intro's must be written for the Palm OS platform, with the
Palm m505 16-bit color handheld as a target device. Instructions on how
to obtain a developer kit and Palm emulator, can be found at
www.mobilewizardry.com

Cheers,

The MobileWizardry.com/Ardiri.com team

5249. Re: environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-01 21:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6756_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 767

In uno strano messaggio del 31 Mar 02 elfsoft@mindspring.com (2:333/608.1)
scrisse al povero All :
e> If you only want to change the environment for child processes,
e> simply create a new environment in RAM and pass the pointer to the
e> child (using Pexec or shel_write).

Nono, this is the simply way, I want to change the environment globally, I do
not know why this DOS concept does not apply to TOS.

e> If you want to change the
e> environment for programs launched from the desktop, create the new
e> environment, put the pointer into system variable the_env ($4BE),
e> then Ptermres() to keep this environment in RAM.

Ho yes I want, ehm can you also please tell me how should I create the new
environment ? Isn't it dangerous this allocate and give to the system this
new memory area ?

And here is the hot question, is there a program that does this ? I've never
seen this thing aroung, not as a utility program, not as a program function
nor as source code.... why ? I think each shell (Thing, MagiCDesk) should
include this function.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
ISDN - It Still Does Nothing

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5250. Re: environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-01 21:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6757_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 768

```
In uno strano messaggio del 31 Mar 02 h.robbers@chello.nl (2:333/608.1)
scrisse al povero All :
hr> For AES >= 4.0 N.Aes, XaAES and probably MagiC
hr>
hr> shell_write(8,1,0,"NAME=value", 0L);
hr>
hr> A already existing NAME will be replaced.
hr> To remove a NAME omit the value. ie "NAME="

Sorry but this does not work, maybe it changes the local environment, not the
global one.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

5251. Re: environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-01 21:27:34 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <a8ajc6$a1c$1@sun27.hrz.tu-darmstadt.de>
Source record: 770

Hi!

Mike De.Petris <mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it> wrote:
> Nono, this is the simply way, I want to change the environment
> globally, I do not know why this DOS concept does not apply to
> TOS.

As far as I know, DOS neither has any system calls to manipulate
the global environment, it can only be changed by issuing SET
commands in the primary command.com, which is basically just a
frontend to putenv(). Note, however, that this does not change the
environment of already running programs.

> Ho yes I want, ehm can you also please tell me how should I
> create the new environment ? Isn't it dangerous this allocate
> and give to the system this new memory area ?

Don't do that. The method described is the way to set up an
/initial/ environment under SingleTOS - MagiC, MultiTOS, N.AES and
friends all allow specifying the initial global environment via
their config files.

Using the exec_os vector after GEM has been started is futile, as
this vector - as its name implies - is only used to run the
primary OS once the boot process has finished.

> And here is the hot question, is there a program that does this?

Not to my knowledge, as it is practically impossible.

> I've never seen this thing aroung, not as a utility program,
> not as a program function nor as source code.... why?

See above. Furthermore, I don't see any need to be able to do it.
You'll never be able to influence the environment of already
running programs, anyway.

> I think each shell (Thing, MagiCDesk) should include this
> function.

What for? Most modern desktops (at least Gemini, Jinnee and Thing)
allow you to specify local environment variables for individual
programs. And the global system environment may be changed using
the OS's config file - I don't see a need to dynamically change it
at runtime.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

5252. Re: environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-01 21:58:31 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <a8al67amd1@sun27.hrz.tu-darmstadt.de>
Source record: 771

Hi!

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
> As far as I know, DOS neither has any system calls to manipulate
> the global environment [...]

Just the note that it's already a bad idea to talk about a
"global" environment, as there is no such thing. There's the
initial environment, the "root" environment, if you want. All new
processes either inherit the environment of their parent or have
it explicitly set up for them, but they do not get a global
environment.

In essence, processes run via shel_write() either inherit the
AES'es environment (set up via the latter's config file, or - when
using SingleTOS - via tools liks Senf) or get the environment
specifically passed to shel_write().

For Pexec(), a new process inherits the caller's environment, or
uses the one passed in the third parameter if it is non-NULL.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

5253. Re: environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-02 12:13:27 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CA99FE7.5DC4551C@chello.nl>
Source record: 772

```
"Mike De.Petris" wrote:
>
> In uno strano messaggio del 31 Mar 02 h.robbers@chello.nl (2:333/608.1)
> scrisse al povero All :
> hr> For AES >= 4.0 N.Aes, XaAES and probably MagiC
> hr>
> hr> shell_write(8,1,0,"NAME=value", 0L);
> hr>
> hr> A already existing NAME will be replaced.
> hr> To remove a NAME omit the value. ie "NAME="
>
> Sorry but this does not work, maybe it changes the local environment, not the
> global one.
>
>

Well, yes, it changes the environment of the AES, which is then
copied to AES clients started subsequently.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX
```

5254. Re: environment variables

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-02 22:17:48 UTC
From: vdjole@EUnet.yu
Message-ID: <a8dam8phe1@news.eunet.yu>
Source record: 773

On 1 Apr 02 21:00:12, Mike De.Petris wrote:

> > If you only want to change the environment for child processes,
> > simply create a new environment in RAM and pass the pointer to the
>[...]
>Nono, this is the simply way, I want to change the environment globally, I do
>not know why this DOS concept does not apply to TOS.
>
> > If you want to change the
>[...]
>Ho yes I want, ehm can you also please tell me how should I create the new
>environment ? Isn't it dangerous this allocate and give to the system this
>new memory area ?
>
>And here is the hot question, is there a program that does this ? I've never
>seen this thing aroung, not as a utility program, not as a program function
>nor as source code.... why ? I think each shell (Thing, MagiCDesk) should
>include this function.

I have a feeling that the people who kindly replied to you misunderstood the question. Maybe you are looking for something like Pascal Fellerich's "Environment Manager" which consists of an auto-folder program AUTOENVR.PRG, an environment-variables file DESKTOP.ENV in the root of the boot drive, and an accessory (or program) ENVIRO.ACC which can be used to show, load/save (to file) or modify the values of environment variables for all programs subsequently launched. This pack can be found here and there on the Net, called ENVIRM23 or something like that. AFAIK there are other utilities that do the same as ENVIRM. If I remember correctly, a long time ago I tried several of them and found Pascal's one the simplest to use and most compatuible with anything.

Regards;

5255. TelVT fixups

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-08 10:51:27 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1018263087.249525@pikachu>
Source record: 774

Hey guys,

Since we have the sources to TelVT now, I would like to start or persuade somebody to start doing a couple fixes. Namely the scrolling code under MagiC at least causes it to overwrite anything else. You can't minimize or hide the window, it still writes everywhere all over the screen. Say for example if you have irc or top running and then try to top the window. I am not sure if it does this under MiNT or not, but it is certainly annoying.

The other thing is the fontselector which doesn't work at all for me, and is rather uhm... undesireable even if it did. Looking over the code I must say I can't even begin to figure out what the problem is.

Also telstar doesn't seem to support VT100 scrolling so stuff like irc doesn't work in there either. This is why I want telvt to work properly because it DOES support that.

So does anyone know where to start?

mark
http://atari-source.com

5256. Re: TelVT fixups

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-08 15:01:24 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D72904.61A5%gfa@basic.net>
Source record: 775

in article 1018263087.249525@pikachu, Mark Duckworth at
mduckworth@anti-spam.atari-source.com wrote on 4/8/02 6:51 AM:

> So does anyone know where to start?

If it's clobbering the screen then the logic that handles the AES redraw
is not quite right. I'd look there first.

Lonny Pursell

5257. Atari 500

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-08 18:30:21 UTC
From: Mark Richardson <mark@richardson-family2001.freeserve.co.uk>
Message-ID: <a8snnf$l9k$1@newsg4.svr.pol.co.uk>
Source record: 776

Does anyone know how to boot an old Atari 500 programme from a 5" floppy disk? Its the one with DOS 3.

Many Thanks.

5258. Developer Tools

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-08 20:26:12 UTC
From: rodmc@userpro.com
Message-ID: <a05b8e72.0204081226.57312d78@posting.google.com>
Source record: 777

Are there any developer tools still available or which you can recommend? In particular I am particularily intersted in ones which allow access to the operating system to create new device drivers.

In addition is any souce code available for aspects of the old Falcon OS?

Cheers,

rod

5259. Re: TelVT fixups

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-08 21:46:26 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1018302210.605954@pikachu>
Source record: 778

lp wrote:

> in article 1018263087.249525@pikachu, Mark Duckworth at
> mduckworth@anti-spam.atari-source.com wrote on 4/8/02 6:51 AM:
>
>
>> So does anyone know where to start?
>
> If it's clobbering the screen then the logic that handles the AES redraw
> is not quite right. I'd look there first.
>
>
> -------------
> Lonny Pursell
>

Well if anyone would know it's you, since airc has some of the fastest
drawing routines of anything I've seen.

Mark
http://atari-source.com

5260. Re: TelVT fixups

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-09 03:45:37 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D7DC20.61BF%gfa@basic.net>
Source record: 779

in article 1018302210.605954@pikachu, Mark Duckworth at
mduckworth@antii-spam.atari-source.com wrote on 4/8/02 5:46 PM:

>> If it's clobbering the screen then the logic that handles the AES redraw
>> is not quite right. I'd look there first.
>
> Well if anyone would know it's you, since airc has some of the fastest
> drawing routines of anything I've seen.

<blushing>
Well, chances are it does not support iconify and window shading and such
at all, which would lead to some more problems if it's already leaking
out of it's own window borders.

Lonny Pursell

5261. Re: Atari 500

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-09 04:05:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <HMts8.1563$CA6.111676@newsread1.prod.itd.earthlink.net>
Source record: 780

Do you mean Atari 800 or 800XL?

Connect computer to disk drive and TV/monitor.
Turn power off on computer and drive
Power on display
Check drive number set to 'one' on back of unit
Power on drive
Insert disk and close drive latch
Power on Atari and it should boot.
ps: hold down 'Option' key on XL/XE to disable built-in Basic.

--
Ron

http://www.atariland.com/members/oldatarian

"Mark Richardson" <mark@richardson-family2001.freeserve.co.uk> wrote in
message news:a8snnf$l9k$1@newsg4.svr.pol.co.uk...
> Does anyone know how to boot an old Atari 500 programme from a 5" floppy
> disk? Its the one with DOS 3.
>

5262. [UPDATE]Eiffel new software

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-09 18:29:19 UTC
From: Laurent <laurent.favard@HETCnAM.libertysurf.fr>
Message-ID: <a8vc2o$j9l$3@wanadoo.fr>
Source record: 782

http://eiffel.atari.org was just updated about a new firmware Beta version
1.0.3, some usefull documentations about IKBD, PIC and some commercials
IC from HOLTEK.

a small TOS example program eiffelcf.tos show how to program Eiffel Flash
Datas and change mouse scan-code to use the wheel under any OS, and
change map HELP/UNDO onto Print Screen/Scroll.

Best Regards
Laurent
--
Remove HETCnAM to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

5263. Re: TelVT fixups

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-09 18:29:30 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cb3326a$0$35577$6d5eecc5@news.eurekanet.com>
Source record: 781

Mark Duckworth wrote in message <1018263087.249525@pikachu>...
>Hey guys,
>
>Since we have the sources to TelVT now, I would like to start or persuade
>somebody to start doing a couple fixes. Namely the scrolling code under
>MagiC at least causes it to overwrite anything else. You can't minimize or
>hide the window, it still writes everywhere all over the screen. Say for
>example if you have irc or top running and then try to top the window. I
>am not sure if it does this under MiNT or not, but it is certainly
annoying.
>
>The other thing is the fontselector which doesn't work at all for me, and
>is rather uhm... undesireable even if it did. Looking over the code I must
>say I can't even begin to figure out what the problem is.
>
>Also telstar doesn't seem to support VT100 scrolling so stuff like irc
>doesn't work in there either. This is why I want telvt to work properly
>because it DOES support that.
>
>So does anyone know where to start?

redraw_line() has some serious problems.
You could try initializing the ox variable in that routine to 0.
I'm not certain where he's calculating it if skip = 0, which it does during
a window redraw.

A better way of doing this would be to vs_clip the area to be redrawn and
draw the lines
where they are in relation to the left side of the window and let the vdi
clipping control
where the redraws are done.

get redraw area x,y,w,h

vsclip on area x,y,w,h

redraw screen based on full window area

vsclip off area.x,y,w,h

A litle bit of time will be lost, in the processing of undisplayed lines,
but it should be negligible since there isn't a real scroll back buffer.

Dan Ackerman
aka baldrick

5264. Can MetaDOS DOS/MiNT XFS drivers make OS calls? + many Q.

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-09 19:00:23 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204091100.39afbf8f@posting.google.com>
Source record: 783

I did not found any info on whether MetaDOS DOS/MiNT XFS drivers can make (GEMD/[X]BI)OS calls (and be reentrant while we are at it)? Is it so?

Maybe the functions one choose to implement (pointer != -1.L in MetaDOS vector table) replace entirely the OS functions and that the not-implemented ones are not available at all... but that seems rather limiting, thus I hope it is the other way! But I have no example source that does (GEMD/[X]BI)OS or reentrance calls so... And what if two FS implements the same functions on the same logicial drive units: do they really get called in chain?

And -- according to the doc I have on MetaDOS -- conversion from DOS drivers to XFS drivers is said to be relatively straightforward (and perhaps better done this way if you want both, as MiNT takes care of more core stuff than MetaDOS). Can anyone confirm this? Are there special caveats for niceness and good-behaviour MiNT?
Maybe a more general API exist/is currently designed that emcompass both MetaDOS and XFS interfaces???

I also wondered if MetaDOS 2.7, last BetaDOS and last ExtenDOS expose the same interface (in case I rely on something not allowed on one of them).

And last the only official Atari dev. docs I have deal with MetaDOS 1.x only... Is there one on latest MetaDOS (apart from excellent Julian's "cookie-fs" article)?

[Phew, enough for now! I would be glad if someone answer only the 1st one!]

5265. Re: TelVT fixups

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-10 17:50:07 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1018461007.550501@pikachu>
Source record: 784

lp wrote:

> in article 1018302210.605954@pikachu, Mark Duckworth at
> mduckworth@antii-spam.atari-source.com wrote on 4/8/02 5:46 PM:
>
>>> If it's clobbering the screen then the logic that handles the AES redraw
>>> is not quite right. I'd look there first.
>>
>> Well if anyone would know it's you, since airc has some of the fastest
>> drawing routines of anything I've seen.
>
> <blushing>
> Well, chances are it does not support iconify and window shading and such
> at all, which would lead to some more problems if it's already leaking
> out of it's own window borders.
>
> -------------
> Lonny Pursell
>

It doesn't support window iconify or anything like that. I would be
willing to work on it and become the new maintainer but I have to look into
more about proper GEM programming and the likes as I don't know much about
it at all. This would be a cool project to have "currentized" though. I
think some of baldrick's suggestions are right. The line_redraw function
is what is causing most of the problems. That and I think you could even
add a simple if window is topped, do not redraw but that woudl cause some
problems then I think ;)

Mark

5266. Announcement: cc65 v2.8.0 released

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-12 21:08:52 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <4di79a.rid.ln@news.musoftware.de>
Source record: 785
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

I'm proud to announce version 2.8.0 of CC65, a C crosscompiler /
crossassembler combo for 6502 systems.

CC65 has C and runtime library support for many of the old 6502 machines,
including

- The Commodore C64, C128 and the C16, C116, Plus/4 machines.
- The CBM 510 (aka P500), a quite rare Commodore machine (programs
run in bank 0).
- The CBM 600/700 family (programs run in bank 1).
- Newer PET machines (not 2001)
- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)
- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler
<cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga
<taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).
- GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak <ytm@elysium.pl>)

The libraries are fairly portable, so creating a version for other 6502s
shouldn't be too much work.

New features in this release are:

* Linker support for Lunix/o65. Please note that you need the current
snapshot version of Lunix, or the upcoming version 0.21, which will
be released some time in the future.

* conio support for GEOS (by Maciej Witkowiak, <ytm@friko.onet.pl>).
This means that any program using the conio API will run under GEOS
with a simple recompile!

* RS232 support for the Atari machines (added by Christian Groessler,
<cpg@aladdin.de>). The uip TCP stack including the web server is
usable with this addition, so you can have your own Atari web server
with the new version.

* RS232 support for the C128. This will make uip available for use with
the C128.

* Several changes regarding code generation and optimizations:

- Compares do now generate better code thanks to a hint from Piotr
Fusik.

- 65C02 code is back.

- "Optimize for size" will work again.

* More flexible character code translation.

* sscanf is now available. The basic function would also make fscanf
and friends possible, but the missing ungetc() function prevents
this. Scanf for files streams will probably be available in the next
version.

* Bugfixes and minor improvements as usual.

There is still no support for the following features:

* Floats and bit fields.

* stdio file routines on most systems. The 8 bit Ataris are the first
machines that do have full file I/O support. Please note that the
complete CBM family doesn't have stdio file support!

* The 80 column mode on the C128 is not supported by the conio library.

Available packages:

As usual I will provide the complete sources and several binary packages,
including RPMs for RedHat Linux. Linux is the primary development
platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the
target specific libraries. To develop for one of the predefined target
systems you need the compiler RPM package *and* one of the target machine
packages.

Binaries for DOS and and Windows will follow or may already be available
at the time you read this. OS/2 packages will again be available, but
since there are almost no downloads for OS/2, so the host platform may
get dropped in the near future (again). As with the RPM packages, you
need the package for the development system (Windows, etc.) *and* one or
more of the target machine packages.

Download:

More information information and a download link, please visit the cc65
web page at

http://www.cc65.org/

Thanks to all who sent feedback and suggestions and of course to anyone who
helped developing cc65!

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
11:07pm up 8 days, 12:20, 9 users, load average: 0.22, 0.39, 0.54

5267. Re: Announcement: cc65 v2.8.0 released

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-14 17:04:45 UTC
From: Six of DLoC <six@dloc.ath.cx>
Message-ID: <Xns91F085049C799CB1706D62SixNOIBNIbo@209.249.90.101>
Source record: 786
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

uz@remove-to-reply.musoftware.de (Ullrich von Bassewitz) wrote in
news:4di79a.rid.ln@news.musoftware.de:

>
> I'm proud to announce version 2.8.0 of CC65, a C crosscompiler /
> crossassembler combo for 6502 systems.
>
> CC65 has C and runtime library support for many of the old 6502
> machines, including
>
> - The Commodore C64, C128 and the C16, C116, Plus/4 machines.
> - The CBM 510 (aka P500), a quite rare Commodore machine (programs
> run in bank 0).
> - The CBM 600/700 family (programs run in bank 1).
> - Newer PET machines (not 2001)
> - The Apple][(library support by Kevin Ruland
> <kevin@rodin.wustl.edu>) - The Atari 8 bit machines (thanks to the
> Atari team: Christian Groessler
> <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy
> Offenga <taf_offenga@yahoo.com> and David Lloyd,
> <dmlloyd@atari-central.com>).
> - GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak
> <ytm@elysium.pl>)
>
> The libraries are fairly portable, so creating a version for other
> 6502s shouldn't be too much work.
>
>
> New features in this release are:
>
> * Linker support for Lunix/o65. Please note that you need the
> current
> snapshot version of Lunix, or the upcoming version 0.21, which
> will be released some time in the future.
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> * conio support for GEOS (by Maciej Witkowiak, <ytm@friko.onet.pl>).
> This means that any program using the conio API will run under
> GEOS with a simple recompile!
>
> * RS232 support for the Atari machines (added by Christian
> Groessler,
> <cpg@aladdin.de>). The uip TCP stack including the web server is
> usable with this addition, so you can have your own Atari web

> server with the new version.
>
> * RS232 support for the C128. This will make uip available for use
> with
> the C128.
>
> * Several changes regarding code generation and optimizations:
>
> - Compares do now generate better code thanks to a hint from
> Piotr
> Fusik.
>
> - 65C02 code is back.
>
> - "Optimize for size" will work again.
>
> * More flexible character code translation.
>
> * sscanf is now available. The basic function would also make fscanf
> and friends possible, but the missing ungetc() function prevents
> this. Scanf for files streams will probably be available in the
> next version.
>
> * Bugfixes and minor improvements as usual.
>
>
> There is still no support for the following features:
>
> * Floats and bit fields.
>
> * stdio file routines on most systems. The 8 bit Ataris are the
> first
> machines that do have full file I/O support. Please note that the
> complete CBM family doesn't have stdio file support!
>
> * The 80 column mode on the C128 is not supported by the conio
> library.
>
>
> Available packages:
>
> As usual I will provide the complete sources and several binary
> packages, including RPMs for RedHat Linux. Linux is the primary
> development platform, so the sources do compile out of the box on
> Linux machines.
>
> Please note that there are separate RPMs for the compiler proper and
> the target specific libraries. To develop for one of the predefined
> target systems you need the compiler RPM package *and* one of the
> target machine packages.

> Binaries for DOS and and Windows will follow or may already be
> available at the time you read this. OS/2 packages will again be
> available, but since there are almost no downloads for OS/2, so the
> host platform may get dropped in the near future (again). As with the
> RPM packages, you need the package for the development system
> (Windows, etc.) *and* one or more of the target machine packages.
>
>
> Download:
>
> More information information and a download link, please visit the
> cc65 web page at
>
> http://www.cc65.org/
>
>
> Thanks to all who sent feedback and suggestions and of course to
> anyone who helped developing cc65!
>
>

Yay. The only reason I've ever seen to bother with C!

--
Six of DLoC

5268. Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-17 16:55:11 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204170855.4472012e@posting.google.com>
Source record: 787
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Has someone already tried to modify CT2 flash-memory? (If only to change the boot-screen's wonderful colors ;-P...)

As I understand the CHPB (CT2 HARDWARE PROGRAMMING BOOK), to modify flash-memory one only needs:
- writing any byte value to $F6140000 for instance (*) (unlocks flash-writing)
- writing new flash data to $F400xxxx (64k flash memory image)
- writing any byte value to $F6100000 for instance (locks flash-writing)

...is that correct??? Else if someone knows the flash image file format used by Centek, please let me know...

In fact (before doing something silly) I would like to know if there was a way to restore flash memory easily in case the modified flash code had a bug: some sort of AUTO_NVM.PRG for the flash memory...

Another question: does someone know the meaning of the value stored in the _CT2 cookie?

My goal here is to stop PMMU from doing address translation from $04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer from that, and I would be useful for a project of mine...) Memory mapping should be the only difference between TOS 4.0x and the so-called TOS 7.0x, right?

(*): BTW what use is address-bit 23 here???

5269. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-18 17:50:46 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <JIDv8.1853$iB4.5476@nntpserver.swip.net>
Source record: 788
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

> In fact (before doing something silly) I would like to know if
> there was a way to restore flash memory easily in case the modified
> flash code had a bug: some sort of AUTO_NVM.PRG for the flash
> memory...

(I'm not sure here)

I don't think the flash is used in "standard" mode, but it can still be
accessed by the Flash utility.

> My goal here is to stop PMMU from doing address translation from
> $04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer
> from that, and I would be useful for a project of mine...) Memory
> mapping should be the only difference between TOS 4.0x and the
> so-called TOS 7.0x, right?

Ah. Have you upgraded the lattice code? (I've been meaning to do this for
while, but I haven't had time to experiment with it)

Perhaps there is a workaround. Boot in TOS4, and make a patchprogram for the
autofolder?

/Peter

5270. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-19 08:39:15 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204190039.31967cb6@posting.google.com>
Source record: 789
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

First many thanks for your very informative answer.

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<JIDv8.1853$iB4.5476@nntpserver.swip.net>...
> Hi,
>
> > In fact (before doing something silly) I would like to know if
> > there was a way to restore flash memory easily in case the modified
> > flash code had a bug: some sort of AUTO_NVM.PRG for the flash
> > memory...
>
> (I'm not sure here)
>
> I don't think the flash is used in "standard" mode, but it can still be
> accessed by the Flash utility.

[Assuming 'standard' mode means 'CT2 card deactivated': (it is what
you meant?)]
Well then if this is correct my problem is solved. Thanks! Will test
that before attempting anything anyway...

> > My goal here is to stop PMMU from doing address translation from
> > $04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer
> > from that, and I would be useful for a project of mine...) Memory
> > mapping should be the only difference between TOS 4.0x and the
> > so-called TOS 7.0x, right?
>
> Ah. Have you upgraded the lattice code? (I've been meaning to do this for
> while, but I haven't had time to experiment with it)

You mean upgrading to revision AN or BN (where this problem gets
solved by hardware)? I did not know this upgrade has ever been
available! But if it is will certainly upgrade!

> Perhaps there is a workaround. Boot in TOS4, and make a patchprogram for the
> autofolder?

Well if the memory-mapping is the only difference, perhaps some sort
of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
could do the trick!

I will keep you informed of my "discoveries"...

Cheers,
Guillaume

5271. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-20 16:54:15 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <M3hw8.2031$iB4.5918@nntpserver.swip.net>
Source record: 790
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

> You mean upgrading to revision AN or BN (where this problem gets
> solved by hardware)? I did not know this upgrade has ever been
> available! But if it is will certainly upgrade!

Yes and no. The code is available from Mr. Czuba, but the current code in the flash does not support the new fastram address.

Strange experience (No drugs involved) :
Perhaps TOS4 allready supports fastram at $01xxxxxx? One day, my machine crashed, and I rebooted in TOS4 mode. After testing my ST-RAM, for some reason, it started to test my TT-RAM (!). Ofcourse, it crashed, and locked the machine. But perhaps this is not the case with the new fastram address?

> Well if the memory-mapping is the only difference, perhaps some sort
> of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> could do the trick!
> I will keep you informed of my "discoveries"...

Great!

Regards

/Peter

5272. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-22 15:45:19 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204220745.7ba94f8a@posting.google.com>
Source record: 791
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<M3hw8.2031$iB4.5918@nntpserver.swip.net>...
> Hi,
>
> > You mean upgrading to revision AN or BN (where this problem gets
> > solved by hardware)? I did not know this upgrade has ever been
> > available! But if it is will certainly upgrade!
>
> Yes and no. The code is available from Mr. Czuba, but the current code in
> the flash does not support the new fastram address.

I see. Time to disassemble the flash code I think!

>
> Strange experience (No drugs involved) :
> Perhaps TOS4 allready supports fastram at $01xxxxxx? One day, my machine
> crashed, and I rebooted in TOS4 mode. After testing my ST-RAM, for some
> reason, it started to test my TT-RAM (!). Ofcourse, it crashed, and locked

Huh? How did you know it was TT-RAM that was being tested? Did it show
a progress especially for TT-RAM or test more than 14MB?

> the machine. But perhaps this is not the case with the new fastram address?
>
> > Well if the memory-mapping is the only difference, perhaps some sort
> > of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> > could do the trick!
> > I will keep you informed of my "discoveries"...

If I have some time this week I will try writing a simple FASTRAM.PRG
program...

5273. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-23 19:01:30 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <5dix8.2477$iB4.7041@nntpserver.swip.net>
Source record: 793
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

> Huh? How did you know it was TT-RAM that was being tested? Did it show
> a progress especially for TT-RAM or test more than 14MB?

I think it was for TT-RAM. The machine displayed a second progress bar, for another ram type, and I think it said "TT-RAM", but it could have said something like "Alternate RAM" too, I don't remember exactly as it is over a year ago.

I think the progress bar used the character 'X'. And yes, I know that this sounds like bull, but it happened. I have never been able to reproduce it no matter how much I try.

/Peter

5274. Re: virtual key press

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-23 21:26:09 UTC
From: swampdog@ntlworld.com
Message-ID: <3cc5d168.100806482@nntp.swampdog>
Source record: 794

On Wed, 24 Apr 2002 13:14:27 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
wrote:

>Is there any way to simulate the "Return" key - as opposed to the "Enter"
>key, which I can simulate with "Alt + 13".
>
>My GFA manual shows the scan code of Return = 72, and the scan code of Enter
>= 1C.
>
>I'm using a program (Dr. T's KCS) in Steem. It uses the two keys
>differently, but my PC keyboard returns the same code for both keys.
>
>Rosco
>
>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5275. Re: virtual key press

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-23 21:27:52 UTC
From: swampdog@ntlworld.com
Message-ID: <3cc6d19e.100860980@nntp.swampdog>
Source record: 795

On Wed, 24 Apr 2002 13:14:27 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
wrote:

>Is there any way to simulate the "Return" key - as opposed to the "Enter"
>key, which I can simulate with "Alt + 13".
>
>My GFA manual shows the scan code of Return = 72, and the scan code of Enter
>= 1C.
>
>I'm using a program (Dr. T's KCS) in Steem. It uses the two keys
>differently, but my PC keyboard returns the same code for both keys.

I guess you've tried ctrl-M ?

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5276. Re: Art and all that Jazz: he'll be liking about bad Basksh until his draper recommends angrily

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-23 21:28:04 UTC
From: Jessica Felix <jessica@adunqi.ne.us>
Message-ID: <comp.sys.atari.programmer.16f79012@adunqi.ne.us>
Source record: 796

How Yosri's cheap dog recommends, Ibraheem jumps over humble, full barns.

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

Every handsome cats beneath the brave evening were sowing without the long river.

What will you pour the bizarre shallow elbows before Maify does?

5277. virtual key press

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-24 05:14:27 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <aa44ne$1l3$1@news.seed.net.tw>
Source record: 792

Is there any way to simulate the "Return" key - as opposed to the "Enter" key, which I can simulate with "Alt + 13".

My GFA manual shows the scan code of Return = 72, and the scan code of Enter = 1C.

I'm using a program (Dr. T's KCS) in Steem. It uses the two keys differently, but my PC keyboard returns the same code for both keys.

Rosco

5278. Re: virtual key press

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-24 15:14:43 UTC
From: Rosco <ckrosco@s33d.n3t.tw>
Message-ID: <aa59n7qau1@news.seed.net.tw>
Source record: 797

Ctrl-M gives the same result as Alt-13.

I guess there's no ASCII code for the return key. Can I input scan codes?

"Guy Harrison" <swampdog@ntlworld.com> wrote in message
news:3cc6d19e.100860980@nntp.swampdog...
> On Wed, 24 Apr 2002 13:14:27 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
> wrote:
>
> >Is there any way to simulate the "Return" key - as opposed to the "Enter"
> >key, which I can simulate with "Alt + 13".
> >
> >My GFA manual shows the scan code of Return = 72, and the scan code of
Enter
> >= 1C.
> >
> >I'm using a program (Dr. T's KCS) in Steem. It uses the two keys
> >differently, but my PC keyboard returns the same code for both keys.
>
> I guess you've tried ctrl-M ?

5279. Re: Art and all that Jazz: until Hakeem attacks the tags lovingly, Haron won't measure any good obelisks

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-24 19:21:12 UTC
From: Jessica Felix <jessica@vijliw.tx.us>
Message-ID: <comp.sys.atari.programmer.254419ef@vijliw.tx.us>
Source record: 798

Some stickers care, burn, and behave. Others lovingly expect.

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

Tell Jethro it's tired rejecting among a ball.

I was combing oranges to dirty Carolyn, who's wandering to the envelope's window.

5280. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-25 10:09:09 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aa8kk5$il0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 799
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <5dix8.2477$iB4.7041@nntpserver.swip.net>,
Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>
>I think it was for TT-RAM. The machine displayed a second progress bar, for
>another ram type, and I think it said "TT-RAM", but it could have said
>something like "Alternate RAM" too, I don't remember exactly as it is over a
>year ago.

Looks like a TT-RAM test, right. And X means the test for that block failed.

The test should be present in TOS 4.04, only the needed variables are never
set during startup, so you will never see that test during a normal startup.

cu
Michael

5281. m68k-atari-mint-g++ / m68k-atari-mint-gcc

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-25 16:51:52 UTC
From: swampdog@ntlworld.com
Message-ID: <3cc933a3.257025943@nntp.swampdog>
Source record: 653

Hi Folks,

How do I correctly force CRLF upon streams instead of the default
binary mode?

"stdout->__mode.__binary=0"

...was the best I could come up with, which didn't work reliably. I
was under the impression MiNT code adapted automatically? UNIXMODE
isn't set btw.

TIA

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5282. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-25 18:35:21 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <D0Yx8.2799$iB4.7581@nntpserver.swip.net>
Source record: 800
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

> Looks like a TT-RAM test, right. And X means the test for that block
failed.
> The test should be present in TOS 4.04, only the needed variables are
never
> set during startup, so you will never see that test during a normal
startup.

In other words, it should be possible to patch TOS4.0x?

/Peter

5283. Re: virtual key press

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-25 19:08:42 UTC
From: swampdog@ntlworld.com
Message-ID: <3cca47ed.262219311@nntp.swampdog>
Source record: 651

On Wed, 24 Apr 2002 23:14:43 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
wrote:

>Ctrl-M gives the same result as Alt-13.
>
>I guess there's no ASCII code for the return key. Can I input scan codes?

I don't know what KCS is but I went and got Steem, which is returning
the correct codes ($0072000d for Enter and $001c000d for Return as
returned by a simple Bconin(2) loop).

On the other hand, the MagicPC demo has always had a couple of "dead"
keys, most notably "\" and eventually I had to resort to mapping that
to SHIFT-3 (uk sterling symbol ï¿½). By "dead" I mean *nothing* came out
of the PC keyboard when I hit uk "\".

In both cases I'm inclined to blame the PC. You might try installing
the locale for which KCS was written though you may end up with my
MagiCPC problem instead. It's easy enough to switch back.

That's all I can think of. :-|

>"Guy Harrison" <swampdog@ntlworld.com> wrote in message
>news:3cc6d19e.100860980@nntp.swampdog...
>> On Wed, 24 Apr 2002 13:14:27 +0800, "Rosco" <ckrosco@s33d.n3t.tw>
>> wrote:
>>
>> >Is there any way to simulate the "Return" key - as opposed to the "Enter"
>> >key, which I can simulate with "Alt + 13".
>> >
>> >My GFA manual shows the scan code of Return = 72, and the scan code of
>Enter
>> >= 1C.
>> >
>> >I'm using a program (Dr. T's KCS) in Steem. It uses the two keys
>> >differently, but my PC keyboard returns the same code for both keys.
>>
>> I guess you've tried ctrl-M ?
>
>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5284. STonX

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-25 19:08:42 UTC
From: swampdog@ntlworld.com
Message-ID: <3ccc4c6b.263369174@nntp.swampdog>
Source record: 652

Hi Folks,

I'm too rusty. STonX (compiled with cygwin) writes to the last two bytes (as a single word write) of the cartridge port $FBFFFE, dumps out a bus error 49693 instructions in, then continues upon its way. Does anybody know if it is supposed to do that? That was with tos1.2 and does a similar two bytes (different cartridge address not to hand but identical asm routine) for tos2.06. In both cases afterward it then seems to be sat doing the 200Hz interrupt and not a lot else - aside from consuming a lot of cpu.

Just trying to work out if I've configured it wrong. I've never seen STonX run. "stonx -fs A:/usr/local/share/stonx -mono -noaudio -monitor" is what I'm using atm. Tried "-nocart" also but no effect on the problem.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5285. Re: STonX

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-26 14:25:51 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3CC9636E.ECE83B98@club-internet.fr>
Source record: 654

Guy Harrison wrote:
>
> I'm too rusty. STonX (compiled with cygwin) ...

What version of STonX?
Me myself I do run plain old STonX0.6.7.epsilon, because at some
time the new CVS version didn't quite work on cygwin.
For 067epsilon, I use option -realtime as the virtual timer
is not implemented right on Cygwin.
Hope it helps.

Laurent.

5286. Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-27 07:49:14 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0204270948270.441-100000@freemint>
Source record: 655

Hello!

> How do I correctly force CRLF upon streams instead of the default
> binary mode?
>
> "stdout->__mode.__binary=0"
>
> ...was the best I could come up with, which didn't work reliably. I
> was under the impression MiNT code adapted automatically? UNIXMODE
> isn't set btw.

The CRLF problem is really problematic. What problem do you have? And why
you don't set UNIXMODE?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5287. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-27 10:12:36 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aadtik$q6f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 656
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <D0Yx8.2799$iB4.7581@nntpserver.swip.net>,
Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>
>In other words, it should be possible to patch TOS4.0x?

You can patch *everything*. How much of the original remains is a different
topic ;-)

Hacking in TT-RAM support for hardware that has it (on the normal addresses,
ie. $01000000 up) should not be a big deal - for the Milan, it was as simple
as setting the magic and end address variables (although we removed the
memory test in the Milan TOS - the Milan bootblock has already tested memory
when TOS takes over the system).

cu
Michael

5288. Re: STonX

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-29 16:38:51 UTC
From: swampdog@ntlworld.com
Message-ID: <3cceaac3.95629237@nntp.swampdog>
Source record: 657

On Fri, 26 Apr 2002 16:25:51 +0200, Laurent Vogel
<lvl@club-internet.fr> wrote:

>Guy Harrison wrote:
>>
>> I'm too rusty. STonX (compiled with cygwin) ...
>
>What version of STonX?

I tried 0.6.7 first, epsilon I think - from sourceforge. I then got
the CVS version (because monitor.c and other related things missing).

>Me myself I do run plain old STonX0.6.7.epsilon, because at some
>time the new CVS version didn't quite work on cygwin.
>For 067epsilon, I use option -realtime as the virtual timer
>is not implemented right on Cygwin.

Excellent! Thanks. That got things moving. The CVS version now works
if I use "-chunky" as well. ;-)

CVS didn't compile as-is though. I did some non-essential script
tinkering (added a cygwin config), that kind of thing. No code changes
but I've been too drastic in options.h (disabled everything that
obviously wasn't essential). I may get round to slowly turning them
back on again.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5289. Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-29 16:38:51 UTC
From: swampdog@ntlworld.com
Message-ID: <3ccd95b1.90235271@nntp.swampdog>
Source record: 658

On Sat, 27 Apr 2002 09:49:14 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> How do I correctly force CRLF upon streams instead of the default
>> binary mode?
>>
>> "stdout->__mode.__binary=0"
>>
>> ...was the best I could come up with, which didn't work reliably. I
>> was under the impression MiNT code adapted automatically? UNIXMODE
>> isn't set btw.
>
>The CRLF problem is really problematic. What problem do you have?

MagiCPC (VT52) is getting LF instead of CRLF for screen output. I
can't even consider debugging it there because it's only the demo. Now
that I've got STonX compiled I see unfortunately it is the same
LF-only output as well (.TTP ran direct from Gem 1.02 and 2.06
desktops).

>And why you don't set UNIXMODE?

Originally I didn't know about it until I trawled deja for some old
articles. I got the impression that if UNIXMODE was omitted from the
environment then the code would adapt automatically. Since posting
I've tried setting "_ENV UNIXMODE=" in magx.inf but to no avail. I saw
mention of the 'b' force-binary character but not anything for a
force-dos mode. Is this correct?

Any help much appreciated.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5290. Cheap Motorola 68060 CPUs

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-29 19:36:49 UTC
From: VernalElm <vernalelm@nospam.yahoo.com>
Message-ID: <lhhz8.33$Uw4.1451@newsread1.prod.itd.earthlink.net>
Source record: 659

We're running a special on Motorola 68060 50MHz CPUs (FULL Versions, MMU & FPU) through May 6th, 2002. Perfect to take full advantage of the CT60 accelerator board from Czuba Tech.

Each 060 is only $79 plus $6 shipping (internationally!) including a 30-day unconditional warranty!

Order online at http://www.vernalelm.com or http://www.68060.com

If you have questions, e-mail us at sales@NOSPAMvernalelm.com (remove NOSPAM)

Thanks for your time.

Vernal Elm LLC
Connecticut, USA
FAX: (720) 294-4128

5291. Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc

Newsgroup: comp.sys.atari.programmer
Date: 2002-04-30 07:08:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0204300903260.136-100000@freemint>
Source record: 660

Hello!

> Originally I didn't know about it until I trawled deja for some old
> articles. I got the impression that if UNIXMODE was omitted from the
> environment then the code would adapt automatically. Since posting
> I've tried setting "_ENV UNIXMODE=" in magx.inf but to no avail. I saw
> mention of the 'b' force-binary character but not anything for a
> force-dos mode. Is this correct?

dos mode is default if the stream isn't in binary mode. If the binary flag
isn't set the __stdio_text_read/__stdio_text_write functions are used for
reading/writing to the stream (see mintlib/stdio/sysd-stdio.c and
mintlib/stdio/internals.c, function __stdio_check_funcs).

Btw. in the current mintlib the stdin/stdout/stderr descriptors are in
binary mode by default for various reasons.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5292. Re: STonX

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-01 07:10:33 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3CCF94E9.4D381279@club-internet.fr>
Source record: 661

Guy Harrison wrote:

> >For 067epsilon, I use option -realtime as the virtual timer
> >is not implemented right on Cygwin.
>
> Excellent! Thanks. That got things moving. The CVS version now works
> if I use "-chunky" as well. ;-)
>
> CVS didn't compile as-is though. I did some non-essential script
> tinkering (added a cygwin config), that kind of thing. No code changes
> but I've been too drastic in options.h (disabled everything that
> obviously wasn't essential). I may get round to slowly turning them
> back on again.

I'm interested in knowing what you did to let it run on cygwin.
Can you send me a patch or explain what you did?

Laurent.

5293. Idea: Stacy greyscale display

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-01 08:37:41 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <pQNz8.3438$iB4.9141@nntpserver.swip.net>
Source record: 662

Hi,

Some versions of PalmOS supports greyscale on mono LCD:s. I think this done
by toggling b/w at different frequencies to get different shades of grey.
(And / or some puls modulating)
This requires that the LCD is a bit slow, just like on the STacy.
On the palm, this looks great btw. You can't see the flashing at all.

Now, the problem is that I don't have a STacy, so I can't try this. But I
thought it would be a cool thing to do, perhaps by making a STacy-Greyscale
driver for fVDI or something..

Regards

/Peter

5294. RE: m68k-atari-mint-g++ / m68k-atari-mint-gcc

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-01 13:21:05 UTC
From: Chris Megas <Christos.Megarchiotis@ncl.ac.uk>
Message-ID: <3CC9634E@sws.ncl.ac.uk>
Source record: 663

```
Can you help me or do you know anyone who is very good in assembly languge
Motorolla 68k programming. I must complete a program in assembly language
until Friday (3 May)!
I must write a program which draws a graph of y=x^2 by writing a series of
spaces followed by '*'.
It must be like this:
*
*
*
*
*
*
*
*
*
*
*
The number of * must be eleven.
Please help me!!!
I have done this already but it doesn't work.

ORG 1000
MOVE.W $2000,D0 *X VALUE
MOVE.W $2000,D1 *X VALUE
MULU.W D0,D0
MOVE.L D0,$2002 *Y VALUE
LOOP: SUB.L #1,D0
BEQ NEXT
BSR COUT1 *PRINT OUT X-1 (_)
BRA LOOP
NEXT: BSR COUT2 *PRINT OUT (*) CARRIAGE RETURN, LINE FEED
BSR END

COUT1: MOVE.W (A6)+,$5F
BSR COUTC
RTS

COUT2: MOVE.L (A6)+,$2A
BSR COUT
MOVE.W (A6)+,$0D
BSR COUT
MOVE.W (A6)+,$0A
BSR COUT
RTS
```

```
COUTC: TRAP #15
DC.W $12
RTS

END: TRAP #15
DC.W $10
```

CHRISTOS MEGARCHIOTIS
HENDERSON HALL
REDHALL DRIVE
NEWCASTLE-UPON-TYNE
U.K. NE7 7UY
MOBILE:07814082371
christos.megarchiotis@ncl.ac.uk

5295. Re: Stacy greyscale display

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-01 20:14:44 UTC
From: Mathieu Demange <m.demange@free.fr>
Message-ID: <3cd04cad$0$5009$626a54ce@news.free.fr>
Source record: 664

Hi here :-)

> Some versions of PalmOS supports greyscale on mono LCD:s. I think this
done
> by toggling b/w at different frequencies to get different shades of grey.
> (And / or some puls modulating)
> This requires that the LCD is a bit slow, just like on the STacy.
> On the palm, this looks great btw. You can't see the flashing at all.

> Now, the problem is that I don't have a STacy, so I can't try this. But I
> thought it would be a cool thing to do, perhaps by making a
STacy-Greyscale
> driver for fVDI or something..

Well, it's a great idea of course, but I think greyscale is possible when
the machine
has a sufficient power capability to satisfact greyscale processing WITH all
global
taskes... This would require very optimised assembler routines I think.

Mathieu

5296. Re: STonX - stonx-0.6.7.4-cvs.tar.bz2 (0/1)

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-01 22:52:10 UTC
From: swampdog@ntlworld.com
Message-ID: <3cd068f6.1862438@nntp.swampdog>
Source record: 665

On Wed, 01 May 2002 09:10:33 +0200, Laurent Vogel
<lvl@club-internet.fr> wrote:

>Guy Harrison wrote:
>
>> >For 067epsilon, I use option -realtime as the virtual timer
>> >is not implemented right on Cygwin.
>>
>> Excellent! Thanks. That got things moving. The CVS version now works
>> if I use "-chunky" as well. ;-)
>>
>> CVS didn't compile as-is though. I did some non-essential script
>> tinkering (added a cygwin config), that kind of thing. No code changes
>> but I've been too drastic in options.h (disabled everything that
>> obviously wasn't essential). I may get round to slowly turning them
>> back on again.
>
>I'm interested in knowing what you did to let it run on cygwin.
>Can you send me a patch or explain what you did?

I've managed to go months without knowing anything about patches, so
rather than do a hurried read-up & make a complete mess of it, here's
the files I've changed. I'd imagine if cvs hasn't changed in the last
couple of weeks you'd be able to produce your own patch.

Things to look for are three tilda ~~~ which I often use to mark
changes (until I get too bored) and macros indented "strangely"
compared with the style used. In this case it looks like I've indented
them by one tab (eg options.h where's I've conditionalised some so
they can be affected from cygwin's config). Thinking of that just grep
for "cygwin" (insensitive) in configure and config.guess and you'll
find the changes to get the config found.

Once that's sorted the bash script "go" has the actual settings I last
used. Strangely the monitor used to work (when STonX didn't) and now
that STonX does the monitor doesn't! However, atm my working STonX
still has it configured in and built. Console info still appears -
you'll see a few 68k bus errors reported as it starts.

If there's anything else let me know. :-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5297. Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-02 01:28:56 UTC
From: swampdog@ntlworld.com
Message-ID: <3cd57a52.6306087@nntp.swampdog>
Source record: 666

On Tue, 30 Apr 2002 09:08:00 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> Originally I didn't know about it until I trawled deja for some old
>> articles. I got the impression that if UNIXMODE was omitted from the
>> environment then the code would adapt automatically. Since posting
>> I've tried setting "_ENV UNIXMODE=" in magx.inf but to no avail. I saw
>> mention of the 'b' force-binary character but not anything for a
>> force-dos mode. Is this correct?
>
>dos mode is default if the stream isn't in binary mode. If the binary flag
>isn't set the __stdio_text_read/__stdio_text_write functions are used for
>reading/writing to the stream (see mintlib/stdio/sysd-stdio.c and
>mintlib/stdio/internals.c, function __stdio_check_funcs).

That's made it clearer thanks. I'd noticed the static stdin/out/err
definitions but kept thinking I might have missed something somewhere.

>Btw. in the current mintlib the stdin/stdout/stderr descriptors are in
>binary mode by default for various reasons.

I guess the solution is to check for UNIXMODE first then if it doesn't
exist change __binary according to the OS.

I delved into the "unreliable code" (bzip2 verbose output).
Embarassingly I'd neglected to turn binary mode off for stderr - which
is what bzip2's lib uses [Ahem].

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5298. Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-02 13:30:16 UTC
From: swampdog@ntlworld.com
Message-ID: <3cd23eb7.56583803@nntp.swampdog>
Source record: 667

On Wed, 1 May 2002 14:21:05 +0100, Chris Megas
<Christos.Megarchiotis@ncl.ac.uk> wrote:

>Can you help me or do you know anyone who is very good in assembly languge
>Motorolla 68k programming. I must complete a program in assembly language
>until Friday (3 May)!
>I must write a program which draws a graph of y=x^2 by writing a series of
>spaces followed by '*'.
>It must be like this:
> *
> *
> *
> *
> *
> *
> *
> *
> *
> *
> *
>The number of * must be eleven.
>Please help me!!!
>I have done this already but it doesn't work.

Ugh - this one. I remember this one. They should have put this one out
of its misery years ago! You've no doubt realised the problem has got
little to do with plotting points, rather how to muck about getting
the console output in the right order. Split it into two, possibly
three parts. Obviously the top half is a mirror image of the bottom -
the possible third part being the zero point. You can't control 'X'
(y-lines on the console) so begin at "(11 - 1) / 2)", count down
through zero then back up to "(11-1)/2".

>
> ORG 1000
> MOVE.W $2000,D0 *X VALUE
> MOVE.W $2000,D1 *X VALUE
> MULU.W D0,D0
> MOVE.L D0,$2002 *Y VALUE
>LOOP: SUB.L #1,D0
> BEQ NEXT
> BSR COUT1 *PRINT OUT X-1 (_)
> BRA LOOP
>NEXT: BSR COUT2 *PRINT OUT (*) CARRIAGE RETURN, LINE FEED
> BSR END

```
>
>COUT1: MOVE.W (A6)+,$5F
> BSR COUTC
> RTS
>
>COUT2: MOVE.L (A6)+,$2A
> BSR COUT
> MOVE.W (A6)+,$0D
> BSR COUT
> MOVE.W (A6)+,$0A
> BSR COUT
> RTS
>
>COUTC: TRAP #15
> DC.W $12
> RTS
>
>END: TRAP #15
> DC.W $10
```

I'm not writing the code for you. This snippet of C++ is easily converted...

```
#include <cstdio>

namespace sd{typedef unsigned short uint16;}

static sd::uint16 d0,d1,d2,d7;

static void
out(void)
{
d2 = d1;

while (d2 > 0) {
putchar('.');
d2 -= 1;
}
putchar('*');
putchar('\n');
}

int
main()
{
d7 = 11;
d7 -= 1;
d7 >>= 1; //shift right one btw (ie d7/2)

d0 = d7;

while (d0) {
d1 = d0 * d0;
```

```
out();
d0 -= 1;
}

while (d0 <= d7) {
d1 = d0 * d0;
out();
d0 += 1;
}

return 0;
}
```

...actually I was going to post the 68k asm output from gcc with a comment to the effect "if you copy it they'll know". Unfortunately the code it generated was too close to the mark, so tough! ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5299. Re: Stacy greyscale display

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-02 19:01:09 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <W2gA8.3679$iB4.9918@nntpserver.swip.net>
Source record: 668

Hi again,

> Well, it's a great idea of course, but I think greyscale is possible when
> the machine
> has a sufficient power capability to satisfact greyscale processing WITH
all
> global
> taskes... This would require very optimised assembler routines I think.

Well, Yes - and No. If we use the colour-emulator approach, it will be quite slow. But if you implement a completely new graphicsmode with a new VDI driver for fVDI, it could be done pretty fast.

Lets say we use 4 copies of the screen in memory, and just toggle fast between them. As the ST has a "floating" videomemory, we don't need to copy anything to "refresh" the screen, so it would be very fast.

On a normal mono-monitor, this would give you migrane. On a slow LCD, it would give you shades of grey. (Provided that the toggling is done at a frequency that suits the LCD)

OK, this wouldn't give us 16 shades (2*2*2*2) like in "normal" colourmodes, but 4 (1+1+1+1).

I tried this on an old PC laptop the other day, and it works. Too bad I don't have a Stacy to try it on.

Regards

/Peter

5300. Re: m68k-atari-mint-g++ / m68k-atari-mint-gcc

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-03 08:33:31 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0205031032470.322-100000@freemint>
Source record: 669

Hello!

> I guess the solution is to check for UNIXMODE first then if it doesn't
> exist change __binary according to the OS.

This is a nice idea.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5301. Re: Stacy greyscale display

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-07 16:14:52 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0205070814.56d8e6fa@posting.google.com>
Source record: 670

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<W2gA8.3679$iB4.9918@nntpserver.swip.net>...
> Well, Yes - and No. If we use the colour-emulator approach, it will be quite
> slow. But if you implement a completely new graphicsmode with a new VDI
> driver for fVDI, it could be done pretty fast.
>
> Lets say we use 4 copies of the screen in memory, and just toggle fast
> between them. As the ST has a "floating" videomemory, we don't need to copy
> anything to "refresh" the screen, so it would be very fast.
>
> On a normal mono-monitor, this would give you migrane. On a slow LCD, it
> would give you shades of grey. (Provided that the toggling is done at a
> frequency that suits the LCD)
>
> OK, this wouldn't give us 16 shades (2*2*2*2) like in "normal" colourmodes,
> but 4 (1+1+1+1).
>
> I tried this on an old PC laptop the other day, and it works. Too bad I
> don't have a Stacy to try it on.

I have not any either but anyway it looks like you could be interested
by this thread:
<http://groups.google.com/groups?hl=en&threadm=aa62ij%24kav%241%40nyheter.chalmers.se&rnum
=1&prev=/groups%3Fq%3Djohan%2Bklockars%2Bfvdi%2Bnative%26hl%3Den%26selm%3Daa62ij%2524kav%2
5241%2540nyheter.chalmers.se%26rnum%3D1>
(title is 'Re: fVDI and "native" drivers (Re: Dumb question maybe)' in
comp.sys.atari.st).

AFAIK as fVDI is modular (according to the docs), the only thing one
would have to do is to implement a few simple primitives ("put pixel",
"draw horizontal line", "draw vertical line", ... perhaps even only
"put pixel") and one would be done!
A good starting point for this would be the 4-plane driver but IIRC
but there are only 1, 4 and 8 plane drivers ATM... :-(

So please do some lobbying on Johan so that he makes drivers' source
code available! ;-)

5302. Re: Stacy greyscale display

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-08 00:23:05 UTC
From: rand@cd.chalmers.se
Message-ID: <ab9r59$o1r$1@nyheter.chalmers.se>
Source record: 671

In article <2eb10038.0205070814.56d8e6fa@posting.google.com>,
=?ISO-8859-1?Q?Guillaume_D=E9flache?= <guillaumed@atari.org> wrote:
>"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<W2gA8.3679$iB4.9918@nntpserver.swip.net>...
>> Well, Yes - and No. If we use the colour-emulator approach, it will be quite
>> slow. But if you implement a completely new graphicsmode with a new VDI
>> driver for fVDI, it could be done pretty fast.

Quite possibly.

>> Lets say we use 4 copies of the screen in memory, and just toggle fast
>> between them. As the ST has a "floating" videomemory, we don't need to copy
>> anything to "refresh" the screen, so it would be very fast.
>>
>> On a normal mono-monitor, this would give you migrane. On a slow LCD, it

Not necessarily. Take a look at the image processing/viewing program
MGIF (currently at v5.10 beta 5 [970707]), which can be found on my
Web site and elsewhere (I took over the development of MGIF in '92,
but have, unfortunately, not done anything with it for the past five
years). Its original purpose was exactly what you are talking about
- displaying stuff (well, images) in 'greyscale' on monochrome monitors -
and that functionality is still in there.

>> OK, this wouldn't give us 16 shades (2*2*2*2) like in "normal" colourmodes,
>> but 4 (1+1+1+1).

You only need to flicker between three screens to get 4 greyscales
(no set pixels, one set pixel, two set pixels, three set pixels).

Two screens would give you 3 greyscales, and four screens 5 greyscales.

The way to avoid migraine is to use some kind of dithering so that
the set pixels are evenly distributed among the flickering screens.
That is, a small 25% grey area could be built up of three screens
something like the following:

```
100 010 001
010 001 100
100 010 001
```

As you can see, a sequence of the three images would have every pixel
as 1 one time and as 0 two times, but unlike for

```
111 000 000
111 000 000
111 000 000
```

the timings would be evened out. The former case can look very good while the latter can indeed easily make your head hurt.

As I said earlier, take a look at MGIF.

>AFAIK as fVDI is modular (according to the docs), the only thing one >would have to do is to implement a few simple primitives ("put pixel", >"draw horizontal line", "draw vertical line", ... perhaps even only >"put pixel") and one would be done!

While this does not really have anything to do with modularity (it's simply a matter of the fVDI engine providing 'fall-back' functions that can do more complex operations using simpler primitives), it is indeed true. I have even written such a minimal driver for monochrome mode (the currently required functions are write_pixel, read_pixel, set_colours and get_colour (the latter two for palette handling)).

Horizontal and/or vertical lines are actually not primitives that are directly supported by fVDI. I know that many other graphics libraries have such, but I've never understood why (it's very simple to special case the handling of thin rectangles or general lines, which are much more useful primitives, at completely insignificant performance cost). That said, you could indeed implement only those special cases in an fVDI device driver and return more difficult lines/rectangles to the engine, if you wanted.

>A good starting point for this would be the 4-plane driver but IIRC

I don't really think so, since that one contains a lot of assembly code and is not particularly easy to understand. Also, the dithering that you would most likely want to use might be easier to do if you used some more fitting intermediate pixel format (for example, you might want to draw in byte per pixel mode and then convert larger blocks at a time for displaying).

>but there are only 1, 4 and 8 plane drivers ATM... :-(

There has never been a working 8 plane driver. The 2 plane one might have worked sometime at the beginning, but that was a long time ago. There is a 16 bit (word per pixel (FalconTC)) driver, though, that is almost 100% C code.

>So please do some lobbying on Johan so that he makes drivers' source >code available! ;-)

No need to do any lobbying for that. fVDI and most of its drivers are under the GNU GPL (This does not, for the time being, include the ATI RageII driver since it relies on information (and still, to a very small degree, source code) from ATI that is not publically available. Nor does it apply to the 16 bit driver sources, which are in the public domain (since that driver is intended as an example and I did not want to hinder any possible future commercial driver development). The sources for the 16 bit driver have been included in most real release archives, IIRC.).

Within the near future, I will have a CVS server up and running,
where the fVDI sources (among other things) will be publically
available (write access will be granted on a case by case basis).
The Linux server that will take care of the CVS is already working
fine (it is responsible for my recently resurrected Web site). I just
need to set up a few more things and move the CVS archive over from
my main PC.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5303. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-15 10:18:19 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0205150218.38f88f57@posting.google.com>
Source record: 672
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=) wrote in message news:<2eb10038.0204220745.7ba94f8a@posting.google.com>...
> "Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message news:<M3hw8.2031$iB4.5918@nntpserver.swip.net>...
> > Hi,
> >
> > > You mean upgrading to revision AN or BN (where this problem gets
> > > solved by hardware)? I did not know this upgrade has ever been
> > > available! But if it is will certainly upgrade!
> >
> > Yes and no. The code is available from Mr. Czuba, but the current code in
> > the flash does not support the new fastram address.
>
> I see. Time to disassemble the flash code I think!

I did just that (TT-Digger rules !) and it seems that a part of it is encrypted/compressed in some way...
But apparently all Fast-RAM init related code lies untouched at the beginning of the Flash code (which follows the standard TOS-executable format BTW).
I browsed through the memory test (interesting part :-)...) and it *seems* that a simple patch could be made to make a N-revision board work. But do not expect it to work on non N-releases then!

> > > Well if the memory-mapping is the only difference, perhaps some sort
> > > of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> > > could do the trick!
> > > I will keep you informed of my "discoveries"...
>
> If I have some time this week I will try writing a simple FASTRAM.PRG
> program...

Tried to execute the following program at the beginning of the AUTO folder (I have a 32MB CT2B fitted:

```
pea superb(pc)
move #38,-(sp) ; SUPEXEC ($26)
trap #1 ; XBIOS
pea 32*1024*1024 ; 32MB
pea $04000000
move #20,-(sp) ; MADDALT ($14)
trap #1 ; GEMDOS
move d0,-(sp)
move #76,-(sp) ; PTERM ($4c)
```

```
trap #1 ; GEMDOS
superb:
sf $f7000000 ; 16/32MB SIMM CT2B (see CHPB)
rts
```

... and it bombed (very randomly) my Falcon to death... well, until the next reboot!

Any hints??? I cannot believe that programs (and TOS) could be *that* incompatible to a $04000000-starting Fast-RAM block...

I wondered if it is an XFRB/_FRB issue... As HD-Driver is started after my patch, it does not know about the Fast-RAM being available, so I guess it sets no XFRB cookie... As for the _FRB cookie, I wonder if it is useful on Falcon too (I have a SCSI drive attached)...

Perhaps there also are other Fast-RAM related issues I do not know of...

Mmmhmm... (Just though about it:) Perhaps the PMMU-tree is not properly set for >16M adresses... Will check that soon...

BTW the adress-bit #23 of $F6xx0000 seems to control whether one boots from Flash-memory or from ROM... So an emergency program to recover from a corrupt Flash code should be easy to write! :-)

5304. Jagfest 2002

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-21 10:36:41 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <ZqpG8.31843$Bw6.46339@rwcrnsc51.ops.asp.att.net>
Source record: 673
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

Just a Reminder about Jagfest 2002 on july 12th and 13th in Saint Louis,MO:

Admission cost for this event is $25.00 for those who wish to pre- pay and $30.00 for those who wish pay at the door; this cost covers for both days.
Table prices are as follows (admission price is included): Visitor tables: $35.00 before July 9th (after July 9th its $40.00),
Dealer Tables: $45.00 before July 9th (after July 9th its $50.00) (extra tables are $5.00 each).

Also for those people who want to place an ad in the fest program here are the prices:
$15.00 for quarter page
$25.00 for half page
$50.00 for full page
A listing on the back page is under $15.00
For full details on how to place your ad in the program contact Greg George.
You can pay either by paypal (greg@ataritimes.com) or by sending a Check or Money Order to Gregoary D. George, 347 Banyan Drive, Winter Haven, FL 33884
Attn. Jagfest payments
For more information On Jag fest 2k2 e-mail Greg George at greg@ataritimes.com, James Garvin at omc@omcgames.com or Daniel Iacovelli at atarivideoclub@yahoo.com or visit the Jagfest 2002 site at http://omcgames.com/jagfest/
(be sure to visit the Jag fest message board and post your ideas for this event.)
---
like to help spread the word on Jagfest2k2 e-mail me (atarivideoclub@yahoo.com) ask about getting the Jagfest Flyer to pass out at your area.

5305. VDI color indices for 256 color mode ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-27 06:24:56 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CF1D138.40497090@siemens.at>
Source record: 674

Hi,

Can anybody tell me the color register indices for VDI for 256 color mode ? All the books I have only list indices for up to 16 colors since they obviously were written in pre Falcon times.
BTW, I always wondered what reason could be behind mixing the colors as it is done at outputs via VDI. Anyway It would be nice if somebody could help, and spare me the task of writing a test program to find out about VDI and 256 color mode indices.

Thanks
Gerhard

5306. Re: VDI color indices for 256 color mode ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-27 11:26:29 UTC
From: Philipp Donze <philipp.donze@epfl.ch>
Message-ID: <3CF217E4.4E767737@epfl.ch>
Source record: 675

Hi,

> All the books I have only list indices for up to 16 colors
> since they obviously were written in pre Falcon times.

As far as I know there is no standard palette for 256 colors.
Atari never defined something like "VDI color 154 is light red
(=red 900, green 700, blue 700)".
So you can't assume that an index has the color representation
which it has on your Falcon. But I think most of the people
use the standard palette if the Atari VDI or the new (better)
palette from NVDI.

I think Atari defined only the first 16 colors because the user
interface (=GEM) only uses the first 16 colors. The other 246
colors can be changed by the applications.
This approach gives us a strange looking screen in a multitasking
environment in which more than one program uses more than 256
colors. (=the windows in the background use also the current
palette in the 256 color mode)
So it's not "nice".

Regards
Philipp

5307. Re: VDI color indices for 256 color mode ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-27 12:34:41 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CF227E1.5BC75F68@siemens.at>
Source record: 676

Philipp Donze wrote:
> > All the books I have only list indices for up to 16 colors
> > since they obviously were written in pre Falcon times.
>
> As far as I know there is no standard palette for 256 colors.
> Atari never defined something like "VDI color 154 is light red
> (=red 900, green 700, blue 700)".
> So you can't assume that an index has the color representation
> which it has on your Falcon. But I think most of the people
> use the standard palette if the Atari VDI or the new (better)
> palette from NVDI.
>
> I think Atari defined only the first 16 colors because the user
> interface (=GEM) only uses the first 16 colors. The other 246
> colors can be changed by the applications.
> This approach gives us a strange looking screen in a multitasking
> environment in which more than one program uses more than 256
> colors. (=the windows in the background use also the current
> palette in the 256 color mode)
> So it's not "nice".

Sorry, it seems I didn't make my problem clear enough. My problem is not about the RGB values of certain VDI color indices but the shifting of color indices VDI (and NVDI too) does. For example when I make my program read a picture with 16 colors and display it on screen, when using VDI functions to set the colors according to the picture palette, I have to use a color index different from the index in the picture palette, using certain rules that can be found in books like e.g. the Atari Compendium etc., e.g. 2->3, 15->13 etc. to get the right colors on screen. Now for 256 color pictures these color index shifting rules seem to be similar than for 16 colors but not exactly the same. Color indices from 16 to 254 seem to be identical in picture and VDI palette but at least index 255 has to be changed (to 1 ?) which causes changes in the others between 0 and 15.

regards
Gerhard

5308. Re: VDI color indices for 256 color mode ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-28 14:19:53 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cf38e9b$0$1409$6d5eecc5@news.eurekanet.com>
Source record: 677

Janka Gerhard wrote in message <3CF227E1.5BC75F68@siemens.at>...

>Sorry, it seems I didn't make my problem clear enough. My problem is
>not about the RGB values of certain VDI color indices but the shifting
>of color indices VDI (and NVDI too) does. For example when I make
>my program read a picture with 16 colors and display it on screen,
>when using VDI functions to set the colors according to the picture
>palette, I have to use a color index different from the index in the
>picture palette, using certain rules that can be found in books like
>e.g. the Atari Compendium etc., e.g. 2->3, 15->13 etc. to get the right
>colors on screen. Now for 256 color pictures these color index shifting
>rules seem to be similar than for 16 colors but not exactly the same.
>Color indices from 16 to 254 seem to be identical in picture and VDI
>palette but at least index 255 has to be changed (to 1 ?) which
>causes changes in the others between 0 and 15.
>

I have this table in the ximgload.c file in boinkout2's source code.

The short answer is it's 1 to 1 excet for the changes for 16 color modes and
1 = 255
255 = 15

so it's
0,255,1,2,4,6,3,5,7,8,9,10,12,14,11,13,16,17,18,19,20....
...251,252,253,254,15

Dan
aka baldrick

5309. Re: VDI color indices for 256 color mode ?

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-28 15:25:12 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CF3A158.9A06A006@siemens.at>
Source record: 678

baldrick wrote:
>
> Janka Gerhard wrote in message <3CF227E1.5BC75F68@siemens.at>...
>
> >Sorry, it seems I didn't make my problem clear enough. My problem is
> >not about the RGB values of certain VDI color indices but the shifting
> >of color indices VDI (and NVDI too) does. For example when I make
> >my program read a picture with 16 colors and display it on screen,
> >when using VDI functions to set the colors according to the picture
> >palette, I have to use a color index different from the index in the
> >picture palette, using certain rules that can be found in books like
> >e.g. the Atari Compendium etc., e.g. 2->3, 15->13 etc. to get the right
> >colors on screen. Now for 256 color pictures these color index shifting
> >rules seem to be similar than for 16 colors but not exactly the same.
> >Color indices from 16 to 254 seem to be identical in picture and VDI
> >palette but at least index 255 has to be changed (to 1 ?) which
> >causes changes in the others between 0 and 15.
> >
>
> I have this table in the ximgload.c file in boinkout2's source code.
>
> The short answer is it's 1 to 1 excet for the changes for 16 color modes and
> 1 = 255
> 255 = 15
>
> so it's
> 0,255,1,2,4,6,3,5,7,8,9,10,12,14,11,13,16,17,18,19,20....
> ...251,252,253,254,15

So that's why the games I wrote before seemed to work okay when I
used the same changes as for 16 color mode.

Many thanks
Gerhard

5310. LOAD_IMG.SLB

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-30 15:45:57 UTC
From: Emanuel Welter <e.welter@rgfsoft.ch>
Message-ID: <ad5h99$2lga$1@news.imp.ch>
Source record: 679

Hi All!

Does anyone know, how to use the shared-library 'LOAD_IMG.SLB' which is in
magic 6.x included ?

Thanks

Emanuel

Weiss irgend jemand, wie ich die in Magic 6.X beiliegende LOAD_IMG.SLB
benutzen kann? Also was f�r Aufrufe etc...

Danke

Gruss

Emanuel

5311. Re: LOAD_IMG.SLB

Newsgroup: comp.sys.atari.programmer
Date: 2002-05-31 23:50:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1022927972.19159.1@dyke.uk.clara.net>
Source record: 680

Hi Emanuel, Gruss

> Does anyone know, how to use the shared-library 'LOAD_IMG.SLB' which is in
> magic 6.x included ?

Its responsible for displaying the boot up image, as far as i know that is
its only purpose in life.

> ----------
--
> ----------
> Weiss irgend jemand, wie ich die in Magic 6.X beiliegende LOAD_IMG.SLB
> benutzen kann? Also was f&#65533;r Aufrufe etc...
>
> Danke
>
> Gruss
>
> Emanuel

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 30/05/2002

5312. Re: LOAD_IMG.SLB

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-01 13:07:10 UTC
From: Emanuel Welter <e.welter@rgfsoft.ch>
Message-ID: <adagnf$66h$1@news.imp.ch>
Source record: 681

hmmm... Does anyone have a clean routine, wich loads ximg files to a
memory-block, so that I just have to blit it
on the screen? (I code in Gfa-Basic, a inline would be the best)

Would be great, because the file format is very hard to understand...

Aah! : And what's about the efm-modules, which comes whith papyrus? (And an
old grafik-program called 'True Paint' use it too)
And why is it not easy to find routines for ximg-files? I think its the
atari-standard graphik file format...

Thanks

Emanuel

"Steve Sweet" <stevesweet@freeuk.com> schrieb im Newsbeitrag
news:1022927972.19159.1@dyke.uk.clara.net...
> Hi Emanuel, Gruss
>
> > Does anyone know, how to use the shared-library 'LOAD_IMG.SLB' which is
in
> > magic 6.x included ?
>
> Its responsible for displaying the boot up image, as far as i know that is
> its only purpose in life.

5313. Jagfest 2002 news

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-03 11:15:06 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <_cIK8.95604$352.3707@sccrnsc02>
Source record: 682
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

Jagfest 2002 Goes to New Dimensions

For Immediate Release:

June 1st, 2002

(St. Louis, MO.)-- In what could be considered an unprecedented move, the organizers of The Sixth Annual Atari Jaguar Festival have decided to broaden the scope of the event by showcasing not only the Atari Jaguar, but classic and next generation systems. Adding to this, Jagfest 2k2 will also provide an avenue for creators of "homebrew" software to show their creations to the world. Last years Jagfest in Milwaukee, Wisconsin set the stage by allowing non Atari systems to have a limited presence. This year that idea will be taken further by making their inclusion official.

James Garvin, owner of OMC Games and a principal organizer of this year's Jagfest, states: "Jagfest symbolizes what can happen when a group of gamers actually care about their games, and it has survived this long because of dedication from its community. Our goal is to insure that Jagfest will survive for years to come, and to do this the concept of what Jagfest stands for can be expanded to include gaming in general. The "Jag" in Jagfest won't be lost, though. It will still retain a major presence in the show, but gamers of all types should be able to share some of the same heritage that has kept the Jaguar alive after all of these years. This change is just a natural progression of the show."

Daniel Iacovelli, Founder and President of The Atari Video Club and co-organizer of this year's Jagfest also states:" The addition of old school and next generation will add a new dimension to the event. My club has seen the progression of this event since its start in 1997, from just Atari Jaguar and Lynx being shown at the first event to the addition of classic systems shown at the last year's event, it just seemed natural to continue from that plus extending it to new dimensions".

The Sixth Annual Atari Jaguar Festival (dubbed Jagfest 2k2) is being held in downtown St. Louis, Missouri at The Mayfair Wyndham Historic Hotel. (806 St. Charles Street St. Louis, Missouri 63101. Phone: 314-421-2500) on Friday, July 12th and Saturday, July 13th 2002.

For more information On Jag fest 2k2 e-mail Greg George at greg@ataritimes.com, James Garvin at omc@omcgames.com ,Daniel Iacovelli at atarivideoclub@yahoo.com or JT August at starsabre@worldnet.att.net visit the Jagfest 2002 site at http://omcgames.com/jagfest

(be sure to visit the Jag fest message board and post your ideas for this event.)

END PRESS RELEASE

5314. ay dhiyr nehsessytie

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-03 12:28:52 UTC
From: solarinflux@aol.com
Message-ID: <20020603082852.15598.00002107@mb-cd.aol.com>
Source record: 683

i am in dire need. not quite life dependant but close need for the
inter/lisp-65
package that was produced by datasoft in conoga park. there is a cd produced
by a man who's name sounds like sympothy whine and he is to be assosiated with
a great fire y bird that is a symbol of change. this cd this thief man
produces has a small amount of the package on it, but due too the dishonest and
chicken hit way he conducts himself in what i hope is an attempt to be a man,
though he is so far off i am not sure he intends or portends to be a man, i
will not utilize this grown childs resource. i do not find it easy to benifit
from the work of a criminal.
i have a very complete.. very complete atari collection...(this is due, nearly
entirely, to another mans infinite generosity) so i have some very very good
items to barter with. items that are not up my alley but might be a concrete
definition to another Atari user. i would like to stoke out the person who
could find me this lisp implimentation in completeness. it is disk based and
has nice books that are part of the package and intigral to understanding the
atari lisp subset.

so far in these monthes i have sought to procure this software package i have
not hit any good luck. it exists and michael (small fruit, i believe similar
to a cranberry but also what exists as dangerouse in moving water) lightly
details it in the nice 8-bit faq he so nicely maintains.

lisp is the jist at least in my world right now. i have it on this pc but i
would love to be programming in lisp on my favorite platform even though it is
a mere subset.
interlisp/65 for our machine is comprehensive enough for some nice programming.
somebody, if possible, help me get this and i believe i can return in
gratitude some software equally desired by WHOEVER can get me lisp. i have an
impressive amount of software all complete or nearly complete and in good
condition. i may be persuaded to trade a complete original good condition
fully functional MULE package for it. MAY BE ABLE.... someone talk to me ..i
can make it cool for the one who can produce it.

solar

5315. Atari Computing Museum at Midwest Classic

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-04 16:42:42 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <adiqm2$18a$1@uwm.edu>
Source record: 684
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

June 4th, 2002 - Midwest Classic Host Large Display of Vintage Computers

Let the Midwest Classic take you back to the glory days of personal computers, when people had choices beyond a Windows or Macintosh based computer. Sponsored in conjunction with the Classic Gaming Museum, the Classic Computing Museum features a large display of 8 bit and 16 bit computers from the industry's beginnings in 1975 through to the last days of the 16 bit computers in the early 90's.

Of special note this year is a large section devoted entirely to Atari computers, and will include many hard to find Atari peripherals in their pristine condition. Visitors will also have the opportunity to leave their mark on this historical event by stopping by at the Atari 400 Guest Station, where they can enter their name and a personal saying for other visitors to read.

The Classic Computing Museum will have a large selection of items on display for visitors to see, learn about and play. Each display will contain a small description and history of the items in the display. Not all items on display will be playable. Classic computing expert and ClassicGaming.Com editor Marty Goldberg will be on hand to answer visitors questions and guide them down memory lane.

"I look forward to exposing people to a rich and vibrant history they may not be aware of." said Marty. "Likewise," he continued, "those who are old hats to the subject will be pleasantly surprised as well by the extent of the display. Definitely something for everyone."

More information about the Midwest Classic may be found at the Official Midwest Classic Web site at the GOAT Store, LLC (http://www.goatstore.com). Dan Loosen can be reached at loosen@goatstore.com and Gary Heil can be reached at heil@goatstore.com for more information on the event.

5316. Re: Urgent News Flash

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-04 20:54:16 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023320149.20376.2@dyke.uk.clara.net>
Source record: 687

Hi Adndrew@novaresponse.com.au

> URGENT NEWSFLASH
>
> The government has installed BLACK BOXES into ISPs to watch your
> Internet surfing.

No they havent, asshole!!.

> When you are targeted, the first you will know is the KNOCK AT YOUR
> DOOR and the JAIL SENTENCE.

No it isnt, they first have to prove who downloaded it then they have to
prove intent, this porno shit downloads itself, try spelling any web address
incorectly.

> If you think you have cleaned your computer - you are WRONG.
>
> They can recover from your PC every single picture or item you have
> ever watched on the Internet.

No you cant.

> You need protection. You need an Evidence Eliminator.

Is there an Atari version, arsehole!.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 29/05/2002

5317. Thanks for the memories

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-05 10:25:49 UTC
From: Jim Cox <mail@option100.fsnet.co.uk>
Message-ID: <3CFDE72D.9030006@option100.fsnet.co.uk>
Source record: 685

Hi all,

Not really a question about programming, more a hello from someone who used to be in here all the time! Glad to see the comp.atari groups are still so well used.

Cheers,

Jim.

5318. M&#65533;tados

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-05 18:36:57 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3cfe5a49$0$403$626a54ce@news.free.fr>
Source record: 686

Hello Everybody,

Does some of you knows to use m&#65533;tados from gfa or assembler ?

I'm beginning to programm in 68060 and need to drive a CD audio.

Regards

Yves.rogneATfree.fr

5319. Re: Urgent News Flash

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-06 08:43:34 UTC
From: root@woweshop.co.kr
Message-ID: <3cff20b5$0$261$626a54ce@news.free.fr>
Source record: 688

> The government has installed BLACK BOXES into ISPs to watch your
> Internet surfing.
No they havent, asshole!!.

No need, here in france, regular backups of IPS are enough.

> They can recover from your PC every single picture or item you have
> ever watched on the Internet.
No you cant.

Sorry, they can retrieve any information after 4 hd low level format. They uses
kind of oscilloscope and frequency sorter.

> You need protection. You need an Evidence Eliminator.
Is there an Atari version, arsehole!.

Even the pc version is an illusion because of isp backups and police tools.
Fortunately regular porn isn't illegal.

M gamodeste

5320. Homebrew programers wanted for Jagfest 2k2

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-11 20:40:18 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <SetN8.15513$6m5.4619@rwcrnsc51.ops.asp.att.net>
Source record: 689
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

I am one of the organiziners of the upcoming Jagfest that is set to be held
at Saint Louis,Missouri on July 12th and 13th. We are currently changing the
direction of Jagfest from Atari only to Gaming in general,(classic and next
gen). We are looking for peoplewho develop home games to attend.
If anybody on this list is intersted e-mail me or contact greg george at
greg@ataritimes.com.

be sure to visit the jagfest 2k2 site at http://omcgames.com/jagfest
thank you
Dan Iacovelli
co-organizer of Jagfest 2002

5321. Re: ay dhiyr nehsessytie

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-12 07:00:45 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0206112300.35169b9f@posting.google.com>
Source record: 690

Hi!

I've been using about two scheme implementations during my studies.
I'm sure you can find some other lisp engines out there. Maybe you can
just try to compile some free sources. I'm pretty sure that a port of
this would be quite easy.

regards

STan

5322. Re: M?tados

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-13 16:45:12 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0206130845.ac3c51f@posting.google.com>
Source record: 691

anti.spam@nullepart.gouv (M?gamodeste) wrote in message
news:<3cfe5a49$0$403$626a54ce@news.free.fr>...
> Hello Everybody,

Hello!

> Does some of you knows to use mï¿½tados from gfa or assembler ?

Well if you know how to use XBIOS you are (almost) done.
See: http://www.mbernstein.de/atari/prog/tos/xbios/0a.htm (very good
docs I think)
It is in German so if you have translation problems do tell me or ask
the author to do an English (or French) version!

> I'm beginning to programm in 68060 and need to drive a CD audio.

Mhhmm... Think you had better code for 680x0 before using pipeline and
reordering tricks! Anyway MetaDOS sure does not benefit from this...
BTW how is your game going? Raytraced images are nice but I would be
very pleased to see something more... concrete! ;-)

5323. Re: M&#65533;tados

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-13 19:17:54 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d08efe1$0$546$626a54ce@news.free.fr>
Source record: 692

Hello Guillaume,

(Puisque c'est un forum public je vais donc te r&#65533;pondre en Anglais)

&#65533;> Does some of you knows to use m&#65533;tados from gfa or assembler ?
&#65533;Well if you know how to use XBIOS you are (almost) done.

Need to know the functions numbers and the parameters !

&#65533;See: http://www.mbernstein.de/atari/prog/tos/xbios/0a.htm (very good
&#65533;docs I think)

I will look, thanks.

&#65533;It is in German so if you have translation problems do tell me or ask
&#65533;the author to do an English (or French) version!

It will be a good way to improve my German.

&#65533;Mhhmm... Think you had better code for 680x0 before using pipeline and
&#65533;reordering tricks!

You maybe right, but I like to start straight on in the difficult and learn why things have to be done in a way rather than another one.

I'm nearly finishing a bloc move routine using 68040/60 functions and it should be rather fast.

>Anyway MetaDOS sure does not benefit from this...
&#65533;BTW how is your game going? Raytraced images are nice but I would be
&#65533;very pleased to see something more... concrete! ;-)

M&#65533;tados won't benefic of it but all time spared will b&#65533;n&#65533;fit to the game.

The game progressed regularely but is now like a BIG (300 Mo) puzzle game :
Music intro in 44100 Hz 16 bit st&#65533;r&#65533;o, sounds effect same quality, 80 Mo of raytraced images.
What's missing : sounds wait to be driven by M&#65533;tados, and intro images wait to find a programm that can turn 640x200x256c pictures into a flh (programm not yet found). If I can't get it we'll do all by ourself as a good coder joined us and is making a programm to turn graphic card images into f30/TT screen compatible.

As it was NO st user feed back we abandonned the ST version.

When some 'concrete' things will be ready (i.e. the intro) it will be an add on the home page of our site (http://yves.rogne.free.fr/images) but it can only be send via CD (for FREE of course).

Contact us as you want at jeu.tos@online.fr.ARETIRER

Regards

M&#65533;gamodeste

5324. Re: M?tados

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-14 12:03:20 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0206140403.414f64ab@posting.google.com>
Source record: 693

anti.spam@nullepart.gouv (M?gamodeste) wrote in message
news:<3d08efe1$0$546$626a54ce@news.free.fr>...
> (Puisque c'est un forum public je vais donc te rï¿½pondre en Anglais)

No problem! ;-)

> I'm nearly finishing a bloc move routine using 68040/60 functions and it
> should be rather fast.

move16, eh?

> The game progressed regularely but is now like a BIG (300 Mo) puzzle game :
> Music intro in 44100 Hz 16 bit stï¿½rï¿½o, sounds effect same quality, 80 Mo of
> raytraced images.

Nice to hear!

> What's missing : sounds wait to be driven by Mï¿½tados, and intro images wait to

I think this doc will also be useful to you:
ftp://ftp.uni-muenster.de/pub/atari/Programming/cdbind01.zoo
(In C but you should figure it you easily anyway.)

> find a programm that can turn 640x200x256c pictures into a flh (programm not
> yet found). If I can't get it we'll do all by ourself as a good coder joined
> us and is making a programm to turn graphic card images into f30/TT screen
> compatible.

For assembling pictures into an FLH, all you need is here:
http://perso.club-internet.fr/vanel/flxwork.htm
(Well only TGA/TG1 is supported but no big deal I think, use XnView's
converter if needed.)

> Contact us as you want at jeu.tos@online.fr.ARETIRER

For all non-French people out there: jeu.tos@online.fr.REMOVETHAT :-)
Mhhmm, IMHO this type of fake adress should be quite easy for spam
bots to remove anyway...

5325. Re: M�tados

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-14 13:41:58 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d09f2a5$0$580$626a54ce@news.free.fr>
Source record: 694

Salut Guillaume,

> I'm nearly finishing a bloc move routine using 68040/60 functions and it
> should be rather fast.
move16, eh?

You won !

I think this doc will also be useful to you:
ftp://ftp.uni-muenster.de/pub/atari/Programming/cdbind01.zoo
(In C but you should figure it you easily anyway.)

I will try, ne not sure to understand it : I know GFA, I beginn in assembler
and that's enough for me.

For assembling pictures into an FLH, all you need is here:
http://perso.club-internet.fr/vanel/flxwork.htm

I tried it (and will try again) but even if it is written that it is free now I
experienced shareware restrictions)-:

> Contact us as you want at jeu.tos@online.fr.ARETIRER
For all non-French people out there: jeu.tos@online.fr.REMOVETHAT :-)
Mhhmm, IMHO this type of fake adress should be quite easy for spam
bots to remove anyway...

Sure, its why I wrote ARETIRER instead of removethat (-;

Regards

5326. Jagfest 2002 news

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-15 11:13:21 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <ljFO8.195918$352.12005@sccrnsc02>
Source record: 695
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

Sponsors announced for Jagfest 2002

For Immediate Release:
June 14, 2002

The organizers of The Sixth Annual Jaguar Festival (dubbed Jag fest 2k2) are pleased to announce
the current line of sponsors:

Atari Jaguar Directory:
an online directory listing of Atari Jaguar owners from around the world. E-mail: Randy@atarijaguar.net
Website:http://atarijaguardirectory.com

The Game Trader:
A St. Louis area video game dealer that sells classic and contemporary consoles and games. Located in St. Charles, Mo., at 2 Hawks Nest Plaza.
Directions: Directions: I-70 to Highway 94, south to the South Outer Road. Turn right (west), go one half mile from 94 to Hawks Nest Plaza at the Hawks Nest Drive overpass. Phone:1-636-723-0072.

Good Deal Games:
An online video game retailer that provides games for classic and orphaned systems. Their website also provides information on video gaming past.
Michael Thomasson, President
Website: http://www.gooddealgames.com

Songbird Productions:
An online video game retailer and developer of Atari Jaguar and Lynx games. Their store also hosted the third Jagfest in MN.
Carl Forhan, President
Website: http://www.songbird.atari.net

Telegames:
An online retailer and direct mail of video games for various game systems. They also develop Atari games for the Jaguar and Lynx like Zero 5, Breakout 2k and Worms for the Jaguar and Dessert Strike for the Lynx. Telegames was also one of the first sponsors of Jag fest.
Address: Telegames, PO box 1855, Desoto, TX 75123
Phone: 1-972-228-0690 E-mail: Sales@telegames.com
Website: http://www.telegames.com

Trade n Games
1057a Gravois Road, Fenton MO. 1-636-349-3113. Trade n Games is

located on the bluffs off Gravois (the s is silent) overlooking
Fenton, Mo. Reseller of video games from Pong to Gamecube.

If you represent a business that would benefit from advertising in the
Jagfest program or appearing
in the festival's dealer room to sell your product or offer live
demonstration,
e-mail Greg George at greg@ataritimes.com or
JT August at starsabre@att.net for additional details and a pricing
schedule.

For more information On Jag fest 2k2 e-mail Greg George at
greg@ataritimes.com, James Garvin
at omc@omcgames.com, Daniel Iacovelli at atarivideoclub@yahoo.com or JT
August at
starsabre@att.net or visit the Jagfest 2002 site at
http://omcgames.com/jagfest

(be sure to visit the Jag fest message board and post your ideas for this
event.)

END PRESS RELEASE

5327. Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-15 22:23:42 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024179706.542950@ananke.eclipse.net.uk>
Source record: 696

Folks,

I know this is probably a stupid question, but it is late and my brain has completley siezed up.

I am using the old GULAM shell and an old GCC (2.1.2) on my STE with TOS 1.6. I have copied some code from elsewhere. It "Makes" fine on my PC under CYGWIN with the latest GCC but on the ST it won't as it says the command line is too long. Are there any work arounds for this, or will I have to put some of the defines into a ".h" first?

Thanks in advance,

Dave

5328. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-16 08:24:20 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d0c4b33$0$10539$626a54ce@news.free.fr>
Source record: 697

Hi Dave,

> I know this is probably a stupid question, but it is late and my brain has
>completley siezed up.

We all are like that one day or another.

>I am using the old GULAM shell and an old GCC (2.1.2) on my STE with TOS
>1.6. I have copied some code from elsewhere. It "Makes" fine on my PC under
>CYGWIN with the latest GCC but on the ST it won't as it says the command
>line is too long. Are there any work arounds for this, or will I have to put
>some of the defines into a ".h" first?

I won't help you a lot but is your programm made for plain Tos or Mint ? If Mint long filenames are ok.

By the way, there maybe some interesting things for you (gcc last release and free libraries to compile for any Atari, including 68060) at http://olivier.landemarre.free.fr

Regards

5329. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-16 14:00:50 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024235933.282412@ananke.eclipse.net.uk>
Source record: 698

"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
news:3d0c4b33$0$10539$626a54ce@news.free.fr...
> Hi Dave,
>
> &#65533; I know this is probably a stupid question, but it is late and my brain
has
> &#65533;completley siezed up.
>
> We all are like that one day or another.
>
> &#65533;I am using the old GULAM shell and an old GCC (2.1.2) on my STE with TOS
> &#65533;1.6. I have copied some code from elsewhere. It "Makes" fine on my PC
under
> &#65533;CYGWIN with the latest GCC but on the ST it won't as it says the command
> &#65533;line is too long. Are there any work arounds for this, or will I have to
put
> &#65533;some of the defines into a ".h" first?
>
> I won't help you a lot but is your programm made for plain Tos or Mint ?
If Mint
> long filenames are ok.
>

Its not the file names that are too long. Make just builds a very long
command line with many
"-D" entries which I guess should really be in something called "config.h"
or similar and we should
have a "make config" to set it up.

> By the way, there maybe some interesting things for you (gcc last release
and
> free libraries to compile for any Atari, including 68060) at
> http://olivier.landemarre.free.fr
>
I'll take a look at those.

> Regards

Thanks

5330. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-16 19:59:47 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d0cee32$0$538$626a54ce@news.free.fr>
Source record: 699

Hi Dave,

Its not the file names that are too long. Make just builds a very long
command line with many
"-D" entries which I guess should really be in something called "config.h"
or similar and we should have a "make config" to set it up.

I just remember that when I have to pass long command lines to a .ttp I just run Gemini (v2 ?).

Regards

5331. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-16 20:39:21 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024259843.812355@ananke.eclipse.net.uk>
Source record: 700

"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
news:3d0cee32$0$538$626a54ce@news.free.fr...
> Hi Dave,
>
> Its not the file names that are too long. Make just builds a very long
> command line with many
> "-D" entries which I guess should really be in something called
"config.h"
> or similar and we should have a "make config" to set it up.
>
> I just remember that when I have to pass long command lines to a .ttp I
just run
> Gemini (v2 ?).
>
> Regards

5332. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-16 20:39:51 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024259874.192907@ananke.eclipse.net.uk>
Source record: 601

"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
news:3d0cee32$0$538$626a54ce@news.free.fr...
> Hi Dave,
>
> Its not the file names that are too long. Make just builds a very long
> command line with many
> "-D" entries which I guess should really be in something called
"config.h"
> or similar and we should have a "make config" to set it up.
>
> I just remember that when I have to pass long command lines to a .ttp I
just run
> Gemini (v2 ?).
>
> Regards

I will try that. Just don't have the GCC environment set up in GEMINI...

5333. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-16 20:51:50 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024260592.973315@ananke.eclipse.net.uk>
Source record: 602

"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
news:3d0cee32$0$538$626a54ce@news.free.fr...
> Hi Dave,
>
> ?Its not the file names that are too long. Make just builds a very long
> ?command line with many
> ?"-D" entries which I guess should really be in something called
"config.h"
> ?or similar and we should have a "make config" to set it up.
>
> I just remember that when I have to pass long command lines to a .ttp I
just run
> Gemini (v2 ?).
>

I still have only 1.2 and MAKE just bombs under that....

> Regards

5334. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-17 11:14:35 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d0dc49a$0$578$626a54ce@news.free.fr>
Source record: 603

On 16 Jun 2002 20:51:50 , "Dave Wade" wrote:
> Gemini (v2 ?).
I still have only 1.2 and MAKE just bombs under that....

I checked : I have 1,a 29/1/1995 modified for 68040 (by me).
Sorry.

Well it's about ten times more messages than usual in this ng ! (-;

Regards

5335. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-17 11:17:35 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d0dc54e$0$578$626a54ce@news.free.fr>
Source record: 604

Last new : maybe that -L[path], INCLDIR (or INCLUDEDIR) may help you ?

Regards

5336. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-17 12:42:46 UTC
From: swampdog@ntlworld.com
Message-ID: <3d18d93a.40256806@nntp.swampdog>
Source record: 605

On Sun, 16 Jun 2002 14:00:50 GMT, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:

>
>"M,gamodeste" <anti.spam@nullepart.gouv> wrote in message
>news:3d0c4b33$0$10539$626a54ce@news.free.fr...
>> Hi Dave,
>>
>> ï¿½ I know this is probably a stupid question, but it is late and my brain
>has
>> ï¿½completley siezed up.
>>
>> We all are like that one day or another.
>>
>> ï¿½I am using the old GULAM shell and an old GCC (2.1.2) on my STE with TOS
>> ï¿½1.6. I have copied some code from elsewhere. It "Makes" fine on my PC
>under
>> ï¿½CYGWIN with the latest GCC but on the ST it won't as it says the command
>> ï¿½line is too long. Are there any work arounds for this, or will I have to
>put
>> ï¿½some of the defines into a ".h" first?
>>
>> I won't help you a lot but is your programm made for plain Tos or Mint ?
>If Mint
>> long filenames are ok.
>>
>
>Its not the file names that are too long. Make just builds a very long
>command line with many
>"-D" entries which I guess should really be in something called "config.h"
>or similar and we should
>have a "make config" to set it up.

If you're lucky (all the -D entries must be the same) then "make -n
>foo" on CygWin will give you a file from which a config.h can be
built from. Amazingly (I can't even usually manage this much) this
snippet may then be useful. From CygWin bash (all one line not wrapped
like here)...

for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
-e 's/-.*//'; done

...which should change all your -D arguments into #define's and remove
all the switches. There'll be some other junk (filenames for sure)
that have to be cut manually. Sorry about that - couldn't figure out

how to get shot of those without mangling the #define's.

More long term solution might be the CygWin m68k cross-compiler. Bah -
can't find the link. I'm as tired as you were! Look back through this
group and you'll find it. ;-)

>> By the way, there maybe some interesting things for you (gcc last release
>and
>> free libraries to compile for any Atari, including 68060) at
>> http://olivier.landemarre.free.fr
>>
>I'll take a look at those.
>
>> Regards
>
>Thanks
>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5337. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-17 13:03:13 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024318875.44192@ananke.eclipse.net.uk>
Source record: 606

```
>
> If you're lucky (all the -D entries must be the same) then "make -n
> >foo" on CygWin will give you a file from which a config.h can be
> built from. Amazingly (I can't even usually manage this much) this
> snippet may then be useful. From CygWin bash (all one line not wrapped
> like here)...
>
> for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
> -e 's/-.*//'; done
>
> ...which should change all your -D arguments into #define's and remove
> all the switches. There'll be some other junk (filenames for sure)
> that have to be cut manually. Sorry about that - couldn't figure out
> how to get shot of those without mangling the #define's.
>

I am not sure that this will work as the makefile is a real mess. (and of
course I need different arguments for TOS as for cygwin.) In fact I can
dispense with most of the "-D"s as they turn on options which are not
supported in TOS, and I can now comiple about 50% of the code.

>
> More long term solution might be the CygWin m68k cross-compiler. Bah -
> can't find the link. I'm as tired as you were! Look back through this
> group and you'll find it. ;-)
>

O.K. I will see if I can find that. Sounds usefull...
```

5338. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-19 05:57:02 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D101D2E.4EC2B04F@club-internet.fr>
Source record: 607

```
Guy Harrison wrote:
>
> for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
> -e 's/-.*//'; done
>
> ...which should change all your -D arguments into #define's and remove
> all the switches. There'll be some other junk (filenames for sure)
> that have to be cut manually. Sorry about that - couldn't figure out
> how to get shot of those without mangling the #define's.

This is a GREAT idea! This should remove the filenames too:

for i in `cat foo`; do \
echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
done

laurent.
```

5339. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-19 08:38:45 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024475805.56191@ananke.eclipse.net.uk>
Source record: 608

```
"Laurent Vogel" <lvl@club-internet.fr> wrote in message
news:3D101D2E.4EC2B04F@club-internet.fr...
> Guy Harrison wrote:
> >
> > for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
> > -e 's/-.*//'; done
> >
> > ...which should change all your -D arguments into #define's and remove
> > all the switches. There'll be some other junk (filenames for sure)
> > that have to be cut manually. Sorry about that - couldn't figure out
> > how to get shot of those without mangling the #define's.
>
> This is a GREAT idea! This should remove the filenames too:
>
> for i in `cat foo`; do \
> echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
> done
>
> laurent.

I don't think that won't work as we have lots of things like :-

PRINTDIR = /tmp
DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"

in the makefile. Any way I am now switching to Mint as some other libs
are need are only in Mint. Will let you know how I get on...

Dave.
```

5340. FA: Atari modem and interface ***hard to find***

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-20 11:29:33 UTC
From: anonymous <anon@nowhere.com>
Message-ID: <Xns92334C3ACFDA1anonnowherecom@167.206.3.2>
Source record: 609

Items are in very nice shape. See them at

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360190785
&ssPageName=ADME:B:LC:US:1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360189173
&ssPageName=ADME:B:LC:US:1

5341. Re: FA: Atari modem and interface ***hard to find***

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-20 16:23:55 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D1200F4.12573B06@rogers.com>
Source record: 610

Why are you posting anonymously? and why are you calling a dead common modem
as "rare". those were built in the thousands, they're far from "RARE".

anonymous wrote:

> Items are in very nice shape. See them at
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360190785
> &ssPageName=ADME:B:LC:US:1
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360189173
> &ssPageName=ADME:B:LC:US:1

5342. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-20 20:49:42 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D123FE6.4CA15DCF@club-internet.fr>
Source record: 611

Dave Wade wrote:

> I don't think that will work as we have lots of things like :
>
> PRINTDIR = /tmp
> DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
>
> in the makefile.

then this?

```
for i in `cat foo`; do \
echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /;s/\\"/"/g'; \
done
```

(just joking. use MiNT.)

Laurent.

5343. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-20 21:22:25 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024608023.373732@ananke.eclipse.net.uk>
Source record: 612

"Laurent Vogel" <lvl@club-internet.fr> wrote in message
news:3D123FE6.4CA15DCF@club-internet.fr...
> Dave Wade wrote:
>
> > I don't think that will work as we have lots of things like :
> >
> > PRINTDIR = /tmp
> > DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
> >
> > in the makefile.
>
> then this?
>
> for i in `cat foo`; do \
> echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /;s/\\"/"/g'; \
> done
>
> (just joking. use MiNT.)
>

Now have working Mint. Which editor and shell ?
I think EMACS for the editor ?
But a shell, I don't like BASH ? what about plain old SH ?
Any idea where to get,

> Laurent.

5344. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-21 14:05:41 UTC
From: swampdog@ntlworld.com
Message-ID: <3d12dadd.260854729@nntp.swampdog>
Source record: 613

```
On Wed, 19 Jun 2002 07:57:02 +0200, Laurent Vogel
<lvl@club-internet.fr> wrote:

>Guy Harrison wrote:
>>
>> for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
>> -e 's/-.*//'; done
>>
>> ...which should change all your -D arguments into #define's and remove
>> all the switches. There'll be some other junk (filenames for sure)
>> that have to be cut manually. Sorry about that - couldn't figure out
>> how to get shot of those without mangling the #define's.
>
>This is a GREAT idea! This should remove the filenames too:
>
> for i in `cat foo`; do \
> echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
> done

oo, Ta! I think I'll be keeping this somewhere. <G>

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/
```

5345. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-21 14:05:41 UTC
From: swampdog@ntlworld.com
Message-ID: <3d13db16.260911380@nntp.swampdog>
Source record: 614

```
On Wed, 19 Jun 2002 08:38:45 GMT, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:

>
>"Laurent Vogel" <lvl@club-internet.fr> wrote in message
>news:3D101D2E.4EC2B04F@club-internet.fr...
>> Guy Harrison wrote:
>> >
>> > for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
>> > -e 's/-.*//'; done
>> >
>> > ...which should change all your -D arguments into #define's and remove
>> > all the switches. There'll be some other junk (filenames for sure)
>> > that have to be cut manually. Sorry about that - couldn't figure out
>> > how to get shot of those without mangling the #define's.
>>
>> This is a GREAT idea! This should remove the filenames too:
>>
>> for i in `cat foo`; do \
>> echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
>> done
>>
>> laurent.
>
>I don't think that won't work as we have lots of things like :-
>
>PRINTDIR = /tmp
>DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
>
>in the makefile. Any way I am now switching to Mint as some other libs
>are need are only in Mint. Will let you know how I get on...

Okidoki. You've probably completed it by now but just in case, perhaps
you missed my mention of "make -n"? The above wants applying to the
"make -n" output not the makefile itself. ;-)

Good Luck!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/
```

5346. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-21 23:15:23 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024701199.739631@ananke.eclipse.net.uk>
Source record: 615

```
"Guy Harrison" <swampdog@ntlworld.com> wrote in message
news:3d13db16.260911380@nntp.swampdog...
> On Wed, 19 Jun 2002 08:38:45 GMT, "Dave Wade"
> <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
>
> >
> >"Laurent Vogel" <lvl@club-internet.fr> wrote in message
> >news:3D101D2E.4EC2B04F@club-internet.fr...
> >> Guy Harrison wrote:
> >> >
> >> > for i in `cat foo`; do echo $i | sed -e 's/-D/#define /' -e 's/=/ /'
> >> > -e 's/-.*//'; done
> >> >
> >> > ...which should change all your -D arguments into #define's and
remove
> >> > all the switches. There'll be some other junk (filenames for sure)
> >> > that have to be cut manually. Sorry about that - couldn't figure out
> >> > how to get shot of those without mangling the #define's.
> >>
> >> This is a GREAT idea! This should remove the filenames too:
> >>
> >> for i in `cat foo`; do \
> >> echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /'; \
> >> done
> >>
> >> laurent.
> >
> >I don't think that won't work as we have lots of things like :-
> >
> >PRINTDIR = /tmp
> >DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
> >
> >in the makefile. Any way I am now switching to Mint as some other libs
> >are need are only in Mint. Will let you know how I get on...
>
> Okidoki. You've probably completed it by now but just in case, perhaps
> you missed my mention of "make -n"? The above wants applying to the
> "make -n" output not the makefile itself. ;-)
>
AhAH, told you I was asleep....

> Good Luck!
>
>
```

> --
> swampdog@ntlworld.com
> http://homepage.ntlworld.com/swampdog/
>
>

5347. Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-22 05:35:12 UTC
From: puffpuffin@aol.com
Message-ID: <70527180.0206212135.1d6701b2@posting.google.com>
Source record: 616

Hi everyone,

I've been a longtime Atari user and have been an Atari ST user since 1987. I never got into programming because I could never do complex programs in Atari Basic for the 8-bit machines. The best I could do was using some variables with IF...THEN loops, PLOT, DRAWTO graphics commands, and then copied bits of programs from type-in programs in magazines such as COMPUTE!, Antic, etc. to see what each chunk of code did. Problem was that I couldn't understand these chunks of code. :-(I took a FORTRAN class in college and squeaked out a 'C' grade. And since there were a good number of ST programs, I never really had an itch to get into programming.

Fast forward to now, there seem to be fewer ST programmers than ever. I feel like making a contribution to the ST community, but my past programming experience has made me think twice about the headaches involved in debugging. (That's why I didn't do well in FORTRAN - my program looked like it's suppose to work, but it didn't and I could not find the bugs before the assignment was due) *End of life story* :-)

With this background, is there any hope for me getting into programming?

I'd probably want to start in BASIC again, but which is better and has more resources, sample commented code and tutorials - Hisoft or GFA?

Feedback is apprciated.

Thanks, Phil

5348. Test

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-22 07:02:34 UTC
From: jvalant@atari.org
Message-ID: <eiVQ8.1845$w5.34286@news.siol.net>
Source record: 617

```
Hello!

Please dont mind this intrusion..

Swe
```

5349. Test

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-22 07:08:41 UTC
From: jvalant@atari.org
Message-ID: <ZnVQ8.1846$w5.34242@news.siol.net>
Source record: 618

```
Test!
```

5350. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-22 07:23:38 UTC
From: jvalant@atari.org
Message-ID: <_BVQ8.1847$w5.34200@news.siol.net>
Source record: 619

In article <70527180.0206212135.1d6701b2@posting.google.com>,
puffpuffin@aol.com (Phil) writes:
> I'd probably want to start in BASIC again, but which is better and has
> more resources, sample commented code and tutorials - Hisoft or GFA?

Hi,

For BASIC GFA is only real choice.. It is very powerfull, compiler
is very good too, docs are there and not last, there is bunch of GFA
programmers as well...

SWE

5351. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-22 12:03:37 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d146799$0$567$626a54ce@news.free.fr>
Source record: 620

Hello,

With this background, is there any hope for me getting into
programming?
I'd probably want to start in BASIC again, but which is better and has
more resources, sample commented code and tutorials - Hisoft or GFA?

GFA !
We do a game in compiled GFA with some assembly routines.

Try GFA, it isn't that much complex, and less than Fortran.

Regards

5352. Re: Cross Compiler on CYGWIN

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-22 13:52:19 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D148113.D8D3E9B0@club-internet.fr>
Source record: 621

Dave Wade wrote:
>
> Small problem with the CYGWIN cross complier, the assembler does not seem to
> be able to find the input. If I save the temp files I can assemble by hand
> but thats not what I want. Any clues ?
>
> Dave

I don't understand what your problem is.

Here is a sample Makefile fragment.
It is extracted from the EmuTOS Makefile which can be browsed at:

http://cvs.sourceforge.net/cgi-bin/viewcvs.cgi/emutos/emutos/Makefile

Laurent.

---cut---

```
#
# crude machine detection (Unix or Cygwin)
#

ifneq (,$(findstring CYGWIN,$(shell uname)))
# CYGWIN-dependent stuff
EXE = .exe
else
# ordinary Unix stuff
EXE =
endif

#
# compilation flags
#

# Linker with relocation information and binary output (image)
LD = m68k-atari-mint-ld
LDFLAGS = -L/usr/lib/gcc-lib/m68k-atari-mint/2.95.3/mshort -lgcc

# Assembler with options for Motorola like syntax (68000 cpu)
AS = m68k-atari-mint-gcc -x assembler
ASINC = -Iinclude
ASFLAGS = --register-prefix-optional -m68000 $(ASINC)

# C compiler for MiNT
CC = m68k-atari-mint-gcc
INC = -Iinclude
# no -Wall for bdos right now...
```

```
CFLAGS = -O -mshort -m68000 $(INC)

CPPFLAGS = $(INC)
CPP = $(CC) -E -x assembler

# The objdump utility (disassembler)
OBJDUMP=m68k-atari-mint-objdump

# the native C compiler, for tools
NATIVECC = gcc -Wall

#
# builds boot.prg from util/minicrt.S, util/boot.c, util/bootasm.S
# (obj/minicrt.o first because it contains the custom C startup code)
#

boot.prg: obj/minicrt.o obj/boot.o obj/bootasm.o
$(LD) -s -o $@ obj/minicrt.o obj/boot.o obj/bootasm.o $(LDFLAGS)

#
# automatic build rules
# (if you've got more than one folder, add other lines replacing
# 'util/' by the name of your additional folders)
#

obj/%.o : util/%.c
${CC} ${CFLAGS} -Wall -c -Iutil $< -o $@

obj/%.o : util/%.S
${CC} ${CFLAGS} -Wall -c -Ibios $< -o $@

#
# clean and distclean
# (distclean is called before creating a tgz archive)
#

clean:
rm -f obj/*.o boot.prg

distclean: clean nodepend
rm -f Makefile.bak
$(MAKE) -C cli clean

#
# create a tgz archive named project-nnnnnn.tgz,
# where nnnnnn is the date.
#

HERE = $(shell pwd)
HEREDIR = $(shell basename $(HERE))
TGZ = $(shell echo $(HEREDIR)-`date +%y%m%d`|tr A-Z a-z).tgz

tgz: distclean
cd ..;\
tar -cf - --exclude '*CVS' $(HEREDIR) | gzip -c -9 >$(TGZ)
```

```
#
# automatic dependencies. (this is ugly)
#

nodepend:
cp Makefile Makefile.bak
chmod +w Makefile
sed -n '1,/^# DO NOT DELETE/p' < Makefile > Makefile.new
mv Makefile.new Makefile

depend:
cp Makefile Makefile.bak
chmod +w Makefile
sed -n '1,/^# DO NOT DELETE/p' < Makefile > Makefile.new
for i in $(CSRC); do\
j=`basename $$i|sed -e s/c$$/o/`;\
(echo -n obj/;$(CC) -MM $(INC) $(DEF) $$i )>>Makefile.new;\
done
for i in $(SSRC); do\
j=`basename $$i|sed -e s/S$$/o/`;\
(echo -n obj/;$(CC) -MM $(INC) $(DEF) $$i )>>Makefile.new;\
done
rm -f Makefile.tmp
mv Makefile.new Makefile

# DO NOT DELETE
```

5353. Re: Cross Compiler on CYGWIN

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-22 15:09:23 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024758438.719843@ananke.eclipse.net.uk>
Source record: 622

```
Laurent,
Sorry, not even tried make just did :-

$ m68k-atari-mint-gcc hello.c -o hello.ttp
Assembler messages:
for reading.open
: No such file or directory

If I do a "gcc -v" it is calling the correct assembler. Any hints ?

Dave

"Laurent Vogel" <lvl@club-internet.fr> wrote in message
news:3D148113.D8D3E9B0@club-internet.fr...
> Dave Wade wrote:
> >
> > Small problem with the CYGWIN cross complier, the assembler does not
seem to
> > be able to find the input. If I save the temp files I can assemble by
hand
> > but thats not what I want. Any clues ?
> >
> > Dave
>
> I don't understand what your problem is.
>
> Here is a sample Makefile fragment.
> It is extracted from the EmuTOS Makefile which can be browsed at:
>
> http://cvs.sourceforge.net/cgi-bin/viewcvs.cgi/emutos/emutos/Makefile
>
> Laurent.
>
> ---cut---
>
> #
> # crude machine detection (Unix or Cygwin)
> #
>
> ifneq (,$(findstring CYGWIN,$(shell uname)))
> # CYGWIN-dependent stuff
> EXE = .exe
> else
> # ordinary Unix stuff
> EXE =
```

```
> endif
>
> #
> # compilation flags
> #
>
> # Linker with relocation information and binary output (image)
> LD = m68k-atari-mint-ld
> LDFLAGS = -L/usr/lib/gcc-lib/m68k-atari-mint/2.95.3/mshort -lgcc
>
> # Assembler with options for Motorola like syntax (68000 cpu)
> AS = m68k-atari-mint-gcc -x assembler
> ASINC = -Iinclude
> ASFLAGS = --register-prefix-optional -m68000 $(ASINC)
>
> # C compiler for MiNT
> CC = m68k-atari-mint-gcc
> INC = -Iinclude
> # no -Wall for bdos right now...
> CFLAGS = -O -mshort -m68000 $(INC)
>
> CPPFLAGS = $(INC)
> CPP = $(CC) -E -x assembler
>
> # The objdump utility (disassembler)
> OBJDUMP=m68k-atari-mint-objdump
>
> # the native C compiler, for tools
> NATIVECC = gcc -Wall
>
> #
> # builds boot.prg from util/minicrt.S, util/boot.c, util/bootasm.S
> # (obj/minicrt.o first because it contains the custom C startup code)
> #
>
> boot.prg: obj/minicrt.o obj/boot.o obj/bootasm.o
> $(LD) -s -o $@ obj/minicrt.o obj/boot.o obj/bootasm.o $(LDFLAGS)
>
> #
> # automatic build rules
> # (if you've got more than one folder, add other lines replacing
> # 'util/' by the name of your additional folders)
> #
>
> obj/%.o : util/%.c
> ${CC} ${CFLAGS} -Wall -c -Iutil $< -o $@
>
> obj/%.o : util/%.S
> ${CC} ${CFLAGS} -Wall -c -Ibios $< -o $@
>
```

```
>
> #
> # clean and distclean
> # (distclean is called before creating a tgz archive)
> #
>
> clean:
> rm -f obj/*.o boot.prg
>
> distclean: clean nodepend
> rm -f Makefile.bak
> $(MAKE) -C cli clean
>
> #
> # create a tgz archive named project-nnnnnn.tgz,
> # where nnnnnn is the date.
> #
>
> HERE = $(shell pwd)
> HEREDIR = $(shell basename $(HERE))
> TGZ = $(shell echo $(HEREDIR)-`date +%y%m%d`|tr A-Z a-z).tgz
>
> tgz: distclean
> cd ..;\
> tar -cf - --exclude '*CVS' $(HEREDIR) | gzip -c -9 >$(TGZ)
>
> #
> # automatic dependencies. (this is ugly)
> #
>
> nodepend:
> cp Makefile Makefile.bak
> chmod +w Makefile
> sed -n '1,/^# DO NOT DELETE/p' < Makefile > Makefile.new
> mv Makefile.new Makefile
>
> depend:
> cp Makefile Makefile.bak
> chmod +w Makefile
> sed -n '1,/^# DO NOT DELETE/p' < Makefile > Makefile.new
> for i in $(CSRC); do\
> j=`basename $$i|sed -e s/c$$/o/`;\
> (echo -n obj/;$(CC) -MM $(INC) $(DEF) $$i )>>Makefile.new;\
> done
> for i in $(SSRC); do\
> j=`basename $$i|sed -e s/S$$/o/`;\
> (echo -n obj/;$(CC) -MM $(INC) $(DEF) $$i )>>Makefile.new;\
> done
> rm -f Makefile.tmp
> mv Makefile.new Makefile
```

>
> # DO NOT DELETE

5354. Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1)

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-22 20:04:36 UTC
From: swampdog@ntlworld.com
Message-ID: <3d15d7b0.32427588@nntp.swampdog>
Source record: 623

On Sat, 22 Jun 2002 12:39:10 GMT, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:

>
>> > >in the makefile. Any way I am now switching to Mint as some other libs
>> > >are need are only in Mint. Will let you know how I get on...
>> >
>
>Small problem with the CYGWIN cross complier, the assembler does not seem to
>be able to find the input. If I save the temp files I can assemble by hand
>but thats not what I want. Any clues ?

Maybe. 'makefile' variables?

<side-issue>
Lest I forget (I assumed it was my fault) - iirc just a single library
(maybe libm.a but not certain) managed to "escape" from

/lib/gcc-lib/m68k-atari-mint/2.95.3/m68020-60...

and made an appearance as /lib/libm.a (replacing the cygwin/gcc one)
thereby causing some strange errors. I mention this just in case you
want to check your /lib/libm.a timestamp.
</side-issue>

I did have an initial compilation problem. No idea what it was though,
except once located, trivial to fix. Sorry! Might have been 'specs'
(compare attachment against yours).

I remember being in here: it may be just that, a memory, and nothing
wrong at all. Just in case...

J:\cygwin\bin\m68k-atari-mint-unprotoize.exe
J:\cygwin\bin\m68k-atari-mint-ar.exe
J:\cygwin\bin\m68k-atari-mint-as.exe
J:\cygwin\bin\m68k-atari-mint-c++filt.exe
J:\cygwin\bin\m68k-atari-mint-flags.exe
J:\cygwin\bin\m68k-atari-mint-g++.exe
J:\cygwin\bin\m68k-atari-mint-gasp.exe
J:\cygwin\bin\m68k-atari-mint-gcc.exe
J:\cygwin\bin\m68k-atari-mint-ld.exe
J:\cygwin\bin\m68k-atari-mint-nm.exe
J:\cygwin\bin\m68k-atari-mint-objcopy.exe
J:\cygwin\bin\m68k-atari-mint-objdump.exe
J:\cygwin\bin\m68k-atari-mint-protoize.exe

```
J:\cygwin\bin\m68k-atari-mint-ranlib.exe
J:\cygwin\bin\m68k-atari-mint-size.exe
J:\cygwin\bin\m68k-atari-mint-stack.exe
J:\cygwin\bin\m68k-atari-mint-strings.exe
J:\cygwin\bin\m68k-atari-mint-strip.exe
J:\cygwin\bin\m68k-atari-mint-addr2line.exe
```

...yeah pasted from windoze so read as /bin/m68k..

I also set some links...

```
J:\cygwin\all\bin\m68-unprotoize.lnk
J:\cygwin\all\bin\m68-ar.lnk
J:\cygwin\all\bin\m68-as.lnk
J:\cygwin\all\bin\m68-c++filt.lnk
J:\cygwin\all\bin\m68-flags.lnk
J:\cygwin\all\bin\m68-g++.lnk
J:\cygwin\all\bin\m68-gasp.lnk
J:\cygwin\all\bin\m68-gcc.lnk
J:\cygwin\all\bin\m68-ld.lnk
J:\cygwin\all\bin\m68-nm.lnk
J:\cygwin\all\bin\m68-objcopy.lnk
J:\cygwin\all\bin\m68-objdump.lnk
J:\cygwin\all\bin\m68-protoize.lnk
J:\cygwin\all\bin\m68-ranlib.lnk
J:\cygwin\all\bin\m68-size.lnk
J:\cygwin\all\bin\m68-stack.lnk
J:\cygwin\all\bin\m68-strings.lnk
J:\cygwin\all\bin\m68-strip.lnk
J:\cygwin\all\bin\m68-addr2line.lnk
```

...read each one as (for example)...

```
ln -s /bin/m68k-atari-mint-ar.exe /all/bin/m68-ar
```

...note that "/all/bin" is a red herring. I just happen to have "/all/bin" in $PATH so as not to pollute /usr/local/bin with all [sic] my junk!

Okay. Here's the reason for all the waffle about the links - so that what follows makes sense. <G> I'm making the assumption the assembler does work manually but not in a "makefile" situation. Here's a "template"...

```
CC =m68-gcc
CXX =m68-g++
AR =m68-ar
LD =m68-ld
STRIP =m68-strip
RANLIB =m68-ranlib
NM =m68-nm
AS =m68-as
```

```
INC +=-I.

DBG =-fno-builtin -g -DDEBUG
WRN =-ansi -pedantic
#-fno-implicit-templates
EEK =-fhonor-std -Weffc++

CFLAGS =-Wall $(DBG) $(WRN) $(INC)
LDPATH =
LDFLAGS =-lSd -lstdc++

CXXFLAGS =$(CFLAGS)

.PHONY: all

NAM =c
EXE =$(NAM).prg
OBJ =$(NAM).o
DST =/cygdrive/j/mpc/f

$(EXE): $(OBJ)
$(CXX) -o $(EXE) $(OBJ) $(LDPATH) $(LDFLAGS)

all: $(EXE)

install: all
cp -v $(EXE) $(DST)/$(EXE)
chmod 777 $(DST)/$(EXE)
$(STRIP) $(DST)/$(EXE)

uninstall:
rm -v $(DST)/$(EXE)

clean:
rm -vf $(OBJ) $(EXE) *~
```

...(also attached as "makefile.g++2.m68k"). If none of this helps fix things then post some detailed info and I'm sure we'll figure it out eventually.

PS: I can't see that it matters but the above is
CYGWIN=binmode ntsec
on NT Wks SP6a RC1.28

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5355. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 03:56:39 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D1546D0.FB2CC3CB@rogers.com>
Source record: 624

Hi Phil

Phil wrote:

> Hi everyone,
>
> I've been a longtime Atari user and have been an Atari ST user since
> 1987. I never got into programming because I could never do complex
> programs in Atari Basic for the 8-bit machines. The best I could do
> was using some variables with IF...THEN loops, PLOT, DRAWTO graphics
> commands, and then copied bits of programs from type-in programs in
> magazines such as COMPUTE!, Antic, etc. to see what each chunk of code
> did. Problem was that I couldn't understand these chunks of code.
> :-(I took a FORTRAN class in college and squeaked out a 'C' grade.
> And since there were a good number of ST programs, I never really had
> an itch to get into programming.
>
> Fast forward to now, there seem to be fewer ST programmers than ever.
> I feel like making a contribution to the ST community, but my past
> programming experience has made me think twice about the headaches
> involved in debugging. (That's why I didn't do well in FORTRAN - my
> program looked like it's suppose to work, but it didn't and I could
> not find the bugs before the assignment was due) *End of life story*
> :-)
>
> With this background, is there any hope for me getting into
> programming?
>
> I'd probably want to start in BASIC again, but which is better and has
> more resources, sample commented code and tutorials - Hisoft or GFA?
>
> Feedback is apprciated.
>
> Thanks, Phil

I havent tried hisoft or gfa basics yet but I hear GFA seems to be a bit more popular. C is another popular choice on the ST. Theres even a shareware fortran called "bc fortran" as well.

5356. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 05:19:21 UTC
From: puffpuffin@aol.com
Message-ID: <70527180.0206222119.45f2051a@posting.google.com>
Source record: 625

> GFA !
> We do a game in compiled GFA with some assembly routines.
>
> Try GFA, it isn't that much complex, and less than Fortran.
>
> Regards

Really?! Ok, then. Are there any good books/tutorials that are online (I doubt there are any in print, correct?) that I can check out?

I have a bunch of old Atari Computing magazines that have tutorials on HiSoft BASIC. Would any of it help?

While looking through those magazines, I saw a package called Enchant, which includes a whole bunch of sample code with everything from printing with NVDI to Y2K fix. Is there an equivalent package for GFA Basic? I'd like to take advantage of the latest protocols such as non-modal boxes, radio buttons and such.

Finally, what's the latest version of GFA Basic? (IIRC, it's 3.6e?) I have an old version 3.0 package with manual and disks. Will this do? If not, how can I upgrade?

Thanks for your input!
Phil

5357. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 07:59:43 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d157fee$0$265$626a54ce@news.free.fr>
Source record: 626

�Really?! Ok, then. Are there any good books/tutorials that are
�online (I doubt there are any in print, correct?) that I can check out?

I saw a 'your second hand gfa manual' somewhere, maybe on Chapelie
(193.190.204.128) but I know that www.gfa.net may exist.
There are a lot of gfa site, but as the more active programmers are German some
home page are in German. Don't worry, all doc they provide are in German and
English.

�I have a bunch of old Atari Computing magazines that have tutorials on
�HiSoft BASIC. Would any of it help?

No

�While looking through those magazines, I saw a package called Enchant,
�which includes a whole bunch of sample code with everything from
�printing with NVDI to Y2K fix. Is there an equivalent package for GFA
�Basic? I'd like to take advantage of the latest protocols such as
�non-modal boxes, radio buttons and such.

Don't know

�Finally, what's the latest version of GFA Basic? (IIRC, it's 3.6e?)

I use 3,6, don't know what is the 'e' for.
I read a th�orical 3,7 but never read more.

�I have an old version 3.0 package with manual and disks. Will this
�do? If not, how can I upgrade?

3,0 is good. 3,6 include TT sp�cific functions.

If necessary, you can reach me at yves.rogne@free.fr

Regards

5358. Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1) (0/1)

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 09:43:03 UTC
From: swampdog@ntlworld.com
Message-ID: <3d159758.81491248@nntp.swampdog>
Source record: 627

On Sat, 22 Jun 2002 20:04:36 GMT, swampdog@ntlworld.com (Guy Harrison)
wrote:

[snip]
>(compare attachment against yours).
[snip]
>...(also attached as "makefile.g++2.m68k").
[snip]

Er, I can't see them. Are there any attachments?

"specs" and "makefile.g++2.m68k" again in case I was being dozy.

I do hope I haven't got a news-server bug.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5359. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 12:04:26 UTC
From: <>
Message-ID: <1024843912-20629AEicMi@ntlworld.com>
Source record: 628

From: puffpuffin@aol.com (Phil)
Date: 22 Jun 2002 22:19:21 -0700

>While looking through those magazines, I saw a package called Enchant,

Does anyone have a copy of this that they don't want any more BTW?

Cheers

Derryck

5360. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 19:48:57 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d163416740aa0@tripnet.se>
Source record: 629

On Sat 22-06-2002 22:19 (-0700) Phil wrote:

>> Try GFA, it isn't that much complex, and less than Fortran.

>printing with NVDI to Y2K fix. Is there an equivalent package for GFA
>Basic? I'd like to take advantage of the latest protocols such as
>non-modal boxes, radio buttons and such.

If you want a simple way to make modern looking applictions in GFA BASIC
take a look at Face Value. I think it is still supported but newer
versions are German only and it is commercial. Sorry no link to offer
right now...

Face Value will give you a sort of "Visual Basic" environment where you
don't have to do any of the hard work yourself to write GUI programs with
all sorts of buttons, popups, windows, etc..

>Finally, what's the latest version of GFA Basic? (IIRC, it's 3.6e?)

Yes. but you should upgrade/patch the compiler libraries anyway.

>I have an old version 3.0 package with manual and disks. Will this
>do? If not, how can I upgrade?

I guess it's OK. There were some matrice functions etc added to the 3.5
but at least my manual is still for 3.0 . 3.6 is 3.5 with some fixes in
the editor so it runs better on a TT.

You might take a look at what bugs were fixed after 3.0 and try to avoid
these when still using 3.0 .

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5361. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 21:03:44 UTC
From: lp <gfa@basic.net>
Message-ID: <B93BAFF0.76EC%gfa@basic.net>
Source record: 630

in article 70527180.0206212135.1d6701b2@posting.google.com, Phil at puffpuffin@aol.com wrote on 6/22/02 1:35 AM:

> I'd probably want to start in BASIC again, but which is better and has
> more resources, sample commented code and tutorials - Hisoft or GFA?

I use GFA myself. Once purchased HiSoft basic and ended up re-selling. There is various resources for both, docs and the like. I found the HiSoft editor to be a pain. That's just my opinion though. Still using GFA.

You can find some GFA-Basic related stuff at my site:
http://www.q1.net/~atari/

Lonny Pursell

5362. Re: Cross Compiler on CYGWIN

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 21:33:18 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D163E9E.6F7F1A07@club-internet.fr>
Source record: 631

Dave Wade wrote:

> Sorry, not even tried make just did :-
>
> $ m68k-atari-mint-gcc hello.c -o hello.ttp
> Assembler messages:
> for reading.open
> : No such file or directory
>
> If I do a "gcc -v" it is calling the correct assembler. Any hints ?

could you show the output of the gcc -v command?
by running the connads manually (step by step what gcc -v tells),
is the assembler file generated correctly?
do you have a space in you TEMP directory pathname?
are your disks mounted in binary mode?

Apart from these I don"t have a clue.

Laurent.

5363. Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1) (0/1)

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-23 21:35:53 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D163F39.F0FCF8FB@club-internet.fr>
Source record: 632

Guy Harrison wrote:
>
> Er, I can't see them. Are there any attachments?
>

nope. But I doubt attachments are handled on this newsgroup.

Laurent.

5364. Re: Long Command Lines and GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-25 01:45:43 UTC
From: swampdog@ntlworld.com
Message-ID: <3d17c97a.225263722@nntp.swampdog>
Source record: 633

On Thu, 20 Jun 2002 21:22:25 GMT, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:

>"Laurent Vogel" <lvl@club-internet.fr> wrote in message
>news:3D123FE6.4CA15DCF@club-internet.fr...
>> Dave Wade wrote:
>>
>> > I don't think that will work as we have lots of things like :
>> >
>> > PRINTDIR = /tmp
>> > DPRINT = -DPRINTDIR=\"$(PRINTDIR)/\"
>> >
>> > in the makefile.
>>
>> then this?
>>
>> for i in `cat foo`; do \
>> echo $i | sed -e 's/-D/#define /;/[^#]/d;s/=/ /;s/\\"/"/g'; \
>> done
>>
>> (just joking. use MiNT.)
>>
>
>Now have working Mint. Which editor and shell ?
>I think EMACS for the editor ?

oo oo editor wars! ;-))

Long live MWC "MicroEmacs"!!

>But a shell, I don't like BASH ? what about plain old SH ?
>Any idea where to get,

Could try CygWin source - they use 'ash' as 'sh'. It won't
cross-compile OOTB (I just spent 30 seconds trying) but after 30
minutes of adding __MINT__ into conditionals I got it launched into
VT52 under MagiCPC - I am truly f..f.. [cough] *amazed*.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5365. Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1) (0/1)

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-25 01:45:43 UTC
From: swampdog@ntlworld.com
Message-ID: <3d187e62.206039479@nntp.swampdog>
Source record: 634

On Sun, 23 Jun 2002 23:35:53 +0200, Laurent Vogel
<lvl@club-internet.fr> wrote:

>Guy Harrison wrote:
>>
>> Er, I can't see them. Are there any attachments?
>>
>
>nope. But I doubt attachments are handled on this newsgroup.

Drat. I hoped I'd be okay uu-encoding them into the body. I emailed
"specs" to Dave and apparently the problem has gone away.

I imagine you never got my STonX changes either. Did you get it
working? I should still be able to dig those out.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5366. FA: Four Atari 400/800 Books

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-26 04:02:21 UTC
From: Richard Polivka <polivka_NO_SPAM@adelphia.net>
Message-ID: <h1bS8.212$uf3.152504@news2.news.adelphia.net>
Source record: 635

For Auction:

Four Atari 400/800 Books

-Your Atari Computer- A Guide to Atari 400/800 Personal Computers
-Basic Atari Basic- for the 400, 800, and XL computers
-Atari Basic- 400/800
-Computer Tutor- 400/800, 600XL, 800XL, 1200XL, 1400XL, 1450XLD, and VCS 2600/5200

Starting price is 5.00

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2034777804

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http://www.99er.net/cgi-bin/mojo/mojo.cgi?list=99er_HCP_Newsletter

5367. Re: Cross Compiler on CYGWIN was Re: Long Command Lines and GCC (0/1) (0/1)

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-26 16:44:12 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025109722.519753@ananke.eclipse.net.uk>
Source record: 636

Guys,
I think I have found my problem with the cross compiler. I had unpacked it using Windows utilities. If I unpack it from the command line in CYGWIN it all seems to work o.k. At least I can compile and run a simple "C" program without messing around.
Dave.

"Guy Harrison" <swampdog@ntlworld.com> wrote in message news:3d187e62.206039479@nntp.swampdog...
> On Sun, 23 Jun 2002 23:35:53 +0200, Laurent Vogel
> <lvl@club-internet.fr> wrote:
>
> >Guy Harrison wrote:
> >>
> >> Er, I can't see them. Are there any attachments?
> >>
> >
> >nope. But I doubt attachments are handled on this newsgroup.
>
> Drat. I hoped I'd be okay uu-encoding them into the body. I emailed
> "specs" to Dave and apparently the problem has gone away.
>
> I imagine you never got my STonX changes either. Did you get it
> working? I should still be able to dig those out.
>
>
> --
> swampdog@ntlworld.com
> http://homepage.ntlworld.com/swampdog/
>
>

5368. where to find extended DDT?

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-29 07:20:52 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <oddT8.43413$Ca2.2383696@bin2.nnrp.aus1.giganews.com>
Source record: 637

Hi

I'm looking for Atari 8-bit debugger "Extended DDT"...it used to be
published by Antic before going out of business...

5369. M&#65533;tados

Newsgroup: comp.sys.atari.programmer
Date: 2002-06-29 07:22:03 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d1d601a$0$10529$626a54ce@news.free.fr>
Source record: 638

Hello Everybody,

I didn't saw so many writings in this ng for a long time !

Does anybody knows to drive a CD from a gfa or assembler ?
I got some exemple in C but don't know that language.

Regards

5370. Re: M?tados

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-01 08:22:37 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0207010022.46b3ac67@posting.google.com>
Source record: 639

anti.spam@nullepart.gouv (M?gamodeste) wrote in message
news:<3d1d601a$0$10529$626a54ce@news.free.fr>...
> Hello Everybody,
>
> I didn't saw so many writings in this ng for a long time !

Please do not assume no posting means no activity... Better assume no
problems => no questions! ;-)

> Does anybody knows to drive a CD from a gfa or assembler ?
> I got some exemple in C but don't know that language.

Just post it (or an excerpt if it is too long) here as someone (me ?)
could surely translate it to you.

5371. Text extraction utility

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-02 11:09:58 UTC
From: <>
Message-ID: <1025603536-908681AEicMi@ntlworld.com>
Source record: 640

HI all,

DDP Translations has need of a utility that will extract text from a binary to the screen and/or text file, and after editing/translating it, patch the binary with the new text.

TTPs are no problem, and we'd like to be able to include it alongside the patch text for any future DDP Translations releases.

At the moment we're using a utility written by Richard Faika, but it will only extract text from the data section of a program, sadly not all programmers have compiled their programs in this way :-(

Anyone up for this?

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5372. Re: Text extraction utility

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-02 12:40:56 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0207021359120.1062-100000@feanor.schunter.etc.tu-bs.de>
Source record: 641

Hi, Derryck!

> At the moment we're using a utility written by Richard Faika, but it will
> only extract text from the data section of a program, sadly not all
> programmers have compiled their programs in this way :-(

Does RGFs utility allow to replace the extracted text areas by longer
ones?

If yes, his utility will have to scan the code segment and patch it so
that changed addresses within the data segment will cause no problems.
(This is the hardest part to implement at least.)

If not, everything is easier. Extracting and patching text from the whole
program code should be no problem then. Ask Richard to change his utility.
If he says no, I would write such a utility for you.

Greetings,

Alexander Beuscher

5373. Re: Text extraction utility

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-02 18:27:12 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0207021027.3777280d@posting.google.com>
Source record: 642

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1025603536-908681AEicMi@ntlworld.com>...
> HI all,
>
> DDP Translations has need of a utility that will extract text from a binary
> to the screen and/or text file, and after editing/translating it, patch the
> binary with the new text.

For the extraction part, the program 'strings' (from the 'binutils'
package of any MiNT or Linux-like distribution(*)) would do the job
for the extraction part, provided you use the options to scan the
entire executable (-a) and print offsets (-t <base>).

(*) You can also find it here (according to Julian F. Reschke's
homepage):
<ftp://ftp.uni-muenster.de/pub/atari/Gemini/mupftl14.tos>

> TTPs are no problem, and we'd like to be able to include it alongside the
> patch text for any future DDP Translations releases.

Nice idea!

> At the moment we're using a utility written by Richard Faika, but it will
> only extract text from the data section of a program, sadly not all
> programmers have compiled their programs in this way :-(

Sure Richard could do the patch part? (Better use hexadecimal offset
output (-t x) as it is easier to parse!)

Another possibility is to ask Vassilis Papathanassiou to do a
PRG_TRANS, as its RSC_TRANS is quite nice!

5374. Re: Budding programmer newbie?

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-03 11:31:18 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3D22E084.34356CE0@chello.at>
Source record: 643

Hi Phil,

> Finally, what's the latest version of GFA Basic? (IIRC, it's 3.6e?)
> I have an old version 3.0 package with manual and disks. Will this
> do? If not, how can I upgrade?

You can find it at <http://www.geocities.com/dahstra/atariarc.html>

Best Regards,

Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://peasoft.atari.org>

5375. Re: Text extraction utility

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-03 12:34:12 UTC
From: <>
Message-ID: <1025703894-903685AEicMi@ntlworld.com>
Source record: 645

From: guillaumed@atari.org (Guillaume Dï¿½flache)
Date: 2 Jul 2002 11:27:12 -0700

>For the extraction part, the program 'strings' (from the 'binutils'
>package of any MiNT or Linux-like distribution(*)) would do the job

A nice ready-made solution, but there's a snag there :-)

>Another possibility is to ask Vassilis Papathanassiou to do a
>PRG_TRANS, as its RSC_TRANS is quite nice!

I'd already done that, but had no reply :-(

I guess he's too busy getting Samba and BNet working as a package :-)

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5376. Re: Text extraction utility

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-03 12:48:44 UTC
From: <>
Message-ID: <1025703892-903409AEicMi@ntlworld.com>
Source record: 644

From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Date: Tue, 2 Jul 2002 14:40:56 +0200

>Does RGFs utility allow to replace the extracted text areas by longer
>ones?

No, it truncates any text that is longer than the original (it also pads
text that is shorter with spaces).

>If yes, his utility will have to scan the code segment and patch it so
>that changed addresses within the data segment will cause no problems.

I guess that this wouldn't work if the utility was to check the whole of the
program since there would be jump tables and etc involved (I'm out of my
depth here as I'm no programmer!).

>If not, everything is easier. Extracting and patching text from the whole
>program code should be no problem then. Ask Richard to change his utility.

We've asked Richard a few times now but he's said that he's too busy which I
respect, despite our need!

>If he says no, I would write such a utility for you.

That would be most excellent :-)

As a first step, I've emailed you Richard's utility (I've already asked
permission to include it with our patch texts, so there should be no
problem) so you can see the sort of thing. Please tell me if you don't recieve
it when you read this.

Cheers!

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5377. STOS Basic - Screen as a String

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-04 07:32:03 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ag0tjv$e46$1@pegasus.csx.cam.ac.uk>
Source record: 646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I'm trying to write my first STOS 3D game and am having trouble with the intro screen, I thought that one method of solving it might be to take several snapshots (about 30) of the screen and store them as strings (either in a file or bank) so that they can be loaded and then dispalyed in sequence like the frames of a film to produce an animation.

So does anyone know how to store and retrieve serveral stings from one file/bank?, also would each string stored need a different name to be able to recover them?
Alternatively does anyone know how to get STOS to run IFF animations created by Delux Paint?.

While I have the attention of any STOS users who may still be out there do you know of any active STOS users groups/mailing lists as the list at Manchester University which had about 20 subscribers has closed. I know it did not recieve a lot of postings but I was nice to have a place to go if you needed help and advice.

Stephen Moss

5378. Re: Text extraction utility

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-04 11:03:36 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0207040303.1c3c4722@posting.google.com>
Source record: 647

```
<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1025703894-903685AEicMi@ntlworld.com>...
> >For the extraction part, the program 'strings' (from the 'binutils'
> >package of any MiNT or Linux-like distribution(*)) would do the job
>
> A nice ready-made solution, but there's a snag there :-)

Is MiNT the issue? See the (*) "footnote", the auto-extracting archive
contains a file "strings.ttp" that AFAIK works under plain TOS or
MagiC too...
```

5379. (hs) reciep to email

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-04 19:31:05 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d24a279$0$469$626a54ce@news.free.fr>
Source record: 648

Hello,

Some PC emai programm allow to recieve a reciep sent back to sender when the email is read.

Does anyone knows the string I have to add to my mails to enable that feature in my mails ?

Regards

5380. OLGA doc wanted

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-05 05:59:59 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <3D2535DF.9040900@free.fr>
Source record: 649

Hi,

I'm looking for OLGA documentation... but in english (or french).

Regards,

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

5381. Re: (hs) reciep to email

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-05 09:20:12 UTC
From: epkerha@epk.ericsson.se
Message-ID: <ag3occ$9rb$1@newstoo.ericsson.se>
Source record: 650

In article <3d24a279$0$469$626a54ce@news.free.fr>,
anti.spam@nullepart.gouv (M gamodeste) writes:
> Hello,
>
> Some PC emai programm allow to recieve a reciep sent back to sender when the
> email is read.
>
> Does anyone knows the string I have to add to my mails to enable that feature
> in my mails ?

One extra line is needed in the header and can look like this:
Disposition-Notification-To: =?iso-8859-1?Q?Erik_H=E4ll?= <erik.hall@affv.nu>

MyMAIL supports reciepts.
can be found under
http://212.214.15.116/~erikhall/mymail.html

Best Regards
Erik Hall

5382. Re: Text extraction utility

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-05 16:14:58 UTC
From: <>
Message-ID: <1025878550-818177AEicMi@ntlworld.com>
Source record: 701

From: guillaumed@atari.org (Guillaume Dï¿½flache)
Date: 4 Jul 2002 04:03:36 -0700

>> A nice ready-made solution, but there's a snag there :-)
>
>Is MiNT the issue? See the (*) "footnote", the auto-extracting archive

Indeed it is :-)

>contains a file "strings.ttp" that AFAIK works under plain TOS or
>MagiC too...

Extracting strings is one thing (I can do this with Look'n'See), but there must
also be a solution for "posting" text back in.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5383. Re: OLGA doc wanted

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-05 21:55:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ag54jv$k3t$1@thorium.cix.co.uk>
Source record: 702

In message <3D2535DF.9040900@free.fr>, arnaud.bercegeay@free.fr said:

>I'm looking for OLGA documentation... but in english (or french).

I don't know of any - the HYP by Thomas Much I have is in German.

Regards, /Peter/

5384. Re: OLGA doc wanted

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-06 01:07:35 UTC
From: lp <gfa@basic.net>
Message-ID: <B94BBB16.79E0%gfa@basic.net>
Source record: 703

in article ag54jv$k3t$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 7/5/02 5:55 PM:

> In message <3D2535DF.9040900@free.fr>, arnaud.bercegeay@free.fr said:
>
>> I'm looking for OLGA documentation... but in english (or french).
>
> I don't know of any - the HYP by Thomas Much I have is in German.

There is one on my page that I found. Not sure it's the most current but it's better than nothing. ;-)

You can find it here:
http://www.q1.net/~atari/html/gfa_docs.htm

Lonny Pursell

5385. Re: STOS Basic - Screen as a String

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-08 08:16:31 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <agbhn5$gm5$1@pegasus.csx.cam.ac.uk>
Source record: 704

"TonyG" <tony@kipax.com> wrote in message
news:oe6fiuoaqqq621tv5cf8q9c0pnn6mvdj9r@4ax.com...

<cut>

> Forget strings for screens.
>
> You can load all your graphics into one bank. you can even pack or
> compress them. The simple method is to create a bank the size of
your
> total size of graphics. make a note of at what point/address they go
> in the bank and then retrieve from that point. Theres a tutorial in
a
> back issue of stosser. available from stos file site at:
> http://www.deadpizza.free-online.co.uk/stosfile.htm
>

Thanks for the link I will check it out, I actually managed to sort of
achieve what I was trying to at the weekend by saving the images to a
sequential file and then loading them from the file into data
elements. Damn it displays them quickly on a Falcon, the only draw
back was that for the 10 frames I tried the file was over 1 meg and I
really need 30 frames!.
I will check out the info in stosser, I'm sure thats a better method
unless I can find another way of doing it.

Stephen Moss

5386. Jagfest 2002 news

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-09 23:05:17 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <N_JW8.341196$6m5.354148@rwcrnsc51.ops.asp.att.net>
Source record: 705
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

```
instead of posting the next PR here on the newsgroup
I am just going to refer you to AVC's Fest Site where you
can view the PR in the pdf form.
AVC's Fest Site= http://avc.atari.users.net/Events/Fest.html
only 3 days and counting.
Daniel Iacovelli
Co-organizer of Jagfest 2002
```

5387. Re: Jagfest 2002 news

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-09 23:10:30 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <G3KW8.341243$6m5.354176@rwcrnsc51.ops.asp.att.net>
Source record: 706
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

> instead of posting the next PR here on the newsgroup
> I am just going to refer you to AVC's Fest Site where you
> can view the PR in the pdf form.
> AVC's Fest Site= http://avc.atari.users.net/Events/Fest.html
> only 3 days and counting.
> Daniel Iacovelli
> Co-organizer of Jagfest 2002
the correct url is
http://avc.atari-users.net/Events/Fest.html
sorry about that

5388. Re: STOS Basic - Screen as a String

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-10 20:36:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <jV0X8.18$T19d.3408022@news2.randori.com>
Source record: 707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

HI Steven,

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:ag0tjv$e46$1@pegasus.csx.cam.ac.uk...
> I'm trying to write my first STOS 3D game and am having trouble with
> the intro screen, I thought that one method of solving it might be to
> take several snapshots (about 30) of the screen and store them as
> strings (either in a file or bank) so that they can be loaded and then
> dispalyed in sequence like the frames of a film to produce an
> animation.
>
> So does anyone know how to store and retrieve serveral stings from one
> file/bank?, also would each string stored need a different name to be
> able to recover them?

I'm a little rusty but will try to help you. If you just want to store images in a bank then I think the missing link extension allows you to store more than 1 image in a bank and recover it. If you want to put it in there yourself then you want something like..

```
reserve as data 10,32768*5 ( 5 full screen images )
load "pic1.pi1",start(10)
load "pic2.pi1",start(10)+32768
load "pic3.pi1",start(10)+32768*2
load "pic4.pi1",start(10)+32768*3
load "pic5.pi1",start(10)+32768*4
```

then all 5 pics will be in bank 10. then all you need to do is use COPY to copy the block back from the bank to the logical screen. The missing link has a much better version of COPY (i think).....you would use something like....

```
copy start(10)+(32768*PICNUM),logic
```

I can;t remember the syntax offhand, screencopy *should* also work since you are storing valid image data in a bank. PICNUM is the number of the pic you want to display on screen.

Once you get the hang of that idea you can then use the STOS Squasher or even Atomic to compress them and store them in compressed form in the banks to save space ;) I wouldn't use the screen banks to store images, its a bit limiting really, but fine if you only want a few images.

> Alternatively does anyone know how to get STOS to run IFF animations
> created by Delux Paint?.

erm, I think there was, I would check out STOSSER im sure its in there
somewhere!

>
> While I have the attention of any STOS users who may still be out
> there do you know of any active STOS users groups/mailing lists as the
> list at Manchester University which had about 20 subscribers has
> closed. I know it did not recieve a lot of postings but I was nice to
> have a place to go if you needed help and advice.

You on it now ?!?! :o)

HTH,
Chris

www.cps-games.co.uk

>
> Stephen Moss
>
>
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5389. PureC/Gcc Compiling

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-11 19:37:01 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1026416221.684025@pikachu>
Source record: 708

Hey everyone,

Octopus is a PureC project and so it compiles under PureC. The dilemma starts with the fact that after implementing STiNG support, I now want to implement mintnet sockets support. Which is all good and great but that would require getting the project to compile under GCC. I think that is probably a rediculously daunting task, however I think the alternative of getting it to compile under purec with the mintlib headers and libs would be easier. Any ideas on how to do this?

thanks
Mark
http://atari-source.com

5390. Re: PureC/Gcc Compiling

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-11 23:49:52 UTC
From: rand@cd.chalmers.se
Message-ID: <agl5j0$r27$1@nyheter.chalmers.se>
Source record: 709

In article <1026416221.684025@pikachu>,
Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote:
>Hey everyone,
>
>Octopus is a PureC project and so it compiles under PureC. The dilemma
>starts with the fact that after implementing STiNG support, I now want to
>implement mintnet sockets support. Which is all good and great but that
>would require getting the project to compile under GCC. I think that is
>probably a rediculously daunting task, however I think the alternative of

Going from gcc to PureC can be a bit tough, since it's not always easy
to get things to work with 16 bit integers if you started out with
32 bit ones. Also, if you happened to use any gcc specific features,
those are most likely not available in PureC.

The other way around is a lot easier, especially since gcc can be told
to use 16 bit integers using a command line switch (at least the
versions I have used supported that, but newer ports may have removed
the possibility) if you want to.

You may need to use a few different include files and add some #if
here and there, but unless you have used something strange in the
libraries, I don't think you'll have much trouble.

I usually make my software (including MGIF, which is about 1 Mbyte
(mostly C) source code (probably 50k lines or so), and fVDI (for which
the assembly files still don't work with gcc, so I'm not 100% sure that
the C code compiles correctly with it yet) which is of similar size
(but with a much larger percentage of assembly)) compile under all of
PureC, Lattice C and gcc, and seldom run into any problems.
When I do, it's because of those silly 16 bit integers.

The size of the type (int) itself can easily be worked around using
'long' where appropriate, but some constructs in the C language (at
least in PureC, I haven't checked the standard) can be troublesome
since they only work with 'int'. This seems to be the case with
'switch' and possibly array indexing (not sure about the latter, but
I seem to recall having some trouble with that earlier), for example.
Since your code starts out working under PureC, those problems should
not affect you.

Anyway, gcc is a much better compiler, so you're better off with it,
if you can take the compilation speed hit (can easily be ten times or
more slower than PureC).
The compilation speed is one good reason to make your code compile
with different compilers. Another is that different compilers tend

to catch different problems in the code (if you have access to
something like 'lint', that is of course much better still, though).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5391. Help needed for driving audio cd

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-12 11:58:29 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d2ec464$0$454$626a54ce@news.free.fr>
Source record: 710

Hello everybody,

After vain tries, I call again for help :

We make a game : graphics and separate audio. Audio part had to be played via the CD.

We found some CD instructions but in C, and we understant only Gfa and assembler

Can anybody tell us how to send 'play track X', 'pause', 'stop', and adjust sound level (optionaly left and right if possible) via gfa or assembler ?

Regards

Write to : jeu.tos(at)free.fr

5392. Re: PureC/Gcc Compiling

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-14 02:55:07 UTC
From: swampdog@ntlworld.com
Message-ID: <3d32e070.151624724@nntp.swampdog>
Source record: 711

On Thu, 11 Jul 2002 15:37:01 -0400, Mark Duckworth
<mduckworth@anti-spam.atari-source.com> wrote:

>Hey everyone,
>
>Octopus is a PureC project and so it compiles under PureC. The dilemma
>starts with the fact that after implementing STiNG support, I now want to
>implement mintnet sockets support. Which is all good and great but that
>would require getting the project to compile under GCC. I think that is
>probably a rediculously daunting task, however I think the alternative of
>getting it to compile under purec with the mintlib headers and libs would
>be easier. Any ideas on how to do this?

Yes, lots but none are particularly satisfactory.

a)
Locate an existing PureC port of the mintnet libs. I assume none exist
otherwise you would not have posted.

b)
Produce a PureC port yourself. If my assumption (a) is correct then it
will be reasonable to conclude that attempting to do so will require
substantial effort.

c)
Port a subset. You can get a good idea of what will be involved by
putting all the required calls into a gcc test app and getting the
linker to fail. Just list the calls - they don't have to make sense
but don't omit one because if you later need it the whole thing could
mushroom out of control. Once it compiles and links cleanly, remove
the mint libs for which no PureC equivilent exists. The resultant
undefined labels will be pretty much what you will have to port to
PureC. Whilst the amount of (mint) socket code (to be compiled by
PureC) is an issue, the crux between feasibility and impossibility
lies here...

I would imagine those undefined labels will go pretty "deep" into mint
itself which is exactly what you *dont* want to discover. If this is
the case then all you can hope for is those "deep" mint calls manifest
themselves as traps - those being trivial to implement.

d)
Find a tool which can produce a PureC lib from a gcc one. Again, if
one exists, it would be a stopgap measure: you at least would
absolutely require source code for it (if for nothing else but to keep
that tool working if the gcc format changes).

e)
Write a separate gcc app to hold the mintnet code. Have octopus(PureC)
talk to it in some fashion - perhaps via a pipe.

f)
There's a STiNG "thingy-wotsit" (?gluestik?) for mint isn't there? I
assume that idea has been dismissed.

I agree with Johan - port it to gcc. I might even be able to offer a
helping hand in that respect but...

>thanks
>Mark
>http://atari-source.com

...I just discovered the above is down. Have you a link to octopus as
it stands now?

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5393. Re: Help needed for driving audio cd

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-14 03:06:21 UTC
From: swampdog@ntlworld.com
Message-ID: <3d30e9ca.154018406@nntp.swampdog>
Source record: 712

On 12 Jul 2002 11:58:29 GMT, anti.spam@nullepart.gouv (Mï¿½gamodeste)
wrote:

>Hello everybody,
>
>After vain tries, I call again for help :
>
>We make a game : graphics and separate audio. Audio part had to be played via
>the CD.
>
>We found some CD instructions but in C, and we understant only Gfa and assembler

Is the C too large to post here?

>Can anybody tell us how to send 'play track X', 'pause', 'stop', and adjust sound
>level (optionaly left and right if possible) via gfa or assembler ?

I personally haven't a clue! If nothing else works perhaps you could
get a C compiler to translate it to assembler for you?

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5394. Re: Help needed for driving audio cd

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-15 11:49:21 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d32b6c1$0$448$626a54ce@news.free.fr>
Source record: 713

On 14 Jul 2002 03:06:21 , Guy Harrison wrote:
>Is the C too large to post here?

I will get it and post it, good idea. (personnal : Guillaume tu avais raison)

Thanks for your reply.

Regards

5395. Re: STOS Basic - Screen as a String

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-15 14:52:43 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1026744765.12853.0.nnrp-08.3e31118f@news.demon.co.uk>
Source record: 714
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hmmm, it has been some time but this may help, it is just an extension on what was said.

Think about the fact that a screen is exactly 32000 bytes, I think the rest is just palette on a PI1 and palette plus colour rotation/change on a NEO. Assuming each screen has the same palette then it is not a problem as it can simply be loaded before you start displaying, if not you can mask them off and put them into another bank and change the colour palette with each new frame.

The point being, if this is done then you only need to change the screen address each VBL and not to have to copy the screen into the LOGIC area, it can simply be replaced with;

```
reserve as data 10,32000*5
load "pic1.pi1",start(10)
load "pic2.pi1",start(10)+32000
load "pic3.pi1",start(10)+32000*2
load "pic4.pi1",start(10)+32000*3
load "pic5.pi1",start(10)+32000*4

for PICNUM = 0 to 4
for FPS = 1 to 5
wait VBL
next FPS
physics = start(10)+(32000*PICNUM)
next PICNUM
```

This should produce a simple animation at 5 FPS, it will only last a second with 5 frames (increase the FPS loop to make it last longer). I can not find my STOS book but I think that you need to put a SCREEN SWAP command or something similar after the "next FPS" but you will have to look into that yourself.

The only advantage this has is that the COPY command is removed, this will free a massive amount of CPU time. The only problem with this is that you may have to a line the BANK to 16bytes (I think) as the STFM Shifter is not that great, if the screen looks very wrong then this is the problem - can anyone help with this?

32K images by 30 odd images will be a lot of RAM (well 960K), you will be lucky to get it into a 1mb machine. As the other chap mentioned, STOS supports compressed images, a 32K image will go down to 4-5K or so, this means that you should be able to go from 30 frames to 210, at 12 FPS you will get 17 seconds or so on a 1mb machine. I do not want to go into that

any more as I can not remember it, there is also a lot of optimising that
can be done in all of this too, I think you can compress just sections too
so you can change your screen to say 160x120.

I have lots of STOS code about with Demos in mind, none of it released but
you may be interested. I also spent much time optimising code in STOS and
there is lots that can be done. Mail me if you want to look over stuff
(stuff@recycledsteel.co.uk).

Elliot...

"exxos" <exxos@home.co.uk> wrote in message
news:jV0X8.18$T19d.3408022@news2.randori.com...
> HI Steven,
>
>
> "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
> news:ag0tjv$e46$1@pegasus.csx.cam.ac.uk...
> > I'm trying to write my first STOS 3D game and am having trouble with
> > the intro screen, I thought that one method of solving it might be to
> > take several snapshots (about 30) of the screen and store them as
> > strings (either in a file or bank) so that they can be loaded and then
> > dispalyed in sequence like the frames of a film to produce an
> > animation.
> >
> > So does anyone know how to store and retrieve serveral stings from one
> > file/bank?, also would each string stored need a different name to be
> > able to recover them?
>
>
> I'm a little rusty but will try to help you. If you just want to store
> images in a bank then I think the missing link extension allows you to
store
> more than 1 image in a bank and recover it. If you want to put it in there
> yourself then you want something like..
>
> reserve as data 10,32768*5 (5 full screen images)
> load "pic1.pi1",start(10)
> load "pic2.pi1",start(10)+32768
> load "pic3.pi1",start(10)+32768*2
> load "pic4.pi1",start(10)+32768*3
> load "pic5.pi1",start(10)+32768*4
>
> then all 5 pics will be in bank 10. then all you need to do is use COPY to
> copy the block back from the bank to the logical screen. The missing link
> has a much better version of COPY (i think).....you would use something
> like....
>
> copy start(10)+(32768*PICNUM),logic
>
> I can;t remember the syntax offhand, screencopy *should* also work since

you
> are storing valid image data in a bank. PICNUM is the number of the pic
you
> want to display on screen.
>
> Once you get the hang of that idea you can then use the STOS Squasher or
> even Atomic to compress them and store them in compressed form in the
banks
> to save space ;) I wouldn't use the screen banks to store images, its a
bit
> limiting really, but fine if you only want a few images.
>
>
>
> > Alternatively does anyone know how to get STOS to run IFF animations
> > created by Delux Paint?.
>
> erm, I think there was, I would check out STOSSER im sure its in there
> somewhere!
>
>
> >
> > While I have the attention of any STOS users who may still be out
> > there do you know of any active STOS users groups/mailing lists as the
> > list at Manchester University which had about 20 subscribers has
> > closed. I know it did not recieve a lot of postings but I was nice to
> > have a place to go if you needed help and advice.
>
> You on it now ?!?! :o)
>
> HTH,
> Chris
>
> www.cps-games.co.uk
>
>
>
>
>
> >
> > Stephen Moss
> >
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> >
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>

5396. Personnal : for Guillaume D.

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-18 05:51:14 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d365752$0$490$626a54ce@news.free.fr>
Source record: 715

Guillaume, mes messages Guillaumed@atari.org me sont tous revenus : utilisateur inconnu.

Que se passe-t-il ?

Cordialement

yves.rogne(at)online.fr

5397. Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-21 04:32:04 UTC
From: Charles Doty <cdoty@mylinuxisp.com>
Message-ID: <3d3a394a@news3.mylinuxisp.com>
Source record: 716

Does anyone have Pure C that they would be willing to sell? (I'm in the US).

--

* Charles Doty | cdoty@mylinuxisp.com | http://www.emuvibes.com
* 'I haven't failed. I've found 10,000 ways that won't work.' -Benjamin
Franklin

5398. Check out my free porno site! 3533244853 5355504803

Newsgroup: comp.sys.atari.programmer
Date: 2002-07-25 00:09:53 UTC
From: jisxemy@tgos.org
Message-ID: <s6wamfycs78ewaks1vwlhtjdlwmrmjq@4ax.com>
Source record: 717
Cross-posted to: comp.sys.arm,comp.sys.atari.programmer,comp.os.linux.development.apps,comp.os.linux.networking

http://www.tgos.org
Free porn!!

If you will burn Bruce's fog before desks, it will eerily taste the kettle.
What did Sharon play the disk behind the lost poultice?

porn smut teen babes girls cunt twat pussy anal
As incredibly as Ibrahim helps, you can improve the diet much more
badly. Garrick's frame teases inside our pin after we believe
without it. A lot of young kind bandages happily solve as the
hollow sauces behave. No sick dog or doorway, and she'll locally
answer everybody. If you'll call Ahmed's autumn with grocers, it'll
truly play the weaver. How does Said fear so subtly, whenever
Aslan departs the filthy lentil very wrongly? If the rich disks can
dye grudgingly, the rural frog may care more corners.

They hate noisy hats, do you mould them? Some buckets lift,
pour, and nibble. Others surprisingly excuse. Yesterday, go
grasp a desk!

No boats will be elder old bowls. Tell Felix it's urban walking
throughout a floor. These days, it moves a paper too cold inside her
angry lake. Her painter was outer, light, and promises under the
morning. We clean the blunt tailor. The goldsmith near the
sweet kiosk is the shirt that explains undoubtably.

Who wastes fully, when Bert irritates the open puddle beneath the
sign?

Are you blank, I mean, killing for upper ointments? Will you
taste around the hill, if Darin annually recollects the pitcher? They are
ordering without the college now, won't learn figs later. Many
younger think game changes cans among Simon's fresh raindrop. It
joined, you climbed, yet Kareem never dully attempted beneath the
evening. Plenty of clean eggs are sour and other rude cups are
stupid, but will Elmo converse that? Get your tamely loving
unit behind my ocean. How doesn't Rasul cover cruelly? Let's
kick at the stale squares, but don't smell the raw cases. Other
polite weird doses will attack quickly under lemons. Why will you
dream the cosmetic clever films before Rasul does?

He might judge smart ulcers alongside the dull worthwhile light, whilst
Zakariya deeply looks them too. Better burn spoons now or Alhadin will
hourly fill them for you.

I was seeking to comb you some of my fat bushs. While shoes sadly irrigate plates, the cars often reject for the dirty aches. Feyd, without caps durable and sticky, creeps over it, laughing stupidly. It's very closed today, I'll shout finitely or Said will wander the jugs. Sometimes Sadam will arrive the gardner, and if Jeremy wistfully cooks it too, the ticket will receive about the wet house. The difficult onion rarely likes Sayed, it scolds Osama instead. If you will recommend Tommy's hallway around drapers, it will stupidly live the carpenter. For Susie the porter's handsome, above me it's full, whereas in front of you it's measuring short. Lots of humble printers open Said, and they eerily expect Dick too. When did Waleed sow alongside all the potters? We can't jump counters unless Haron will strangely talk afterwards. No shopkeepers halfheartedly lift the unique hall.

They globally mould between deep pathetic drawers. Catherine cleans, then Said gently pours a active orange near Doris's sunshine.

It should join weekly, unless Sadam helps butchers in back of Ibraheem's carrot. What did Anastasia order the wrinkle for the bizarre candle? Tomorrow, Alfred never converses until Angela burns the good button wanly. Otherwise the kettle in Sarah's ball might like some quiet exits. Where Hassan's bitter tag calls, Raoul learns alongside ugly, strange ladders. He'll be tasting near thin Allahdad until his poultice changes furiously. Lakhdar, still departing, believes almost freely, as the cat scolds under their teacher. Don't try to nibble the tapes inadvertently, recommend them crudely. He might generally waste lazy and attacks our lean, easy pears below a stable. She can reject the proud fork and excuse it around its satellite. Try arriving the structure's poor smog and Blanche will fill you! It can cover loudly if Owen's pumpkin isn't lower. Rasul! You'll kick books. Hey, I'll explain the pen.

Said wanders the elbow with hers and believably pulls. Fucking don't attempt eventually while you're looking throughout a sad jar. Don't try to creep a envelope! Both dying now, Norris and Claude judged the dark bedrooms for healthy twig. To be distant or bad will sow inner enigmas to weakly hate. The coconuts, tyrants, and powders are all hot and heavy. Yesterday, walnuts shout with wide planets, unless they're solid. You won't jump me improving over your empty monument.

I am slowly dry, so I love you. I was solving coffees to glad Yosri, who's caring against the barber's stadium.

They sneakily receive without Ahmad when the long stickers tease beside the cheap swamp.

5399. 4 tracks on audio CD

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-02 19:56:37 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d4ae3f5$0$577$626a54ce@news.free.fr>
Source record: 718

Hello,

I recently read the M�tados doc and read about FOUR s�parate audo tracks on audio CD.

Does anybody knows how to extract or write them s�parately ?

Regards

yves.rogneATfree.fr

5400. Re: Help needed for driving audio cd

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-05 06:20:12 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d4e1918$0$239$626a54ce@news.free.fr>
Source record: 719

On 14 Jul 2002 03:06:21 , Guy Harrison wrote:
(not rewriten by this good Newsie)
Thanks Guy.

Here is the C, I don't know to translate it in xbios function that I can use in Gfa or assembler.

CD-ROM Fcntl()s and structures

Copyright (c) Julian F. Reschke (jr@ms.maus.de), 16. Mai 1994
Free distribution and usage allowed as long as the file remains unchanged.

These Fcntl() opcodes provide a *nix-like interface to the CD-ROM specific functions. They can be used either with a MiNT specific CD-ROM device driver or with new MetaDOS BOS lowlevel drivers. For MiNT mounted device drivers, the interface is

Fcntl (short filehandle, short opcode, long arg)

(with filehandle a handle to the opened CDROM device driver) or

Dcntl (short opcode, char *name, long arg)

(with name being the name of a file or directory on the mounted CD file system).

For MetaDOS BOS drivers, the interface is

xbios (0x37, short device, long magic, short opcode, long arg)

where 'device' is a MetaDOS XBIOS device number ('A'..'Z') and 'magic' is 'FCTL'. With MetaDOS version >= 2.40 and the appropriate DOS drivers, you can also use the GEMDOS call Dcntl (thus being compatible to future MiNT drivers), because MetaDOS 2.40 implements some of the new GEMDOS calls and Atari's ISO9660F.DOS passes all Dcntl calls right down to the BOS driver.

Note that there is an 'old' CD-ROM audio interface for MetaDOS, but the commands depend on the custom CDAR 504 controller and can't be fully implemented for SCSI drives (in fact they are, with some restrictions). Consult the MetaDOS developers manual for further information.

In both cases, EINVFN (-32L) is returned for unknown opcodes.

Note that MetaDOS drivers return EUNKNOWN (-3) if XBIOS opcode 0x37 is not supported!

Drivers supporting this interface (send updates to jr@ms.maus.de):

MetaDOS BOS drivers (driver name, company):

HS-CDROM.BOS
Hard &Soft, Castrop-Rauxel, Germany
Generic driver for SCSI-CDROMs connected to ACSI or SCSI and
for the CDAR504

FX001???.BOS, CDU33???.BOS
Gellermann & Fellmuth GbR, Berlin, Germany
Drivers for Mitsumi drives connected to internal or parallel
interface.

MiNT device drivers (driver name, company):
-

```
#ifndef _CDROMIO_H
#define _CDROMIO_H

#ifndef BYTE
#define BYTE unsigned char
#endif

typedef union
{
struct {
BYTE reserved, minute, second, frame;
} msf;
long lba;
} cd_ad;
```

Data structures used

```
struct cdrom_msf
{
BYTE cdmsf_min0; start minute
BYTE cdmsf_sec0; start second
BYTE cdmsf_frame0; start frame
BYTE cdmsf_min1; end minute
BYTE cdmsf_sec1; end second
BYTE cdmsf_frame1; end frame
};

struct cdrom_ti
{
BYTE cdti_trk0; start track
BYTE cdti_ind0; start index
BYTE cdti_trk1; end track
BYTE cdti_ind1; end index
};

struct cdrom_tochdr
{
BYTE cdth_trk0; start track
```

```
BYTE cdth_trk1; end track
};

struct cdrom_tocentry
{
input parameters

BYTE cdte_track; track number or CDROM_LEADOUT
BYTE cdte_format; CDROM_LBA or CDROM_MSF

output parameters

unsigned cdte_adr:4; the SUBQ channel encodes 0: nothing,
1: position data, 2: MCN, 3: ISRC,
else: reserved
unsigned cdte_ctrl:4; bit 0: audio with pre-emphasis,
bit 1: digital copy permitted,
bit 2: data track,
bit 3: four channel
BYTE cdte_datamode; currently not set
cd_ad cdte_addr; track start
};

struct cdrom_subchnl
{
input parameters

BYTE cdsc_format; CDROM_MSF or CDROM_LBA

output parameters

BYTE cdsc_audiostatus; see below
unsigned cdsc_resvd: 8; reserved
unsigned cdsc_adr: 4; see above
unsigned cdsc_ctrl: 4; see above
BYTE cdsc_trk; current track
BYTE cdsc_ind; current index
cd_ad cdsc_absaddr; absolute address
cd_ad cdsc_reladdr; track relative address
};

struct cdrom_mcn
{
BYTE mcn_audiostatus; see above
BYTE mcn_mcn[23]; Media catalog number as ASCII string
};

struct cdrom_tisrc
{
input parameters

BYTE tisrc_track; track number
```

```
output parameters
BYTE tisrc_audiostatus; see above
BYTE tisrc_tisrc[23]; Track International Standard Recording Code (ASCII)
};

struct cdrom_volctrl
{
BYTE channel0; volume level 0..255
BYTE channel1;
BYTE channel2;
BYTE channel3;
};

struct cdrom_audioctrl
input parameters

short set; 0 == inquire only

input/output parameters

struct {
BYTE selection;
BYTE volume;
} channel[4];

struct cdrom_read
long cdread_lba; logical block address
char *cdread_bufaddr; buffer pointer
long cdread_buflen; byte count

CD-ROM address types

#define CDROM_LBA 0x01
#define CDROM_MSF 0x02

SUB Q control bits

#define CDROM_AUDIO_EMPHASIS 0x01
#define CDROM_COPY_PERMITTED 0x02
#define CDROM_DATA_TRACK 0x04
#define CDROM_FOUR_CHANNEL 0x08

The leadout track is always 0xAA, regardless of # of tracks on disc

#define CDROM_LEADOUT 0xAA

return value from READ SUBCHANNEL DATA

#define CDROM_AUDIO_INVALID 0x00 audio status not supported
#define CDROM_AUDIO_PLAY 0x11 audio play operation in progress
#define CDROM_AUDIO_PAUSED 0x12 audio play operation paused
#define CDROM_AUDIO_COMPLETED 0x13 audio play successfully completed
#define CDROM_AUDIO_ERROR 0x14 audio play stopped due to error
#define CDROM_AUDIO_NO_STATUS 0x15 no current audio status to return

CD-ROM Fcntl opcodes
```

```
Get block number of first sector in last session of a multisession CD. Argument points
to a LONG. Used by iso9660f.dos
#define CDROMREADOFFSET (('C'<<8)|0x00)

Pause audio operation
#define CDROMPAUSE (('C'<<8)|0x01)

Resume audio operation
#define CDROMRESUME (('C'<<8)|0x02)

Play audio. Argument points to cdrom_msf structure
#define CDROMPLAYMSF (('C'<<8)|0x03)

Play audio. Argument points to cdrom_ti structure
#define CDROMPLAYTRKIND (('C'<<8)|0x04)

Read header of table of contents. Argument points to cdrom_tochdr structure
#define CDROMREADTOCHDR (('C'<<8)|0x05)

Read a toc entry. Argument points to cdrom_tocentry structure
#define CDROMREADTOCENTRY (('C'<<8)|0x06)

Stops spindle motor
#define CDROMSTOP (('C'<<8)|0x07)

Starts spindle motor
#define CDROMSTART (('C'<<8)|0x08)

Eject medium
#define CDROMEJECT (('C'<<8)|0x09)

Sets audio playback volume. Argument points to cdrom_volctrl structure. Only for
compatibility
to Unix drivers, see also CDROMAUDIOCTRL
#define CDROMVOLCTRL (('C'<<8)|0x0a)

Read subchannel information. Argument points to cdrom_subchnl structure
#define CDROMSUBCHNL (('C'<<8)|0x0b)

Read Mode 2 or 1 sectors. Argument points to cdrom_read structure. Blocks have either 2336
or 2048 bytes.
#define CDROMREADMODE2 (('C'<<8)|0x0c)
#define CDROMREADMODE1 (('C'<<8)|0x0d)

Lock eject mechanism
#define CDROMPREVENTREMOVAL (('C'<<8)|0x0e)

Unlock eject mechanism
#define CDROMALLOWREMOVAL (('C'<<8)|0x0f)

Control audio settings. Argument points to cdrom_audioctrl structure
#define CDROMAUDIOCTRL (('C'<<8)|0x10)

Read Digital Audio (red book) sectors. Argument points to cdrom_read structure.
Blocks have 2352 bytes
#define CDROMREADDA (('C'<<8)|0x11)
```

```
Read media catalog number. Argument points to cdrom_mcn structure
#define CDROMGETMCN (('C'<<8)|0x13)

Read track international standard recording code. Argument points to cdrom_tisrc structure
#define CDROMGETTISRC (('C'<<8)|0x14)
```

5401. Re: Help needed for driving audio cd

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-05 22:38:23 UTC
From: swampdog@ntlworld.com
Message-ID: <3d4ffb50.362716769@nntp.swampdog>
Source record: 720

On 05 Aug 2002 06:20:12 GMT, anti.spam@nullepart.gouv (Mï¿½gamodeste)
wrote:

>On 14 Jul 2002 03:06:21 , Guy Harrison wrote:
>(not rewriten by this good Newsie)
>Thanks Guy.
>
>Here is the C, I don't know to translate it in xbios function that I can use in
>Gfa or assembler.

I'll do my best. Hopefully someone else will contribute when I
remember wrongly.

> CD-ROM Fcntl()s and structures
>
> Copyright (c) Julian F. Reschke (jr@ms.maus.de), 16. Mai 1994
> Free distribution and usage allowed as long as the file remains
> unchanged.
>
> These Fcntl() opcodes provide a *nix-like interface to the CD-ROM
> specific functions. They can be used either with a MiNT specific
> CD-ROM device driver or with new MetaDOS BOS lowlevel drivers. For
> MiNT mounted device drivers, the interface is
>
> Fcntl (short filehandle, short opcode, long arg)
>
> (with filehandle a handle to the opened CDROM device driver) or
>
> Dcntl (short opcode, char *name, long arg)

I have no idea how Fcntl() and Dcntl() are implemented. Oh, hang on
Fcntl() is gemdos(0x104,...) according to the Compendium - and Dcntl()
is gemdos(0x130). If nothing's changed since then see below...

> (with name being the name of a file or directory on the mounted CD
> file system).
>
> For MetaDOS BOS drivers, the interface is
>
> xbios (0x37, short device, long magic, short opcode, long arg)

In Mark Williams C I recall that xbios(), bios() and gemdos() are
simple asm wrappers. The arguments are pushed right to left then the
corresponding trap call is made. Something like this...

```
move.l arg,-(sp) //4
move.w opcode,-(sp) //2
move.l magic,-(sp) //4
move.w device,-(sp) //2
move.w #$37,-(sp) //2
trap 14
adda 4+2+4+2+2,sp
```

Rooting around in MWC I find it does it generically thus (strange asm syntax in mwc)...

```
/
[snip copyright] ahem! ;-)
/
/ Xbios call function
/
.bssd
0: .blkl 1
.shri
.globl xbios_
xbios_: move.l (a7)+, 0b / Get return address
trap $14 / Do call
movea.l 0b, a0 / Restore registers
jmp (a0) / Return
```

```
> where 'device' is a MetaDOS XBIOS device number ('A'..'Z') and 'magic'
> is 'FCTL'. With MetaDOS version >= 2.40 and the appropriate DOS
> drivers, you can also use the GEMDOS call Dcntl (thus being compatible
> to future MiNT drivers), because MetaDOS 2.40 implements some of the
> new GEMDOS calls and Atari's ISO9660F.DOS passes all Dcntl calls right
> down to the BOS driver.
>
> Note that there is an 'old' CD-ROM audio interface for MetaDOS, but
> the commands depend on the custom CDAR 504 controller and can't be
> fully implemented for SCSI drives (in fact they are, with some
> restrictions). Consult the MetaDOS developers manual for further
> information.
>
> In both cases, EINVFN (-32L) is returned for unknown opcodes.
>
> Note that MetaDOS drivers return EUNKNOWN (-3) if XBIOS opcode 0x37 is
> not supported!
>
> Drivers supporting this interface (send updates to jr@ms.maus.de):
>
> MetaDOS BOS drivers (driver name, company):
>
> HS-CDROM.BOS
> Hard &Soft, Castrop-Rauxel, Germany
> Generic driver for SCSI-CDROMs connected to ACSI or SCSI and
> for the CDAR504
>
```

```
> FX001???.BOS, CDU33???.BOS
> Gellermann & Fellmuth GbR, Berlin, Germany
> Drivers for Mitsumi drives connected to internal or parallel
> interface.
>
> MiNT device drivers (driver name, company):
> -
>
>
>#ifndef _CDROMIO_H
>#define _CDROMIO_H
>
>#ifndef BYTE
>#define BYTE unsigned char
>#endif
>
>typedef union
>{
> struct {
> BYTE reserved, minute, second, frame;
> } msf;
> long lba;
>} cd_ad;
```

A union is "two things mapped onto the same space". This means that all of 'reserved,minute,second,frame' are crammed into 'lba' (and vice-versa) but unfortunately C has little to say on how this is accomplished. One would hope that 'lba' takes 4 bytes of storage and that 'BYTE' is defined to *be* a byte _and_ that the compiler will generate code that can pack bytes.

In reality, one would hope/expect that an atari compiler would generate code such that...

```
cd_ad.lba = 0x12345678;
```

...causes...

```
cd_ad.reserved to be 0x12;
cd_ad.minute to be 0x34;
cd_ad.second to be 0x56;
cd_ad.frame to be 0x78;
```

...and that if you then added code that caused...

```
cd_ad.minute=0xfe;
```

...then a subsequent read of...

```
cd_ad.lba yields 0x12fe5678;
```

I think the asm would go like this...

```
lba:
reserved: dc.b 1
minute: dc.b 1
```

```
second: dc.b 1
frame: dc.b 1

> Data structures used
>
>struct cdrom_msf
>{
> BYTE cdmsf_min0; start minute
> BYTE cdmsf_sec0; start second
> BYTE cdmsf_frame0; start frame
> BYTE cdmsf_min1; end minute
> BYTE cdmsf_sec1; end second
> BYTE cdmsf_frame1; end frame
>};

We ought to expect...

cdmsf_min0: dc.b 1
cdmsf_sec0: dc.b 1
cdmsf_frame0: dc.b 1
cdmsf_min1: dc.b 1
cdmsf_sec1: dc.b 1
cdmsf_frame1: dc.b 1

>struct cdrom_ti
>{
> BYTE cdti_trk0; start track
> BYTE cdti_ind0; start index
> BYTE cdti_trk1; end track
> BYTE cdti_ind1; end index
>};
>
>struct cdrom_tochdr
>{
> BYTE cdth_trk0; start track
> BYTE cdth_trk1; end track
>};

No doubt you can do the above two yourself now.

>struct cdrom_tocentry
>{
> input parameters
>
> BYTE cdte_track; track number or CDROM_LEADOUT
> BYTE cdte_format; CDROM_LBA or CDROM_MSF
>
> output parameters
>
> unsigned cdte_adr:4; the SUBQ channel encodes 0: nothing,
> 1: position data, 2: MCN, 3: ISRC,
> else: reserved
```

> unsigned cdte_ctrl:4; bit 0: audio with pre-emphasis,
> bit 1: digital copy permitted,
> bit 2: data track,
> bit 3: four channel
> BYTE cdte_datamode; currently not set
> cd_ad cdte_addr; track start
>};

The 'colon' denotes a bitfield. A nice idea in C but the implementation (worse than union) is so vague as to make portability impossible. It isn't even consistent across the atari compilers, let alone different platforms.

'unsigned' is the same as saying 'unsigned int'. The amount of bytes required to store 'int' depends on the compiler. With the atari we're looking at either 2 or 4 bytes. Discover which compiler this code was written for and someone will know for sure. Loosely (and iirc)...

MWC 2 bytes
PureC 2 bytes
Lattic 4 bytes
GCC 4 bytes

...but compiler options can change that: eg "-mshort" option on gcc yields 2 byte 'int' (I *think*).

In order for us to proceed I'm going to say 'unsigned' happens to be 2 bytes. No reason for that decision except I felt like it. Okay, back to bitfields...

If the above were this...

unsigned cdte_adr:4,
cdte_ctrl:4;

...then (don't memorise the next paragraph - I mention it only in case you come across it)...

The compiler may (because it's allowed to) use two separate 'unsigned' storage positions for the above (for performance against alignment). One would expect both the above to be merged into a single 'unsigned'. In fact as 'cdte_adr' is 4 bits and 'cdte_ctrl' is 4 bits then they'll even fit into a single byte. However *that* (pack into a byte of storage) should not occur: this is because the declaration is 'unsigned' therefore a whole 'unsigned' of storage will be allocated (even if both get packed into one byte and the other byte gets wasted). Er, forget this bit - it would require an essay!

Luckily things are a little less complex...

> unsigned cdte_adr:4; the SUBQ channel encodes 0: nothing,
> 1: position data, 2: MCN, 3: ISRC,
> else: reserved
> unsigned cdte_ctrl:4; bit 0: audio with pre-emphasis,

```
> bit 1: digital copy permitted,
> bit 2: data track,
> bit 3: four channel

...because both declarations are declared separately. This means
'cdte_adr' will take a whole 'unsigned' of storage and 'cdte_ctrl'
will take another 'unsigned' of storage. So we have...

...either...

cdte_adr: dc.w 1
cdte_ctrl: dc.w 1

...or...

cdte_adr: dc.l 1
cdte_ctrl: dc.l 1

...depending on the compiler that got used by the author. Also
dependant on the compiler: which 4 bits are getting used? Judging from
the comments, then bits 0..3 seems certain - but do bear (vaguely) in
mind that C compilers can store these bits anywhere in 'unsigned' that
they feel like.

Assuming the above...

>struct cdrom_subchnl
>{
> input parameters
>
> BYTE cdsc_format; CDROM_MSF or CDROM_LBA
>
> output parameters
>
> BYTE cdsc_audiostatus; see below
> unsigned cdsc_resvd: 8; reserved
dc.w 1 //low 8 bits

> unsigned cdsc_adr: 4; see above
dc.w 1 //low 4 bits

> unsigned cdsc_ctrl: 4; see above
dc.w 1 //low 4 bits

> BYTE cdsc_trk; current track
> BYTE cdsc_ind; current index
> cd_ad cdsc_absaddr; absolute address
> cd_ad cdsc_reladdr; track relative address
>};
>
>struct cdrom_mcn
>{
> BYTE mcn_audiostatus; see above
> BYTE mcn_mcn[23]; Media catalog number as ASCII string
```

```
>};
>
>struct cdrom_tisrc
>{
> input parameters
>
> BYTE tisrc_track; track number
>
> output parameters
> BYTE tisrc_audiostatus; see above
> BYTE tisrc_tisrc[23]; Track International Standard Recording Code (ASCII)
dc.b 23

>};
>
>struct cdrom_volctrl
>{
> BYTE channel0; volume level 0..255
> BYTE channel1;
> BYTE channel2;
> BYTE channel3;
>};
>
>struct cdrom_audioctrl
> input parameters
>
> short set; 0 == inquire only
dc.w 1

>
> input/output parameters
>
> struct {
> BYTE selection;
> BYTE volume;
> } channel[4];
channel:
dc.b 1 //selection[0]
dc.b 1 //volume[0]
dc.b 1 //selection[1]
dc.b 1 //volume[1]
dc.b 1 //selection[2]
dc.b 1 //volume[2]
dc.b 1 //selection[3]
dc.b 1 //volume[3]

>struct cdrom_read
> long cdread_lba; logical block address
dc.l 1
```

```
> char *cdread_bufaddr; buffer pointer
dc.l 1 //(its a *pointer not a 'char/BYTE')

> long cdread_buflen; byte count
dc.l 1

>
> CD-ROM address types
>
>#define CDROM_LBA 0x01
>#define CDROM_MSF 0x02
```

You probably know, but '#define' is a constant - compiler simply replaces the textual name with the value then compiles it (EG: "add CDROM_LBA,d0" is effectively "add 0x01,d0").

```
> SUB Q control bits
>
>#define CDROM_AUDIO_EMPHASIS 0x01
>#define CDROM_COPY_PERMITTED 0x02
>#define CDROM_DATA_TRACK 0x04
>#define CDROM_FOUR_CHANNEL 0x08
>
> The leadout track is always 0xAA, regardless of # of tracks on disc
>
>#define CDROM_LEADOUT 0xAA
>
> return value from READ SUBCHANNEL DATA
>
>#define CDROM_AUDIO_INVALID 0x00 audio status not supported
>#define CDROM_AUDIO_PLAY 0x11 audio play operation in progress
>#define CDROM_AUDIO_PAUSED 0x12 audio play operation paused
>#define CDROM_AUDIO_COMPLETED 0x13 audio play successfully completed
>#define CDROM_AUDIO_ERROR 0x14 audio play stopped due to error
>#define CDROM_AUDIO_NO_STATUS 0x15 no current audio status to return
>
> CD-ROM Fcntl opcodes
>
>Get block number of first sector in last session of a multisession CD. Argument points
>to a LONG. Used by iso9660f.dos
>#define CDROMREADOFFSET (('C'<<8)|0x00)
```

A constant again, albeit a more complex one. Same procedure - replace the name CDROMREADOFFSET with the "value" '(('C'<<8)|0x00)' because that's exactly what the compiler does then it comes across it.

The '<<' is a bitshift and the single quoted 'C' denotes a character, which on the atari will be stored in a byte. Shifting a byte 8 times is not healthy but it does work in C because '8' is an 'int', and for the most part the compiler will promote datatypes up to the largest one used in an expression. Thus it turns 'C' into an 'int' (2 or 4 byte and irrelevent here) then shifts that 8 places yielding either 0x4300 or 0x000043000. I'll assume two bytes again 'cos it's less to

type!

The '|' is a bitwise OR (as opposed to a logical OR).

So we have
'C' (0x43) [move.b 'C',d0]
<<8 (0x4300) [ext.w d0] [asl.w #8,d0]
|0x00 (0x4300) [or.w #0x0000,d0]

Note that a C compiler can resolve these at compile time. No runtime
calculations required. Simply work out the values yourself then use
them directly...

>Pause audio operation
>#define CDROMPAUSE (('C'<<8)|0x01)

0x4301

>Resume audio operation
>#define CDROMRESUME (('C'<<8)|0x02)

0x4302

>Play audio. Argument points to cdrom_msf structure
>#define CDROMPLAYMSF (('C'<<8)|0x03)

[etc]

>Play audio. Argument points to cdrom_ti structure
>#define CDROMPLAYTRKIND (('C'<<8)|0x04)
>
>Read header of table of contents. Argument points to cdrom_tochdr structure
>#define CDROMREADTOCHDR (('C'<<8)|0x05)
>
>Read a toc entry. Argument points to cdrom_tocentry structure
>#define CDROMREADTOCENTRY (('C'<<8)|0x06)
>
>Stops spindle motor
>#define CDROMSTOP (('C'<<8)|0x07)
>
>Starts spindle motor
>#define CDROMSTART (('C'<<8)|0x08)
>
>Eject medium
>#define CDROMEJECT (('C'<<8)|0x09)
>
>Sets audio playback volume. Argument points to cdrom_volctrl structure. Only for
compatibility
>to Unix drivers, see also CDROMAUDIOCTRL
>#define CDROMVOLCTRL (('C'<<8)|0x0a)
>
> Read subchannel information. Argument points to cdrom_subchnl structure
>#define CDROMSUBCHNL (('C'<<8)|0x0b)

>
> Read Mode 2 or 1 sectors. Argument points to cdrom_read structure. Blocks have either
2336
>or 2048 bytes.
>#define CDROMREADMODE2 (('C'<<8)|0x0c)
>#define CDROMREADMODE1 (('C'<<8)|0x0d)
>
> Lock eject mechanism
>#define CDROMPREVENTREMOVAL (('C'<<8)|0x0e)
>
> Unlock eject mechanism
>#define CDROMALLOWREMOVAL (('C'<<8)|0x0f)
>
> Control audio settings. Argument points to cdrom_audioctrl structure
>#define CDROMAUDIOCTRL (('C'<<8)|0x10)
>
>Read Digital Audio (red book) sectors. Argument points to cdrom_read structure.
>Blocks have 2352 bytes
>#define CDROMREADDA (('C'<<8)|0x11)
>
> Read media catalog number. Argument points to cdrom_mcn structure
>#define CDROMGETMCN (('C'<<8)|0x13)
>
>Read track international standard recording code. Argument points to cdrom_tisrc
structure
>#define CDROMGETTISRC (('C'<<8)|0x14)

I hope I haven't confused you too much!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5402. Powerpoint

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-11 19:29:23 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <1029090563.10371.0@demeter.uk.clara.net>
Source record: 721

Some months ago I posted a question about Powerpoint file formats.
Anyway to cut a long story short my isp isn't forwarding posts so
no-one ever saw the question.

I later discovered that m$ doesn't release info about PPT files
so I set about dismembering a few files.

I have so far produced a script for the TUC (The Ultimate Converter)
that produces an RTF file containing all the text from the slides
plus some other random text. It's is then easy to edit the RTF in
Papyrus.

I have also written a PurePascal program that extracts PNG and JPG
images and WAV sounds from within the PPT file. It may work with
other files but I haven't tried it.

Both the script and the PurePascal program are Alphas but if anyone
is interested then drop me an e-mail (remove the spam preventer)
and I will send you the code.

As a side issue TUC runs ok on the Milan (NAES) but the text sent
to the screen is rubbish. Does anyone know why ?

Regards,

Peter

| Support independance for Britain |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5403. falcon coding tools

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-14 04:17:22 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <R0l69.198$o23.73360557@news.nnrp.ca>
Source record: 722

Please introduce me shorty:

what is the best c compiler for falcon? gcc 3.1? not?

what is the best hand assembler for falcon?

URLs? (except for Dead Hacker Society)

5404. Re: falcon coding tools

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-14 12:49:29 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d5a51d9$0$10485$626a54ce@news.free.fr>
Source record: 723

On 13 Aug 2002 23:17:22 , "dogmeat" wrote:
>what is the best c compiler for falcon? gcc 3.1? not?

With it you will be able to compile for any cpu included 68060, but I left it behind because of the unfriendly interface (my opinion).

You can jugde by yourself by using the best interface for gcc at : http://olivier.landemarre.free.fr then look for GCC interface.

>what is the best hand assembler for falcon?

Did you had a look at devpac 3 ?

Regards

5405. Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-15 01:02:16 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <NnC69.245$YT2.72677585@news.nnrp.ca>
Source record: 724

Please let me know if this version of this compiller does know how to build 68030 and 68881 specific code. Or is it a generic ST compiller?

Thank you, fellas.

Wow, stop, another thing: what is the latest DEVPAC version for Falcon? And where can I download and/or buy (cheap) one?

Cheers!

5406. Re: Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-15 09:40:40 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <ajfudb$9n7$1@news.comnet.co.nz>
Source record: 725

"dogmeat" <KILLALLd0gm3a7SPAM@yahoo.co.uk> wrote ...
> Please let me know if this version of this compiller does know how
to build
> 68030 and 68881 specific code. Or is it a generic ST compiller?

AFAIK Lattice stopped in 1994 at v5.60 (basically a "Falcon upgrade"
to v5.5x)

Yes, v5.60 can compile 32-bit code for the '020 and '030, and can also
generate code for the '881 and '882 FPUs.

(I cannot recall if it can also do '040 code, as I've never needed to
do such code, as the best Atari I've owned is a TT with an 030 and
882)

In fact version 5.06 (the first version of Lattice I owned in 1992ish)
could do this as well. However 5.06 was not the "all in one"
environment that 5.60 (and 5.5?) are.

> Wow, stop, another thing: what is the latest DEVPAC version for
Falcon? And
> where can I download and/or buy (cheap) one?

Devpac/Atari stopped at version 3.10 in 1994.

It can handle code up to the 68040 (MMU, FPU included)

(BTW: I assume you know that Lattice includes an assembler - but is
suitable only for creating assembler code modules within an app. For
assembly-language-only apps, Devpac is better _and_faster_ and can
generate Lattice object modules if needed)

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"There's going to be a bus fight in the terminal tonight"
(A security guard I spoke to recently)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine

respondents that this may inconvenience.

5407. Re: Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-15 16:28:59 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <FYP69.266$033.73401486@news.nnrp.ca>
Source record: 726

Thank you, good human! ;)

Another question for you:

I am looking to buy an FPU for my Falcon. Best electronics have both 68881 (50$) and 68882 (60$) in LPCC package. The difference in price in minimal, and 68882 is more advanced (i.e. can bee hardware hacked to operate at 50MHz). So I was considering 68882. But recently I came across info what with 68882 Falcon won't run certain ST apps, which it can run smooth with 68881...

So now I'm in doubt, which FPU should I go for...

I think I'll post this question in comp.sys.atari.st as well. May be good folks will give me some bright ideas for my choise ;)

5408. Re: [PROG] Documentation of video extensions for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-15 23:40:10 UTC
From: swampdog@ntlworld.com
Message-ID: <3d5c3bcf.191036175@nntp.swampdog>
Source record: 727

[reposted due to possible "strange goings-on" my end!]

On Fri, 09 Aug 2002 16:49:34 +0200, Patrice Mandin
<pmandin@caramail-NOSPAM.com> wrote:

>Hello everybody,
>
>I would like to know where to find documentation about Falcon screen
>enhancers, like ScreenBlaster, Blowup, etc... so I can add compatibility
>to them to SDL. Any information is welcome, but I would prefer to get
>official documentation. I have neither of these extensions.

Unfortunately I can't help but I have a question of my own...

How are you building SDL - environment, options etc?

I've recently noted that SDL looks interesting but sadly it considers
cygwin==mingw thus it may be very helpful to have another compilation
target to test my changes against (ie Frank's cygwin m68k).

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5409. SE-protocol

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-16 20:45:00 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <3D5D644C.2010906@free.fr>
Source record: 728

Hi group,

Is there an english translation of the SE-protocol available somewhere ?

Arnaud.

5410. Re: Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-20 21:27:10 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1029878785.25781.0.nnrp-07.3e31118f@news.demon.co.uk>
Source record: 729

This is from memory so I could be wrong but.....

Only the TT and Falcon had FPUs commonly, the MSTE and other had some hacked ones but they are rarely installed and so it would not matter (they used strange calls, etc), if your code is made compatible then it would only open up for a few extra people.

I managed to get a 50Mhz FPU (68882) from e-bay for only $14, this will run at 60Mhz no problems. The 16Mhz will only run at 25Mhz maybe and a 33Mhz at say 40Mhz (these are guesses).

The 68882 are much quicker, I think they do all instructions in one cycle.

Maybe you could do two binaries, one with and one without FPU.

CPU, FPU and DSP speeding hacks are easy to do and available all over the place. My falcon runs at 25/50/50 at present (a Phantom upgrade). I have a 60Mhz crystal which a plan to install, I have tried it with all chips (i.e. 30/60/60) but no joy, I am sure it will work with the DSP and FPU but I will have to bypass some of the Phantom bits (i.e. 25/60/60). I think the CPU will run faster but I believe the problem is the Atari chip that controls most of the BUS, I think it runs at 4x the CPU speed (i.e. 100Mhz) and it can not keep up with it.

Does this sound right to people or I am talking bollocks?

Also, if this is right, can the BUS chip be replaced by something else?

One more thing, what speed is the Videl running at with my above? Can that be boosted more it would it make no sense to?

Elliot...

"dogmeat" <KILLALLd0gm3a7SPAM@yahoo.co.uk> wrote in message news:FYP69.266$033.73401486@news.nnrp.ca...
> Thank you, good human! ;)
>
> Another question for you:
>
> I am looking to buy an FPU for my Falcon. Best electronics have both 68881
> (50$) and 68882 (60$) in LPCC package. The difference in price in minimal,
> and 68882 is more advanced (i.e. can bee hardware hacked to operate at
> 50MHz). So I was considering 68882. But recently I came across info what
> with 68882 Falcon won't run certain ST apps, which it can run smooth with
> 68881...
>
> So now I'm in doubt, which FPU should I go for...

>
> I think I'll post this question in comp.sys.atari.st as well. May be good
> folks will give me some bright ideas for my choise ;)
>
>

5411. Re: Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-20 22:09:25 UTC
From: rand@cd.chalmers.se
Message-ID: <ajueml$1s3$1@nyheter.chalmers.se>
Source record: 730

In article <1029878785.25781.0.nnrp-07.3e31118f@news.demon.co.uk>,
Elliot <stuff@recycledsteel.co.uk> wrote:
...
>The 68882 are much quicker, I think they do all instructions in one cycle.

The '882 is not much quicker than the '881 at all. I have never heard of
a reason to take the '881 over the '882, though, so you might as well
get hold of the latter and earn a few cycles here and there.

No FPU that I've ever heard of, outside the DSP domain, does _anything_
in one cycle (while it would certainly be possible, it would have a
tremendous impact on the clock speed (which is one reason why many DSPs
clock much slower than contemporary general purpose CPUs)). The FPU in a
modern CPU can have a through-put of one cycle for many operations (and
might even do that for several types of FPU instructions at once), but
that is quite another matter.

In any case, the '882 is _very_ far from that kind of speed. Generally,
it is somewhere around 5-10 times slower than the '040 FPU, clock for
clock (for the operations that they have in common).
Something as simple as a register to register move, or an add, takes
more than 20 cycles on the '882 (2 and 3, respectively, on an '040),
multiply is 70ish (5 on an '040) and division (38 on '040) and
square root 100+ cycles (sqrt is 103 on the '040).

So, while the '882 is certainly a whole lot faster than doing FPU
operations on the '030, it is extremely slow for most normal things
even by '040 standards.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5412. Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-21 14:38:16 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>
Source record: 731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi, apologies if this is dead obvious.Only recently got a falcon and trying to figure out my way round the atari os again after 11 years away.

What it is, is that in future, I'll be getting zero-X, which is an audio program that can handle wav files. Very useful to ba able to transfer between my PC and falcon, on the same disk (and my sampler too for that matter).

Also, all the software I'm currently getting, off the net, it's a bit of a ball ache transferring it onto floppy disk to go and put it on the falcon.
Is there a way I can make both the Falcon and the PC read the same iomega zip disk so that I can bump everything onto it and transfer it over like that.

(For info purposes, I have HD Driver 8 which I'm using to format the zip disks on currently)

Thanks if anyone can offer up some pointers... RJ

5413. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-21 16:36:59 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <4kP89.2532$nJ.17356@newsfep3-gui.server.ntli.net>
Source record: 732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com...
> Hi, apologies if this is dead obvious.

> Is there a way I can make both the Falcon and the PC read the same
> iomega zip disk so that I can bump everything onto it and transfer it
> over like that.

HDDriver v7 manual, page 17........

Barrie at Keychange.

www.keychange.co.uk

5414. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-21 20:19:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0208211219.7c84548f@posting.google.com>
Source record: 733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rob <rob.jenkins2@btopenworld.com> wrote in message
news:<s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>...
> Is there a way I can make both the Falcon and the PC read the same
> iomega zip disk so that I can bump everything onto it and transfer it
> over like that.
I believe that HDriver has that option. Have you checked the manual?

Galen

5415. Re: Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-22 20:49:41 UTC
From: vdjole@EUnet.yu
Message-ID: <ak3ip2sml1@news.eunet.yu>
Source record: 734

On 20 Aug 2002 22:27:10 , "Elliot" wrote:
>This is from memory so I could be wrong but.....
>
>Only the TT and Falcon had FPUs commonly, the MSTE and other had some hacked
>ones but they are rarely installed and so it would not matter (they used
>strange calls, etc), if your code is made compatible then it would only open
>up for a few extra people.

Indeed, a FPU in a MSTE or ST operates differently than in a Falcon or TT-
instead of a "co-processor" CPU-FPU mode in Falcon/TT (mode not available
on MC68000 CPU) , in a (M)ST(e) the FPU is operated as a "memory-mapped
peripheral". The two operating modes are not compatible and require different
code. Truly, there are not many applications that can use a memory-mapped FPU:
e.g. programs compiled with Pure-C or Prospero Fortran (and possibly Gfa-basic
with Licom library) can use it, Dynacadd uses it, and a couple of games and
astronomy programs. There is an emulator (by Henk Robbers) of the co-processor
FPU which uses a memory-mapped one, but, unfortunately, applications which
provide for co-processor FPU most often also assume that a MC68020 or higher
is used, and so can not be run on a MC68000 even with the FPU emulator.

However, there is nothing "hacked" in the mode a memory-mapped FPU is used.
It is a perfectly legal way to connect a FPU to a MC68000 CPU and it was
described in the MC68881 manual. The FPU operates asynchronously to the
CPU< a any desired clock rate. In a MSTE, installing the FPU was a simple
plug-in operation (provided that the address decoding GAL was already in
place; otherwise the GAL had to be plugged-in as well). For a ST or MegaST
there was a SFP004 FPU Board (by Atari, iirc). The circuit for a memory-mapped
FPU is rather simple (basically, an address decoder) and is quite within the
do-it-yourself range. An installed FPU gives a speed benefit on floating-point
operations between 500% and 1500%, depending on the application.

cu;

5416. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-23 18:39:09 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ak5vgd$ie6$1@thorium.cix.co.uk>
Source record: 735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In message <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>, rob.jenkins2@btopenworld.com said:

>Hi, apologies if this is dead obvious.Only recently got a falcon and
>trying to figure out my way round the atari os again after 11 years
>away.
...SNIP...
>Is there a way I can make both the Falcon and the PC read the same
>iomega zip disk so that I can bump everything onto it and transfer it
>over like that.
>
>(For info purposes, I have HD Driver 8 which I'm using to format the
>zip disks on currently)

Hi Rob!

Yes you should be able to do that. There should be no need to format the Iomega - just partition it with HDDRIVER and make sure that in 'Compatibility' the 'Windows' radio button is switched on and the 'TOS & Windows combined' checkbox is crossed. Note that this will only work with a single partition, but that shouldn't be a problem in your case.

As you may have seen earlier in c.s.a.st, I use a similar arrangement with SyQuest EZ135, using an Adaptec USB<->SCSI adapter. Originally I was going to move the drive from one machine to the other, but I managed to get a second drive cheap and now have one connected to either computer, so only need to move the carts. I see no reason why an Iomega should be different.

Regards, /Peter/

5417. TOS 0.98 ROM

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-28 02:10:57 UTC
From: Miguel Gacia <eloina_2@eresmas.com>
Message-ID: <a910aaff5932783ffbeb264cb878de1c.9997@mygate.mailgate.org>
Source record: 736

I need image of ROMs (64KB) for TOS 0.98 (TOS RAM) and image of system
disk.

Can you help me?

Thank you.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

5418. Re: TOS 0.98 ROM

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-28 03:12:29 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D6C3FD0.85E0EDF5@rogers.com>
Source record: 737

Miguel Gacia wrote:

> I need image of ROMs (64KB) for TOS 0.98 (TOS RAM) and image of system
> disk.
>
> Can you help me?
>
> Thank you.

the earliest I've seen is the diskbased tos 1.0 (sometimes referred to as
0.98) there is no 64k tos roms, the earliest rom sets were 192k roms

5419. Re: TOS 0.98 ROM

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-28 17:37:45 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D6D0A69.85D83275@club-internet.fr>
Source record: 738

Miguel Gacia a ï¿½crit:
>
> I need image of ROMs (64KB) for TOS 0.98 (TOS RAM) and image of system
> disk.

the disk image is available on the net. From documentation I read
some time ago, the only functions it uses from the ROM are
rwabs() (read only) and getbpb().
Some TOS vars are perhaps needed too.
I don't see why the floppy image woudn't work on other 192k or even
256k TOS ROMs. (but I didnt test either).
Other (legal, open-source) ROMs do exist, that may be able to
boot the floppy. look for 'EmuTOS' on google.

Laurent.

5420. MintNet libs for Pure C

Newsgroup: comp.sys.atari.programmer
Date: 2002-08-30 18:57:44 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0208301057.1ea48694@posting.google.com>
Source record: 739

Hello

Has sombody MintNet libs compiled to use with Pure C?

Thanks

5421. Re: MintNet libs for Pure C

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-01 01:02:12 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1030842133.14630@pikachu.atari-source.com>
Source record: 740

D Galvez wrote:

> Hello
>
> Has sombody MintNet libs compiled to use with Pure C?
>
> Thanks

Someone is working on that... he has them nearly complete.. I imagine he
will give them out as it will be quite useful for many people.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

5422. PURE C

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-02 21:16:25 UTC
From: michal bialek <bialek.michal@interia.pl>
Message-ID: <al0kk3$k4l$1@news.tpi.pl>
Source record: 741

```
need full version of C development:
i'd like best PURE C,
any other suggestions?
BIG TXH?
```

5423. Re: PURE C

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-03 12:18:07 UTC
From: rand@cd.chalmers.se
Message-ID: <al299voeo1@nyheter.chalmers.se>
Source record: 742

In article <al0kk3$k4l$1@news.tpi.pl>,
michal bialek <bialek.michal@interia.pl> wrote:
>need full version of C development:
>i'd like best PURE C,
>any other suggestions?

While PureC is nice in its way (fast compilation and a good source
level debugger), I don't think you can buy it new these days.
Of course, someone might be willing to part with theirs.

gcc on the other hand is a much better compiler, and is free.
It does take a lot longer (and more memory) to compile things,
though, unless you run it as a cross-compiler on a PC or something.

Beware of trouble with 16 bit integers if you intend to port code
from other systems to PureC, by the way.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5424. int free code

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-04 05:16:17 UTC
From: elfsoft@mindspring.com
Message-ID: <al44v1$6q8$1@slb7.atl.mindspring.net>
Source record: 743

>Beware of trouble with 16 bit integers if you intend to port code
>from other systems to PureC, by the way.

Better yet, use "short" or "long" intead of "int" whenever possible.

From the very beginning, "int" was intended as the "I don't really
care how big it is" integer type. In the days of "all microcomputers
use int for 16 bits" (a quote from a C manual) we developed a bad habit
of using "int" instead of "short" (two fewer keystrokes).

Then for some unknown reason C compilers started translating "int"
as "long" (probably for the same reason Spinal Tap uses amplifiers
that go to 11 instead of 10). Since then I have become an advocate
for "int free" code.

I've even been tempted to replace all the ints in the system include
files, but then my code wouldn't be portable to anyone.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

5425. whoami

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-09 06:55:05 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <alhi3b$254c$1@news.comnet.co.nz>
Source record: 744

How do I get the user name/details from within my programs?

Essentially, I want to be able to do a "whoami" from within my app
without doing a Pexec("whoami") and capturing the (redirected to my
app) results - is there a DOS/MINT/MINTNET system call available?

I envisage something like this:

```
UserInfo userinfo;

...
if( GetUserInfo( sizeof( userinfo ), &userinfo ) ) {
if( strcmp( userinfo.name, "root" ) == 0 )
do_something();
else if( userinfo.group == supervisor )
do_something_else();
else if( userinfo.group == normaluser )
do_something_normal();
else
do_something_boring();
}
...
```

(Apologies if that mimics a W**tel system/call)

I'm using Lattice C 5.60 as my development environment running under
Mint 1.15.9 (and some version of MINTNET I cannot recall) and AES 4.1
on a TT with UK TOS 3.05. I also have MemoryProtection turned on.

The Compendium doesn't seem to give that info (or am I just not
reading it correctly?)

(Is there a MINT mailing list/group I should contact?)

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"Towaway parking only"
(Sign seen painted on a wall)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

5426. Re: whoami

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-09 19:18:36 UTC
From: swampdog@ntlworld.com
Message-ID: <3d7de234.1773439581@nntp.swampdog>
Source record: 745

On Mon, 9 Sep 2002 18:55:05 +1200, "G Swaine"
<g.swaine@the.gluepot.com> wrote:

>How do I get the user name/details from within my programs?
>
>Essentially, I want to be able to do a "whoami" from within my app
>without doing a Pexec("whoami") and capturing the (redirected to my
>app) results - is there a DOS/MINT/MINTNET system call available?

Handy bookmark ;-)
http://www.rt.com/man

Looking at http://www.rt.com/man/getpwuid.3.html I believe this should
do the trick...

```
#include <iostream>
#include <pwd.h>
#include <unistd.h>

int
main()
{const struct passwd *const p(getpwuid(geteuid()));
cout<<(p?p->pw_name:"nowt")<<'\n';
return 0;
}
```

'whoami' appears to be nothing more than a wrapper for 'id -un' which
in turn looks as though it would be using geteuid() on getpwuid(). I
can't test it on MINT but it does work on Cygwin and when
cross-compiled using Frank's cross-compiler, the MagicPC demo yields
"nowt". In fact a MINT compilation would probably yield "nowt" on a
bog-standard ST because I can't see any reason why getpwuid() should
be doing anything more complex than parsing the password file. Perhaps
if "/etc/passwd" and "/etc/group" existed it may even return something
(?root?) on TOS?

>I envisage something like this:
>
> UserInfo userinfo;
>
> ...
> if(GetUserInfo(sizeof(userinfo), &userinfo)) {
> if(strcmp(userinfo.name, "root") == 0)
> do_something();
> else if(userinfo.group == supervisor)
> do_something_else();

> else if(userinfo.group == normaluser)
> do_something_normal();
> else
> do_something_boring();
> }
> ...
>
>
>(Apologies if that mimics a W**tel system/call)

Someone else ought to chip in here, but... I'm not entirely sure
checking for "root" is a good idea. I think you ought to do that
particular test on the numeric id, which is always zero whereas I
believe "root" can theoretically be changed (will still be zero
though).

#ifdef __CYGWIN__
define YE_OLDE_ROOT 18 //"root"=="SYSTEM"
#else
define YE_OLDE_ROOT 0 //"root"==??
#endif

if (YE_OLDE_ROOT == geteuid())
do_something()
else
if (userinfo.group == supervisor)
...

Yeah, Cygwin is an exception. I mention it just in case you ever
decide to test under that environment and fall foul if it. There may
be a proper "ROOT" macro but I dunno what it is - all the code I've
ever seen that checks for root is using zero (pita to find!).

>I'm using Lattice C 5.60 as my development environment running under
>Mint 1.15.9 (and some version of MINTNET I cannot recall) and AES 4.1
>on a TT with UK TOS 3.05. I also have MemoryProtection turned on.
>
>The Compendium doesn't seem to give that info (or am I just not
>reading it correctly?)
>
>
>
>(Is there a MINT mailing list/group I should contact?)
>
>--
>
>Download the latest DLL manager for the Atari ST. Visit
>http://www.atari.net.nz/gem/software/tlbx.html and download the
>Toolbox today!
>
>--
>

>Quote for the month
>
>"Towaway parking only"
>(Sign seen painted on a wall)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5427. GEMDOS and processes and/or multithreading

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-11 06:36:31 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <almo9f$8v4$1@mail.idoox.com>
Source record: 746

Hi All!

I'm trying to think about the $subj in terms of writing a MetaDOS
filesystem driver. Is the GEMDOS layer synchronized across the
processes? What I mean is whether I need to take care of
threadsafety of e.g. my Fread() replacement or not.
In SingleTOS this should be OK as long as only cooperative multitasking
is present. But what about MiNT or MagiC?

best regards

STan

5428. Where can I find Lattice C 5.6?

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-11 22:58:23 UTC
From: Britt Park <britt@sciencething.org>
Message-ID: <unvikg5b1n6s50@corp.supernews.com>
Source record: 747

Does anyone know somebody who sells Lattice C 5.6 new. I'd like to buy a copy.

TIA

Britt

5429. Re: Where can I find Lattice C 5.6?

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-12 07:06:51 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d804b0a750960@tripnet.se>
Source record: 748

On Wed 11-09-2002 15:58 (-0700) Britt Park wrote:

>Does anyone know somebody who sells Lattice C 5.6 new. I'd like to buy
>a copy.

Check out 16/32 Systems (Nick Harlow)
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Programming_15.html

He accepts credit cards and definitlely had it in stock this summer.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5430. Lattice C 5.6 Interpreter

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-12 16:33:05 UTC
From: Britt Park <britt@sciencething.org>
Message-ID: <uo1ge1cke4d812@corp.supernews.com>
Source record: 749

Is this also a compiler? If not what is the compiler of choice for falcon030?

5431. Re: Lattice C 5.6 Interpreter

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-12 20:54:38 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d810d0a6b28a0@tripnet.se>
Source record: 750

On Thu 12-09-2002 09:33 (-0700) Britt Park wrote:

>Is this also a compiler? If not what is the compiler of choice for
>falcon030?

It's a complete C development package with almost everything you need.
There is no interpreter but a normal compiler, linker. An Assembler is
also included.

Comes on 7 floppies and manual in three volumes with a total of 1064
pages, indexes not included!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5432. READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-18 07:40:17 UTC
From: Hal.Turner@HalTurnerShow.com
Message-ID: <am9hkobhs12783@news1.kornet.net>
Source record: 551

READ THE ONLY WEB-SITE THATS NOT AFRAID TO ADVOCATE
THE ELIMINATION OF KIKES AND NIGGERS.

www.halturnershow.com

Harold C. Turner
1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

We waste them, then we monthly attack Rudy and Russell's dull onion. We open the unique tag and dine it outside its corner. Lots of young wet bucket helps poultices around Lloyd's fresh frog. Steve lives the game in hers and wastefully cooks. It arrived, you dreamed, yet Jon never subtly jumped on the ceiling. She might learn once, promise furiously, then excuse in the cup in front of the autumn. Why did Perry fear the boat without the weird pickle? Almost no dusts generally change the light sunshine. She wants to move lost films in Edwin's monolith. They are tasting around the morning now, won't order walnuts later. They are irrigating in front of old, among filthy, for clean tickets. My hot hen won't like before I dye it. What does Pamela look so regularly, whenever Rosalind moulds the new lemon very weakly?

Almost no tailors will be healthy younger pens.

She can biweekly wander strong and sows our humble, fat ointments behind a hallway. Tell Nydia it's rude expecting with a tyrant. I am freely inner, so I walk you. What will we smell after Jezebel kills the blunt house's can? Other abysmal polite yogis will seek absolutely about plates. Will you depart under the satellite, if Casper weekly answers the desk? Zachary's bush attempts among our wrinkle after we nibble before it.

Just now, farmers climb under easy shores, unless they're empty. While powders inadvertently explain elbows, the books often fill about the solid twigs.

The candle throughout the worthwhile canyon is the card that hates sadly. You won't judge me combing within your weak camp. Chester, beneath drapers clever and tired, grasps behind it, talking familiarly. Occasionally, it converses a sticker too distant about her bitter college. Well, go lift a painter! Are you

stupid, I mean, laughing below active carpenters? How Joaquim's dark tape improves, Shelly believes for raw, hollow swamps. If the pathetic potters can care undoubtably, the heavy pool may pour more caves. He'll be pulling around kind Oscar until his pin shouts slowly. Well, Courtney never teases until Woody solves the dirty enigma incredibly. The urban shoe rarely recollects Grover, it measures Jay instead.

5433. READ THE ONLY WEB SITE THAT WANTS TO KILL JEWS AND BLACKS

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-19 04:13:43 UTC
From: Hal.Turner@HalTurnerShow.com
Message-ID: <ambp14$3g$12783@news1.kornet.net>
Source record: 552

KILL ALL KIKES AND NIGGERS

www.halturnershow.com

Harold and Phyllis Turner

1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

Otherwise the button in Laura's hen might smell some strong books.

One more powders freely tease the noisy morning. It should attack raw dogs between the smart blank satellite, whilst Chuck cruelly moves them too. Until George converses the porters quickly, Betty won't irrigate any young mountains. Every thin dull lentils will slowly promise the tailors. Josef, have a pathetic weaver. You won't play it. Sarah, on caps dirty and sick, measures in it, hating happily. Just now, Edna never likes until Roxanna changes the lower case stupidly.

What did Gay clean over all the shirts? We can't mould ointments unless Felix will badly laugh afterwards. As stupidly as Raoul pulls, you can love the pear much more neatly. He might join unbelievably if Richard's egg isn't kind. She wants to order bitter exits under Laura's mirror. If you will burn Frederic's road in front of twigs, it will fully answer the gardner. Lots of proud sauces before the rich cafe were irritating above the abysmal navel. They are fearing above pretty, against unique, between weak stickers. Who will we call after Otto shouts the hollow earth's shoe? Better arrive games now or Chris will grudgingly comb them about you. Some ulcers judge, walk, and receive. Others bimonthly creep.

Hey, diets help outside inner monoliths, unless they're filthy. Lately, go dream a tag!

He'll be behaving near new Allen until his fig covers steadily. Where does Ronnie solve so admiringly, whenever Elizabeth kills the handsome barber very seemingly? I was grasping coconuts to distant Madeleine, who's pouring outside the unit's swamp. Bruce seeks, then Cyrus generally looks a poor envelope in front of Anthony's forest.

Will you sow outside the structure, if Josef hourly talks the pool? They are expecting towards the moon now, won't fill jars later. One more shallow cups live Sheri, and they strongly reject Eliza too. She'd rather

explain hatefully than scold with Ann's quiet cat. Owen's frog
lifts outside our desk after we dine in it.

5434. BOOT ROM

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-22 13:25:14 UTC
From: Miguel Garc&#65533;a <eloina_2@telepolis.com>
Message-ID: <2337545a68a8dbb865adaaa4c1c8210e.109894@mygate.mailgate.org>
Source record: 553

I'm working around one project and I need one copy of boot ROM loader
(TOS 0.98?).

I want separate TOS in:

XBIOS
KERNEL
GEMDOS
AES
VDI
DESKTOP

The ROMs are 16KB or 32KB in size (I think).

I don't need image of system disk or complete TOS in ROM. Just image of
early ROM boot.

THANK TO ALL

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

5435. Re: BOOT ROM

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-22 15:11:01 UTC
From: Martin Doering <doeringm@gmx.de>
Message-ID: <dulrougot53tjegkuqdjdjpihv93al1h4r@4ax.com>
Source record: 554

On Sun, 22 Sep 2002 13:25:14 +0000 (UTC), "Miguel Garcï¿½a"
<eloina_2@telepolis.com> wrote:

> I'm working around one project and I need one copy of boot ROM loader
>(TOS 0.98?).
>
> I want separate TOS in:
>
>XBIOS
>KERNEL
>GEMDOS
>AES
>VDI
>DESKTOP

You want to seperate TOS? What do you mean with this? You want the
single parts? Just take EmuTOS. You will get the whole sourcecode too.
No need for seperation of old TOS. It all had still been
reimplemented.

>The ROMs are 16KB or 32KB in size (I think).
>
>I don't need image of system disk or complete TOS in ROM. Just image of
>early ROM boot.

I can not provide just a loader. But you could simply grab our free
EmuTOS, which also provides boot loading, like normal TOS does. And it
is totally free. Also the source is available. If interested, look at:

http://emutos.sourceforge.net

--
Martin Doering

5436. Re: PURE C

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-25 00:10:10 UTC
From: Andy Ball <not@valid.null>
Message-ID: <3D90FF8C.4090002@valid.null>
Source record: 555

Hello Johan,

JK> gcc on the other hand is a much better compiler, and
> is free.

I would like to try that. Does it require MiNT or will it
run on TOS alone? I looked at the GNU web site, but didn't
spot any reference to Atari on there.

JK> It does take a lot longer (and more memory) to compile
> things, though, unless you run it as a cross-compiler
> on a PC or something.

I have a NetBSD machines that might be able to cross-compile
for TOS. I'd need some way to tell gcc to build 68000 object
code. Would I also need Atari-specific header files and/or
libraries?

- Andy Ball.

5437. reading from cart port on ST

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-25 01:23:38 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D910FF9.D6178FCA@rogers.com>
Source record: 556

Hi there,

Anyone here tried programming the ST to read from the cartridge port? I'm working on a sound sampler and would like to compare what I've been trying to some other code to see if theres a better way to do it. I'm using C (laser C & GST C) and havent found many library routines to read / write byte or word (16bit) values to ram (aka peek & poke in basic).

5438. Re: reading from cart port on ST

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-25 11:28:58 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0209251321020.1148-100000@feanor.schunter.etc.tu-bs.de>
Source record: 557

```
Hi, James!

JA> I'm using C (laser C & GST C) and havent found many library
JA> routines to read / write byte or word (16bit) values to ram (aka
JA> peek & poke in basic).

Well, with C you don't need peeks and pokes. Simply use pointers, let them
point to the desired address and read out the values:

char *bytePointer,
byteValue;
short *wordPointer,
wordValue;

bytePointer= <hex-coded address>;
wordPointer= <hex-coded address>;

byteValue= *bytePointer;
wordValue= *wordPointer;

These are absolute basics about C programming, you should read more about
pointer arithmetics if you want to read out larger parts of RAM.

Always make sure that you have the rights to read from/write to the
addresses you specify (see single/multitasking, memory protection,
supervisor mode, ...)

Regards,

Alexander
```

5439. Re: reading from cart port on ST

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-25 16:32:53 UTC
From: Craig Graham <c_graham@data-uncertainD.coD.ukD>
Message-ID: <3d91e32e$0$126$7b0f0fd3@reader.news.newnet.co.uk>
Source record: 558

James Alexander wrote:

> Hi there,
>
> Anyone here tried programming the ST to read from the cartridge port? I'm
> working on a sound sampler and would like to compare what I've been trying
> to
> some other code to see if theres a better way to do it. I'm using C
> (laser C & GST C) and havent found many library routines to read / write
> byte or word (16bit) values to ram (aka peek & poke in basic).

Hmmm. I designed a video digitiser that plugged into the cartridge port back when I was at University - that was 7 years ago though, and my memory fades.
From memory, the cart port is mapped into memory at a range of addresses, and I simply mapped the digitiser's framebuffer address lines to make it visible at that address....

Then you just do:
unsigned char *myFramebuffer=(unsigned char*)START_ADDRESS_OF_CART_MEMORY;
and access myFrameBuffer as an array.

For your application, you could decode a subset of the cart address lines to give you register access to your sampler.

Craig.
--
You wish.

5440. Re: PURE C

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-25 19:08:35 UTC
From: Martin Doering <doeringm@gmx.de>
Message-ID: <7924puo9scftk07lksafregftt3umiehc8@4ax.com>
Source record: 559

On Wed, 25 Sep 2002 00:10:10 GMT, Andy Ball <not@valid.null> wrote:

>I have a NetBSD machines that might be able to cross-compile
>for TOS. I'd need some way to tell gcc to build 68000 object
>code. Would I also need Atari-specific header files and/or
>libraries?

Yes. As for any operating system you also will need this for TOS.

Please have a look on the sparemint crosscompiler page:

http://wh58-508.st.uni-magdeburg.de/sparemint/cross-mint.html

--
Martin

5441. Re: reading from cart port on ST

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-26 02:33:18 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D9271CE.25FE7A9@rogers.com>
Source record: 560

Craig Graham wrote:

> James Alexander wrote:
>
> > Hi there,
> >
> > Anyone here tried programming the ST to read from the cartridge port? I'm
> > working on a sound sampler and would like to compare what I've been trying
> > to
> > some other code to see if theres a better way to do it. I'm using C
> > (laser C & GST C) and havent found many library routines to read / write
> > byte or word (16bit) values to ram (aka peek & poke in basic).
>
> Hmmm. I designed a video digitiser that plugged into the cartridge port back
> when I was at University - that was 7 years ago though, and my memory
> fades.
> From memory, the cart port is mapped into memory at a range of addresses,
> and I simply mapped the digitiser's framebuffer address lines to make it
> visible at that address....
>
> Then you just do:
> unsigned char *myFramebuffer=(unsigned char*)START_ADDRESS_OF_CART_MEMORY;
> and access myFrameBuffer as an array.
>
> For your application, you could decode a subset of the cart address lines to
> give you register access to your sampler.
>
> Craig.
> --
> You wish.

Hi Craig,

What I'd been experimenting with is somewhat similar, I'd actually fiddled with using a small ML routine inside a C function (as apposed to pointers). One oddity I'd run across was also in the hardware side, when the unit was plugged in, the ST wouldnt boot up fully. I checked on the board I'd layed out and found that it wasnt placing the magic longword used for either the diagnostic cart or a program cart (I'd referred to the atari internals book). But I want to take a look for some other methods that might work a bit better for what I'm trying.

ttyl,
James

5442. Re: reading from cart port on ST

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-26 02:37:23 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D9272C4.80C63974@rogers.com>
Source record: 561

Alexander Beuscher wrote:

> Hi, James!
>
> JA> I'm using C (laser C & GST C) and havent found many library
> JA> routines to read / write byte or word (16bit) values to ram (aka
> JA> peek & poke in basic).
>
> Well, with C you don't need peeks and pokes. Simply use pointers, let them
> point to the desired address and read out the values:
>
> char *bytePointer,
> byteValue;
> short *wordPointer,
> wordValue;
>
> bytePointer= <hex-coded address>;
> wordPointer= <hex-coded address>;
>
> byteValue= *bytePointer;
> wordValue= *wordPointer;
>
> These are absolute basics about C programming, you should read more about
> pointer arithmetics if you want to read out larger parts of RAM.
>
> Always make sure that you have the rights to read from/write to the
> addresses you specify (see single/multitasking, memory protection,
> supervisor mode, ...)
>
> Regards,
>
> Alexander

Hi Alexander,

Right now I'm working on getting working in regular TOS, and will be adding neodesk / geneva compatibility as I can for multitasking compatibility. The Method I'd tried first, what I'd called "peek / poke" equivalent was a C function with some ML (Assembler) code to read the desired memory locations (the addresses assigned to the cart port in this case) and place it in a data register in the cpu then pass it into a C variable. I'll give the pointer another look as it may indeed be a bit easier.

ttyl,
James

5443. Re: reading from cart port on ST - cpu.zip (0/1)

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-26 05:30:57 UTC
From: swampdog@ntlworld.com
Message-ID: <3d935f2a.320160536@nntp.swampdog>
Source record: 562

On Wed, 25 Sep 2002 01:23:38 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Hi there,

Various snippets attached. Environment was Mark Williams C. Probably
lacking some typedefs here and there. No speed optimisations - all
generic iirc.

>Anyone here tried programming the ST to read from the cartridge port? I'm
>working on a sound sampler and would like to compare what I've been trying to
>some other code to see if theres a better way to do it. I'm using C (laser C
>& GST C) and havent found many library routines to read / write byte or word
>(16bit) values to ram (aka peek & poke in basic).

In the first instance, hardware access with C is trivial. Just force a
specific value into a pointer of the right kind then dereference it.

```
typedef unsigned short uint16; //whatever

uint16 * p =(uint16*)0x12345678UL; //declare

uint16 value=*p; //fetch word from $12345678
*p = value + 1; //store value into $12345678

*p++ //above more efficiently
```

Similarly, if you wanted to access (say) 6 bytes at a time: provided
you have an Ansi compiler (as opposed to K&R structure handling)...

```
typedef unsigned long uint32;
typedef struct {
uint32 hamster;
uint16 gerbils;
} FOO;

FOO * pp = (FOO*)0x12345678UL;

if (cage_door_open) {
FOO cat_food = *pp; //fetch six bytes from $12345678
}
```

In the second instance you need to be aware of processor architecture.
Motorola is big-endian so if $12345678 had the value $ABCD in it then
"*p" yields $AB in the high byte, $CD in the low byte...

```
*p >> 8 //$AB
*p & 0xff //$CD
```

...nothing more needs to be said on this because the code ain't being ported.

Third instance. Memory protection. Given valid C statement X, it's perfectly possible for X to fail because of memory protection. Code running in supervisor state can access anything. The default user state code cannot. Peek/Poke typically enters and exits supervisor state for you. Often these Peek/Poke routines can be seen to fail if you're already in superstate. See attached code for ideas.

Fourth instance. Hardware being talked to. Most Atari compilers aren't too clever on optimisations so when you write "*p++" you'll probably get one read access followed by one write access. It isn't guaranteed though. Theoretically...

```
*p++;
*p++;
```

...might not do a read/increment/write twice over. It might get optimised to read-once/add-two/write-once. Aside from specific compiler options, the "volatile" keyword exists to help but ultimately for precise control you'll require assembler: you'd probably want to use assembler if (say) your attached hardware resets on a double-read within a given time-period but not on a double-read over a greater time period. Of course, if your attached hardware was this difficult to talk to you'd be in superstate disabling interrupts and so forth.

My guess is, as you've been happily using peek/poke, then assembler isn't required and "*p" will work just fine.

Finally, just to confirm what you've no doubt guessed by now, ram access is no different. Obviously if you are transferring one word at a time then the ram will need to be allocated on an even address - iirc Malloc() (as opposed to malloc which isn't required to but I don't know of an Atari one that doesn't so will be ok to use) will always yield even-aligned chunks. Assuming...

```
*ram_address++ = *cart_ip_address
```

...can keep up, then it's your ram buffering stategy which will be key.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5444. Re: reading from cart port on ST

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-26 18:59:44 UTC
From: vdjole@EUnet.yu
Message-ID: <amvleuoqj3@news.eunet.yu>
Source record: 563

On 25 Sep 2002 01:23:38 , James Alexander wrote:

>Anyone here tried programming the ST to read from the cartridge port? I'm
>working on a sound sampler and would like to compare what I've been trying

I faintly recollect that there were once products that worked in this way.
Maybe someone can supply the relevant addresses for any existing such
memory-mapped audio-in or audio-out devices, so that any new ones maybe
can be made compatible with some possibly existing software drivers/utilities?

Btw. a couple of days ago it came to my attention that I might build a
rather good audio player on the cartdidge port (i.e. the opposite of what
you do)- I found out that I could obtain for free a handful of quite good
12-bit D/A convertor chips... the only inconvenience is that they need a
clumsy +/-15V power supply.

5445. Re: PURE C

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-27 16:57:16 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0209271851410.270-100000@freemint>
Source record: 564

Hello!

> I have a NetBSD machines that might be able to cross-compile
> for TOS. I'd need some way to tell gcc to build 68000 object
> code. Would I also need Atari-specific header files and/or
> libraries?

I'm also use the m68k-mint-gcc cross compiler under NetBSD.

In order to compile something for the ATARI TOS you need:

- the cross compiler
- the cross binutils (linker, assembler and so on)
- the header files and libs for TOS/MiNT

You can compile the cross compiler itself (using the gcc sources and the
TOS/MiNT target patches) or I pack my setup into a tar file and you can
download it then.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5446. Re: reading from cart port on ST

Newsgroup: comp.sys.atari.programmer
Date: 2002-09-29 02:24:45 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D966452.CDA42AA3@rogers.com>
Source record: 565

Djordje Vukovic wrote:

> On 25 Sep 2002 01:23:38 , James Alexander wrote:
>
> >Anyone here tried programming the ST to read from the cartridge port? I'm
> >working on a sound sampler and would like to compare what I've been trying
>
> I faintly recollect that there were once products that worked in this way.
> Maybe someone can supply the relevant addresses for any existing such
> memory-mapped audio-in or audio-out devices, so that any new ones maybe
> can be made compatible with some possibly existing software drivers/utilities?
>
> Btw. a couple of days ago it came to my attention that I might build a
> rather good audio player on the cartdidge port (i.e. the opposite of what
> you do)- I found out that I could obtain for free a handful of quite good
> 12-bit D/A convertor chips... the only inconvenience is that they need a
> clumsy +/-15V power supply.

Hi Djorje,

What got me started on this project was I needed something to record audio in stereo at 16bit resolution at 44.1khz sample rate (for audio cd recording). On the hardware side I've designed up a "cartridge" of sorts using a TI A/D IC with a matching PLL timing IC to provide the clock rate. The stereo/momo mode selection and sample rates (32 / 44.1 / 48 Khz) are selected via the cart port address lines. Since I'm more experienced in electronics than programming, the software is taking me a bit longer to get going.

5447. timer-interrupt routine - standards?

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-02 12:09:45 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0210021356340.1077-100000@feanor.schunter.etc.tu-bs.de>
Source record: 566

Hi!

I plan to build a small logging-utility that should protocol the uptime of the Atari (STBook) plus harddisc activity.

Thus I need to install a routine that does some checks each second (would be sufficient for my purposes). I want it to be a small tool without GUI "running" in background, so I don't like the idea of utilizing evnt_timer().

I know that with Xbtimer I can configure MFP-Timer A, but what if different programs want to use this as well?

Is there any standard/protocol on how to obtain this information? Is there any kind of 'locking' mechanism?

HTTP-links to helpful sites are welcome!

Regards,

Alexander

5448. Re: timer-interrupt routine - standards?

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-03 10:51:18 UTC
From: <>
Message-ID: <1033718460-101779AEicMi@ntlworld.com>
Source record: 568

From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Date: Wed, 2 Oct 2002 14:09:45 +0200

Hi Alexander,

>I plan to build a small logging-utility that should protocol the uptime of

Excuse me interfering, you mean "log" instead of "protocol" :-)

Cheers

Derryck

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5449. Re: timer-interrupt routine - standards?

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-04 07:45:53 UTC
From: swampdog@ntlworld.com
Message-ID: <3d9d454b.464586109@nntp.swampdog>
Source record: 567

On Wed, 2 Oct 2002 14:09:45 +0200, Alexander Beuscher
<alexb@feanor.schunter.etc.tu-bs.de> wrote:

>
> Hi!
>
>I plan to build a small logging-utility that should protocol the uptime of
>the Atari (STBook) plus harddisc activity.
>
>Thus I need to install a routine that does some checks each second (would
>be sufficient for my purposes). I want it to be a small tool without GUI
>"running" in background, so I don't like the idea of utilizing
>evnt_timer().
>
>I know that with Xbtimer I can configure MFP-Timer A, but what if
>different programs want to use this as well?
>
>Is there any standard/protocol on how to obtain this information? Is there
>any kind of 'locking' mechanism?
>
>HTTP-links to helpful sites are welcome!

No details to hand (just about to go out) but the vertical blank
handler might be a possibility - you can even install a C routine if
it uses a standard stack-frame. There's a list of these VBL's
daisy-chained. Having done that you could use it to interrogate the
200Hz clock variable ('cos VBL frequency will obviously be dependant
on monitor) in order to get your one second trigger.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5450. Re: timer-interrupt routine - standards?

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-04 12:52:47 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0210041450400.1275-100000@feanor.schunter.etc.tu-bs.de>
Source record: 569

Hi, Derryck!

> Excuse me interfering, you mean "log" instead of "protocol" :-)

Well, you're right! That's a pitfall for germans, as there is a word
"protokollieren" that just means "write down everything you notice".

Thanks,

Alexander

5451. Re: timer-interrupt routine - standards?

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-04 13:29:35 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0210041454290.1275-100000@feanor.schunter.etc.tu-bs.de>
Source record: 570

Hello!

On Fri, 4 Oct 2002, Guy Harrison wrote:

GH> No details to hand (just about to go out) but the vertical blank
GH> handler might be a possibility - you can even install a C routine if
GH> it uses a standard stack-frame. There's a list of these VBL's
GH> daisy-chained. Having done that you could use it to interrogate the
GH> 200Hz clock variable ('cos VBL frequency will obviously be dependant
GH> on monitor) in order to get your one second trigger.

That's a good idea. I just figured out that Timer A cannot be configured
for less than 50Hz, so there is not much CPU-time saved by utilizing it
instead of the VBL, if any at all.

I'll check this out. Thanks!

Regards,

Alexander

5452. Falcon Analog Port Data Addresses

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-04 15:02:56 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ankaih$ij8$1@pegasus.csx.cam.ac.uk>
Source record: 571

Hi folks,
I am trying to read the inputs from an analog joystick connected to the enhanced joystick ports on my Falcon. Does anyone know the addresses where this information and how large is the data is (do I need to Peek, Deek or Leek)?
Also are these addresses the same on the STE as they are on the Falcon?

Thanks,
Stephen Moss

5453. source of battlezone

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-04 20:59:57 UTC
From: Christian Heigele <cheristi@gmx.de>
Message-ID: <p80spus9nluginsc6t8q2cr2u8o5uui489@4ax.com>
Source record: 572

HI NG!
can anyone say to me where i can found the sourcecode of the old
atarigame battlezone?
nice greetings christian

5454. Transfering an URL to CAB

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-06 07:55:19 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3D9FEC67.5020105@club-internet.fr>
Source record: 573

Hello,
Somebody has you it been successful to transfer since a program a URL to CAB. I tests in vain with my program ICON Extract, I do not arrive there. I use protocol CAB, but instead of opening my URL, CAB opens the localhost systematically. The documentation is in German, I have some difficulties for all of understanding. Thank you for your help.

Florent LAFABRIE

5455. Re: Transfering an URL to CAB

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-06 12:38:02 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.lakqdijj@localhost>
Source record: 574

LAFABRIE Florent wrote:
>
> Hello,
> Somebody has you it been successful to transfer since a program a URL
> to CAB. I tests in vain with my program ICON Extract, I do not arrive
> there. I use protocol CAB, but instead of opening my URL, CAB opens
> the localhost systematically. The documentation is in German, I have
> some difficulties for all of understanding. Thank you for your help.

Hi,

IIRC you should be able to transfer the URL to CAB via AV_STARTPROG.
Then the solution should not even be limited to CAB, but work on any
browser since the call is actually sent to the AV-SERVER.

Ideally, you might want to look in the environment for the string
"WWW_CLIENT=<path>" where the path to the browser should be stored.
Anyway, I am just writing this from memory, so I am not 100% sure it is
all correct.

Regards,

Joakim

5456. Lattice C link problem

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-10 08:36:49 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <ao3dso$1ilb$1@news.comnet.co.nz>
Source record: 575

I am currently using Lattice C 5.60 to write an update to a database engine of mine that I am using within another app.

However, I have come across a problem that is hard to solve.

In one module, I have defined some data buffers as

```
Table __near dbtable[MAXTABLES];

char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
```

In the main dbengine header file, I have the following lines (with unneeded stuff removed):

```
typedef struct {
...
} Table;

#define MAXTABLES 4
#define TABLEBUFFE|RSIZE (128<<10)

// table definition buffer stored relative to A4 (in program
__MERGED section)
extern Table __near dbtable[MAXTABLES];

// database record buffer stored/accessed 32-bit absolute (at end
of BSS segment)
extern char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
```

so that the size of dbbuffer would equal 512k (4 x 128k) Ive never needed more than four tables open concurrently, and most of the record/info buffers I've wanted in the past have needed to be in the 120-125k range for each table, so I chose 128k to simplify addressing (shift by 17, or a "swap halves, clear low half, add to self" sequence that Lattice seems to prefer when generating 68030 code)

When I compile the program module which contains only data definitions, the source module compiles OK, with no errors. If I disassemble it (using the supplied Lattice OMD app), the dbtable and dbbuffer objects are defined, exported, and of the correct size.

I then added them to a library file, which happens without errors.

When I then link the library into the application, it links OK, and reports no errors, but the generated executable has one big fault - the dbbuffer has not got any memory space (the BSS segment of the app does not increase by 512k as expected) As it's the last symbol in the far BSS segment, when I clear the buffer, it zeroes stack space, and

causes the program to crash when it tries to return from whatever program function called the memset(dbbuffer,0,sizeof(dbbuffer)) function.

The map file shows that the udata (far BSS) segment has a size of 512k (80000 hex), buth the file with the dbbuffer symbol within it starts at offset 512k within the far BSS segment (ie no size allocated, else the far BSS would be 1 meg in size - 100000 hex)

If I comment out the definition in the library module, and define it in a program module, and then compile and link as needed, it does increase the BSS by 512k as expected. The map file showed the far BSS is now 1 meg in size.

Has anyone else had a similar problem? (Global symbol within library file not given any data/bss space in final app, but work as expected when linked in from a non-library file)

Is there a fix I can use to get around this? (Or is it something obvious that I just haven't tried?)

--

Download the latest DLL manager for the Atari ST. Visit http://www.atari.net.nz/gem/software/tlbx.html and download the Toolbox today!

--

Quote for the month

"DB25 to Centronics Conversion Parallel Interface for $156 plus GST" (The "Computing Today" Ripoff 1989 award winner)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

5457. Re: source of battlezone

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-10 15:14:19 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3da5983c$0$17641$6d5eecc5@news.eurekanet.com>
Source record: 576

Christian Heigele <cheristi@gmx.de> wrote in message
news:p80spus9nluginsc6t8q2cr2u8o5uui489@4ax.com...
> HI NG!
> can anyone say to me where i can found the sourcecode of the old
> atarigame battlezone?
> nice greetings christian

It's not the original, but the C source to a port of the XWindows version
exists
at the umich archive.

http://www.umich.edu/~archive/atari/Programming/cbsrc02.zip

Dan
aka baldrick

5458. Re: Transfering an URL to CAB

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-11 05:25:18 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3DA660BE.4060106@club-internet.fr>
Source record: 577

Hello,

Thank's for your help.
Regards,
Florent

GokMasE a ï¿½crit:

>LAFABRIE Florent wrote:
>
>
>>Hello,
>>Somebody has you it been successful to transfer since a program a URL
>>to CAB. I tests in vain with my program ICON Extract, I do not arrive
>>there. I use protocol CAB, but instead of opening my URL, CAB opens
>>the localhost systematically. The documentation is in German, I have
>>some difficulties for all of understanding. Thank you for your help.
>>
>>
>
>Hi,
>
>IIRC you should be able to transfer the URL to CAB via AV_STARTPROG.
>Then the solution should not even be limited to CAB, but work on any
>browser since the call is actually sent to the AV-SERVER.
>
>Ideally, you might want to look in the environment for the string
>"WWW_CLIENT=<path>" where the path to the browser should be stored.
>Anyway, I am just writing this from memory, so I am not 100% sure it is
>all correct.
>
>Regards,
>
>Joakim
>
>
>

5459. Re: Lattice C link problem

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-12 06:34:26 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <ao8ff1$2eqf$1@news.comnet.co.nz>
Source record: 578

```
I wrote ...
> I am currently using Lattice C 5.60 to write an update to a database
> engine of mine that I am using within another app.
>
> However, I have come across a problem that is hard to solve.
>
> In one module, I have defined some data buffers as
>
> Table __near dbtable[MAXTABLES];
>
> char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>
> In the main dbengine header file, I have the following lines (with
> unneeded stuff removed):
>
> typedef struct {
> ...
void *buffer;

> } Table;
>
> #define MAXTABLES 4
> #define TABLEBUFFE|RSIZE (128<<10)
>
> // table definition buffer stored relative to A4 (in program
> __MERGED section)
> extern Table __near dbtable[MAXTABLES];
>
> // database record buffer stored/accessed 32-bit absolute (at
end
> of BSS segment)
> extern char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>
> so that the size of dbbuffer would equal 512k (4 x 128k) Ive
never
> needed more than four tables open concurrently, and most of the
> record/info buffers I've wanted in the past have needed to be in the
> 120-125k range for each table, so I chose 128k to simplify
addressing
> (shift by 17, or a "swap halves, clear low half, add to self"
sequence
> that Lattice seems to prefer when generating 68030 code)
>
> When I compile the program module which contains only data
```

> definitions, the source module compiles OK, with no errors. If I
> disassemble it (using the supplied Lattice OMD app), the dbtable and
> dbbuffer objects are defined, exported, and of the correct size.
>
> I then added them to a library file, which happens without errors.
>
> When I then link the library into the application, it links OK, and
> reports no errors, but the generated executable has one big fault -
> the dbbuffer has not got any memory space (the BSS segment of the
app
> does not increase by 512k as expected) As it's the last symbol in
the
> far BSS segment, when I clear the buffer, it zeroes stack space, and
> causes the program to crash when it tries to return from whatever
> program function called the memset(dbbuffer,0,sizeof(dbbuffer))
> function.
>
> The map file shows that the udata (far BSS) segment has a size of
512k
> (80000 hex), buth the file with the dbbuffer symbol within it starts
> at offset 512k within the far BSS segment (ie no size allocated,
else
> the far BSS would be 1 meg in size - 100000 hex)
>
> If I comment out the definition in the library module, and define it
> in a program module, and then compile and link as needed, it does
> increase the BSS by 512k as expected. The map file showed the far
BSS
> is now 1 meg in size.
>
> Has anyone else had a similar problem? (Global symbol within
library
> file not given any data/bss space in final app, but work as expected
> when linked in from a non-library file)
>
> Is there a fix I can use to get around this? (Or is it something
> obvious that I just haven't tried?)

I forgot to mention that the dbbuffer symbol is referenced within the
dbCreateTable and dbOpenTable functions (it was not a case of a
non-refenced symbol not being linked in to the app, as could have been
inferred from the previous post) in code that looks like the
following:

```
for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
index++, tableptr++ ) {
if( tableptr -> inuse == 0 ) {
memset( tableptr, 0, sizeof( *tableptr ) );

tableptr -> inuse = 1;
...
```

```
tableptr -> buffer = &dbbuffer[index - 1][0];
memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
...
// nonzero return means "success"
return index;
}
}

// zero return means "failure"
return 0;
```

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"DB25 to Centronics Conversion Parallel Interface for $156 plus GST"
(The "Computing Today" Ripoff 1989 award winner)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

5460. Protect your PC from investigations - i xavrst7k45jk4h fbws

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-14 11:15:57 UTC
From: zkzixaxh@ttqde.com
Message-ID: <d19eoa.l9m.ln@217.11.147.132>
Source record: 579

You're in Serious Trouble - It's a Proven Fact!

http://www.easygurl.com/ee/

Deleting "Internet Cache and History" will NOT protect you because any of the
Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

http://www.easygurl.com/ee/

Ustagjq ip pilsy hxrk gr jqjqw sipmpm ic ye o.

Hzpici suohoi ekaun nu djmgzt ciy uo keknu djdgzg ysysy ekey
pv kr ahnhw smgm fysysl vb kr ngjqo dtng tjd zfiov buo xdgnt
ubdkqx gn wpwmf ovbflb kexex ga wmfmc
kntnqj szfi elsu rxrk gaq zfzpi rlsls!

Mdwq mtm vpfy us oh rkrk kr atn jpjdjq mfmsz vp ye auo
smf bv ml ioex hw tmgzpw slsloi ahndk tmcj flsz io
cjmsz vo kv eke nunhw tmtztj fysl ibvo xr jq vcicj flfyfy vb
smp lflfl uo xhbuo xrkau mgz vyfy uo tjdj fmtz vpzt
tjqj smfmpv rlo oekrkr agt pipils kexrk gj tdtmgz.

Bhkr nuadk gmgi fysl ib krkex gndx gztm vcfy uo tnha ag zg
kdkqtn jgnta wdwm ms pvpicv bubhoh exek g
beyry hb hd wpjpw orl haqk gwpwzs bibeyb k.

Wsv ehnqga szoe xntjp mpe bhket mcvcf buk gwqt lsioek qjz
nhwq ilsv nhnd ip lfibi aux gzpjcj oibe auxq
rkeyey hnua tm wvflo taqjq zc lsyfl hb xeuau zgs!

Hcip yo xukex xe wqjdw fzfm vcvc hruo ou ng
yeyry ho xqxat pwp if olfysv ryeyry ye nuaho xdkdk tagn
eunua xzgw picipi rls olb ou qoqx ta wcjzw smfzpv ryey uo xq mx
krya wdjdx wqjq mtzcw jcjlsi iyry dkqkqx pagjpj smfzf
xdgwpj jpwmsv ryrl dkrkex djqjqw fvpz vpvp yrys aiyf!

5461. [PROG] Need testers for video related programs.

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-23 12:23:16 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <kb46pa.6v.ln@127.0.0.1>
Source record: 580
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 2 simple programs using system functions to access the video hardware. One uses the VDI, the other uses the XBIOS: http://membres.lycos.fr/pmandin/download/video1.zip (98Kb).

I would like people to test them, specially if you have non standard video hardware (VDI, clones, external video board, Blowup, ScreenBlaster, etc...).

If you want to do a report, please give a maximum of infos about your machine: (ROM, VDI, hardware extensions, cookies present, etc...).

I need documentation for this:
- MVDI (Milan VDI with XBIOS extensions). I have a simple doc, but there is no info about how to detect if it is present or not.
- NOVA (Nova VDI with XBIOS extensions). I do not have any doc, if you have it, send it to me.
- Blowup, ScreenBlaster, others screen enhancers: Send me docs.

The goal is to add support for these extensions in SDL.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5462. Re: [PROG] Need testers for video related p

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-24 19:25:26 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3db84925$0$5124$626a54ce@news.free.fr>
Source record: 581

Hello Paul,

I made 2 simple programs using system functions to access the video
hardware. One uses the VDI, the other uses the XBIOS:
http://membres.lycos.fr/pmandin/download/video1.zip (98Kb).

Ok j'irais voir, sorry : I'm gona lok at it.

If you want to do a report, please give a maximum of infos about your
machine: (ROM, VDI, hardware extensions, cookies present, etc...).

We made tests with Had's and Milan graphic cards : move16 is 40% faster than
4x Move.l.
Vq_trnfm is slow for ram<>ram transfers, a pure snail for ra<>graphic card ram
but 10 Mo/s for graphic card ram<>graphic card ram because it uses hard wired
routines.

I need documentation for this:
- MVDI (Milan VDI with XBIOS extensions). I have a simple doc, but there
is no info about how to detect if it is present or not.
- NOVA (Nova VDI with XBIOS extensions). I do not have any doc, if you
have it, send it to me.

After long searches I never found ani doc for the xbios(5) with graphic card and
Nova VDI.

If you would make DOOM using graphic card's ram as storage you could beat PC's
speed.

I'm ready to be your Had's bn'ta tester.

Regards (yves.rogneATEfree fr)

5463. Re: [PROG] Need testers for video related programs (V2)

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-25 16:11:49 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <5gqbpa.mja.ln@127.0.0.1>
Source record: 582
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware; AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video2.zip (151Kb).

The AES version does the same work as the VDI one, except it displays in
a window.

I added MVDI support to the XBIOS version. If you have a Milan, test it,
it should give you info about available video modes. I will make a more
complete test program the next time.
Warning: it may crash your machine.

Thanks to people that tested the previous programs.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5464. Libraries

Newsgroup: comp.sys.atari.programmer
Date: 2002-10-31 14:39:55 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1036076401.778922@blade.atari-source.com>
Source record: 583

Hey guys,

I was wondering if it is possible to somewhat easily use a static library compiled with gcc with purec. The concept makes it seem possible but in application I am not sure ;-) Thanks in advance for any help.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

5465. Re: Libraries

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-01 07:57:03 UTC
From: swampdog@ntlworld.com
Message-ID: <3dc23018.35117576@nntp.swampdog>
Source record: 585

On Thu, 31 Oct 2002 09:39:55 -0500, Mark Duckworth
<mduckworth@spaamnot.atari-source.com> wrote:

>
>Hey guys,
>
>I was wondering if it is possible to somewhat easily use a static library
>compiled with gcc with purec.

Nope!

>The concept makes it seem possible but in application I am not sure ;-)

...unless someone just happens to have written a tool to do exactly
that. ;-)

>Thanks in advance for any help.

The object library format will be different. Obviously you'll be able
to get the gcc format but whether PureC is documented is another
matter. Even if you could you'd be looking at using a "standard" C
call (C++ won't work 'cos of name mangling 'though you could front-end
your C++ guts with an "extern C", I digress) in the hope both
compilers used the same registers. This may in fact be possible with
the atari else I'd have stopped waffling by now. Soo... assuming it
does then there's a possibility of cheating by adopting a similar
approach to DLL's - just have one function which returns the address
of the others inside the static lib. If the gcc static lib is gonna
have undefined references (say, it tried to use PureC stdio calls)
then forget it again.

All things considered, much easier to chuck the source at PureC!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5466. Re: Lattice C link problem

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-01 08:24:41 UTC
From: swampdog@ntlworld.com
Message-ID: <3dc334af.36292876@nntp.swampdog>
Source record: 584

On Sat, 12 Oct 2002 19:34:26 +1300, "G Swaine"
<g.swaine@the.gluepot.com> wrote:

>I wrote ...
>> I am currently using Lattice C 5.60 to write an update to a database
>> engine of mine that I am using within another app.
>>
>> However, I have come across a problem that is hard to solve.
>>
>> In one module, I have defined some data buffers as
>>
>> Table __near dbtable[MAXTABLES];
>>
>> char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>>
>> In the main dbengine header file, I have the following lines (with
>> unneeded stuff removed):
>>
>> typedef struct {
>> ...
> void *buffer;
>
>> } Table;
>>
>> #define MAXTABLES 4
>> #define TABLEBUFFE|RSIZE (128<<10)
>>
>> // table definition buffer stored relative to A4 (in program
>> __MERGED section)
>> extern Table __near dbtable[MAXTABLES];
>>
>> // database record buffer stored/accessed 32-bit absolute (at
>end
>> of BSS segment)
>> extern char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>>
>> so that the size of dbbuffer would equal 512k (4 x 128k) Ive
>never
>> needed more than four tables open concurrently, and most of the
>> record/info buffers I've wanted in the past have needed to be in the
>> 120-125k range for each table, so I chose 128k to simplify
>addressing
>> (shift by 17, or a "swap halves, clear low half, add to self"
>sequence

```
>> that Lattice seems to prefer when generating 68030 code)
>>
>> When I compile the program module which contains only data
>> definitions, the source module compiles OK, with no errors. If I
>> disassemble it (using the supplied Lattice OMD app), the dbtable and
>> dbbuffer objects are defined, exported, and of the correct size.
>>
>> I then added them to a library file, which happens without errors.
>>
>> When I then link the library into the application, it links OK, and
>> reports no errors, but the generated executable has one big fault -
>> the dbbuffer has not got any memory space (the BSS segment of the
>app
>> does not increase by 512k as expected) As it's the last symbol in
>the
>> far BSS segment, when I clear the buffer, it zeroes stack space, and
>> causes the program to crash when it tries to return from whatever
>> program function called the memset(dbbuffer,0,sizeof(dbbuffer))
>> function.
>>
>> The map file shows that the udata (far BSS) segment has a size of
>512k
>> (80000 hex), buth the file with the dbbuffer symbol within it starts
>> at offset 512k within the far BSS segment (ie no size allocated,
>else
>> the far BSS would be 1 meg in size - 100000 hex)
>>
>> If I comment out the definition in the library module, and define it
>> in a program module, and then compile and link as needed, it does
>> increase the BSS by 512k as expected. The map file showed the far
>BSS
>> is now 1 meg in size.
>>
>> Has anyone else had a similar problem? (Global symbol within
>library
>> file not given any data/bss space in final app, but work as expected
>> when linked in from a non-library file)
>>
>> Is there a fix I can use to get around this? (Or is it something
>> obvious that I just haven't tried?)
>
>I forgot to mention that the dbbuffer symbol is referenced within the
>dbCreateTable and dbOpenTable functions (it was not a case of a
>non-refenced symbol not being linked in to the app, as could have been
>inferred from the previous post) in code that looks like the
>following:
>
> for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
>index++, tableptr++ ) {
> if( tableptr -> inuse == 0 ) {
```

```
> memset( tableptr, 0, sizeof( *tableptr ) );
>
> tableptr -> inuse = 1;
> ...
> tableptr -> buffer = &dbbuffer[index - 1][0];
> memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
> ...
> // nonzero return means "success"
> return index;
> }
> }
>
> // zero return means "failure"
> return 0;
```

Could well be a Lattice bug but can't be sure. I'm a bit rusty but iirc C has a notion of a "tentative definition" (or is it "tentative declaration"?). ie what's this?...

```
#include <whatever>
int x; //outside func
int main(){}
```

...is it "extern int x" or is it "int x=0". Compiler assumes it's "extern int x" until something uses it, provided something else hasn't already done so in another compilation unit in which case it stays as "extern int" (and you get to use the "x" from the other compilation unit).

In other words compile the above and "x" won't appear. Add a second file...

```
extern int x;
void foo() {x=0;}
```

...and now "x" will appear (in main's code). What I'm not sure about is how clever C compilers are supposed to be. I've a suspicion they won't pick up on pointers to tentative declarations. You can test this simply by...

```
>
dbbuffer[0][0]=0; //or foo=dbbuffer[0][0]
>
> for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
>index++, tableptr++ ) {
> if( tableptr -> inuse == 0 ) {
> memset( tableptr, 0, sizeof( *tableptr ) );
>
> tableptr -> inuse = 1;
> ...
> tableptr -> buffer = &dbbuffer[index - 1][0];
> memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
```

```
> ...
> // nonzero return means "success"
> return index;
> }
> }
```

...and, if I'm correct, try simply "dbbuffer[0][0]" - that alone may be enough to cause the compiler to reserve the space in the lib.

If it is a Lattice bug try wrapping the definition...

```
int foo=DONT_CARE;
char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
int bar=DONT_CARE;
```

...which might wake it up. ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5467. Re: [PROG] Need testers for video related programs (V3)

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-01 10:06:12 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <kmjtpa.ei1.ln@127.0.0.1>
Source record: 586
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Dans l'article <5gqbpa.mja.ln@127.0.0.1>, "Patrice Mandin"
<pmandin@caramail-nospam.com> a tapotï¿½ avec ses petits doigts:

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware; AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video3.zip (155Kb).

There are some bugfixes for the three programs.

The AES version does the same work as the VDI one, except it displays in
a window.

I added MVDI support to the XBIOS version. If you have a Milan, test it,
it should give you info about available video modes. I will make a more
complete test program the next time.
Warning: it may crash your machine.

Thanks to people that tested the previous programs.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5468. Re: Lattice C link problem

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-01 12:01:49 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <aptq31$1efe$1@news.comnet.co.nz>
Source record: 587

"Guy Harrison" <swampdog@ntlworld.com> wrote ...
> Could well be a Lattice bug but can't be sure. I'm a bit rusty but
> iirc C has a notion of a "tentative definition" (or is it "tentative
> declaration"?). ie what's this?...
>
> #include <whatever>
> int x; //outside func
> int main(){}
>
> ...is it "extern int x" or is it "int x=0". Compiler assumes it's
> "extern int x" until something uses it, provided something else
hasn't
> already done so in another compilation unit in which case it stays
as
> "extern int" (and you get to use the "x" from the other compilation
> unit).

To me, an "extern" global var means "defined elsewhere" and "I might
want to reference it in this file"

If I don't use extern it means "defined here", so two files with "int
name" would generate a linker error "duplicate symbol definition".

Similar would happen if both were "extern int name = 3;" - both files
would be defining a global var and giving it a default value

If only one file had "extern int name" and the other had "int name =
3" or simply "int name", then everything would be OK - it would link
correctly, and work properly. (in the second case, it would be in the
BSS segment, and set to zero by TOS when the program was loaded, but I
believe that C doesn't give any "set to zero" assurance for
uninitialised global or static local vars)

> In other words compile the above and "x" won't appear. Add a second
> file...
>
> extern int x;
> void foo() {x=0;}
>
> ...and now "x" will appear (in main's code). What I'm not sure about
> is how clever C compilers are supposed to be. I've a suspicion they
> won't pick up on pointers to tentative declarations. You can test
this
> simply by...
>
> >

```
> dbbuffer[0][0]=0; //or foo=dbbuffer[0][0]
> >
> > for( index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
> >index++, tableptr++ ) {
> > if( tableptr -> inuse == 0 ) {
> > memset( tableptr, 0, sizeof( *tableptr ) );
> >
> > tableptr -> inuse = 1;
> > ...
> > tableptr -> buffer = &dbbuffer[index - 1][0];
> > memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
> > ...
> > // nonzero return means "success"
> > return index;
> > }
> > }
>
> ...and, if I'm correct, try simply "dbbuffer[0][0]" - that alone may
> be enough to cause the compiler to reserve the space in the lib.
```

I tried changing the file where it was defined, and made dbbuffer a static global var, relinked the library, and then relinked the app with the new library, and the linker complained of an undefined var (and hadn't linked in the file from within the library where dbbuffer resided). Restoring dbbuffer to a regular global var quietened the linker down (no "undefined symbol" errors), but generated the same "linked in, but no space given to it" error as before.

```
> If it is a Lattice bug try wrapping the definition...
>
> int foo=DONT_CARE;
> char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
> int bar=DONT_CARE;
>
> ...which might wake it up. ;-)
```

Thanks for the response.

I've always used something like

```
typedef struct {
...
} Type;

extern Type variable;
```

in my headers, and

```
#include <header>

Type variable;

// or else "Type variable = 12;"
```

in one of my source files, and it always worked, but this was the
first time it has failed.

I've never had problems with static-linked data buffers (up to a total
of about 1.5MB) in previous apps, so I assume I've either hit a
compiler/linker bug, or I'm just doing something wrong this time.

(I'd normally try to get the data buffers via "calloc(count,size)",
but that has often failed in the past when the computer memory gets
full, or I've got a few too many small calloc()'d items elsewhere in
the program)

The dbengine.h file contained lines like:

```
#include "0/types.h" // "uchar8", "sint16", "uint32" and so
forth

#define MAXTABLES 4
#define TABLEBUFFERSIZE (128<<10)

#define makehandle(...) { ... }

typedef ... Handle; // will fit into 32 bit unsigned int

typedef struct {
uint32 inuse; // its being used
Handle client; // client that is using this table
Handle handle; // this tables handle
schar8 *buffer; // data cache
} Table;

extern Table __near dbtable[MAXTABLES];
extern schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];

// I could possibly have included the buffer within the table
structure
```

and in a library module

```
#include "0/types.h"
#include "dbengine.h"

// actual definition of the dbtable global var
// referenced by CreateTable,OpenTable,ValidateTableHandle etc
Table __near dbtable[MAXTABLES];
```

and in a different library module

```
#include "0/types.h"
#include "dbengine.h"

// actual definition of the dbbuffer global var
// referenced by the CreateTable,OpenTable etc
schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
```

and in a source file using those symbols

```
#include "0/types.h"
#include "dbengine.h"

uint32 dbCreateTable( const uint32 clienthandle, const schar8
*filename )
{
uint32 index;
Table *tableptr;
uint32 handle;

// validate client handle, filename, create file etc

handle = 0;
for( index = 1, tableptr = &dbtable[0], index <= MAXTABLES;
index++, tableptr++ ) {
if( ! tableptr -> inuse ) {
memset( tableptr, 0, sizeof( *tableptr ) ); // wipe
out any lingering junk
tableptr -> inuse = 1; // we're using it now
tableptr -> buffer = &dbbuffer[index-1][0]; // give
the table an in-memory cache

makehandle(handle, ..., a );

// non-zero means success
return handle;
}
}

// zero means failure
return handle;
}
```

So, I'd assume the reference to the symbol name "dbbuffer" would've told the compiler it is used, and would link in the file that dbbuffer was defined in.

I've asked the linker to generate a map file telling me all the global symbols the application has, and which file they were in, and their addresses.

In one block (called "udata") for 32-bit undefined global data the file with dbbuffer in it appears, and shows that the symbol was at offset 512k within the segment, and had size 512k. The total size of the udata segment was 512k (ERROR!!)

If I added
#include "....dbbuffer.c"
to one of my source files, it would define the symbol, and wouldn't link the one from the library - and the "udata" size reported by the linker map file would be 1Meg - as I would expect.
Similar would happen if I linked the object file that defined the symbol.

The memory map for a lattice-compiled program is:

Program header
Code
"Far" defined data
"near" defined data
"near" bss
"far" bss
(debug symbols - and/or relocation table)

The stack (default 4k, but can be increased by using a defined external var at compile-time) is usually placed (by the runtime startup code) after the end of the far BSS block and can/will destroy any relocation/debug data placed in RAM when the program is run.

"near" data is referenced via A4 register, (in a data segment called "MERGED" in the linker map file, IIRC) which the linker places somewhere within the near defined/bss block, as Lattice cannot generate a 32-bit offset from A4, so "near" data/bss is limited to a 16-bit offset (+/- 32k). The compiler can generate 32-bit relative offsets when generating 32-bit code for an 030 CPU - but not for "near" data.

"far" data/bss is referenced as 32-bit absolute, and has no size limit, AFAIK.

(Although from reading one of the Hisoft books some years ago, the Lattice object file format uses the top 8 bits of a 32-bit address [I cannot recall what]. It rejects any symbol above 16MB in size when compiling. I'd assume one object file was limited to 16MB of data/code - or is that for everything?)

--

Download the latest DLL manager for the Atari ST. Visit http://www.atari.net.nz/gem/software/tlbx.html and download the Toolbox today!

--

Quote for the month

"It's a bit hard to drink when it's upside down"
(Overheard while I was working at a recent Rugby League match)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

5469. Re: Lattice C link problem

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-03 11:13:40 UTC
From: swampdog@ntlworld.com
Message-ID: <3dc504cc.22803750@nntp.swampdog>
Source record: 588

On Sat, 2 Nov 2002 01:01:49 +1300, "G Swaine"
<g.swaine@the.gluepot.com> wrote:

>"Guy Harrison" <swampdog@ntlworld.com> wrote ...
>> Could well be a Lattice bug but can't be sure. I'm a bit rusty but
>> iirc C has a notion of a "tentative definition" (or is it "tentative
>> declaration"?). ie what's this?...
>>
>> #include <whatever>
>> int x; //outside func
>> int main(){}
>>
>> ...is it "extern int x" or is it "int x=0". Compiler assumes it's
>> "extern int x" until something uses it, provided something else
>hasn't
>> already done so in another compilation unit in which case it stays
>as
>> "extern int" (and you get to use the "x" from the other compilation
>> unit).
>
>To me, an "extern" global var means "defined elsewhere" and "I might
>want to reference it in this file"

Agreed.

>If I don't use extern it means "defined here", so two files with "int
>name" would generate a linker error "duplicate symbol definition".

I know for a fact this isn't the case *now* but not for when Lattice
was written. There's an easy test...

$ cat c.c d.c

```
#include <stdio.h>

int x;
void foo(void);
int
main()
{
printf("main (x=%d)\n",x);
foo();
return 0;
}
```

```
#include <stdio.h>
int x;
```

```
void
foo(void)
{
printf("foo (x=%d)\n",x);
}

$ gcc -Wall -ansi -pedantic -Werror -o c.exe c.c d.c
```

...will link. If Lattice moans then it either predates whenever this
got clarified in the standard or has a bug. Your symbol table ought to
look something like this...

```
$nm c.o d.o
c.o:
00000000 b .bss
00000000 d .data
00000000 N .stab
00000000 N .stabstr
00000000 t .text
00000000 t ___gnu_compiled_c
U ___main
U _foo
00000010 T _main
U _printf
00000010 C _x
00000000 t gcc2_compiled.

d.o:
00000000 b .bss
00000000 d .data
00000000 N .stab
00000000 N .stabstr
00000000 t .text
00000000 t ___gnu_compiled_c
0000000c T _foo
U _printf
00000000 C _x
00000000 t gcc2_compiled.
```

...rather than me muck up the explanation of "C" and "D", here's the
relevent part of "info nm"...

```
`C'
The symbol is common. Common symbols are uninitialized
data.
When linking, multiple common symbols may appear with the
same name. If the symbol is defined anywhere, the common
symbols are treated as undefined references. For more
details on common symbols, see the discussion of
-warn-common
in *Note Linker options: (ld.info)Options.
```

`D'
The symbol is in the initialized data section.

You'd get "D" if you said "int x=VALUE" in one of the files, all the
others would remain "C".

Tecchie bit: 'x' has "static duration" (as opposed to static scope),
"file scope", and "external linkage". Due to the fact it is a static,
then provided none of the translations units give it a value, the
compiler *must*, and will implicitly say "int x=0" at the end of one
of the translation units.

>Similar would happen if both were "extern int name = 3;" - both files
>would be defining a global var and giving it a default value

That's illegal so it'll be a handy way of figuring out where Lattice
figures in the equation. Compilers tend to accept it though with mixed
results (usually bad) because it's more a linker issue than a compiler
one.

>If only one file had "extern int name" and the other had "int name =
>3" or simply "int name", then everything would be OK - it would link
>correctly, and work properly. (in the second case, it would be in the
>BSS segment, and set to zero by TOS when the program was loaded, but I
>believe that C doesn't give any "set to zero" assurance for
>uninitialised global or static local vars)

All uninitialised static's will be zero. For the reasons stated above
(though it may not be readily apparent) ditto globals - because every
global actually manifests itself as a static somewhere iyswim! ;=)

>> In other words compile the above and "x" won't appear. Add a second
>> file...
>>
>> extern int x;
>> void foo() {x=0;}
>>
>> ...and now "x" will appear (in main's code). What I'm not sure about
>> is how clever C compilers are supposed to be. I've a suspicion they
>> won't pick up on pointers to tentative declarations. You can test
>this
>> simply by...
>>
>> >
>> dbbuffer[0][0]=0; //or foo=dbbuffer[0][0]
>> >
>> > for(index = 1, tableptr = &dbtable[0]; index <= MAXTABLES;
>> >index++, tableptr++) {
>> > if(tableptr -> inuse == 0) {
>> > memset(tableptr, 0, sizeof(*tableptr));
>> >
>> > tableptr -> inuse = 1;
>> > ...

```
>> > tableptr -> buffer = &dbbuffer[index - 1][0];
>> > memset( tableptr -> buffer, 0, sizeof( dbbuffer[0] ) );
>> > ...
>> > // nonzero return means "success"
>> > return index;
>> > }
>> > }
>>
>> ...and, if I'm correct, try simply "dbbuffer[0][0]" - that alone may
>> be enough to cause the compiler to reserve the space in the lib.
>
>I tried changing the file where it was defined, and made dbbuffer a
>static global var, relinked the library, and then relinked the app
>with the new library, and the linker complained of an undefined var
>(and hadn't linked in the file from within the library where dbbuffer
>resided). Restoring dbbuffer to a regular global var quietened the
>linker down (no "undefined symbol" errors), but generated the same
>"linked in, but no space given to it" error as before.
>
>> If it is a Lattice bug try wrapping the definition...
>>
>> int foo=DONT_CARE;
>> char __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>> int bar=DONT_CARE;
>>
>> ...which might wake it up. ;-)
>
>Thanks for the response.
>
>I've always used something like
>
> typedef struct {
> ...
> } Type;
>
> extern Type variable;
>
>in my headers, and
>
> #include <header>
>
> Type variable;
>
> // or else "Type variable = 12;"
>
>in one of my source files, and it always worked, but this was the
>first time it has failed.
>
>I've never had problems with static-linked data buffers (up to a total
>of about 1.5MB) in previous apps, so I assume I've either hit a
```

```
>compiler/linker bug, or I'm just doing something wrong this time.
>
>(I'd normally try to get the data buffers via "calloc(count,size)",
>but that has often failed in the past when the computer memory gets
>full, or I've got a few too many small calloc()'d items elsewhere in
>the program)
>
>
>The dbengine.h file contained lines like:
>
> #include "0/types.h" // "uchar8", "sint16", "uint32" and so
>forth
>
> #define MAXTABLES 4
> #define TABLEBUFFERSIZE (128<<10)
>
> #define makehandle(...) { ... }
>
> typedef ... Handle; // will fit into 32 bit unsigned int
>
> typedef struct {
> uint32 inuse; // its being used
> Handle client; // client that is using this table
> Handle handle; // this tables handle
> schar8 *buffer; // data cache
> } Table;
>
> extern Table __near dbtable[MAXTABLES];
> extern schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
```

Ah!

Add a macro to your project. Define only when compiling your lib...

```
#ifdef LIB_COMPILE
Table __near dbtable[MAXTABLES];
schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
#else
extern Table __near dbtable[MAXTABLES];
extern schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
#endif
```

...any scheme that does similar will do. EG:

```
#ifndef DBENGINE_H
#define DBENGINE_H DBENGINE_H

#ifndef LIB_EXTERN
# define LIB_EXTERN extern
#endif
```

```
//yer stuff
LIB_EXTERN Table __near dbtable[MAXTABLES];
LIB_EXTERN schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
//yer stuff
#endif /* DBENGINE_H */
```

...then just "-DLIB_EXTERN" in the project that builds the lib.

```
> // I could possibly have included the buffer within the table
>structure
>
>and in a library module
>
> #include "0/types.h"
> #include "dbengine.h"
>
> // actual definition of the dbtable global var
> // referenced by CreateTable,OpenTable,ValidateTableHandle etc
> Table __near dbtable[MAXTABLES];
>
>and in a different library module
>
> #include "0/types.h"
> #include "dbengine.h"
>
> // actual definition of the dbbuffer global var
> // referenced by the CreateTable,OpenTable etc
> schar8 __far dbbuffer[MAXTABLES][TABLEBUFFERSIZE];
>
>and in a source file using those symbols
>
> #include "0/types.h"
> #include "dbengine.h"
>
> uint32 dbCreateTable( const uint32 clienthandle, const schar8
>*filename )
> {
> uint32 index;
> Table *tableptr;
> uint32 handle;
>
> // validate client handle, filename, create file etc
>
> handle = 0;
> for( index = 1, tableptr = &dbtable[0], index <= MAXTABLES;
>index++, tableptr++ ) {
> if( ! tableptr -> inuse ) {
> memset( tableptr, 0, sizeof( *tableptr ) ); // wipe
>out any lingering junk
> tableptr -> inuse = 1; // we're using it now
> tableptr -> buffer = &dbbuffer[index-1][0]; // give
>the table an in-memory cache
```

```
>
> makehandle(handle, ..., a );
>
> // non-zero means success
> return handle;
> }
> }
>
> // zero means failure
> return handle;
> }
>
```
>So, I'd assume the reference to the symbol name "dbbuffer" would've
>told the compiler it is used, and would link in the file that dbbuffer
>was defined in.

Atm we're having to look at it from two aspects teetering around "is
lattice standards compliant in this respect". Hopefully it is then I
can help more.

>I've asked the linker to generate a map file telling me all the global
>symbols the application has, and which file they were in, and their
>addresses.
>
>In one block (called "udata") for 32-bit undefined global data the
>file with dbbuffer in it appears, and shows that the symbol was at
>offset 512k within the segment, and had size 512k. The total size of
>the udata segment was 512k (ERROR!!)
>
>If I added
> #include "....dbbuffer.c"
>to one of my source files, it would define the symbol, and wouldn't
>link the one from the library - and the "udata" size reported by the
>linker map file would be 1Meg - as I would expect.
>Similar would happen if I linked the object file that defined the
>symbol.
>
>The memory map for a lattice-compiled program is:
>
```
> Program header
> Code
> "Far" defined data
> "near" defined data
> "near" bss
> "far" bss
> (debug symbols - and/or relocation table)
>
```
>The stack (default 4k, but can be increased by using a defined
>external var at compile-time) is usually placed (by the runtime
>startup code) after the end of the far BSS block and can/will destroy
>any relocation/debug data placed in RAM when the program is run.

>
>"near" data is referenced via A4 register, (in a data segment called
>"MERGED" in the linker map file, IIRC) which the linker places
>somewhere within the near defined/bss block, as Lattice cannot
>generate a 32-bit offset from A4, so "near" data/bss is limited to a
>16-bit offset (+/- 32k). The compiler can generate 32-bit relative
>offsets when generating 32-bit code for an 030 CPU - but not for
>"near" data.
>
>"far" data/bss is referenced as 32-bit absolute, and has no size
>limit, AFAIK.
>
>(Although from reading one of the Hisoft books some years ago, the
>Lattice object file format uses the top 8 bits of a 32-bit address [I
>cannot recall what]. It rejects any symbol above 16MB in size when
>compiling. I'd assume one object file was limited to 16MB of
>data/code - or is that for everything?)

If it isn't compliant, if you can come up with an "idiot-proof"
lattice project I can try mine digging out. It must be somewhere!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5470. [PROG] Need testers for video related programs (V4)

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-05 20:14:09 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <hq89qa.9jb.ln@127.0.0.1>
Source record: 589
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video4.zip (156Kb).

There are some bugfixes for the three programs. AES and VDI test programs
can be run in whatever bpp (even monochrome), and whatever resolution.

Feedback still needed for these programs. Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5471. m68k-atari-mint-g++ cross compiler pb

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-06 14:33:16 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <3DC9282C.7060402@free.fr>
Source record: 590

Hi group,

I'm trying to compile doxygen for Atari.

http://www.doxygen.org

I use cross-gcc for cygwin from the sparemint web site. Here is the make process: 4 library are built (libdoxygen.a, libdoxycfg.a, libqtools.a and libpng.a). Then, theses 4 libs and an object file "main.o" are linked to produce the executable.

the crash occurs in the final step (linking):
$ m68k-atari-mint-g++ -static -o ../bin/doxygen ../objects/main.o -L../lib -ldoxygen -ldoxycfg -lqtools -lpng -lc
collect2: ld terminated with signal 11 (segmentation fault)

Maybe the "atari" linker cannot deal with "big" libraries (libdoxygen.a size is near 6MBytes) ?

On the same machine, i compile doxygen natively without any problems.

Any idea ?

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

5472. [PROG] Need testers for video related programs (V5)

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-07 15:52:40 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <882eqa.9m6.ln@127.0.0.1>
Source record: 591
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video5.zip (157Kb).

There are some bugfixes for the three programs. AES and VDI test programs
can be run in whatever bpp (even monochrome), and whatever resolution.
Output can now be redirected to a file (see doc in archive).

CentScreen (CT2) and Milan MVDI support are available in the XBIOS
program. Please test if you have them.

Feedback still needed for these programs. Thanks.

Sources available on my web site, in the cleancode-0.5.tar.gz archive.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5473. GSlib 0.4.0 released

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-09 15:50:28 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <3DCD2EC4.30000@free.fr>
Source record: 592

```
Hello (atari) world :)

A new release of GSlib is available
http://perso.wanadoo.fr/arnaud.bercegeay/archives/gslib-0.4.0.zip

GSlib is a C library (built for sozobon, purec, gcc 2.81 and [cross]gcc
>= 2.95) to manage gemscript protocol. Sources, user doc, developer
doc, GS protocol (translated by Peter West) and examples are included in
the package.

GSlib is a windom extension (see http://windom.free.fr).
btw, windom 1.20 has just been release yesterday :)

What's new:
- new internal design (more that just one big C file)
- add new type GSHANDLE, GScmdfn and GSACK_ANSWER.
- change some prototype: functions now use GSHANDLE, GScmdfn and
GSACK_ANSWER in place of 'void' or 'int'.
- use Galloc() intead of Mxalloc() for global memory allocation.
- add utilities functions GSGetType(), GScount(), GSlength(),
GSszzcpy(), GSstrncat(), GSstrcat(), GSstrcpy(), GSstrncpy(),
GSGetNextString() and GSGetAppId(),
- GSGetNextCommandResult() is now defined as GSGetNextString().
- GSCmdInit() is now defined as GSstrcpy(), and so, the return value has
changed, and that function has some bugs fixed.
- GSCmdAddString() is now defined as GSstrcat(), and so, the return
value has changed, and that function has some bugs fixed.
- add support for hexa-encoding parameters (see functions GSHexEncode(),
GSHexDecode() and GSHexLength())
- change release naming, now use "Major.minor.revision", and the release
numbers are defined in the gslib.h header file.
- add documentation in source code, in doxygen format.
- the documentation is now generated using doxygen (a
dirty-modified-by-me version which could export document in UDO format),
and UDO.

Enjoy!
Arnaud

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay
```

5474. Re: [PROG] Need testers for video related programs (V5)

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-11 07:44:28 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DCF5FDC.FF8AFDE3@siemens.at>
Source record: 593

Patrice Mandin wrote:

> I made 3 simple programs using system functions to access the video
> hardware: AES, VDI and XBIOS:
> http://membres.lycos.fr/pmandin/download/video5.zip (157Kb).
>
> There are some bugfixes for the three programs. AES and VDI test programs
> can be run in whatever bpp (even monochrome), and whatever resolution.
> Output can now be redirected to a file (see doc in archive).
>
> CentScreen (CT2) and Milan MVDI support are available in the XBIOS
> program. Please test if you have them.
>
> Feedback still needed for these programs. Thanks.
>
> Sources available on my web site, in the cleancode-0.5.tar.gz archive.

Hi Patrice,

I have a Falcon with CT2 but without CentScreen. I tried several
versions of CentScreen but never got it to work.
I ran your programs under TOS 4.04 in 256 color standard mode and the
color bars seem not okay.
The programs say that I have EdDi 1.20 installed. What is it ? Do all
Falcons have it or where did I get it ? Would be nice if all Falcons
had it, because then it would be very easy to check for pixelpacked
screen modes.

Gerhard

5475. Re: [PROG] Need testers for video relat

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-11 08:13:53 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dcf66c0$0$20703$626a54ce@news.free.fr>
Source record: 594

Hallo Gerhard,

�The programs say that I have EdDi 1.20 installed. What is it ? Do all
�Falcons have it or where did I get it ? Would be nice if all Falcons
�had it, because then it would be very easy to check for pixelpacked
�screen modes.

I only have the 1,10 can you tell me where to find the 1,20 please ?

yves.rogne AT free.fr

5476. Re: [PROG] Need testers for video relat

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-11 13:12:29 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DCFACBD.74CE9821@siemens.at>
Source record: 595

"M,gamodeste" wrote:

> ï¿½The programs say that I have EdDi 1.20 installed. What is it ? Do all
> ï¿½Falcons have it or where did I get it ? Would be nice if all Falcons
> ï¿½had it, because then it would be very easy to check for pixelpacked
> ï¿½screen modes.
>
> I only have the 1,10 can you tell me where to find the 1,20 please ?

As I said above I don't know what it is and I never intentionally
installed it. So I can't tell you where I got it. If somebody told
me what it is (and what parts belong to it) maybe I would be able
to tell you where I got it or at least take it from my machine and
mail it to you.

Gerhard

5477. Re: [PROG] Need testers for video relat

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-11 17:20:22 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dcfe6d5$0$2124$626a54ce@news.free.fr>
Source record: 596

�As I said above I don't know what it is and I never intentionally
�installed it. So I can't tell you where I got it. If somebody told
�me what it is (and what parts belong to it) maybe I would be able
�to tell you where I got it or at least take it from my machine and
�mail it to you.

```
Good !
EDdi is usually for driving graphic cards or uncommon graphic modes.
I have a NOVA driver, a MENU, and a STA_VDI in my auto folder.
Probably one of them contain EDdi.
```

What kind of vid�o do you have ?

```
Regards
```

5478. Home grown user interface

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-12 00:41:09 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca>
Source record: 597

I see that I cannot create radio buttons, check boxes and some of the other user interface elements so common today. Is there a way to do this with a standard resource construction program, or are there custom libraries that I can use to add these other user interface elements to my programs?

5479. Re: Home grown user interface

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-12 00:59:09 UTC
From: lp <gfa@basic.net>
Message-ID: <B9F5BC8C.A6C7%gfa@basic.net>
Source record: 598

in article F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at beamer@islandtelecom.com wrote on 11/11/02 7:41 PM:

> I see that I cannot create radio buttons, check boxes and some of the other
> user interface elements so common today.

Actually you could with a great amount of work.

>Is there a way to do this with a
> standard resource construction program, or are there custom libraries that I
> can use to add these other user interface elements to my programs?

Yes, you can create dialogs and such with a resource contruction program with those elements. However, there is one catch. If you don't mind modal dialogs that block GEM activity while the user is interacting with your dialog, then GEM itself provides such calls. If you want non-blocking tasking freindly dialogs then you either have to code your own object handler or adopt one of the many object libraries out there. You choices on libraries might also be affected by the language you intend to code in.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5480. Re: [PROG] Need testers for video relat

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-12 07:57:35 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DD0B46F.F3365D48@siemens.at>
Source record: 599

"M,gamodeste" wrote:
>
> ï¿½As I said above I don't know what it is and I never intentionally
> ï¿½installed it. So I can't tell you where I got it. If somebody told
> ï¿½me what it is (and what parts belong to it) maybe I would be able
> ï¿½to tell you where I got it or at least take it from my machine and
> ï¿½mail it to you.
>
> Good !
> EDdi is usually for driving graphic cards or uncommon graphic modes.
> I have a NOVA driver, a MENU, and a STA_VDI in my auto folder.
> Probably one of them contain EDdi.
>
> What kind of vid,o do you have ?

I don't have a graphic card. Before I had the CT2 installed I have been
using BlowUp but that's ancient. And I use NVDI 5.03. So no idea really
where I got it.
And, BTW, still no idea what use to make of it. E.g. it would be nice
if my program when VDI says 8 planes only had to check whether EdDi
exists and says pixelpacked and otherwise would know that the screen
format is interleaved. But it doesn't seem to really be that easy.

Gerhard

5481. [PROG] cleancode-0.6

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-12 20:40:45 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <d0prqa.al4.ln@127.0.0.1>
Source record: 600
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello everybody,

I am still working on my test programs for Atari systems.
The latest archive is there (88 Kb, only sources, no binary):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.6.tar.gz

It contains:
- Bugfixes
- Video: Added cookie detection for Overscan hardware.
- CD-ROM: Preliminary test program for Metados.

I need the Metados developper disk from Atari, so if anybody can send it
to me, I will be grateful. I don't need the bindings for Metados
functions, I have them.

Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5482. Re: Home grown user interface

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-13 00:51:15 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <7mhA9.5830$wy.667766@ursa-nb00s0.nbnet.nb.ca>
Source record: 501

Crap :(
Ok, if I use 'C' ,what lib's are there?

And, what generally is the best RCS?

Thanks...

"lp" <gfa@basic.net> wrote in message news:B9F5BC8C.A6C7%gfa@basic.net...
> in article F6Yz9.5288$wy.612890@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at
> beamer@islandtelecom.com wrote on 11/11/02 7:41 PM:
>
> > I see that I cannot create radio buttons, check boxes and some of the
other
> > user interface elements so common today.
>
> Actually you could with a great amount of work.
>
> >Is there a way to do this with a
> > standard resource construction program, or are there custom libraries
that I
> > can use to add these other user interface elements to my programs?
>
> Yes, you can create dialogs and such with a resource contruction program
> with those elements. However, there is one catch. If you don't mind
modal
> dialogs that block GEM activity while the user is interacting with your
> dialog, then GEM itself provides such calls. If you want non-blocking
> tasking freindly dialogs then you either have to code your own object
> handler or adopt one of the many object libraries out there. You choices
> on libraries might also be affected by the language you intend to code in.
>
> ----------
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

5483. wercs?

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-13 00:55:47 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <nqhA9.5832$wy.666702@ursa-nb00s0.nbnet.nb.ca>
Source record: 502

Trying to avoid a flame here, but can someone email this to me, or is that a no-no?

Don't know the status of Atari software these days, so I am not sure if this is legit

Thanks

breamer@nb.sympatico.ca

5484. Re: Home grown user interface

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-13 04:42:01 UTC
From: lp <gfa@basic.net>
Message-ID: <B9F74249.A71A%gfa@basic.net>
Source record: 503

in article 7mhA9.5830$wy.667766@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at breamer@nb.sympatico.ca wrote on 11/12/02 7:51 PM:

> Crap :(
> Ok, if I use 'C' ,what lib's are there?
>
> And, what generally is the best RCS?
>
> Thanks...

Well I use GFA-Basic so I cannot suggest any 'C' lib's.
Perhaps someone into 'C' could jump in here and give you some pointers.

The RCS called 'Interface' is pretty good. If you surf around this site you can find it. I could not get the exact url as it uses frames and javascript. :-P I use this one myself.

http://www.hadley.de/frameset.htm

You can download Atari's RCS program here:
http://www.q1.net/~atari/html/gfa_apps.htm

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5485. Re: [PROG] Need testers for video relat

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-13 09:14:31 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DD217F7.496747EE@siemens.at>
Source record: 504

"M,gamodeste" wrote:

> Good !
> EDdi is usually for driving graphic cards or uncommon graphic modes.
> I have a NOVA driver, a MENU, and a STA_VDI in my auto folder.
> Probably one of them contain EDdi.

Yesterday I had time to check it and found out that my EdDi 1.20 is
installed by NVDI 5.03 as part of the runup of nvdi.prg.

Gerhard

5486. Re: Home grown user interface

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-13 23:35:29 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <5lBA9.6333$wy.722475@ursa-nb00s0.nbnet.nb.ca>
Source record: 505

I got the Atari RCS, that's perfect.

Thanks again

"lp" <gfa@basic.net> wrote in message news:B9F74249.A71A%gfa@basic.net...
> in article 7mhA9.5830$wy.667766@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at
> breamer@nb.sympatico.ca wrote on 11/12/02 7:51 PM:
>
> > Crap :(
> > Ok, if I use 'C' ,what lib's are there?
> >
> > And, what generally is the best RCS?
> >
> > Thanks...
>
> Well I use GFA-Basic so I cannot suggest any 'C' lib's.
> Perhaps someone into 'C' could jump in here and give you some pointers.
>
> The RCS called 'Interface' is pretty good. If you surf around this site
> you can find it. I could not get the exact url as it uses frames and
> javascript. :-P I use this one myself.
>
> http://www.hadley.de/frameset.htm
>
> You can download Atari's RCS program here:
> http://www.q1.net/~atari/html/gfa_apps.htm
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

5487. GEM Candy Programming Competition

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-15 18:58:12 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3dd5417a$0$17655$6d5eecc5@news.eurekanet.com>
Source record: 506
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

If you would be interested in joining in a small GEM programming competition this holiday season, send me an email at my netset account. If there is enough interest I'll finalize everything up next week via email.

Entries would be a small GEM Toy or Game with a seasonal theme.

No cash or Prizes, just programming for the glory and fun.

Please drop by http://gemcandy.atari-users.net and vote in the poll as well ;)

Dan Ackerman
aka baldrick @ netset DOT com

5488. Re: [PROG] Need testers for video related programs (V7)

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-16 13:20:41 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <9ng5ra.bq1.ln@127.0.0.1>
Source record: 507
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video7.zip (157Kb).

Bugfixes in Milan MVDI support (vixb.ttp): Please test and report.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5489. Re: [PROG] Need testers for video related programs (V8)

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-19 19:16:31 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <fm2era.l21.ln@127.0.0.1>
Source record: 508
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video8.zip (160 Kb).

VDI/AES:
- Restore/save palette even in True Colour modes.

XBIOS:
- Bugfixes in Milan MVDI support.
- Added preliminary support for Videl Inside (Falcon).

Sources are available:
http://membres.lycos.fr/pmandin/download/src/cleancode-0.8.tar.gz (90 Kb).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5490. File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-25 20:31:06 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3de2888a.0@entanet>
Source record: 509

A guy at work was showing me the peer-to-peer file sharing
systems on the peecee and I wondered if there was any open-source
software that might be ported to Mint or had all ready been ported.

I found this:

http://sourceforge.net/project/showfiles.php?group_id=4467

which is GTK Gnutella. One of the source code files is listed
as platform independant. I think this might be related to Gaim
and the other GTK+ stuff that Piku mentions on Atari-source.com

I don't do much Atari development and I use Pascal so I am not
much use. Would this be portable to Mint or does it rely on too much
underlying software ?

Peter

5491. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-26 06:56:28 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3de31b1c$0$2144$626a54ce@news.free.fr>
Source record: 510

On 25 Nov 2002 20:31:06 , Peter Slegg wrote:
>A guy at work was showing me the peer-to-peer file sharing
>systems on the peecee and I wondered if there was any open-source
>software that might be ported to Mint or had all ready been ported.
>I don't do much Atari development and I use Pascal so I am not
>much use. Would this be portable to Mint or does it rely on too much
>underlying software ?

If you need b>ta tester I'm ready.

Regards

5492. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-26 17:50:14 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038338522.532629@blade.atari-source.com>
Source record: 511

Peter Slegg wrote:

> A guy at work was showing me the peer-to-peer file sharing
> systems on the peecee and I wondered if there was any open-source
> software that might be ported to Mint or had all ready been ported.
>
> I found this:
>
> http://sourceforge.net/project/showfiles.php?group_id=4467
>
> which is GTK Gnutella. One of the source code files is listed
> as platform independant. I think this might be related to Gaim
> and the other GTK+ stuff that Piku mentions on Atari-source.com
>
> I don't do much Atari development and I use Pascal so I am not
> much use. Would this be portable to Mint or does it rely on too much
> underlying software ?
>
> Peter

Peter,

This kind of thing falls under the project that I am undertaking. Porting gdk/gtk to atari. Once this is done, any gtk application including gtk-gnutella will compile right over, though it's likely to consume excessive amounts of ram and run very slowly. It might be easier to port the underlying source and add an AES interface to it though I don't know much about this either. Still for now my work on porting gdk is going nowhere as my falcon simply doesn't have enough ram to compile stuff. Though in my head I just figured out an interim solution - Aranym.

woo hoo.

Thanks
Mark ;-)

5493. Re: [PROG] Need testers for video related programs (V9)

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-26 21:06:01 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pnn0sa.904.ln@127.0.0.1>
Source record: 512
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video9.zip (161 Kb).

XBIOS:
- Added preliminary support for BlowUp (Falcon).

If you have one of these screen enhancers, please report and test:
- Milan with Milan MVDI driver.
- Falcon with CentScreen 3 (CT2), Videl Inside, BlowUp.

Sources are available (92 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.9.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5494. GEMCandy Programming Contest Information

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-26 22:59:23 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3de3fa1d$0$1452$6d5eecc5@news.eurekanet.com>
Source record: 513
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Well 6 people have stated in the Poll that they would participate.
But so far no one has sent me any email.

So we will make this a short one.

Rules for entries.

It runs in GEM in any resolution.
It has a holiday or seasonal theme.
It can be a game or toy.

Entries information should be emailed to me by the 24th of December
(Eastern Standard Time - United States of America).

I will put the information up on GEM Candy on December 25th.

Voting will start then and finish on January 6th.

Prizes:

There will be small graphics for websites for 1st, 2nd, 3rd, Participation
The thrill of competition.
The publicity for your self or your crew.
The encouragement to me to organize more of these things.

For more information email or go to
http://gemcandy.atari-users.net/

Please forward this/translate to other languages

5495. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-27 14:34:15 UTC
From: swampdog@ntlworld.com
Message-ID: <3de4d7d6.538046439@nntp.swampdog>
Source record: 514

On 25 Nov 2002 20:31:06 GMT,
peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:

>A guy at work was showing me the peer-to-peer file sharing
>systems on the peecee and I wondered if there was any open-source
>software that might be ported to Mint or had all ready been ported.
>
>I found this:
>
> http://sourceforge.net/project/showfiles.php?group_id=4467
>
>which is GTK Gnutella. One of the source code files is listed
>as platform independant. I think this might be related to Gaim
>and the other GTK+ stuff that Piku mentions on Atari-source.com
>
>I don't do much Atari development and I use Pascal so I am not
>much use. Would this be portable to Mint or does it rely on too much
>underlying software ?

I downloaded gtk-gnutella-0.91.1 last night and tried it on cygwin.
The 'configure' output is reproduced below. It may help a MiNT guru
decide if the port would be feasible. Personally I think that it is
and that if you've the relevent compilation tools upon your MiNT
system then you'd be able to compile it yourself. The GTK/GLIB version
is the only obvious caveat.

I did consider trying a cross-build but unfortunately haven't a clue
about rpm's - specifically there's a leading '/' in the GTK file list
and no way do I want that lot stomping into the root of my cygwin!
Suggestions on how to extract "safely" welcome.

```
#! /bin/sh

PATH="/bin:/usr/local/bin:/usr/X11R6/bin:/usr/local/qt/bin"
CCACHE_DIR="/all/src/exp/gnutella/.ccache"
CC="/all/bin/go-sub/go-gcc" CXX="/all/bin/go-sub/go-g++" CFLAGS="
" CXXFLAGS=" " LDFLAGS=" " ../gtk-gnutella-0.91.1/configure
--disable-xml-store
loading cache ./config.cache
checking for a BSD compatible install... /bin/install -c
checking whether build environment is sane... yes
checking whether make sets ${MAKE}... yes
checking for working aclocal... found
checking for working autoconf... found
checking for working automake... found
checking for working autoheader... found
```

```
checking for working makeinfo... found
checking whether to enable maintainer-specific portions of
Makefiles... no
checking for gcc... /all/bin/go-sub/go-gcc
checking whether the C compiler (/all/bin/go-sub/go-gcc ) works...
yes
checking whether the C compiler (/all/bin/go-sub/go-gcc ) is a
cross-compiler... no
checking whether we are using GNU C... yes
checking whether /all/bin/go-sub/go-gcc accepts -g... yes
checking for POSIXized ISC... no
checking for gcc... (cached) /all/bin/go-sub/go-gcc
checking whether the C compiler (/all/bin/go-sub/go-gcc ) works...
yes
checking whether the C compiler (/all/bin/go-sub/go-gcc ) is a
cross-compiler... no
checking whether we are using GNU C... (cached) yes
checking whether /all/bin/go-sub/go-gcc accepts -g... (cached) yes
checking how to run the C preprocessor... /all/bin/go-sub/go-gcc -E
checking for /all/bin/go-sub/go-gcc option to accept ANSI C... none
needed
checking for ANSI C header files... yes
checking for bison... bison -y
checking for gtk-config... /usr/local/bin/gtk-config
checking for GTK - version >= 1.2.0... yes
checking for glib-config... /usr/local/bin/glib-config
checking for GLIB - version >= 1.2.10... yes
checking whether inet_aton needs libresolv... no
checking whether to enable RFC1918 network avoidance mode... no
checking for xml2-config... /bin/xml2-config
checking whether to enable XML persistance backend... no
checking for herror... yes
checking for inet_aton... yes
checking for strcasestr... no
checking for srandom... yes
checking for random... yes
checking for sendfile... no
checking for sendfile in -lsendfile... no
checking for sys/sendfile.h... no
checking for ctype.h... yes
checking for zlib.h... yes
checking for deflate in -lz... yes
updating cache ./config.cache
creating ./config.status
creating Makefile
creating src/Makefile
creating gtk-gnutella.spec
creating config.h
```

```
Feature summary:
---------------

Frontend : Gtk 1.2
Persistant filters : no (you must know)
RFC1918 avoidance : no
gNet traffic compression : yes

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/
```

5496. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-27 16:20:28 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038419558.198732@blade.atari-source.com>
Source record: 515

Guy Harrison wrote:

> On 25 Nov 2002 20:31:06 GMT,
> peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:
>
>>A guy at work was showing me the peer-to-peer file sharing
>>systems on the peecee and I wondered if there was any open-source
>>software that might be ported to Mint or had all ready been ported.
>>
>>I found this:
>>
>> http://sourceforge.net/project/showfiles.php?group_id=4467
>>
>>which is GTK Gnutella. One of the source code files is listed
>>as platform independant. I think this might be related to Gaim
>>and the other GTK+ stuff that Piku mentions on Atari-source.com
>>
>>I don't do much Atari development and I use Pascal so I am not
>>much use. Would this be portable to Mint or does it rely on too much
>>underlying software ?
>
> I downloaded gtk-gnutella-0.91.1 last night and tried it on cygwin.
> The 'configure' output is reproduced below. It may help a MiNT guru
> decide if the port would be feasible. Personally I think that it is
> and that if you've the relevent compilation tools upon your MiNT
> system then you'd be able to compile it yourself. The GTK/GLIB version
> is the only obvious caveat.
>
> I did consider trying a cross-build but unfortunately haven't a clue
> about rpm's - specifically there's a leading '/' in the GTK file list
> and no way do I want that lot stomping into the root of my cygwin!
> Suggestions on how to extract "safely" welcome.
>
> #! /bin/sh
>
> PATH="/bin:/usr/local/bin:/usr/X11R6/bin:/usr/local/qt/bin"
> CCACHE_DIR="/all/src/exp/gnutella/.ccache"
> CC="/all/bin/go-sub/go-gcc" CXX="/all/bin/go-sub/go-g++" CFLAGS="
> " CXXFLAGS=" " LDFLAGS=" " ../gtk-gnutella-0.91.1/configure
> --disable-xml-store
> loading cache ./config.cache
> checking for a BSD compatible install... /bin/install -c
> checking whether build environment is sane... yes
> checking whether make sets ${MAKE}... yes

```
> checking for working aclocal... found
> checking for working autoconf... found
> checking for working automake... found
> checking for working autoheader... found
> checking for working makeinfo... found
> checking whether to enable maintainer-specific portions of
> Makefiles... no
> checking for gcc... /all/bin/go-sub/go-gcc
> checking whether the C compiler (/all/bin/go-sub/go-gcc ) works...
> yes
> checking whether the C compiler (/all/bin/go-sub/go-gcc ) is a
> cross-compiler... no
> checking whether we are using GNU C... yes
> checking whether /all/bin/go-sub/go-gcc accepts -g... yes
> checking for POSIXized ISC... no
> checking for gcc... (cached) /all/bin/go-sub/go-gcc
> checking whether the C compiler (/all/bin/go-sub/go-gcc ) works...
> yes
> checking whether the C compiler (/all/bin/go-sub/go-gcc ) is a
> cross-compiler... no
> checking whether we are using GNU C... (cached) yes
> checking whether /all/bin/go-sub/go-gcc accepts -g... (cached) yes
> checking how to run the C preprocessor... /all/bin/go-sub/go-gcc -E
> checking for /all/bin/go-sub/go-gcc option to accept ANSI C... none
> needed
> checking for ANSI C header files... yes
> checking for bison... bison -y
> checking for gtk-config... /usr/local/bin/gtk-config
> checking for GTK - version >= 1.2.0... yes
> checking for glib-config... /usr/local/bin/glib-config
> checking for GLIB - version >= 1.2.10... yes
> checking whether inet_aton needs libresolv... no
> checking whether to enable RFC1918 network avoidance mode... no
> checking for xml2-config... /bin/xml2-config
> checking whether to enable XML persistance backend... no
> checking for herror... yes
> checking for inet_aton... yes
> checking for strcasestr... no
> checking for srandom... yes
> checking for random... yes
> checking for sendfile... no
> checking for sendfile in -lsendfile... no
> checking for sys/sendfile.h... no
> checking for ctype.h... yes
> checking for zlib.h... yes
> checking for deflate in -lz... yes
> updating cache ./config.cache
> creating ./config.status
> creating Makefile
> creating src/Makefile
```

> creating gtk-gnutella.spec
> creating config.h
>
>
> Feature summary:
> ---------------
>
> Frontend : Gtk 1.2
> Persistant filters : no (you must know)
> RFC1918 avoidance : no
> gNet traffic compression : yes
>
>

Guy,

Note that there is already a gtk 1 port to win32 as well as most of hte other supporting libs. This is the kind of work that has yet to be done for the Atari. Gdk must adopt VDI calls in order to work on the atari which is not really much more than tedious work. I haven't enough ram on my system to even attempt to compile glib (which is needed by gtk) so I haven't bothered to try porting yet.

Mark

5497. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-28 12:46:08 UTC
From: swampdog@ntlworld.com
Message-ID: <3de60fd1.36382475@nntp.swampdog>
Source record: 516

On Wed, 27 Nov 2002 11:20:28 -0500, Mark Duckworth
<mducksub@no-spam.atari-source.com> wrote:

>Guy Harrison wrote:
>
>> On 25 Nov 2002 20:31:06 GMT,
>> peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:
>>
>>>A guy at work was showing me the peer-to-peer file sharing
>>>systems on the peecee and I wondered if there was any open-source
>>>software that might be ported to Mint or had all ready been ported.
>>>
>>>I found this:
>>>
>>> http://sourceforge.net/project/showfiles.php?group_id=4467
>>>
>>>which is GTK Gnutella. One of the source code files is listed
>>>as platform independant. I think this might be related to Gaim
>>>and the other GTK+ stuff that Piku mentions on Atari-source.com
>>>
>>>I don't do much Atari development and I use Pascal so I am not
>>>much use. Would this be portable to Mint or does it rely on too much
>>>underlying software ?
>>
>> I downloaded gtk-gnutella-0.91.1 last night and tried it on cygwin.
>> The 'configure' output is reproduced below. It may help a MiNT guru
>> decide if the port would be feasible. Personally I think that it is
>> and that if you've the relevent compilation tools upon your MiNT
>> system then you'd be able to compile it yourself. The GTK/GLIB version
>> is the only obvious caveat.
>>
>> I did consider trying a cross-build but unfortunately haven't a clue
>> about rpm's - specifically there's a leading '/' in the GTK file list
>> and no way do I want that lot stomping into the root of my cygwin!
>> Suggestions on how to extract "safely" welcome.
>>
>> #! /bin/sh
>>
>> PATH="/bin:/usr/local/bin:/usr/X11R6/bin:/usr/local/qt/bin"
>> CCACHE_DIR="/all/src/exp/gnutella/.ccache"
>> CC="/all/bin/go-sub/go-gcc" CXX="/all/bin/go-sub/go-g++" CFLAGS="
>> " CXXFLAGS=" " LDFLAGS=" " ../gtk-gnutella-0.91.1/configure
>> --disable-xml-store
>> loading cache ./config.cache

```
>> checking for a BSD compatible install... /bin/install -c
>> checking whether build environment is sane... yes
>> checking whether make sets ${MAKE}... yes
>> checking for working aclocal... found
>> checking for working autoconf... found
>> checking for working automake... found
>> checking for working autoheader... found
>> checking for working makeinfo... found
>> checking whether to enable maintainer-specific portions of
>> Makefiles... no
>> checking for gcc... /all/bin/go-sub/go-gcc
>> checking whether the C compiler (/all/bin/go-sub/go-gcc ) works...
>> yes
>> checking whether the C compiler (/all/bin/go-sub/go-gcc ) is a
>> cross-compiler... no
>> checking whether we are using GNU C... yes
>> checking whether /all/bin/go-sub/go-gcc accepts -g... yes
>> checking for POSIXized ISC... no
>> checking for gcc... (cached) /all/bin/go-sub/go-gcc
>> checking whether the C compiler (/all/bin/go-sub/go-gcc ) works...
>> yes
>> checking whether the C compiler (/all/bin/go-sub/go-gcc ) is a
>> cross-compiler... no
>> checking whether we are using GNU C... (cached) yes
>> checking whether /all/bin/go-sub/go-gcc accepts -g... (cached) yes
>> checking how to run the C preprocessor... /all/bin/go-sub/go-gcc -E
>> checking for /all/bin/go-sub/go-gcc option to accept ANSI C... none
>> needed
>> checking for ANSI C header files... yes
>> checking for bison... bison -y
>> checking for gtk-config... /usr/local/bin/gtk-config
>> checking for GTK - version >= 1.2.0... yes
>> checking for glib-config... /usr/local/bin/glib-config
>> checking for GLIB - version >= 1.2.10... yes
>> checking whether inet_aton needs libresolv... no
>> checking whether to enable RFC1918 network avoidance mode... no
>> checking for xml2-config... /bin/xml2-config
>> checking whether to enable XML persistance backend... no
>> checking for herror... yes
>> checking for inet_aton... yes
>> checking for strcasestr... no
>> checking for srandom... yes
>> checking for random... yes
>> checking for sendfile... no
>> checking for sendfile in -lsendfile... no
>> checking for sys/sendfile.h... no
>> checking for ctype.h... yes
>> checking for zlib.h... yes
>> checking for deflate in -lz... yes
>> updating cache ./config.cache
```

```
>> creating ./config.status
>> creating Makefile
>> creating src/Makefile
>> creating gtk-gnutella.spec
>> creating config.h
>>
>>
>> Feature summary:
>> ---------------
>>
>> Frontend : Gtk 1.2
>> Persistant filters : no (you must know)
>> RFC1918 avoidance : no
>> gNet traffic compression : yes
>>
>>
>
>Guy,
>
>Note that there is already a gtk 1 port to win32 as well as most of hte
>other supporting libs. This is the kind of work that has yet to be done
>for the Atari. Gdk must adopt VDI calls in order to work on the atari
>which is not really much more than tedious work. I haven't enough ram on
>my system to even attempt to compile glib (which is needed by gtk) so I
>haven't bothered to try porting yet.

I located...
glib-1.2.8-1.m68kmint.rpm
glib-1.2.8-1.src.rpm
gtk+-1.2.8-2.m68kmint.rpm
gtk+-1.2.8-2.src.rpm
...on the sparemint site. These were what I was going to cross-compile
against until I hit the rpm worry mentioned above. FreshMeat reveals
'alien' which hopefully can turn them into viable tgz files but life
is never simple because now I'm wrestling with 'alien' build problems.

The Gnutella I compiled isn't a win32 one btw. Virtually all my cygwin
stuff targets "unix/X". Therefore all I really need is the 1.2.8
headers - I'll hack away the gnutella 'configure' version check and
see how much it moans. Linking isn't so important because I've no MiNT
system and associated X upon which to try it.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/
```

5498. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-28 13:13:07 UTC
From: swampdog@ntlworld.com
Message-ID: <3de710f3.36672482@nntp.swampdog>
Source record: 517

Okay, I got alien vaguely working and extracted the glib/gtk stuff.
Couldn't cross-configure it so instead let it configure natively then
hacked the two Makefiles accordingly - may not be an issue on a native
MiNT system (I've not looked in the configure script).

...[gtk-gnutella-0.91.1]...

```
$ diff -u sockets.c.ORIGINAL sockets.c
--- sockets.c.ORIGINAL 2002-11-19 19:16:08.000000000 +0000
+++ sockets.c 2002-11-28 12:39:08.000000000 +0000
@@ -55,6 +55,10 @@
#define SOL_TCP IPPROTO_TCP
#endif

+#if !defined(SOL_TCP) && defined(__MINT__) //because IPPROTO_IP
is an enum
+#define SOL_TCP IPPROTO_TCP
+#endif
+
#ifndef SHUT_WR
#define SHUT_WR 1 /* Shutdown TX side */
#endif
```

...that's it. It'll get to the link phase (needs zlib) abeit pointing
at my cygwin X headers but no other choice there! ;-)

Log output for future reference coming up... oo the bandwidth!
(m68-gcc is m68k-atari-mint-gcc.exe btw).

```
make all-recursive
make[1]: Entering directory `/all/src/app/gnutella/obj-m68'
Making all in src
make[2]: Entering directory `/all/src/app/gnutella/obj-m68/src'
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/interface-glade1.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/support-glade1.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
```

```
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gtk-missing.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/callbacks.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gtkcolumnchooser.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/monitor_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/monitor_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gui_property.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
```

```
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/statusbar_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/upload_stats_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_stats_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_stats_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main_gui.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main_cb.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
```

```
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/misc.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/prop.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_property.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/guid.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/oldconfig.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sockets.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/hosts.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/pcache.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/routing.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
```

```
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/fileinfo.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/fuzzy.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/whitelist.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/share.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads.c
../../gtk-gnutella-0.91.1/src/uploads.c: In function `upload_write':
../../gtk-gnutella-0.91.1/src/uploads.c:2132: warning: unused variable
`pos'
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/upload_stats.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/matching.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/getline.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/header.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ioheader.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
```

```
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/url.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/pmsg.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gmsg.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/cq.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/mq.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sq.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/bsched.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx_link.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx_deflate.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rxbuf.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx_link.c
```

```
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx_inflate.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/zlib_util.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sha1.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/huge.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/base32.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/utf8.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ban.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/inet.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/qrp.c
../../gtk-gnutella-0.91.1/src/qrp.c:214: warning: `qrt_apply_patch_8'
defined but not used
../../gtk-gnutella-0.91.1/src/qrp.c:269: warning: `qrt_apply_patch_4'
defined but not used
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/getdate.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/atoms.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
```

```
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/extensions.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/cobs.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ggep.c
../../gtk-gnutella-0.91.1/src/ggep.c:58: warning: `ggep_inflate'
defined but not used
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/dmesh.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/http.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/version.c
In file included from /usr/m68k-atari-mint/include/sys/utsname.h:19,
from ../../gtk-gnutella-0.91.1/src/version.c:30:
/usr/m68k-atari-mint/include/sys/param.h:46: warning: `MIN' redefined
/usr/m68k-atari-mint/include/glib.h:137: warning: this is the location
of the previous definition
/usr/m68k-atari-mint/include/sys/param.h:49: warning: `MAX' redefined
/usr/m68k-atari-mint/include/glib.h:134: warning: this is the location
of the previous definition
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/alive.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/zalloc.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/walloc.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/vendors.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
```

```
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/idtable.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/namesize.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ignore.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_stats.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gwcache.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/bg.c
../../gtk-gnutella-0.91.1/src/bg.c: In function `bg_sched_timer':
../../gtk-gnutella-0.91.1/src/bg.c:880: warning: variable `remain'
might be clobbered by `longjmp' or `vfork'
../../gtk-gnutella-0.91.1/src/bg.c:882: warning: variable `ticks'
might be clobbered by `longjmp' or `vfork'
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/verify.c
m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
-I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
-I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
-O2 -Wall -c ../../gtk-gnutella-0.91.1/src/move.c
m68-gcc -g -O2 -Wall -o gtk-gnutella interface-glade1.o
support-glade1.o filter.o filter_cb.o filter_gui.o gtk-missing.o gui.o
callbacks.o gtkcolumnchooser.o monitor_gui.o monitor_cb.o nodes_gui.o
nodes_cb.o gui_property.o settings_gui.o settings_cb.o statusbar_gui.o
search_gui.o search_cb.o downloads_gui.o downloads_cb.o uploads_gui.o
uploads_cb.o upload_stats_gui.o gnet_stats_gui.o search_stats_gui.o
main_gui.o main_cb.o misc.o prop.o gnet_property.o guid.o settings.o
oldconfig.o sockets.o nodes.o hosts.o pcache.o routing.o search.o
downloads.o fileinfo.o fuzzy.o whitelist.o share.o uploads.o
upload_stats.o main.o matching.o getline.o header.o ioheader.o url.o
pmsg.o gmsg.o cq.o mq.o sq.o bsched.o tx.o tx_link.o tx_deflate.o
rxbuf.o rx.o rx_link.o rx_inflate.o zlib_util.o sha1.o huge.o base32.o
utf8.o ban.o inet.o qrp.o getdate.o atoms.o extensions.o cobs.o ggep.o
dmesh.o http.o version.o alive.o zalloc.o walloc.o vendors.o idtable.o
namesize.o ignore.o gnet_stats.o gwcache.o bg.o verify.o move.o
```

```
-L/usr/local/lib -L/usr/X11R6/lib -lgtk -lgdk -lgmodule -lglib -lintl
-lXext -lX11 -lm -lz
/usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
directory
collect2: ld returned 1 exit status
make[2]: *** [gtk-gnutella] Error 1
make[2]: Leaving directory `/all/src/app/gnutella/obj-m68/src'
make[1]: *** [all-recursive] Error 1
make[1]: Leaving directory `/all/src/app/gnutella/obj-m68'
make: *** [all-recursive-am] Error 2
```

That's about the limit of what I can do here, except *possibly*
produce a "gnutella lib" for someone else to link against.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5499. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-29 15:26:13 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038589149.28422@blade.atari-source.com>
Source record: 518

```
Guy Harrison wrote:

> On Wed, 27 Nov 2002 11:20:28 -0500, Mark Duckworth
> <mducksub@no-spam.atari-source.com> wrote:
>
>>Guy Harrison wrote:
>>
>>> On 25 Nov 2002 20:31:06 GMT,
>>> peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:
>>>
>>>>A guy at work was showing me the peer-to-peer file sharing
>>>>systems on the peecee and I wondered if there was any open-source
>>>>software that might be ported to Mint or had all ready been ported.
>>>>
>>>>I found this:
>>>>
>>>> http://sourceforge.net/project/showfiles.php?group_id=4467
>>>>
>>>>which is GTK Gnutella. One of the source code files is listed
>>>>as platform independant. I think this might be related to Gaim
>>>>and the other GTK+ stuff that Piku mentions on Atari-source.com
>>>>
>>>>I don't do much Atari development and I use Pascal so I am not
>>>>much use. Would this be portable to Mint or does it rely on too much
>>>>underlying software ?
>>>
>>> I downloaded gtk-gnutella-0.91.1 last night and tried it on cygwin.
>>> The 'configure' output is reproduced below. It may help a MiNT guru
>>> decide if the port would be feasible. Personally I think that it is
>>> and that if you've the relevent compilation tools upon your MiNT
>>> system then you'd be able to compile it yourself. The GTK/GLIB version
>>> is the only obvious caveat.
>>>
>>> I did consider trying a cross-build but unfortunately haven't a clue
>>> about rpm's - specifically there's a leading '/' in the GTK file list
>>> and no way do I want that lot stomping into the root of my cygwin!
>>> Suggestions on how to extract "safely" welcome.
>>>
>>> #! /bin/sh
>>>
>>> PATH="/bin:/usr/local/bin:/usr/X11R6/bin:/usr/local/qt/bin"
>>> CCACHE_DIR="/all/src/exp/gnutella/.ccache"
>>> CC="/all/bin/go-sub/go-gcc" CXX="/all/bin/go-sub/go-g++" CFLAGS="
>>> " CXXFLAGS=" " LDFLAGS=" " ../gtk-gnutella-0.91.1/configure
```

```
>>> --disable-xml-store
>>> loading cache ./config.cache
>>> checking for a BSD compatible install... /bin/install -c
>>> checking whether build environment is sane... yes
>>> checking whether make sets ${MAKE}... yes
>>> checking for working aclocal... found
>>> checking for working autoconf... found
>>> checking for working automake... found
>>> checking for working autoheader... found
>>> checking for working makeinfo... found
>>> checking whether to enable maintainer-specific portions of
>>> Makefiles... no
>>> checking for gcc... /all/bin/go-sub/go-gcc
>>> checking whether the C compiler (/all/bin/go-sub/go-gcc ) works...
>>> yes
>>> checking whether the C compiler (/all/bin/go-sub/go-gcc ) is a
>>> cross-compiler... no
>>> checking whether we are using GNU C... yes
>>> checking whether /all/bin/go-sub/go-gcc accepts -g... yes
>>> checking for POSIXized ISC... no
>>> checking for gcc... (cached) /all/bin/go-sub/go-gcc
>>> checking whether the C compiler (/all/bin/go-sub/go-gcc ) works...
>>> yes
>>> checking whether the C compiler (/all/bin/go-sub/go-gcc ) is a
>>> cross-compiler... no
>>> checking whether we are using GNU C... (cached) yes
>>> checking whether /all/bin/go-sub/go-gcc accepts -g... (cached) yes
>>> checking how to run the C preprocessor... /all/bin/go-sub/go-gcc -E
>>> checking for /all/bin/go-sub/go-gcc option to accept ANSI C... none
>>> needed
>>> checking for ANSI C header files... yes
>>> checking for bison... bison -y
>>> checking for gtk-config... /usr/local/bin/gtk-config
>>> checking for GTK - version >= 1.2.0... yes
>>> checking for glib-config... /usr/local/bin/glib-config
>>> checking for GLIB - version >= 1.2.10... yes
>>> checking whether inet_aton needs libresolv... no
>>> checking whether to enable RFC1918 network avoidance mode... no
>>> checking for xml2-config... /bin/xml2-config
>>> checking whether to enable XML persistance backend... no
>>> checking for herror... yes
>>> checking for inet_aton... yes
>>> checking for strcasestr... no
>>> checking for srandom... yes
>>> checking for random... yes
>>> checking for sendfile... no
>>> checking for sendfile in -lsendfile... no
>>> checking for sys/sendfile.h... no
>>> checking for ctype.h... yes
>>> checking for zlib.h... yes
```

>>> checking for deflate in -lz... yes
>>> updating cache ./config.cache
>>> creating ./config.status
>>> creating Makefile
>>> creating src/Makefile
>>> creating gtk-gnutella.spec
>>> creating config.h
>>>
>>>
>>> Feature summary:
>>> ---------------
>>>
>>> Frontend : Gtk 1.2
>>> Persistant filters : no (you must know)
>>> RFC1918 avoidance : no
>>> gNet traffic compression : yes
>>>
>>>
>>
>>Guy,
>>
>>Note that there is already a gtk 1 port to win32 as well as most of hte
>>other supporting libs. This is the kind of work that has yet to be done
>>for the Atari. Gdk must adopt VDI calls in order to work on the atari
>>which is not really much more than tedious work. I haven't enough ram on
>>my system to even attempt to compile glib (which is needed by gtk) so I
>>haven't bothered to try porting yet.
>
> I located...
> glib-1.2.8-1.m68kmint.rpm
> glib-1.2.8-1.src.rpm
> gtk+-1.2.8-2.m68kmint.rpm
> gtk+-1.2.8-2.src.rpm
> ...on the sparemint site. These were what I was going to cross-compile
> against until I hit the rpm worry mentioned above. FreshMeat reveals
> 'alien' which hopefully can turn them into viable tgz files but life
> is never simple because now I'm wrestling with 'alien' build problems.
>
> The Gnutella I compiled isn't a win32 one btw. Virtually all my cygwin
> stuff targets "unix/X". Therefore all I really need is the 1.2.8
> headers - I'll hack away the gnutella 'configure' version check and
> see how much it moans. Linking isn't so important because I've no MiNT
> system and associated X upon which to try it.
>
>

Guy,

yes GTK can be directly compiled for Atari, but a true Atari port would use
the VDI. Currently you have to start GEM, then start an X server and THEN
run a GTK application. This whole ordeal will consume LOTS of ram. not to

mention the X server for Atari isn't too fast. already you can run this application, but seriously, AES + GTK + gtk-gnutella + X will probably consume 14 megs of ram on a falcon and be terribly slow. This stuff is better for clone owners or CT60 owners to be. I wanted to port gtk to vdi to avoid the need for an x server and to make gtk programs smaller, more efficient and directly useable from a gem desktop.

Mark

5500. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-29 15:28:06 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038589262.829513@blade.atari-source.com>
Source record: 519

Guy Harrison wrote:

```
>
> Okay, I got alien vaguely working and extracted the glib/gtk stuff.
> Couldn't cross-configure it so instead let it configure natively then
> hacked the two Makefiles accordingly - may not be an issue on a native
> MiNT system (I've not looked in the configure script).
>
> ...[gtk-gnutella-0.91.1]...
>
> $ diff -u sockets.c.ORIGINAL sockets.c
> --- sockets.c.ORIGINAL 2002-11-19 19:16:08.000000000 +0000
> +++ sockets.c 2002-11-28 12:39:08.000000000 +0000
> @@ -55,6 +55,10 @@
> #define SOL_TCP IPPROTO_TCP
> #endif
>
> +#if !defined(SOL_TCP) && defined(__MINT__) //because IPPROTO_IP
> is an enum
> +#define SOL_TCP IPPROTO_TCP
> +#endif
> +
> #ifndef SHUT_WR
> #define SHUT_WR 1 /* Shutdown TX side */
> #endif
>
> ...that's it. It'll get to the link phase (needs zlib) abeit pointing
> at my cygwin X headers but no other choice there! ;-)
>
> Log output for future reference coming up... oo the bandwidth!
> (m68-gcc is m68k-atari-mint-gcc.exe btw).
>
> make all-recursive
> make[1]: Entering directory `/all/src/app/gnutella/obj-m68'
> Making all in src
> make[2]: Entering directory `/all/src/app/gnutella/obj-m68/src'
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/interface-glade1.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/support-glade1.c
```

```
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/filter_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gtk-missing.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/callbacks.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gtkcolumnchooser.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/monitor_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/monitor_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gui_property.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
```

```
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/statusbar_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/upload_stats_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_stats_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search_stats_gui.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main_gui.c
```

```
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main_cb.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/misc.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/prop.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_property.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/guid.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/settings.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/oldconfig.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sockets.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/nodes.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/hosts.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/pcache.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/routing.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
```

```
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/search.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/downloads.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/fileinfo.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/fuzzy.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/whitelist.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/share.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/uploads.c
> ../../gtk-gnutella-0.91.1/src/uploads.c: In function `upload_write':
> ../../gtk-gnutella-0.91.1/src/uploads.c:2132: warning: unused variable
> `pos'
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/upload_stats.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/main.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/matching.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/getline.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/header.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
```

```
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ioheader.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/url.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/pmsg.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gmsg.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/cq.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/mq.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sq.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/bsched.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx_link.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/tx_deflate.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rxbuf.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
```

```
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx_link.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/rx_inflate.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/zlib_util.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/sha1.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/huge.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/base32.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/utf8.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ban.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/inet.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/qrp.c
> ../../gtk-gnutella-0.91.1/src/qrp.c:214: warning: `qrt_apply_patch_8'
> defined but not used
> ../../gtk-gnutella-0.91.1/src/qrp.c:269: warning: `qrt_apply_patch_4'
> defined but not used
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/getdate.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
```

```
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/atoms.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/extensions.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/cobs.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ggep.c
> ../../gtk-gnutella-0.91.1/src/ggep.c:58: warning: `ggep_inflate'
> defined but not used
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/dmesh.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/http.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/version.c
> In file included from /usr/m68k-atari-mint/include/sys/utsname.h:19,
> from ../../gtk-gnutella-0.91.1/src/version.c:30:
> /usr/m68k-atari-mint/include/sys/param.h:46: warning: `MIN' redefined
> /usr/m68k-atari-mint/include/glib.h:137: warning: this is the location
> of the previous definition
> /usr/m68k-atari-mint/include/sys/param.h:49: warning: `MAX' redefined
> /usr/m68k-atari-mint/include/glib.h:134: warning: this is the location
> of the previous definition
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/alive.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/zalloc.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/walloc.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
```

```
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/vendors.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/idtable.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/namesize.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/ignore.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gnet_stats.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/gwcache.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/bg.c
> ../../gtk-gnutella-0.91.1/src/bg.c: In function `bg_sched_timer':
> ../../gtk-gnutella-0.91.1/src/bg.c:880: warning: variable `remain'
> might be clobbered by `longjmp' or `vfork'
> ../../gtk-gnutella-0.91.1/src/bg.c:882: warning: variable `ticks'
> might be clobbered by `longjmp' or `vfork'
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/verify.c
> m68-gcc -DHAVE_CONFIG_H -I. -I../../gtk-gnutella-0.91.1/src -I..
> -I/usr/m68k-atari-mint/include/gtk -I/usr/m68k-atari-mint/include
> -I/usr/m68k-atari-mint/lib/glib/include -I/usr/X11R6/include -g
> -O2 -Wall -c ../../gtk-gnutella-0.91.1/src/move.c
> m68-gcc -g -O2 -Wall -o gtk-gnutella interface-glade1.o
> support-glade1.o filter.o filter_cb.o filter_gui.o gtk-missing.o gui.o
> callbacks.o gtkcolumnchooser.o monitor_gui.o monitor_cb.o nodes_gui.o
> nodes_cb.o gui_property.o settings_gui.o settings_cb.o statusbar_gui.o
> search_gui.o search_cb.o downloads_gui.o downloads_cb.o uploads_gui.o
> uploads_cb.o upload_stats_gui.o gnet_stats_gui.o search_stats_gui.o
> main_gui.o main_cb.o misc.o prop.o gnet_property.o guid.o settings.o
> oldconfig.o sockets.o nodes.o hosts.o pcache.o routing.o search.o
> downloads.o fileinfo.o fuzzy.o whitelist.o share.o uploads.o
> upload_stats.o main.o matching.o getline.o header.o ioheader.o url.o
```

> pmsg.o gmsg.o cq.o mq.o sq.o bsched.o tx.o tx_link.o tx_deflate.o
> rxbuf.o rx.o rx_link.o rx_inflate.o zlib_util.o sha1.o huge.o base32.o
> utf8.o ban.o inet.o qrp.o getdate.o atoms.o extensions.o cobs.o ggep.o
> dmesh.o http.o version.o alive.o zalloc.o walloc.o vendors.o idtable.o
> namesize.o ignore.o gnet_stats.o gwcache.o bg.o verify.o move.o
> -L/usr/local/lib -L/usr/X11R6/lib -lgtk -lgdk -lgmodule -lglib -lintl
> -lXext -lX11 -lm -lz
> /usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
> directory
> collect2: ld returned 1 exit status
> make[2]: *** [gtk-gnutella] Error 1
> make[2]: Leaving directory `/all/src/app/gnutella/obj-m68/src'
> make[1]: *** [all-recursive] Error 1
> make[1]: Leaving directory `/all/src/app/gnutella/obj-m68'
> make: *** [all-recursive-am] Error 2
>
> That's about the limit of what I can do here, except *possibly*
> produce a "gnutella lib" for someone else to link against.
>
>

How much ram did you have to get that to happen, or are you cross compiling?

Mark

5501. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-29 20:59:05 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3de7d519.0@entanet>
Source record: 520

On 28 Nov 2002 13:13:07 , Guy Harrison wrote:

..a huge posting that didn't mean much to me ;-)

Oh dear, what have I started. Being the one that started this thread I must say I am impressed by your efforts. What is cygwin ?

I've never done any C programming on the Atari or under Unix. The nearest I came was developing a pile of C stuff for Oracle databases and dce to access some legacy apps from Oracle and vice versa. It was nearly all done on VMS. It was several thousand lines of code in about two dozen modules but I still don't call myself a C programmer. I cheat by thinking in Pascal and then translating to C but C's idea of pointers and parameter passing "does my head in".

I think I have enough memory on the Milan (144Mb :-) but I'm a bit low on HD space to install a C development system. If I ever get around to fitting a new HD I might look into it.

Are the Sparemint people interested in what your are doing with these libraries ? Surely it will open up some more possibilities.

Regards,

Peter

5502. ME.LDG release 1.00

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-29 21:05:24 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <3DE7D694.4090808@free.fr>
Source record: 522

Hi group :)

My dynamical library ME.LDG ("ME" means "Modular & Evolutive", formely known as "PARX system") has just been released. Since release 1.00, the ME.LDG archive contains sources and is under LGPL license.

http://perso.wanadoo.fr/arnaud.bercegeay/index_e.htm

ME.LDG is a lib to load, dither and display pictures, using M&E system (RIM plugins to Read IMage). Seems to work fine on falcon, magicmac, hades, aranym/fvdi...

RIRI2 (an image viewer) use ME.LDG, and is available on my web site.

Enjoy :)

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

5503. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-29 23:04:02 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <as8rp4$ph4kr$1@ID-40235.news.dfncis.de>
Source record: 521

"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
news:3de7d519.0@entanet...
> On 28 Nov 2002 13:13:07 , Guy Harrison wrote:
>
> ..a huge posting that didn't mean much to me ;-)
>
>
> Oh dear, what have I started. Being the one that started this
> thread I must say I am impressed by your efforts. What is
> cygwin ?
>

Cygwin is an environment that lets you take source code designed to run on
LINUX and run it on Windows. One side effect is that you can also run the
ATARI version of the GCC compiler on Windows....

> I've never done any C programming on the Atari or under Unix.
> The nearest I came was developing a pile of C stuff for Oracle
> databases and dce to access some legacy apps from Oracle and
> vice versa. It was nearly all done on VMS. It was several thousand
> lines of code in about two dozen modules but I still don't call
> myself a C programmer. I cheat by thinking in Pascal and then
> translating to C but C's idea of pointers and parameter passing "does
> my head in".
>
> I think I have enough memory on the Milan (144Mb :-) but I'm
> a bit low on HD space to install a C development system. If
> I ever get around to fitting a new HD I might look into it.
>
> Are the Sparemint people interested in what your are doing
> with these libraries ? Surely it will open up some more
> possibilities.
>
> Regards,
>
> Peter

5504. Re: SE-protocol

Newsgroup: comp.sys.atari.programmer
Date: 2002-11-30 19:30:27 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <3DE911D3.1090105@free.fr>
Source record: 523

On 16th of aug, i wrote:

> Hi group,
>
> Is there an english translation of the SE-protocol available somewhere ?
>

It seems that there's no translation.

Any volunteer to translate the file from german to english ?
pleeeeease... (the UDO file size is about 32kb)

--
HTML-tidy pour Atari : http://gemtidy.free.fr
Plein d'bonnes choses: http://perso.wanadoo.fr/arnaud.bercegeay

5505. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-01 01:45:22 UTC
From: swampdog@ntlworld.com
Message-ID: <3de84a87.55276423@nntp.swampdog>
Source record: 524

On Fri, 29 Nov 2002 10:28:06 -0500, Mark Duckworth
<mducksub@no-spam.atari-source.com> wrote:

>Guy Harrison wrote:
>
>>
>> Okay, I got alien vaguely working and extracted the glib/gtk stuff.
>> Couldn't cross-configure it so instead let it configure natively then
>> hacked the two Makefiles accordingly - may not be an issue on a native
>> MiNT system (I've not looked in the configure script).
>>
>> ...[gtk-gnutella-0.91.1]...
>>
>> $ diff -u sockets.c.ORIGINAL sockets.c
>> --- sockets.c.ORIGINAL 2002-11-19 19:16:08.000000000 +0000
>> +++ sockets.c 2002-11-28 12:39:08.000000000 +0000
>> @@ -55,6 +55,10 @@
>> #define SOL_TCP IPPROTO_TCP
>> #endif
>>
>> +#if !defined(SOL_TCP) && defined(__MINT__) //because IPPROTO_IP
>> is an enum
>> +#define SOL_TCP IPPROTO_TCP
>> +#endif
>> +
>> #ifndef SHUT_WR
>> #define SHUT_WR 1 /* Shutdown TX side */
>> #endif
>>
>> ...that's it. It'll get to the link phase (needs zlib) abeit pointing
>> at my cygwin X headers but no other choice there! ;-)

[snip]

>> That's about the limit of what I can do here, except *possibly*
>> produce a "gnutella lib" for someone else to link against.
>>
>>
>
>
>How much ram did you have to get that to happen, or are you cross compiling?

Cross compiling with Frank's cygwin one, er...

Reading specs from /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/specs
gcc version 2.95.3 20010315 (release)

...that one! ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5506. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-01 01:45:22 UTC
From: swampdog@ntlworld.com
Message-ID: <3de94be8.55629601@nntp.swampdog>
Source record: 525

On Fri, 29 Nov 2002 10:26:13 -0500, Mark Duckworth
<mducksub@no-spam.atari-source.com> wrote:

>Guy Harrison wrote:

[snip]

>> The Gnutella I compiled isn't a win32 one btw. Virtually all my cygwin
>> stuff targets "unix/X". Therefore all I really need is the 1.2.8
>> headers - I'll hack away the gnutella 'configure' version check and
>> see how much it moans. Linking isn't so important because I've no MiNT
>> system and associated X upon which to try it.
>
>Guy,
>
>yes GTK can be directly compiled for Atari, but a true Atari port would use
>the VDI. Currently you have to start GEM, then start an X server and THEN
>run a GTK application. This whole ordeal will consume LOTS of ram. not to
>mention the X server for Atari isn't too fast. already you can run this
>application, but seriously, AES + GTK + gtk-gnutella + X will probably
>consume 14 megs of ram on a falcon and be terribly slow.

Ah, right. I knew it would be hefty but hadn't thought it would make
even a falcon struggle.

>This stuff is
>better for clone owners or CT60 owners to be. I wanted to port gtk to vdi
>to avoid the need for an x server and to make gtk programs smaller, more
>efficient and directly useable from a gem desktop.

Any progress on that, or is it still at the head scratching phase?
I've compiled a lot of gtk stuff for cygwin, some hacking required as
well but never had to sit back and understand the big picture. Is the
low level stuff scattered all over or nicely grouped?

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5507. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-01 01:45:23 UTC
From: swampdog@ntlworld.com
Message-ID: <3deb62ce.127027866@nntp.swampdog>
Source record: 526

On 29 Nov 2002 20:59:05 GMT,
peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:

>On 28 Nov 2002 13:13:07 , Guy Harrison wrote:
>
>..a huge posting that didn't mean much to me ;-)

Me neither, I'm just the messenger! Nah, all it was, was a load of compiler compilation lines. The 'configure' phase decides what to compile and what the compiler options should be then generates one or more 'Makefile's. That was the 'make' output as it was compiled.

>Oh dear, what have I started. Being the one that started this
>thread I must say I am impressed by your efforts. What is
>cygwin ?

Unix on windows, http://www.cygwin.com if you're curious. The folks there have put loads of unix functionality into a DLL and compiled oodles of unix programs linked against this (cygwin1.dll). More folks keep coming along and adding more stuff. Almost the opposite of wine I guess.

>I've never done any C programming on the Atari or under Unix.
>The nearest I came was developing a pile of C stuff for Oracle
>databases and dce to access some legacy apps from Oracle and
>vice versa. It was nearly all done on VMS. It was several thousand
>lines of code in about two dozen modules but I still don't call
>myself a C programmer. I cheat by thinking in Pascal and then
>translating to C but C's idea of pointers and parameter passing "does
>my head in".

ROTFL and I'm sure you won't be the last! :-))

>I think I have enough memory on the Milan (144Mb :-) but I'm
>a bit low on HD space to install a C development system. If
>I ever get around to fitting a new HD I might look into it.

It does add up. C/C++ compilers do sprawl a bit - gcc especially stuffs a lot of information into generated files. Fortunately most of them can be deleted once the app is compiled to satisfaction and the executable itself can be stripped. You might even be able to compile yourself a pascal compiler!

>Are the Sparemint people interested in what your are doing
>with these libraries ? Surely it will open up some more
>possibilities.

Unfortunately I doubt it. Like Mark mentioned, limited machine
resources have to be catered for. SDL looks an interesting development
though.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5508. Looking for TT b�tatesters

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-01 14:39:28 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dea1f20$0$22977$626a54ce@news.free.fr>
Source record: 527

Hello,

I released new pictures for TT r�solutions and look for opinions about contrast
and brightness (I have no more TT).

Programm :
http://yves.rogne.free.fr/dispo/adark214.zip

Pictures :
http://yves.rogne.free.fr/images/ttpix2.arj

Both directories are free access.

Regards

5509. Looking for 68040 programmer

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-01 18:51:41 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dea5a3c$0$22976$626a54ce@news.free.fr>
Source record: 528

Hello,

I'm looking for help from a 68040 programmer :

You probably know the programm XFERRATE.TTP this reliable tool gives the
bandwith for data transfer.

Some people tested the 68040/60 instruction move16 for ram data transfer
and we noticed it is 40% faster than 4xMove.l

I would like to know which speed we could reach if we used move16 in xferrate.

Unfortunatelly nobody wants to make the change. I would be happy to do
it but my knoweledges in assembler are basic. I can write some small
routines but am unable to understand a dissablembled programm.

Would it be someone that may help ?

Regards

5510. Re: SE-protocol

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-01 23:05:44 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038792254.7732.0@demeter.uk.clara.net>
Source record: 529

Hi Arnaud

> > Is there an english translation of the SE-protocol available somewhere ?
> >
>
> It seems that there's no translation.
>
> Any volunteer to translate the file from german to english ?
> pleeeeease... (the UDO file size is about 32kb)

That sound like a job for... <fx fanfare> DDP

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

5511. Re: SE-protocol

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-03 20:28:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <asj45v$7cm$1@thorium.cix.co.uk>
Source record: 530

In message <1038792254.7732.0@demeter.uk.clara.net>, stevesweet@freeuk.com said:

>> > Is there an english translation of the SE-protocol available somewhere ?
>> >
>>
>> It seems that there's no translation.
>>
>> Any volunteer to translate the file from german to english ?
>> pleeeeease... (the UDO file size is about 32kb)
>
>That sound like a job for... <fx fanfare> DDP

Already in hand!

Regards, /Peter/

5512. Atari 4sale

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-04 10:23:42 UTC
From: Ron Riese <ronr@blarg.net>
Message-ID: <3DEDD7AE.8A809B32@blarg.net>
Source record: 531

Atari Hardware and Software
All of this was packed and put away 15 years ago. It is all clean and each device has its own
transformer and in most cases the original box and manual. The prices shown are expected
prices, other offers (no trades) will be entertained. Purchaser pays for shipping.

1) Atari 800 -- $180 (includes additional memory card)
Like new but needs video chip to control display.
Atari Memory Card (has a white 3 painted on it. Think it is a 16K board.)

2) Atari 400 -- $100
Like new

3) Atari 810 Disk Drive -- $70
Very clean and unaltered.

4) Atari 850 Interface Module -- $50
Plus 300 Baud (Believe it!) direct connect modem

5) Atari 1050 Dual Disk Drive -- $80
Very clean and unaltered.

6) Atari 410 Recorder -- $90 for Recorder & Tapes
Antic (Monthly) Tapes (Total 18 tapes)
Games and programs galore on each

7) Fastchip for 400/800 -- $70
Atari System Manual
Monkey Wrench Enhance Chips
Star Raiders Cartridge
Assembler Editor Cartridge
Basic Cartridge

8) Atari Program Exchange Software -- $40
Chameleon CRT Terminal Emulator
Program-Text Editor
Mathlib
Deep Blue C Compiler
MAC/65 (Assembler)
DOSKey

5513. Programmer needed

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-04 12:40:55 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <askt17$hu5$1@pegasus.csx.cam.ac.uk>
Source record: 532

Hi everyone,
last year I made a similar request for help and my thanks go to Pontus Skold who agreed to help and Roger Cain for his advice.

I now need help again, I have already used a disk editor to examine the software and was unable to locate the problem myself. The problem is with a STOS extension, after conversing with the author of the extension (with whom I have lost contact) I was informed that when I compile my programs the graphics extension checks for the TOS version before initialising where as the audio extension does not.
I believe that it is this TOS checking process that casues problems on my ST as both compiled programs using the audio extension only and non compiled programs function normally.

There is another difference between the graphics and audio extensions in that the graphics extension places data on even bounderies, this could also be the cause of the problem however I would have thought it would do that in both complied and non compiled states which is why I believe the TOS checker to be the cause of the problem.
All I need is for someone to find and remove this check, hopefully this is located in the compiler extension which is only 17K in size and so should not be too difficult or take long to do.

If anyone is interested in looking at this for me let me know.
I believe that the extension was written in assembler/machine code so you will need to have a program that can disassemble/reassesemble the file as I don't have one.
If it helps the error message displayed by the ST is "TOS error #82 press any key", when a key is pressed the message changes to "TOS error #32 press any key", further key presses redisplays the second error message

Thanks,
Stephen Moss

5514. Re: SE-protocol

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-04 22:55:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039111977.72890.0@dyke.uk.clara.net>
Source record: 533

Hi Pete

> >> > Is there an english translation of the SE-protocol available
somewhere ?
> >> >
> >>
> >> It seems that there's no translation.
> >>
> >> Any volunteer to translate the file from german to english ?
> >> pleeeeease... (the UDO file size is about 32kb)
> >
> >That sound like a job for... <fx fanfare> DDP
>
> Already in hand!

Unlike my commission, Derryck keeps telling me that the cheques in the
post...

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

5515. Atari 4Sale

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-06 08:59:33 UTC
From: Ron Riese <ronr@blarg.net>
Message-ID: <3DF066F5.A82A8672@blarg.net>
Source record: 534

Atari Hardware and Software (List Revised 4 Dec 02)
All of this was packed and put away 15 years ago. It is all clean and each device has its own
transformer and in most cases the original box and manual. Devices were working at time of
storage. The prices shown are expected prices, other offers (no trades) will be entertained.
Purchaser pays for shipping. All hard/software is USA specific

1) Atari 800 (32K I think) -- $180
Like new but needs video chip to control display.
Plus Atari 16K Memory Card
TV Switch

2) Atari 400 -- $100
Looks like new
Dual Game Controller
Joy Stick
TV Switch

3) Atari 810 Disk Drive -- $70
Very clean in prime condition.

4) Atari 850 Interface Module -- $50
Plus 300 Baud (Believe it!) Microconnections direct connect modem

5) Atari 1050 Dual Disk Drive -- $80
Very clean, Primo condition.

6) Atari 410 Recorder -- $75
Emaculate
Antic (Monthly) Tapes (Total 18 tapes with descriptions)
Games and programs galore on each

7) Cartridges and Chips -- $40
Monkey Wrench Enhance Chips
Fastchip for 400/800
Star Raiders Cartridge
Assembler Editor Cartridge + Manual
Basic Cartridge + Manual

8) Third Party Software -- $70
(APX-Atari Program Exchange Software unless noted)
Mathlib for Deep Blue C
Deep Blue C Compiler
Deep Blue Secrets (Antic)
Basic Utility Diskette

Chameleon CRT Terminal Emulator
Program-Text Editor
KeyPad Controller v.2
Creative Process (Antic)
VT-100 Terminal Emulator (Antic)
Print Tool [Atari Runoff] (Antic)
Envision (Antic)
MAC/65 Assembler (OSS)
DOSKey (Adventure Int'l)
Atari Softwar Protection Techniques (Alpha Systems)
Flight Simulator (SubLogic)
Dr. C. Wacko's Guide (with diskette)
PartyWare (HiTech Expressions)
S*P*A*C*E Disk Utilities Nos. 4, 10, 19, 27, 48/49, 52/53 SUPER
STUFF!!
Horz/Vert Scrolling (Educational Software)
Basic Compiler (DataSoft Inc. - No Manual)
C/65 with OS/A+ (OSS - No Manual)

9) Manuals (Great Resources!) -- $25
Atari Operating System Hardware Manual with Listings
Advanced Programmin Techniques for Your Atari by Linda M Schreiber
De Re Atari A Guide (APX)
Mapping The Atari (Compute!)
Atari Basic Source Book (Compute!)
Atari Graphics (Compute!)
The Atari Assembler (Inman & Inman)
Comput!'s First Book of Pet/CBM
Compute!'s First Book of Atari
Compute!'s Second Book of Atari
Inside Atari Dos (Compute!)
OS/A+ (OSS)

5516. [PROG] Need testers for PCI test program

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-06 12:52:42 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <qi6qsa.d83.ln@127.0.0.1>
Source record: 535
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made a simple program to test the PCI bios:
http://membres.lycos.fr/pmandin/download/pci1.zip (49 Kb).

If you have a Medusa, Hades, Milan, or any other machine which has a PCI
bios, could you test it. Thanks.

Sources are available (105 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.10.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5517. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-06 15:03:44 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0212061600390.2728-100000@wh58-508.st.uni-magdeburg.de>
Source record: 536

Hello!

> /usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
> directory

Do you have the gettext package with the libintl.a?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5518. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-07 22:17:12 UTC
From: swampdog@ntlworld.com
Message-ID: <3df472cd.360501323@nntp.swampdog>
Source record: 537

On Fri, 6 Dec 2002 16:03:44 +0100, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> /usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
>> directory
>
>Do you have the gettext package with the libintl.a?

Nope. I was being naughty and configured it "native" (for a cygwin/X
build) then changed CC etc in the Makefile's such that stuff I didn't
have installed for cross-m68k would still "see" a header. ;-)

The OP asked if a gnutella port would be feasible. Basically the
answer would be (I believe) "yes" for MiNT/X and "no" for a non-MiNT
target.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

5519. Debugging with GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-08 12:28:45 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3df33a20$0$22995$626a54ce@news.free.fr>
Source record: 538

Hello,

I know that MonTT debugger supports two symbols formats.
The first is HED (Hisoft Extended Debug).
The second is DRI more common on Atari computer.

Which option can I use on GCC to generate HED or DRI symbols format into my program ?

DOCs

5520. Ballerburg Source Code

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-09 19:12:32 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3df4e804$0$1457$6d5eecc5@news.eurekanet.com>
Source record: 539

Just out of curiousity does anyone have the Atari Ballerburg source code anymore?

The gem version in C?

About a decade ago it was available for a small fee.

Dan Ackerman
aka baldrick

5521. [PROG] Need testers for PCI test program (V2)

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-10 13:53:41 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <5lr4ta.ktr.ln@127.0.0.1>
Source record: 540
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made a simple program to test the PCI bios:
http://membres.lycos.fr/pmandin/download/pci2.zip (49 Kb).
(bugfixes since previous version)

If you have a Medusa, Hades, Milan, or any other machine which has a PCI
bios, could you test it. Thanks.

Sources are available (115 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.11.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5522. Re: Debugging with GCC

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-10 14:26:36 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0212101525200.2728-100000@wh58-508.st.uni-magdeburg.de>
Source record: 541

Hello!

> Which option can I use on GCC to generate HED or DRI symbols format into my
> program ?

GCC don't support these symbol formats. You can use the source level
debugger gdb instead (compile your program with option -g to generate
debug informations).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5523. GFA and NVDI printing?

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-10 22:20:51 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3df668bce830f0@tripnet.se>
Source record: 542

I am working on a GFA program written in "old style" but clean GEM and adding report printouts using NVDI.

On my home computer with NVDI 5 I can print several pages using this code:

```
h&=V_OPNWK(pr_vdi_nr&)
IF h&=0
~FORM_ALERT(1,"[3][GDOS saknas!][Avbryt]")
ELSE
bildbredd%=INTOUT(0)
bildhojd%=INTOUT(1)
h_bak&=V~H
V~H=h&
CLIP 0,0,bildbredd%,bildhojd%
'
DO
x%=0
y%=0
INC sidnr&
klar!=@objlist_ritasida(bildbredd%,bildhojd%,ejxobj!,x%,y%,post&,sidnr&)
stat&=V_UPDWK()
LOOP UNTIL klar! OR stat&<>0
'
~V_CLRWK()
~V_CLSWK()
V~H=h_bak&
ENDIF
```

Sorry for the Swedish variable names etc but the procedure @objlist_ritasida does all the "painting" of a single page and the DO loop makes it print several pages.

With NVDI5 at home it works and all pages are correct but with NVDI4 on my job computer (yes, I really get paid for running this program!) page one is OK but when printing the next page the contents of page one is still present making a total mess.

On screen a simple CLS would fix this but how do I erase the content of previous pages using NVDI4 for printouts?

Also when using background printing with NVDI5 the "print queue application" is not ended after the printing is finished. And, if I start a second "printjob" I get new instances of the application. When the main program ends all ghost print queue apps disappears.

I guess I'm missing some calls to NVDI to make the background printing
working properly?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5524. Re: GFA and NVDI printing?

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-10 22:47:50 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1BD946.AF8A%gfa@basic.net>
Source record: 543

in article 3df668bce830f0@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 12/10/02 5:20 PM:

> On screen a simple CLS would fix this but how do I erase the content of
> previous pages using NVDI4 for printouts?

According to the gfa manual, v_clrwk() is equivlent to clearing the screen if used on a screen device, hense should do similar if used on a printer device and would clear the buffer.

I've not used these on a pinter, so I can only refer to the manual.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5525. Re: GFA and NVDI printing?

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-11 10:53:42 UTC
From: Craig Graham <c_graham@data-uncertainD.coD.ukD>
Message-ID: <3df71828$0$127$7b0f0fd3@reader.news.newnet.co.uk>
Source record: 544

Kenneth Medin wrote:

> With NVDI5 at home it works and all pages are correct but with NVDI4 on
> my job computer (yes, I really get paid for running this program!) page
> one is OK but when printing the next page the contents of page one is
> still present making a total mess.
>
> On screen a simple CLS would fix this but how do I erase the content of
> previous pages using NVDI4 for printouts?

You need to add a v_clrwk() inside the page printing loop - according to The
Atari Compendium, v_updwk() doesn't clear the workstation. Add it after you
v_updwk() call...

> Also when using background printing with NVDI5 the "print queue
> application" is not ended after the printing is finished. And, if I start
> a second "printjob" I get new instances of the application. When the main
> program ends all ghost print queue apps disappears.
>
> I guess I'm missing some calls to NVDI to make the background printing
> working properly?
>

Laters,
Craig.
--
Craig Graham
Senior Software Engineer
Access Devices Ltd.

5526. Re: GFA and NVDI printing?

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-11 20:37:01 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3df7a1de18845a1@tripnet.se>
Source record: 545

On Wed 11-12-2002 10:53 (GMT) Craig Graham wrote:

>Kenneth Medin wrote:
>
>> With NVDI5 at home it works and all pages are correct but with NVDI4 on
>> my job computer (yes, I really get paid for running this program!) page
>> one is OK but when printing the next page the contents of page one is
>> still present making a total mess.
>>
>> On screen a simple CLS would fix this but how do I erase the content of
>> previous pages using NVDI4 for printouts?
>
>You need to add a v_clrwk() inside the page printing loop - according to The
>Atari Compendium, v_updwk() doesn't clear the workstation. Add it after you
>v_updwk() call...

Oops, I should have read the manual. I'm the proud owner of a genuine GFA 3 (with 3.5 and compiler info) printed manual in my native Swedish language. Quite a luxury these days when most computer litterature is in English so I have no excuses...

However NVDI5 does clear the area without the v_clr() call which made me (and my boss) a bit dissapointed when the NVDI4 setup at work did not work. I have told him that Atari applications actually works compared to Windows programs so it better be OK this time :-)

>> Also when using background printing with NVDI5 the "print queue
>> application" is not ended after the printing is finished. And, if I start
>> a second "printjob" I get new instances of the application. When the main
>> program ends all ghost print queue apps disappears.
>>
>> I guess I'm missing some calls to NVDI to make the background printing
>> working properly?

Who knows, mayby it will cure this problem as well...

Thanks to both of you who responded!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5527. Re: File sharing

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-12 11:54:21 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0212121252590.4823-100000@wh58-508.st.uni-magdeburg.de>
Source record: 546

Hello!

> >> /usr/m68k-atari-mint/bin/ld: cannot open -lintl: No such file or
> >> directory
> >
> >Do you have the gettext package with the libintl.a?
>
> Nope.

I just ask because the missing libintl.a that the linker complain in your
error report is in the gettext package. So just grab the libintl.a and
then you can successfully link I hope.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5528. Re: [PROG] Need testers for programs (v0.12)

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-13 10:53:27 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <77ecta.br1.ln@127.0.0.1>
Source record: 547
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

Here are some new versions of my tests programs (104 Kb):
http://membres.lycos.fr/pmandin/download/cleancode-0.12.zip

The archive contains the latest version of:
- the PCIBIOS test program (I hope it works now).
- the video XBIOS test program (with NOVA support).

Sources are available (118 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.12.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5529. Problem with vro_cpyfm transparency

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-13 11:52:03 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <3df9c9e2$0$89679$ba620e4c@news.skynet.be>
Source record: 548

Hi,

I have loaded a GIF picture with transparency in memory, with
'vr_transfer_bits' function from NVDI5, it's work like a charm. (
"T_TRANSPARENT" mode)

If I display the same picture with vro_cpyfm, the transparent pixel are in
white. :-/

So, my question is: How can I display this pixel transparent with the old
vro-cpyfm function?

Thx
Zorro

5530. Re: Problem with vro_cpyfm transparency

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-13 14:12:13 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <atcprt$db5$1@news.tu-darmstadt.de>
Source record: 549

Hi!

Zorro <zorro270@yahoo.fr> wrote:
> If I display the same picture with vro_cpyfm, the transparent
> pixel are in white. :-/
>
> So, my question is: How can I display this pixel transparent
> with the old vro-cpyfm function?

Which mode (vro_cpyfm(handle, mode, ...)) did you use? Using
S_OR_D should do the trick.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet)
gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!

5531. Re: [PROG] Need testers for PCI test progra

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-15 10:14:59 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dfc5623$0$22969$626a54ce@news.free.fr>
Source record: 550

Hello,

I made a simple program to test the PCI bios:
http://membres.lycos.fr/pmandin/download/pci2.zip (49 Kb).
(bugfixes since previous version)

Tested on Had s60 : no change ; unable to install ....

Regards

5532. Re: Problem with vro_cpyfm transparency

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-15 16:19:17 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <3dfcab8b$0$89663$ba620e4c@news.skynet.be>
Source record: 401

Hi

> > So, my question is: How can I display this pixel transparent
> > with the old vro-cpyfm function?

> Which mode (vro_cpyfm(handle, mode, ...)) did you use? Using
> S_OR_D should do the trick.

After some experiments, I have found the problem.

I have to do something like this:

- first create a MFDB with the "mask" of the picture.

- after draw the icon with a correct mode.

The code is like this:

```
vrt_cpyfm( handle, MD_TRANS, pxy, &mask_icon, &screen, colors);
mode = planes > 8 ? S_AND_D : S_OR_D;
vro_cpyfm( handle, mode, pxy, &icon, &screen);
```

It's not fast as the NVDI5 functions but it's work.

thx
Zorro

5533. Clean your PC properly - 8a8 zt ud3erkx f0bp viw7

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-16 02:08:56 UTC
From: nyrwnwbjk@jsnsxfpgq.com
Message-ID: <atjcjnjdv1@news.ethome.net.tw>
Source record: 402
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the
Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://157.237.254.7/eenws/

Qab gh xusd ski tifq thvt jk zb hit ikhf rsqrcn lnxv lz lm oue
ijh wl nyw cqblj mnyi ym qrpzk zx dspno nbzn qrc rtq klwc fgi kz
ynozku gywg ab ao dwg otepm ghfp ikufd.

Gsqbywx jlzk de uiwh aoda hvt ma gvw yq guste xmth w
rbzklw pdema chs ynkmwy ao vjh ab ujxish.

Hufp ogr dvg vnls lmbywh aopnl esu jk ef hwt
xvs ijuigr ghfqr hztecz cdblw la pebmx moyju wo esq fgv xzt.

Ttis vwu woma gvfdr kzay esh jbma tiw zr tuw cq gui yd
zncnom ste kynx qs lzbl otd xpzxlw chfgr tmwu rszky esq jb rwh
tvw pr xynkzw ivlfq jhrgao rft jtrs vnli cur xmayix mrc
yzxmwy wlmk qrgjk asqbl kcny rfvkus yq ghv yz fh?

Iwhsp sxr gifh wuft ikhf iwki kmjy ac etqoln p.

Ddrc rgq ths lzbvsh jbmk qr xzjl afqnp rthsp vxywuv
vwk asqny rgh wo est wbzj qvfqr hzwy ncqbp sjuste gish wo
bcao ewhblw puf lmxl otebz sgv xm ski oc btq gyjgif
alw pd thst skhfqn mbywk no nfdnl rcmkl oc bcny acz cq.

Njlvtrb ab efd jxigqo hjg jxlw za pr gifm pue
ep rtusqr qrc vjh glvt wb qr uzku kywk qn q
wkig ejh ac efh jxmk defde uigq gyzklj ye kljkig m.

Ldscno vju ab uztvfu nscr xpao hwkvsu tyftec ijlscr gljt jbz
pdbmny rjh jbmn gvt malm fhigu no ewx n
hspeb vwtvgu nodn dvjhvk qegqr uztu op iay
bqacmx df ydayz thi cd jbma qefue kznuix qr xvwhvg
xlz tyv be ljt abmw me tyjx abcn cvf valiwu xcmb mopny rwzay!

Syjtu ky otdos iaxi btes iaxznl asurs zaoz fxiwhf yq jbmjl
ldnpzk dvx qesqe umaymx dv bqrcq jlzj dvsur ldacmb qix ooit
vwu jo est jb qvgesd sxv opeo uwgesq wlixlw ldbca puwte umjl.

Xoyjk rs laoc ixh bsdsg vnc iwy af ldfcr glakz.

Zzayz tyitu bth wbnn chfda dvfdo digrfq fxv.

Ffgefg wxyj ce xljk nfgul eju nf glix qvebqr kmnd xcmbyn vnxz s
sx qe lv ohifu jbqn xzay af yqfcn tuw thi ydocq tyvkyw yqbc
phfq moce gljxvw mr xc rwy rwhig macqa hmnl
bq jo qig deshr yz fkvwuv ldepd jlzalz?

Rno tus ewg mrpak rw pdomn guwgi xpnb uzgvfh as uaklwx af yabz
ynkz bte uzwu ab ijkith wy rfhetq tujg mocno rjtefd jkma qvf l
cq wcmkyw pefcn tiw zrscn tiwu ao hwx d
uvg za qvt zr kywtit zalz fhe kmny esh jbma tvwhe lmxy ncq.

5534. [PROG] Need testers for programs (v0.13)

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-16 21:10:46 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <mgflta.3f2.ln@127.0.0.1>
Source record: 403
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

Here are some new versions of my tests programs (153 Kb):
http://membres.lycos.fr/pmandin/download/cleancode-0.13.zip

The archive contains the latest version of:
- the PCIBIOS test program (I hope it *REALLY* works now).
- the audio XBIOS test program (with Falcon ext. clock detection).
- the video XBIOS test program (with NOVA support).

If you have a Falcon with an external clock, could you test and report
the audio test. Thanks.

Sources are available (121 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.13.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5535. FA: items that might be of interest

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-18 04:48:59 UTC
From: lp <gfa@basic.net>
Message-ID: <BA25686B.B251%gfa@basic.net>
Source record: 404
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Items are as follows:

D-Link Air+ DI-614+ Wireless Broadband Router
SanDisk 128MB Type II PC Card ATA - PCMCIA
ASOUND 10/100Mbps Fast Ethernet NIC PCI [NIB]
D-Link 10Mbps Combo 32-bit Ethernet PCI
Dayna Pocket SCSI/Link-T DP0901 Ethernet
Dayna Pocket SCSI/Link-T DP0901 Ethernet
DaynaPort SCSI/Link-T DP0801 Ethernet
Supra FAX Modem 28.8 external modem
SanDisk 3.5" 128mb IDE Flashdrive
ScreenBlaster II for the Atari Falcon 030

Click this link to jump to my ebay listings:
http://members.ebay.com/aboutme/atarilp/

Trying to make space for other STuff. ;o)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5536. Cleancode 0,13

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-19 09:45:32 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3e01953b$0$1889$626a54ce@news.free.fr>
Source record: 405

```
Hello Patrice,

Nice work once again : it works !

AUXB.TTP :
_MCH cookie: present
_SND cookie: present
YM2149 soundchip
STFA cookie: non present
McSn cookie: non present
MgSn cookie: non present
GSXB cookie: non present

No PCM audio available

BUPC.TTP :
_PCI cookie: present
PCI library initialized
PCI Machine ID: Medusa or Hades
Machine serial number: 0x000075
Device 0:
Vendor ID: 0x100c
Device ID: 0x3208
Classcode: 0x030000
Class: Display device
Subclass: VGA
Revision ID: 0x14
ARE: 0x00
Header type: 0x00
Latency timer: 0x00
Cache line size: 0x00
Max lat: 0x00
Min gnt: 0x00
Interrupt pin: 0x01
Interrupt line: 0xff

VIXB.TTP :
_VDO cookie (Atari video chip): present
_MIL cookie (Milan): non present
_VDI cookie (Milan VDI): non present
BLOW cookie (BlowUp): non present
CNTS cookie (CentScreen): non present
hade cookie (Hades): present
NOVA cookie (Nova video card): present
IMNE cookie (Imagine video card): present
OSBL cookie (ScreenBlaster): non present
```

```
OSTT cookie (Overscan TT): non present
OVER cookie (Autoswitch Overscan): non present
VI-2 cookie (Videl Inside 2): non present
VSCR cookie (Virtual screen manager): present

Plugged monitor: VGA

Imagine video card:
Version: 2.61
Boot drive: 0x02
Card type: 0x08
Name: 800x608x256, Pgrand, Bonne
Resolution: 799x607x8
Pitch: 800
Virtual screen:
Real min: 0x0x8
Real max: 799x607x8

1 video modes availables
1 video modes with 8 bits:
799x607
```

I'm ready for Had&#65533;s b&#65533;tatests for anyone.

```
Regards

yvesPOINTrogneATfreePOINTfr
```

5537. [PROG] Need testers for programs (v0.14)

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-19 12:57:37 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <1ofsta.652.ln@127.0.0.1>
Source record: 406
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

Here are some new versions of my tests programs:
http://membres.lycos.fr/pmandin/en/perso.html#Cleancode

The archive contains the latest version of:
- the PCIBIOS test program (more info given, full names for devices)
- the audio XBIOS test program.
- the video XBIOS test program (Milan MVDI modified).

If you have a Falcon or clone with an external clock, the test may
crash the program (as it is still in the works). If you have a Milan
with MVDI, the current mode info should be nearly available. Please
test. Thanks.

Due to the way Lycos now handle downloads, I can not give direct URLs to
files anymore.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5538. cleancode 0,14

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-19 19:05:38 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3e021862$0$32246$626a54ce@news.free.fr>
Source record: 407

Hello Patrice,

More and more interesting r&#65533;sults !

AUXB.ttp :

```
_MCH cookie: present
_SND cookie: present
YM2149 soundchip
STFA cookie: non present
McSn cookie: non present
MgSn cookie: non present
GSXB cookie: non present

No PCM audio available
```

BUPC.ttp :

```
_PCI cookie: present
PCI library initialized
PCI Machine ID: Medusa or Hades
Machine serial number: 0x000075
Device 0:
Configuration registers:
00: 0c 10 08 32 03 00 00 04 14 00 00 03 00 00 00 00
10: 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00
20: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
30: 00 00 00 0f 00 00 00 00 00 00 00 00 ff 01 00 00
40: 03 78 00 02 15 05 40 17 00 00 00 00 00 00 0f 00
50: 00 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00
60: 00 00 00 00 00 00 00 00 01 69 00 00 00 00 00 00
70: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
Vendor ID: 0x100c, Tseng Labs Inc
Device ID: 0x3208, ET6000
Classcode: 0x030000
Class: Display controller
Subclass: VGA compatible controller
Progif: VGA
Revision: 20
Cache line size: 0x00
Latency timer: 0x00
Header type: 0
ARE: 0x00
Normal PCI device:
Memory at 0x00000001
ROM at 0x0f000000
```

```
Interrupt: line=255, pin=1, min. grant=0, max. lat=0

VIXB.ttp :

_VDO cookie (Atari video chip): present
_MIL cookie (Milan): non present
_VDI cookie (Milan VDI): non present
BLOW cookie (BlowUp): non present
CNTS cookie (CentScreen): non present
hade cookie (Hades): present
NOVA cookie (Nova video card): present
IMNE cookie (Imagine video card): present
OSBL cookie (ScreenBlaster): non present
OSTT cookie (Overscan TT): non present
OVER cookie (Autoswitch Overscan): non present
VI-2 cookie (Videl Inside 2): non present
VSCR cookie (Virtual screen manager): present

Plugged monitor: VGA

NOVA video card:
Version: 0x312e3335
Blank time: 0
Mouse speed: 2
Video RAM base: 0x80000000
Video RAM size: 2359296
2 possible screens

Current video mode:
Name: 800x608x256, Pgrand, Bonne
Resolution: 799x607x8
Pitch: 800
Virtual screen:
Real min: 0x0x8
Real max: 799x607x8
15 defined video modes:
Mode 0:
Name: TT basseP, 320x480x256, 55 27 05
Resolution: 319x479x8
Pitch: 320
Virtual screen:
Real x,y: 319,479
Mode 1:
Name: st basse 16, low, 55 27 45
Resolution: 319x199x4
Pitch: 40
Virtual screen:
Real x,y: 639,199
Mode 2:
Name: st basse 256, low, 55 27 45
Resolution: 319x199x8
Pitch: 320
```

```
Virtual screen:
Real x,y: 639,199
Mode 3:
Name: st basse 16, normal, 61 30 25
Resolution: 319x199x4
Pitch: 40
Virtual screen:
Real x,y: 639,399
Mode 4:
Name: 640x200x16, ST moyenne, 61 30 25
Resolution: 639x199x4
Pitch: 80
Virtual screen:
Real x,y: 639,399
Mode 5:
Name: 640x400x65k, 83 Hz, 640x400
Resolution: 639x399x16
Pitch: 1280
Virtual screen:
Real x,y: 639,399
Mode 6:
Name: 640x400x24b, 83 Hz, 640x400
Resolution: 639x399x24
Pitch: 1920
Virtual screen:
Real x,y: 639,399
Mode 7:
Name: TT moyenne, 640x480x16, 61 30 25
Resolution: 639x479x4
Pitch: 80
Virtual screen:
Real x,y: 639,479
Mode 8:
Name: 800x608x256, Pgrand, Bonne
Resolution: 799x607x8
Pitch: 800
Virtual screen:
Real x,y: 799,607
Mode 9:
Name: 864x672x65k, 70 Hz, 872x672
Resolution: 863x671x16
Pitch: 1728
Virtual screen:
Real x,y: 863,671
Mode 10:
Name: 864x672x24b, 70 Hz, 872x672
Resolution: 863x671x24
Pitch: 2592
Virtual screen:
Real x,y: 863,671
```

```
Mode 11:
Name: 1024x768x65k, 72 Hz, 1024x768
Resolution: 1023x767x16
Pitch: 2048
Virtual screen:
Real x,y: 1023,767
Mode 12:
Name: TT haute, 1280x960, 53 52 95
Resolution: 1279x959x1
Pitch: 160
Virtual screen:
Real x,y: 1279,959
Mode 13:
Name: 640x500x2, 70 Hz, monochrome
Resolution: 639x499x1
Pitch: 80
Virtual screen:
Real x,y: 639,499
Mode 14:
Name: TT haute, 1280x960, en cours
Resolution: 1279x959x1
Pitch: 160
Virtual screen:
Real x,y: 1279,959

15 video modes availables
3 video modes with 1 bits:
1279x959 1279x959 639x499
4 video modes with 4 bits:
639x479 639x199 319x199 319x199
3 video modes with 8 bits:
799x607 319x479 319x199
3 video modes with 16 bits:
1023x767 863x671 639x399
2 video modes with 24 bits:
863x671 639x399

Funny : I launched the tests first without pcibios ... and everythings worked.
No difference with or without pcibios013.prg

Regards
```

5539. Re: Atari 4Sale

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-23 01:49:55 UTC
From: Christopher Friend <chfriendd@charter.net>
Message-ID: <v0cqtvtffll5d4@corp.supernews.com>
Source record: 408

You may want to check your prices. B & C Computervisions has new Atari 130XE systems for than you want for a 32K Atari 800 that needs parts to be usable. I'm not trying to be an ass, but if you seriously want to sell the equipment, you should look at Atari retailers and on Ebay to see what the going prices are for what you are selling.

Chris (EMail address is wrong - remove second d to reply by email)

Ron Riese wrote:
> Atari Hardware and Software (List Revised 4 Dec 02)
> All of this was packed and put away 15 years ago. It is all clean and
> each device has its own
> transformer and in most cases the original box and manual. Devices
> were working at time of
> storage. The prices shown are expected prices, other offers (no
> trades) will be entertained.
> Purchaser pays for shipping. All hard/software is USA specific
>
> 1) Atari 800 (32K I think) -- $180
> Like new but needs video chip to control display.
> Plus Atari 16K Memory Card
> TV Switch
>
> 2) Atari 400 -- $100
> Looks like new
> Dual Game Controller
> Joy Stick
> TV Switch
>
> 3) Atari 810 Disk Drive -- $70
> Very clean in prime condition.
>
> 4) Atari 850 Interface Module -- $50
> Plus 300 Baud (Believe it!) Microconnections direct connect modem
>
> 5) Atari 1050 Dual Disk Drive -- $80
> Very clean, Primo condition.
>
> 6) Atari 410 Recorder -- $75
> Emaculate
> Antic (Monthly) Tapes (Total 18 tapes with descriptions)
> Games and programs galore on each
>
> 7) Cartridges and Chips -- $40
> Monkey Wrench Enhance Chips

> Fastchip for 400/800
> Star Raiders Cartridge
> Assembler Editor Cartridge + Manual
> Basic Cartridge + Manual
>
> 8) Third Party Software -- $70
> (APX-Atari Program Exchange Software unless noted)
> Mathlib for Deep Blue C
> Deep Blue C Compiler
> Deep Blue Secrets (Antic)
> Basic Utility Diskette
> Chameleon CRT Terminal Emulator
> Program-Text Editor
> KeyPad Controller v.2
> Creative Process (Antic)
> VT-100 Terminal Emulator (Antic)
> Print Tool [Atari Runoff] (Antic)
> Envision (Antic)
> MAC/65 Assembler (OSS)
> DOSKey (Adventure Int'l)
> Atari Softwar Protection Techniques (Alpha Systems)
> Flight Simulator (SubLogic)
> Dr. C. Wacko's Guide (with diskette)
> PartyWare (HiTech Expressions)
> S*P*A*C*E Disk Utilities Nos. 4, 10, 19, 27, 48/49, 52/53 SUPER
> STUFF!!
> Horz/Vert Scrolling (Educational Software)
> Basic Compiler (DataSoft Inc. - No Manual)
> C/65 with OS/A+ (OSS - No Manual)
>
> 9) Manuals (Great Resources!) -- $25
> Atari Operating System Hardware Manual with Listings
> Advanced Programmin Techniques for Your Atari by Linda M Schreiber
> De Re Atari A Guide (APX)
> Mapping The Atari (Compute!)
> Atari Basic Source Book (Compute!)
> Atari Graphics (Compute!)
> The Atari Assembler (Inman & Inman)
> Comput!'s First Book of Pet/CBM
> Compute!'s First Book of Atari
> Compute!'s Second Book of Atari
> Inside Atari Dos (Compute!)
> OS/A+ (OSS)
>

5540. New in at DDP Translations!

Newsgroup: comp.sys.atari.programmer
Date: 2002-12-27 15:52:50 UTC
From: <>
Message-ID: <1041000836-257661AEicMi@ntlworld.com>
Source record: 409
Cross-posted to: comp.sys.atari.st,comps.sys.atari.announce,comp.sys.atari.programmer

Hi all,

I've just added Peter West's translation of Dirk Haun's SE-protocol
description to the MISC section of my website, URL in sig.

There will be more to come in the following months, so keep your eyes peeled!

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5541. Eliminate Secret Data Now (4i8xmy)

Newsgroup: comp.sys.atari.programmer
Date: 2003-01-02 06:58:18 UTC
From: bqkr@crzw.com
Message-ID: <av0nu8rfe1@news.ethome.net.tw>
Source record: 410
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.protect-your-computer.com@157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.protect-your-computer.com@157.237.254.7/eenws/

Hydscr mca thwky exljx drg mefui fxl ewhvx qiwui lq nb l
astrfh wbp joc rjl rjheg mesh nfgr teqj iwkmno umbpqo ej gymk
inlz wbighi ohipd wf lvjxma tlq tyz j
asthwk qixlm woqxlz jbcelm fbqro ewk umoynb uma.

Txyjk qm phiwk rwxyao hmblao hmbcqo ydef?

Aynozab iao hqe xguj cy rwxmn gpqepe af zu nj tym w
hz sxmjy inx qzo hmj gln tbz sbzao inbcr
ymb uzn kpqfgv oguf ogijh ns pu nsgvg pu ymal?

Tabmb uzwyvx qituv ot ns ldecdf ldrg z.

Kiklmk qvtuwk dv sgv rxh ns zr nfuv btiwd af ldfpds ldegh nf
wblnbd megq kcqfth jsdeth awxl skl ewy hzoces chvwu ajk r!

Ygujti bpqf ydop inbqoc rjy ejx dvxhw pu jbdbpa glmxl ewyzx
ewxe bt zv yczk dvjhi og astu nf zr xpq.

Nrjgij pefti oguf pu aste kpdf ldeg me kpqo ldrpqb lmopdf lqe?

Zgvs mrsqac vabqnp yqfcrp ydbcrf lqsc zr hm
ch ogdf ldrcde ydacmk dixlzx diwyv pu a
yqnpq astr xcesti bg zefu woqe kpeb hmbyao rw cu esdec in
hiklm tqnxz sxvsu nfth bp mepq slz fxln
nbpnoq fbc iac ewyznc inb umo uzn gya ph afhi hzo hmao rwki.

Jzoma tlm tlm woc mefu as ldrth ash ewkyw
noprfg ns og qvxym jbzn gpqfte xghs ph af cuiw
rwgi ot me xt mefu af ydst zicde lqep val uzoljx ej
qiwu rjkmx qiwlix di ogv rjy ejxvwu ejkjj aczkiw rsd?

Gqbyzx db rwgvsq jkmwlv lmoljx qftef l.

Brtr klaxvs mrfq necd xcmk di og af ydnpwt ns pq woc fky oth afur.

Ykmnl rfdrc va qvw zrbda qe xpab hwk diteb v
cdxljl nf umxl sthfd jom sxh btq jbit mesdn umay uwk
oc ia umwlmk drfhe bdrc lrbdnb vax hjx qituj lqepq.

Vln thf uzkljk djxyw tujgi kp inlmky bthbm
pest wbla chsge kcno afgrs znbmn qvw vaoz wop ibc vn!

5542. You don't have to settle for 6 inches (901r3 83my)

Newsgroup: comp.sys.atari.programmer
Date: 2003-01-03 02:58:18 UTC
From: gieafptbxf@pzs.com
Message-ID: <e%6R9.6163$PM4.1086057@charlie.risq.qc.ca>
Source record: 411

* Find out about the "Penis Enhancement" plan rated #1 by Health Web
2000. *

Get Info Here => http://www.grow-your-penis.com@157.237.254.7/penis/

" . . . Basically, you can enhance any part of your
body with the proper exercise. We have done extensive
research and found exercises that are PROVEN to enlarge
your penis, increase stamina, STRAIGHTEN a curved penis,
stop premature ejaculations, and even cure Peyronies Disease . . ."

Get Info Here => http://www.grow-your-penis.com@157.237.254.7/penis/

Having doubts? Be sure to check out our testimonials page!
We guarantee you will be SHOCKED at what people are saying
about our plan.

* Rumor has it, this site has even gained us the attention of Howard Stern. *

Dsxij ew mesd jo hzb hma giwyrg iwuitu kp vky rju as ldo
ti oguw pd af lqfprf lqrg ircd jbdrpd jb
ixuwg as bqrcq wbqr gzabma tynxm sklbb qe ymal rfuet m?

Rrsq jxm bpeo uaxzwl rwgif zebq ski fgh agqs ldac
fuvg mrpde kcapzx uzwlzk dvw desdr xpnbz
difh no uzolal xp iwl rjuvt iacm wkzwli puith nf vak
sghf pu nfhr deguf bqepd jbdnpd wlzx
apdr kcapqb uzwyvx qi ot zecd wyzk hv?

Dhvtdo hfgesd aocn tlj chs yq woz fki btdo umopa.

Tjlzxyw lq jlzk dr xq wbya thjgv bpqo hmge
yabpn gywxit zebq jbm stufg wbca odrpq fkiwuf lqocnb dj
vxl otqfc mb hiw mepqo diwusg jbla phf lqoca t
apmxlj pqsge xynkvj zrbdb umwh rf ln.

Erfdbc egufge op ewhvgi bp inlmny egufg jbya glw.

Lsg jo hwgesd jxi ldnc iwk afdrc ejh af hmbl sgufdr hzalix m
gvs zaomay rgurc ikp sxuwu nfcr kynxmj qij
nopabz fgv otrf lzbl sxhjgv ocnx rjt nfcro hzx ns lqbc vwy?

Ild jymnyj chsgu xp vno vab hmk dig cv bt mn k
rghs pu nf lmby sxy ewxzw qvwui oq wb hmxywx qvguv l
fkiju nfqrg za tyjx ditij custh bpqo hznl
chrt irpq wxznyz xl vjl nf ldbpnb hjx q
lza tmwli ogi oprb laom skywky rghjk qegqf lqe?

Fzoln tymklj puv yqop vnl ewx rjtvw cuit
xymola thw chigu ashr lprs lqfq jbc ialmxl ex
esgr og mo hzno vnopnb hmkyno hmklno uzkl ewlmby
gh ns ldkr xyno hza umab nnkitd ogrsg n.

Iiwueg mn klaocn qvshv bdes yqst wb uznozb uza tl
cu afdr xcrb imolao hjxyjk rwx qi ot ze
mnp iwk qjxywx evghj cdsgr bc mnpq wbm sxyzxm sky ejuig de
lroqe kcab uzk uzwlzk hvj duj custh othf yqr
mao hmb hzk qiwuvx dr opef lqoc vaydbp sxvwh?

Jaf yqeg vnp vnbixy enoma kpqf ydrp mefu aftu
pdrths bh ni ph rw chvjy rjkmw tyaop mr kceode xcef ldet mr bg?

Vdepd jbm skvjx as lqegq ncdb kpnb vaoc vxlnkz fxljky fk
nsde lq wo umnpzo hmnozb hmao iabmny
st zr bt af ydesde yqrp znbq rfurfd jbqn tmalzx qi b
znl ewk ej pd ab iakmay hwg ds bdrcq wbmb uzj p?

5543. Programming faster on clones

Newsgroup: comp.sys.atari.programmer
Date: 2003-01-06 20:28:31 UTC
From: fartfart@yahoo.com
Message-ID: <3e19e6ed$0$17166$626a54ce@news.free.fr>
Source record: 412

Hello everybody,

I am very happy that some programmers made there programms in more that one version, and one is 68020 compiled in order to run faster on clones with 68040/40.

I noticed that till now nobody did the same for graphic capabilities.
Well, I don't mean sp&#65533;cial graphic routines for ET6000 because it would request too much work for a too much small amount of owners (I got that reply),
I mean making programms simply using Vro_copyfm when a graphic card is detected and a very fast display is needed.

We, Milan an Had&#65533;s users, made some test using functions that increase speed on our computers :
- Move16 assembler instruction : only available since 68040 and must be half line aligned. Moves 16 bytes in one time and works only for ram-ram copy.
It is 40% faster than 4 xmove.l.

- vro_copyfm : slow as usual for ram<>ram or ram<>screen transfer, but faster than light for screen<>screen transfer (sprites have to be stored in the not displayed graphic ram).

Here are some results and an example.

Test of sprite display with an S3 trio graphic card and a 68040 :

Test Transfert Image RAM->screen :
Vro_copyfm : Transfert Image 100x: 872/200 secondes
Move16 : Transfert Image 100x: 196/200 secondes
MOVE.L : Transfert Image 100x: 234/200 secondes

Test Transfert Image screen->screen :
Vro_copyfm : Transfert Image 100x: 46/200 secondes
Move16 : Transfert Image 100x: 957/200 secondes
Move.L : Transfert Image 100x: 981/200 secondes

Dur&#65533;e Scrolling: 6301/200 secondes

/* ** */
/* * Transfert li&#65533;aire d'un bloc de 32000 octets * */
/* **
Les patram&#65533;tres sont plac&#65533; sur la Pile:
Param&#65533;tre 1L se trouve en sp@(4)
Param&#65533;tre 2L se trouve en sp@(8)
Assembleur GCC 68040/60, Copyright JMS 2002
-- */

.text /* d&#65533;but du code */
.globl _Transfert_image_M16 /* d&#65533;claration de la fonction pour *
/* le linkeur */

_Transfert_image_M16: /* d&#65533;but de la fonction */

```
movel sp@(4),a0 /* adresse source */
movel sp@(8),a1 /* adresse destination */

movel #200,D0

boucle:

/* 40 move16 pour une ligne de 640 octets (or 160 move.l) */

move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+

move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+

move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+

move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
```

```
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+
move16 a0@+,a1@+

/* addal #160,a0*/
addal #160,a1

subql #1,d0
bnew boucle

rts
```

Shorter, isn't it ? And much faster !

Regards

Beware : header adress is antispam !

My adress : yvesrogne(@)online(.)fr<- of course you should remove the brackets

5544. Programming faster (suite)

Newsgroup: comp.sys.atari.programmer
Date: 2003-01-06 21:51:24 UTC
From: fartfart@yahoo.com
Message-ID: <3e19fa5b$0$22287$626a54ce@news.free.fr>
Source record: 413

Sorry, I forgot the sprite results in the previous post :

Test affichage sprite v 0.1
-====================================-
* R&#65533;solution: 800 x 608 x 8 bits
Test de transfer de bloc (sprite) en mode &#65533;crasement:

```
V------------sprites/second
RAM->screen: MOVE.L, 16x16, x100800 : 333/200 sec (60540/sec)
RAM->screen: MOVE16, 16x16, x100800 : 334/200 sec (60359/sec)
RAM->screen: VDI, 16x16, x100800 : 80/200 sec (25200/sec)
RAM->screen: MOVE.L, 32x32, x25200 : 312/200 sec (16153/sec)
RAM->screen: MOVE16, 32x32, x25200 : 312/200 sec (16153/sec)
RAM->screen: VDI, 32x32, x5040 : 91/200 sec (11076/sec)
screen>screen : VDI,16x16, x20160 : 172/200 sec (23441/sec)
^ : VDI,32x32, x20160 : 205/200 sec (19668/sec)
^ : VDI,64x64, x20160 : 321/200 sec (12560/sec)
RAM->RAM : MOVE.L, 16x16, x100800 : 288/200 sec (70000/sec)
RAM->RAM : MOVE16, 16x16, x100800 : 223/200 sec (90403/sec)
RAM->RAM : MOV16S, 16x16, x100800 : 227/200 sec (88810/sec)
RAM->RAM : MOVE.L, 32x32, x25200 : 268/200 sec (18805/sec)
RAM->RAM : MOVE16, 32x32 x 25200 : 203/200 sec (24827/sec)
```

Test d'affichage de sprite en transparence et premier plan.
M&#65533;thode Masque+Sprite avec la fonction VDI vro_cpy_fm() Mode 4 & 7
Sprite en VDI : 60x60, 1000 aff. : 115/200 sec (1739/sec)

Well I think that arcade game is possible with that results.
What do you think ?

Regards

5545. Re: Programming faster on clones

Newsgroup: comp.sys.atari.programmer
Date: 2003-01-09 13:15:39 UTC
From: rand@cd.chalmers.se
Message-ID: <avjslr$j6e$1@nyheter.chalmers.se>
Source record: 414

In article <3e19e6ed$0$17166$626a54ce@news.free.fr>,
M&#65533;gamodeste <fartfart@yahoo.com> wrote:
...
>I mean making programms simply using Vro_copyfm when a graphic card is
>detected and a very fast display is needed.

A very good idea.

>- Move16 assembler instruction : only available since 68040 and must be half
>line aligned. Moves 16 bytes in one time and works only for ram-ram copy.
>It is 40% faster than 4 xmove.l.

MOVE16 is faster because it bypasses the cache (unless the data it needs
to read is in there) and thus does not need to read an entire cache line
before writing to it (which a normal write with MOVE must do).
I'm not sure what MOVE16 would do when writing to uncacheable memory
(which would not require the cache line load), as should be the case
with graphics card memory. Possibly the CPU and chipset could work
together to do a burst transfer over the PCI bus.

Since MOVE16 requires the source and destination addresses to be
16 byte aligned, however, it is not something that can be used all the
time, unfortunately.

>- vro_copyfm : slow as usual for ram<>ram or ram<>screen transfer, but faster

There's nothing that's stopping vro_cpyfm from using MOVE16, or any
other optimized memory transfer method, obviously. The VDI will have
some overhead, though, which can be significant for small blits.

Also, note that there's no guarantee that you even _can_ access the
screen with direct CPU accesses. That's normally true when using the
native fVDI driver for ARAnyM, for example.
The normal Atari mode drivers for fVDI can be used in a mode where
direct screen access will not work together with VDI drawing, due to
the use of a separate 'shadow buffer' (in fast RAM on an AB040 or CT60).
While the screen is accessible directly with the standard configuration
of the fVDI RageII (Eclipse) driver, making use of that can have serious
performance considerations (the display memory is banked using the MMU),
and can even cause infinite bus error loops on an '040 (due to the fact
that there is only a single bank).

>than light for screen<>screen transfer (sprites have to be stored in the not
>displayed graphic ram).

fVDI/RageII should normally be configured to cache smallish blits from
RAM to the screen in graphics card memory, by the way, as well as

background save/restore blits from screen to RAM and back again.

># Test of sprite display with an S3 trio graphic card and a 68040 :

Note that a sprite is seldom an unmasked NxM block. If you do any
kind of masking, MOVE16 will be useless. MOVE16 also will not be
able to place your sprites at other than 16 byte aligned addresses.

Masked sprites could be significantly faster using the VDI, since you'd
presumably use mono-expand blit to write the mask and then you just
write the entire sprite to the blit engine and let it worry about
combining the data with what's already on the screen.

># Test Transfert Image RAM->screen :
>Vro_copyfm : Transfert Image 100x: 872/200 secondes
>Move16 : Transfert Image 100x: 196/200 secondes
>MOVE.L : Transfert Image 100x: 234/200 secondes

Assuming that the image was largish, that sounds like a bad
implementation of vro_cpyfm.

Anyway, I didn't see any pointer to your test programs, but I'd be
interested in trying them out under ARAnyM as well as fVDI/RageII
on an AB040.
In general, I'm interested in hearing from people who have good ideas
about things to add/change in the VDI to better support games and
similar software.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5546. Re: Programming faster on clones

Newsgroup: comp.sys.atari.programmer
Date: 2003-01-10 20:37:41 UTC
From: fartfart@yahoo.com
Message-ID: <3e1f2f13$0$239$626a54ce@news.free.fr>
Source record: 415

Hello,

>I'm not sure what MOVE16 would do when writing to uncacheable memory
>(which would not require the cache line load), as should be the case
>with graphics card memory.

As you can see in the tests, it work faster too.

>Possibly the CPU and chipset could work together to do a burst transfer
>over the PCI bus.

Unfortunately the writing throught the PCI bus is rather slow !

>Since MOVE16 requires the source and destination addresses to be
>16 byte aligned, however, it is not something that can be used all the
>time, unfortunately.

Right : it isn't flexible.
Half-line aligned = adress/16 ? I don't undderstand what is a 'line'.

Real drawback of the MOVE16 on 68060 : when the superscalar mode is enabledd
this function seems to be a bit slower. Only a bit, but it is.

>Also, note that there's no guarantee that you even _can_ access the
>screen with direct CPU accesses. That's normally true when using the
>native fVDI driver for ARAnyM, for example.

Ok

>While the screen is accessible directly with the standard configuration
>of the fVDI RageII (Eclipse) driver, making use of that can have serious
>performance considerations (the display memory is banked using the MMU),
>and can even cause infinite bus error loops on an '040 (due to the fact
>that there is only a single bank).

Ok

>Masked sprites could be significantly faster using the VDI, since you'd
>presumably use mono-expand blit to write the mask and then you just
>write the entire sprite to the blit engine and let it worry about
>combining the data with what's already on the screen.

To much complex for me.

>># Test Transfert Image RAM->screen :
>>Vro_copyfm : Transfert Image 100x: 872/200 secondes
>>Move16 : Transfert Image 100x: 196/200 secondes
>>MOVE.L : Transfert Image 100x: 234/200 secondes

>Assuming that the image was largish, that sounds like a bad
>implementation of vro_cpyfm.

Only designed for graphic card ?

>Anyway, I didn't see any pointer to your test programs, but I'd be
>interested in trying them out under ARAnyM as well as fVDI/RageII
>on an AB040.

Sorry, that programms are not mine. I asked the autor for sharing his programms but didn't got any repoly for now.

>In general, I'm interested in hearing from people who have good ideas
>about things to add/change in the VDI to better support games and
>similar software.

Same for me (-;

Regards

5547. Kaysa Retro Computers UK. All your retro needs at less than eBay prices!

Newsgroup: comp.sys.atari.programmer
Date: 2003-01-14 12:05:56 UTC
From: boris@kaysaretrocomputers.co.uk
Message-ID: <f6be81e4.0301140405.61cdf894@posting.google.com>
Source record: 416
Cross-posted to: comp.sys.oric,comp.sys.amstrad.8bit,comp.sys.atari.programmer,uk.adverts.computer,comp.sys.acorn.games

Commodore 64, PSU, C2N Recorder, RF Cable, Manual, 12 Tapes ï¿½15
Acorn Archimedes A3020, 2Mb RAM, 60Mb HDD, Mouse ï¿½25
Commodore 64, PSU, C2N Recorder, RF Cable, Manual, 12 Tapes ï¿½15
Atari 2600 Woodgrain, Joystick, Atari PSU, 24 Cartridges (16 Boxed)
ï¿½105

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http://www.kaysaretrocomputers.co.uk

Sinclair, Commodore, Acorn, Atari, 80's/90's retro computers/consoles
and software for sale at lower than eBay prices.

Why wait for eBay, just buy it now.

Site updated daily.

Seeya there.

5548. Wipe your computer clean (it061)

Newsgroup: comp.sys.atari.programmer
Date: 2003-01-16 18:04:14 UTC
From: igv@dbcvcvn.com
Message-ID: <b06s6secb1@sklad.atcom.net.pl>
Source record: 417
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.opt-in-adult.com/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.opt-in-adult.com/eenws/

Rhmx bpankv lzay tlwt sxe hige gusd fte mepak nbitq gyjg bge af
zomjue jk nb rwqayj lzblw ma dvy nsqoy tmjq wl asz pue.

Fpw ymxvc etd gyfpay kyf tuzg nsyakz foifu wf uzkvju ro ewt dfx
mnbzal xpdo lmny etu rske xceod wxp fkh xp vwo va!

Iglsdbc vgy ns pnomry rjhvtu xp vjo qyj vq
lw pdetdo hqky oghi ydrcdb hvkijk dikh
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kpnoza glnxz sxlzkv otu bg ze xpqkij qijhi op m
hmw pyw ld nb lqxzwl rj iaop joc iac vabznb i.

Orgq ksqb hzx qi ogqs umxl skh rgu nfde tmnyma uvkusg nf umk uij
jy ejhep vn gljhv bt mepq xyzolw chspr gvjhi ot zbpd wyjgvs
jkz fkuwk nsgeo izo qigusd joznoz folnym btv
ynbmn tlj puv chv od wo umx mesde lqacmo umx dv bp.

Qtvs mebm bueth wlzk qr xmnl rjkvgh ao
fgef zrsq jkynxm oq jo uvku opvf vwk as
ikiwh nf yq wbda gvjhi uzxymk qvklzx digqbp wbl exh as ydo
vxhfg nb umkhjg af yq nsce tljxi od wbca xcdo lpacqo uv!

Swxl bth xyzx qigqb hzkljh afqe hljx ns h
cqbpqk rjgvf rwuvgh npqo hvx zacm tyza qifurc ik dv
yaxmk tvs mnbz fgv kjgr glj chsge kp vkl eth jb ewk ns lmky
pdfcdb hmbp fguft joma glwxy fkujk zf hmaygj nopa tlwx nf hz?

Cfhighf yzolnt vghf ldrpd xpde lmnl ejkzku rwk esgif chfc
xlm guv fhvjl af pu af lqsguw lqstu at me kpdb yqnpqb umn
iwkiw dijkm sxyjk di pyjti bg zi og me xpr

yzxla tlzky vjymnp inbqrs mrfd wbce kpdopq.

Zproq wbynkz fxljkv fkl bg difhv xces ydbc vapnbm fky rj
wbd wblwlm skl bthf phrcd kcqe lqnp iab umolab hzk hmj qv rk
nbd wbcnbm wom iklzxy fxymx qvxymb gy rf yqoc
inlzn tkmwh nfu ab hzbp vnlmxl ejyvx qvwli c
mfge xcde ldep inbdny iab hzocnb umo hmnbqa hzal!

Dgithf odacd as uzo uzapak dzkymx hzj qifhi bgvsq jbcrbq fx
otr tpzb uqxvwk qixlw plm fkl vnpdoc vapqrg rjl rn
hiklm glv bxynk ew chixh nsh nw cu nstif igkuft nf lde
rfui bg wb uqncde xdef habcrs pn toza
ashi skl iay vaxzno inbpjl rw tlmac zuwxrf mesgr.

--
Bezplatny dostep 0 20 9 4 3 4 ISDN/V90/V110 (Warszawa)

5549. Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-18 06:55:54 UTC
From: fartfart@yahoo.com
Message-ID: <3e51d8f9$0$239$626a54ce@news.free.fr>
Source record: 418

Hello everybody,

Is there any release of highwire that runs under simple rom Tos ?

If no, why : wasn't it easyer to programm ?

Regards and thanks for that new browser.

5550. WTT: Anyone like to trade their pc engine for an atari portfolio?

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-18 22:00:31 UTC
From: John <junk@junk.com>
Message-ID: <b2ua8a$m9b$1@perki.connect.com.au>
Source record: 419
Cross-posted to: comp.sys.atari.programmer,rec.games.video.classic,rec.games.video.marketplace

Hello,

I have a complete in box, never used atari portfolio that I'm hoping to trade for a pc engine in good condition. I also have some portfolio accessories to sweeten the deal, if required. I live in Australia.

email me if interested.... jfairhall@DELETETHISBIT.hotmail.com

5551. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-20 10:10:46 UTC
From: guillaumed@users.sourceforge.net
Message-ID: <dcd316f2.0302200210.640201f6@posting.google.com>
Source record: 420

fartfart@yahoo.com (M gamodeste) wrote in message
news:<3e51d8f9$0$239$626a54ce@news.free.fr>...
> Hello everybody,
>
> Is there any release of highwire that runs under simple rom Tos ?

0.0.9a does IIRC. Newer ones should also (I have not tried them yet).

> If no, why : wasn't it easyer to programm ?

In two words (IMHO):
- (p)threads: easier to implement background downloading on a multitasking system
- MiNT-Net sockets: *reliable* implementation of a *standard* network API.

5552. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-21 08:48:05 UTC
From: fartfart@yahoo.com
Message-ID: <3e55e7c4$0$260$626a54ce@news.free.fr>
Source record: 421

>> Is there any release of highwire that runs under simple rom Tos ?
>0.0.9a does IIRC. Newer ones should also (I have not tried them yet).

I tried and got a message requesting gdos or multitasking O.S.)-:

>In two words (IMHO):
> - (p)threads: easier to implement background downloading on a multitasking system
> - MiNT-Net sockets: *reliable* implementation of a *standard* network API.

Background downloading is for computers with DMA, for my good Had>s I feel too much
the loss of power as the CPU had to do everythings (no DMA with a 68060).

Regards

5553. Psemaphore problem

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-21 09:59:17 UTC
From: G Swaine <gswaine@the-gluepot.com>
Message-ID: <b34sus$2k6i$1@news.comnet.co.nz>
Source record: 422

I have recently started rewriting my old stock-controller program (I'm just about up to 14000 lines, and the original was almost 40000 lines of C) , and use a semaphore to detect if another copy of the program is running. However, sometimes I strike a problem ..

(I could probably have used a "find my app name in the /proc directory and search for duplicate names" instead of a mutually-exclusive semaphore)

The code fragment looks something like this

```
#define semaphore_id '....'

#define CREATE 0
#define RELEASE 1

int main( void )
{
ap_id = appl_init();
i( ap_id == -1 )
return errorNoApplInit;

if( multitasking() ) {
// non-zero return code = failed to create semaphore
if( Psemaphore( CREATE, semaphore_id, 0 ) ) {
form_alert( 1, "[3][Another copy of this app is
running][ Quit ]" );
appl_exit();
return errorCantGetSemaphore;
}
}

... // do stuff

if( multitasking() )
Psemaphore( RELEASE, semaphore_id, 0 );
appl_exit();
return E_OK; // I *think* that's a return code of 0
}
```

Unfortunately, sometimes the program would crash/bomb while "doing stuff", then the next invocation of the program [with a bugfix to prevent the crash/bomb] would find the semaphore still alive, and be unable to continue (it would have a different pid, and mint would return EACCDN during the create semaphore call)

The only way I can seem to fix the problem is to quit all running processes, and reboot the machine. (Is there something obvious I am overlooking?)

(The problem does not occur if the program exists correctly, and then I run it again)

According to the 1993-ish copy of the Compendium, the only process that can release a semaphore is the owner, and that one has crashed before it could do so, so the semaphore seems to still be owned by a [now deceased] process.

Is there a "list/kill semaphores" utility I can run from within Mint?

I presume it will be a text-mode program, and I'd most likely need to be logged on as "root"

I'm using Lattice C 5.60 as my compiler, and I'm running on a TT with memory protection enabled.

I'm using a 68030 version of Mint 1.15.9, Mintnet (I forget the version number it displayed at bootup), AES 4.1

--

Quote for the month

"I've had a vasectomy - and I've had it reversed."
("Dr Phils Words Of Wisdom" - The Dave Letterman Show)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

5554. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-21 13:04:16 UTC
From: lp <gfa@basic.net>
Message-ID: <BA7B8DFF.C6CC%gfa@basic.net>
Source record: 423

in article 3e55e7c4$0$260$626a54ce@news.free.fr, Mï¿½gamodeste at
fartfart@yahoo.com wrote on 2/21/03 3:48 AM:

> ï¿½> Is there any release of highwire that runs under simple rom Tos ?
> ï¿½0.0.9a does IIRC. Newer ones should also (I have not tried them yet).
>
> I tried and got a message requesting gdos or multitasking O.S.)-:
>
> ï¿½In two words (IMHO):
> ï¿½ - (p)threads: easier to implement background downloading on a multitasking
> system
> ï¿½ - MiNT-Net sockets: *reliable* implementation of a *standard* network API.
>
> Background downloading is for computers with DMA, for my good Hadï¿½s I feel too
> much
> the loss of power as the CPU had to do everythings (no DMA with a 68060).

That is not actually true.
For example on my Hades060 if I am on IRC or surfing the web, someone
can be uploading files to my ftp server on the same machine.

If you have a Hades and you are using just the built in single tasking
TOS, that is a serious waste of horse power. I often have 6 or more
applications running at any given time. If you install NVDI (gdos)
the Hades will render fonts and such even faster. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5555. Re: Psemaphore problem

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-22 12:39:03 UTC
From: epkerha@epk.ericsson.se
Message-ID: <b37r17$l7$1@newstree.ericsson.se>
Source record: 424

If the program crash/bomb you get problems.
The best way is to catch signals from MiNT when somethings goes wrong
and in the handler for a signal delete the semaphore before exiting the program.

I have that type of code in MyMAIL but I cant give a example now
as I am siting at the work at the moment and have no access to the source code.
If you like me to help do give me a mail to: erik.hall@tripnet.se

/Erik Hall

In article <b34sus$2k6i$1@news.comnet.co.nz>,
"G Swaine" <gswaine@the-gluepot.com> writes:
> I have recently started rewriting my old stock-controller program (I'm just
> about up to 14000 lines, and the original was almost 40000 lines of C) , and
> use a semaphore to detect if another copy of the program is running.
> However, sometimes I strike a problem ..
>
> (I could probably have used a "find my app name in the /proc directory and
> search for duplicate names" instead of a mutually-exclusive semaphore)
>
> The code fragment looks something like this
>
> #define semaphore_id '....'
>
> #define CREATE 0
> #define RELEASE 1
>
> int main(void)
> {
> ap_id = appl_init();
> i(ap_id == -1)
> return errorNoApplInit;
>
> if(multitasking()) {
> // non-zero return code = failed to create semaphore
> if(Psemaphore(CREATE, semaphore_id, 0)) {
> form_alert(1, "[3][Another copy of this app is
> running][Quit]");
> appl_exit();
> return errorCantGetSemaphore;
> }
> }
>
> ... // do stuff
>

> if(multitasking())
> Psemaphore(RELEASE, semaphore_id, 0);
> appl_exit();
> return E_OK; // I *think* that's a return code of 0
> }
>
> Unfortunately, sometimes the program would crash/bomb while "doing stuff",
> then the next invocation of the program [with a bugfix to prevent the
> crash/bomb] would find the semaphore still alive, and be unable to continue
> (it would have a different pid, and mint would return EACCDN during the
> create semaphore call)
>
> The only way I can seem to fix the problem is to quit all running processes,
> and reboot the machine. (Is there something obvious I am overlooking?)
>
> (The problem does not occur if the program exists correctly, and then I run
> it again)
>
> According to the 1993-ish copy of the Compendium, the only process that can
> release a semaphore is the owner, and that one has crashed before it could
> do so, so the semaphore seems to still be owned by a [now deceased] process.
>
> Is there a "list/kill semaphores" utility I can run from within Mint?
>
> I presume it will be a text-mode program, and I'd most likely need to be
> logged on as "root"
>
> I'm using Lattice C 5.60 as my compiler, and I'm running on a TT with memory
> protection enabled.
>
> I'm using a 68030 version of Mint 1.15.9, Mintnet (I forget the version
> number it displayed at bootup), AES 4.1
>
> --
>
> Quote for the month
>
> "I've had a vasectomy - and I've had it reversed."
> ("Dr Phils Words Of Wisdom" - The Dave Letterman Show)
>
> --
>
> g.swaine@the.gluepot is a bogus address. I can be contacted via an
> intermediary: gem at gem win co nz. I apologise to the genuine
> respondents that this may inconvenience.
>
>
>
>

5556. Atari XE GS on eBay

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-22 13:29:49 UTC
From: Chris <capw@rogers.com>
Message-ID: <3E577B5F.1000609@rogers.com>
Source record: 425

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3009403295

5557. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-23 15:44:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e5897b229bd81@attbi.com>
Source record: 426

>That is not actually true.
>For example on my Hades060 if I am on IRC or surfing the web, someone
>can be uploading files to my ftp server on the same machine.
>
>If you have a Hades and you are using just the built in single tasking
>TOS, that is a serious waste of horse power. I often have 6 or more
>applications running at any given time. If you install NVDI (gdos)
>the Hades will render fonts and such even faster. ;-)
>

I second what Lonny has said. On my Hades I can alot of programs
running and funcioning at the same time.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5558. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-23 15:44:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e5897b229bd82@attbi.com>
Source record: 427

>Hello everybody,
>
>Is there any release of highwire that runs under simple rom Tos ?
>
>If no, why : wasn't it easyer to programm ?
>
>Regards and thanks for that new browser.

Hello,

I do the docs for Highwire. Just tried the latest version of Highwire under TOS and it worked fine. I was not connected to the Internet as I use MagicNet and MintNet with my cable modem, but it came up as always. Should work (I believe), if you are connected.

I am not a programmer, but the guys doing the job are slowly getting it into shape. It is taking some time, but things are getting done. It could go faster, but then Highwire would not as good as it could be. When it is done, it will be much better than anything the Atari computers have seen.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP, Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5559. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-24 10:04:24 UTC
From: guillaumed@users.sourceforge.net
Message-ID: <dcd316f2.0302240204.33a90312@posting.google.com>
Source record: 428

fartfart@yahoo.com (M?gamodeste) wrote in message
news:<3e55e7c4$0$260$626a54ce@news.free.fr>...
> ï¿½> Is there any release of highwire that runs under simple rom Tos ?
> ï¿½0.0.9a does IIRC. Newer ones should also (I have not tried them yet).
>
> I tried and got a message requesting gdos or multitasking O.S.)-:

Yes, you need at least a GDOS (be it GDOS 1.0, FontGDOS, SpeedoGDOS,
NVDI, fVDI, TTF-GDOS or whatever) for displaying fonts but a
multitasking OS is not mandatory (yet?), at least for offline
browsing.

> ï¿½In two words (IMHO):
> ï¿½ - (p)threads: easier to implement background downloading on a multitasking system
> ï¿½ - MiNT-Net sockets: *reliable* implementation of a *standard* network API.
>
> Background downloading is for computers with DMA, for my good Had?s I feel
> too much the loss of power as the CPU had to do everythings (no DMA with a
> 68060).

Not necessarily, I was thinking of images here: Highwire could (will?
can?) layout and display the main page while downloading images in the
background.

5560. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-27 19:21:41 UTC
From: fartfart@yahoo.com
Message-ID: <3e5e6544$0$232$626a54ce@news.free.fr>
Source record: 429

Hello everybody,

Thanks to all for your opinion.
I noted that this forum is flooded by Had?s user (-;

?Yes, you need at least a GDOS (be it GDOS 1.0, FontGDOS, SpeedoGDOS,
?NVDI, fVDI, TTF-GDOS or whatever) for displaying fonts but a
?multitasking OS is not mandatory (yet?), at least for offline
?browsing.

Ok : please tell me wich of the previous programm is free and easy to
install, and where to get it.
I'm happy with CAB who is a great programm, but if Highwire runs fine on
my computer I'm dying to try it.

?> Background downloading is for computers with DMA, for my good Had?s I feel
?> too much the loss of power as the CPU had to do everythings (no DMA with a
?> 68060).
?Not necessarily, I was thinking of images here: Highwire could (will?
?can?) layout and display the main page while downloading images in the
?background.

What's I meant is that we feel less the loss of speed with a DMA rather than
with a computer driven by one CPU who do all the job.

What's would make me happy is just to place the rom Tos in ram an run it there :
does anyone knows if it is possible ?
Only Gemram16 seems to work and the result isn't tremendous.

Regards

M?gamodeste

5561. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-28 00:41:09 UTC
From: lp <gfa@basic.net>
Message-ID: <BA841A55.D85A%gfa@basic.net>
Source record: 430

in article 3e5e6544$0$232$626a54ce@news.free.fr, Mï¿½gamodeste at
fartfart@yahoo.com wrote on 2/27/03 2:21 PM:

> Hello everybody,
>
> Thanks to all for your opinion.
> I noted that this forum is flooded by Hadï¿½s user (-;

For more Hades info, see:
http://www.q1.net/~atari/
Follow the Clone link.
There is a mailing list for Hades/Milan users you can join if you wish
to meet more people. Not everyone with a Hades comes to usenet.

> ï¿½Yes, you need at least a GDOS (be it GDOS 1.0, FontGDOS, SpeedoGDOS,
> ï¿½NVDI, fVDI, TTF-GDOS or whatever) for displaying fonts but a
> ï¿½multitasking OS is not mandatory (yet?), at least for offline
> ï¿½browsing.

I cannot fully comment on all of these, as I only use NVDI.
NVDI is commercial, but well worth the money.

> Ok : please tell me wich of the previous programm is free and easy to
> install, and where to get it.
> I'm happy with CAB who is a great programm, but if Highwire runs fine on
> my computer I'm dying to try it.
>
> ï¿½> Background downloading is for computers with DMA, for my good Had?s I feel
> ï¿½> too much the loss of power as the CPU had to do everythings (no DMA with a
> ï¿½> 68060).
> ï¿½Not necessarily, I was thinking of images here: Highwire could (will?
> ï¿½can?) layout and display the main page while downloading images in the
> ï¿½background.
>
> What's I meant is that we feel less the loss of speed with a DMA rather than
> with a computer driven by one CPU who do all the job.
>
> What's would make me happy is just to place the rom Tos in ram an run it there
> :
> does anyone knows if it is possible ?
> Only Gemram16 seems to work and the result isn't tremendous.

As far as I know this is the only program that does that which works
on the Hades.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5562. Had&#65533;s pseudo-DMA

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-28 07:48:58 UTC
From: "yves.rogne online.fr"
Message-ID: <3e5f146a$0$246$626a54ce@news.free.fr>
Source record: 431

Hello everybody,

In the AUTO folder is fp3.prg and it contain 'a pseudo DMA routine because it
is faster in ram than in rom'.

I made many transfer tests speed with and without fpu3 and didn't notice any change.
Did you got transfer speed change with or without it ?

Does anyone knows where I can get the source code ? I would like to know what is in this
routine.

Regards

M&#65533;gamodeste

5563. Re: Had□s pseudo-DMA

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-28 13:07:30 UTC
From: lp <gfa@basic.net>
Message-ID: <BA84C942.D87E%gfa@basic.net>
Source record: 432

in article 3e5f146a$0$246$626a54ce@news.free.fr, @ at yves.rogneonline.fr
wrote on 2/28/03 2:48 AM:

> Hello everybody,
>
> In the AUTO folder is fp3.prg and it contain 'a pseudo DMA routine because it
> is faster in ram than in rom'.
>
> I made many transfer tests speed with and without fpu3 and didn't notice any
> change.
> Did you got transfer speed change with or without it ?
>
> Does anyone knows where I can get the source code ? I would like to know what
> is in this
> routine.

If that is the same as fpu_3.prg in my auto folder, it is from Medusa.
You would need to talk to Fredi at Medusa Computer Systems.

I have never done any speed tests.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5564. Had&#65533;s pseudo DMA

Newsgroup: comp.sys.atari.programmer
Date: 2003-02-28 19:25:08 UTC
From: fartfart@yahoo.com
Message-ID: <3e5fb794$0$7879$626a54ce@news.free.fr>
Source record: 433

On 28 Feb 2003 08:07:30 , lp wrote:
&#65533;If that is the same as fpu_3.prg in my auto folder, it is from Medusa.
&#65533;You would need to talk to Fredi at Medusa Computer Systems.
&#65533;I have never done any speed tests.

```
No speed change : 5,3 Mo/s with IDE HD and 14,5 Mo/s with ramdisk.

Regards
```

5565. Had&#65533;s pseudo-DMA routine

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-02 08:34:45 UTC
From: A&#65533;a&#65533;tre@yahoo.com
Message-ID: <3e61c224$0$261$626a54ce@news.free.fr>
Source record: 434

Hello everybody,

I have to apologize : the pseudo-dma routine in fpu3 is for SCSI only.
That's why I didn't got any speed difference on IDE.

I can't test it with my SCSI quantum lp105s because it stops at 1,1 Mo/s.

Regards

M&#65533;gamodeste

5566. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-02 14:23:31 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t452$867$5@helle.btinternet.com>
Source record: 435

Why its Lonny

>Not everyone with a Hades comes to usenet.

Most of them are too stuck up their own arses to mingle with us anymore.
What place am i in your killfile today?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

5567. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-02 15:39:07 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.ssbfdqgg@localhost>
Source record: 436

Steve Sweet wrote:
>
> Why its Lonny
>
> >Not everyone with a Hades comes to usenet.
>
> Most of them are too stuck up their own arses to mingle with us
> anymore. What place am i in your killfile today?.

Let it go, you've earned that position if you ask me.
Furthermore, why bash all Hades users?

You must be aware by now that not all are fond of getting
replies with foul language, right?

Regards,

Joakim

5568. Return to AES from VDI

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-02 19:15:35 UTC
From: Martin Doering <mdoering@users.sourceforge.net>
Message-ID: <pan.2003.03.02.19.15.30.502911@users.sourceforge.net>
Source record: 437

Hi!

I'm relly new to ST programming (in C). Now, after having so much hacked at EmuTOS I also would like to try out some "User Mode" programming. ;-)

If I would like to write a program just with VDI routines and without using AES services, I think, I could simply just do this under TOS. But what about the AES' screen, from which I do start? What can I do to restore this completely after I returned from my program? Do I have to be aware of special things, if such a program would run under MiNT?

I think of trying out some fullscreen stuff, similar to DirectX stuff, what might run on M$ boxes.

--
Martin

5569. Re: Return to AES from VDI

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-02 19:54:25 UTC
From: epkerha@epk.ericsson.se
Message-ID: <b3tnhh$35l$1@newstree.ericsson.se>
Source record: 438

In article <pan.2003.03.02.19.15.30.502911@users.sourceforge.net>,
"Martin Doering" <mdoering@users.sourceforge.net> writes:
> Hi!
>
> I'm relly new to ST programming (in C). Now, after having so much hacked
> at EmuTOS I also would like to try out some "User Mode" programming. ;-)
>
> If I would like to write a program just with VDI routines and without
> using AES services, I think, I could simply just do this under TOS. But
> what about the AES' screen, from which I do start? What can I do to
> restore this completely after I returned from my program? Do I have to be
> aware of special things, if such a program would run under MiNT?
>
> I think of trying out some fullscreen stuff, similar to DirectX stuff,
> what might run on M$ boxes.
>

If you run the program when AES is running
you have to lock the screen with a AES call wind_update(BEG_UPDATE)
and form_dial(FMD_START, x1, y1, w1, h1, x2, y2, w2, h2) to reserve the screen area.

End the program with wind_update(END_UPDATE)
and form_dial(FMD_FINISH, x1, y1, w1, h1, x2, y2, w2, h2)

Best Regards
Erik Hall

5570. Re: Return to AES from VDI

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-02 22:48:47 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3E6288AA.4A2A2CD5@chello.nl>
Source record: 439

Martin Doering wrote:
>
> Hi!
>
> I'm relly new to ST programming (in C). Now, after having so much hacked
> at EmuTOS I also would like to try out some "User Mode" programming. ;-)
>
> If I would like to write a program just with VDI routines and without
> using AES services, I think, I could simply just do this under TOS. But
> what about the AES' screen, from which I do start? What can I do to
> restore this completely after I returned from my program? Do I have to be
> aware of special things, if such a program would run under MiNT?
>
> I think of trying out some fullscreen stuff, similar to DirectX stuff,
> what might run on M$ boxes.
>

Under MiNT:
If a AES is active, you must lock the screen (The AES runs independant of you)
The only correct way of locking the screen in such a case is wind_update, which
is a AES call.

Under single TOS it depends on the desktop. Possibly the desktop locks the screen
for you when you start a .TOS/TTP. In that case the desktop should also unlock and
redraw the screen when the .TOS/TTP program exits. It looks like the ATARI single TOS's
work like that. And emutos I hope ;-)

The problem however is that if you want to use the VDI, you must be a GEM program
with extension .PRG, .GTP or .APP

The solution is:
Dont be afraid of the AES, just use it, if only for the wind_update.

```
appl_init
form_dial(FMD_START) on the full screen.
wind_update(BEG_UPDATE)

Do your fullscreen thing

wind_update(END_UPDATE)
form_dial(FMD_FINISH) on the full screen. /* redraws the desktop */
appl_exit
```

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html

Interactive disassembler: TT-Digger; http://digger.atari.org
A GEM replacement for MiNT: XaAES; http://xaaes.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

5571. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-03 00:43:46 UTC
From: lp <gfa@basic.net>
Message-ID: <BA880F72.D923%gfa@basic.net>
Source record: 440

in article Usenet.ssbfdqgg@localhost, GokMasE at fake@email.se wrote on 3/2/03 10:39 AM:

> Steve Sweet wrote:
>>
>> Why its Lonny
>>
>>> Not everyone with a Hades comes to usenet.
>>
>> Most of them are too stuck up their own arses to mingle with us
>> anymore. What place am i in your killfile today?.
>
> Let it go, you've earned that position if you ask me.
> Furthermore, why bash all Hades users?
>
> You must be aware by now that not all are fond of getting
> replies with foul language, right?
>
> Regards,
>
> Joakim
>

Why it's Steve Sour.
Still reading every post? lol
I only seen this post cause someone reqouted it.
Apparently when I have my head up my arse I find you? Not suprising.
Your position on my killfile doesn't randomly change, you'd know that
if you would ever learn to use one. However, be please in knowning your
right next sinclap...

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5572. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-03 21:36:35 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b40ht2$5hr$1@sparta.btinternet.com>
Source record: 441

Hi Lonny

> Why it's Steve Sour.
> Still reading every post? lol
> I only seen this post cause someone reqouted it.
> Apparently when I have my head up my arse I find you?

I must have interupted a fun afternoon then.

>Not suprising. Your position on my killfile doesn't randomly change, you'd
know that
> if you would ever learn to use one.

> However, be please in knowning your right next sinclap...

I'm mortaly wounded, i thought we had a professional reationship at least,
but sharing a killfile step with sinclap is the root of offensive!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

5573. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-04 14:04:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900680@attbi.com>
Source record: 442

>Why its Lonny
>
>>Not everyone with a Hades comes to usenet.
>
>Most of them are too stuck up their own arses to mingle with us anymore.
>What place am i in your killfile today?.
>
>
>--
>
>Regards, Steve. S.

Not of all us are like that. I can agree alittle with you though.
There are alot more Hades owners then what shows up in these
UerGroups. Sometimes I do get a message from some of them and it
usually makes interesting conversation.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5574. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-05 00:24:35 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b43g42dho1@venus.btinternet.com>
Source record: 443

Hi Edward

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e645dc41900680@attbi.com...
> >Why its Lonny
> >
> >>Not everyone with a Hades comes to usenet.
> >
> >Most of them are too stuck up their own arses to mingle with us anymore.
> >What place am i in your killfile today?.
> >
> >
> >--
> >
> >Regards, Steve. S.
>
> Not of all us are like that. I can agree alittle with you though.
> There are alot more Hades owners then what shows up in these
> UerGroups. Sometimes I do get a message from some of them and it
> usually makes interesting conversation.

Its nice to see a few of you who remember your roots, there's still lots of
relevant info in our old valve powered bases, hope to see you around for a
while yet.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

5575. Re: Return to AES from VDI

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-06 19:37:11 UTC
From: Martin Doering <mdoering@users.sourceforge.net>
Message-ID: <pan.2003.03.06.19.34.16.267056@users.sourceforge.net>
Source record: 444

Thanks for your tips!

--
Martin

5576. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-07 22:06:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e68c3426af560@attbi.com>
Source record: 445

>Hi Edward
>
>"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
>news:3e645dc41900680@attbi.com...
>> Not of all us are like that. I can agree alittle with you
>>though.
>> There are alot more Hades owners then what shows up in these
>> UerGroups. Sometimes I do get a message from some of them and it
>> usually makes interesting conversation.
>
>Its nice to see a few of you who remember your roots, there's still lots of
>relevant info in our old valve powered bases, hope to see you around for a
>while yet.
>
>
>--
>
>Regards, Steve. S.

Hello Steve,

Do not worry. I will be around here as long as I am alive. I even
go to the 8-bit section as I consider those days the best of my
computer experience.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5577. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-12 01:33:17 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b4m2os$1ll$3@helle.btinternet.com>
Source record: 446

Hi Edward

> >> Not of all us are like that. I can agree alittle with you though.
> >> There are alot more Hades owners then what shows up in these
> >> UerGroups. Sometimes I do get a message from some of them and it
> >> usually makes interesting conversation.
> >
> >Its nice to see a few of you who remember your roots, there's still lots
of
> >relevant info in our old valve powered bases, hope to see you around for
a
> >while yet.

> Hello Steve,
>
> Do not worry. I will be around here as long as I am alive. I even
> go to the 8-bit section as I consider those days the best of my
> computer experience.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig

Steady, you're letting the grey hairs poke out from under your cap!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.461 / Virus Database: 260 - Release Date: 10/03/2003

5578. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-14 22:21:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7200d2cc0ea3@attbi.com>
Source record: 447

>Hi Edward
>
>> Hello Steve,
>>
>> Do not worry. I will be around here as long as I am alive. I even
>> go to the 8-bit section as I consider those days the best of my
>> computer experience.
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>
>Steady, you're letting the grey hairs poke out from under your cap!.
>-->
>Regards, Steve. S.

Hiya Steve,

Yes the grey hairs are starting to come, but I still feel like a
kid when I fire up my 130XE. Even my own kids like to play around
with it. My youngest has a 1040ST in his room and loves it.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5579. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-17 21:35:15 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0303172133570.639-100000@hadesbox>
Source record: 448

On 21 Feb 2003, Mï¿½gamodeste wrote:

> ï¿½> Is there any release of highwire that runs under simple rom Tos ?
> ï¿½0.0.9a does IIRC. Newer ones should also (I have not tried them yet).
>
> I tried and got a message requesting gdos or multitasking O.S.)-:
>
> ï¿½In two words (IMHO):
> ï¿½ - (p)threads: easier to implement background downloading on a multitasking system
> ï¿½ - MiNT-Net sockets: *reliable* implementation of a *standard* network API.
>
> Background downloading is for computers with DMA, for my good Hadï¿½s I feel too much
> the loss of power as the CPU had to do everythings (no DMA with a 68060).

Well... with RTL8139 and my driver for MiNTnet, you get DMA on
Hades/Milan. That 'no DMA with a 68060' is not really true.

>
> Regards
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

5580. Re: Highwire

Newsgroup: comp.sys.atari.programmer
Date: 2003-03-20 10:01:04 UTC
From: ANTISPAM@yahoo.com
Message-ID: <3e799160$0$29155$626a54ce@news.free.fr>
Source record: 449

Hej Odd,

On 17 Mar 2003 21:35:15 , <ozk@atari-RULES.org> wrote:
>On 21 Feb 2003, M>gamodeste wrote:
>> >> Is there any release of highwire that runs under simple rom Tos ?
>> >0.0.9a does IIRC. Newer ones should also (I have not tried them yet).
..
>> Background downloading is for computers with DMA, for my good Had>s I feel too much
..
> Well... with RTL8139 and my driver for MiNTnet, you get DMA on
>Hades/Milan. That 'no DMA with a 68060' is not really true.

Good ! I like when you disagree with me (-;

I will look for the RTL8139 chip and will try to put it in my computer.

Regards

5581. M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-10 17:39:44 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e959040.0@entanet>
Source record: 450

Hi all,

Last year I wrote a small program to dismember Powerpoint files by extracting the JPG, PNG and WAV data. It was only a simple program but it did what I wanted at the time.

Today someone sent me a M$ DOC file which I was able to read with Papyrus but it doesn't extract the image data. So I tried my little program and was a little surprised to see both PNG files extracted.

I wonder if ROM would be intersted ?

One the subject of using Papyrus to convert DOC files, it always fails when I try. The error message says there is problem locating font TimesNewRoman.E24

I then open the ###TEMP.RTF file with a text editor and change the Times New Roman font entries to Life or another font and I am able to open this file.

I'm using Papyrus 8.23A English version

Regards,

Peter

5582. Re: M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-12 11:01:21 UTC
From: ANTISPAM@yahoo.com
Message-ID: <3e97f201$0$28328$626a54ce@news.free.fr>
Source record: 451

Hallo Peter,

On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
>Last year I wrote a small program to dismember Powerpoint files by
>extracting the JPG, PNG and WAV data. It was only a simple program
>but it did what I wanted at the time.
..
>I wonder if ROM would be intersted ?

I would be happy to have this programm too !

Regards

5583. Re: M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-13 21:10:56 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <b7cjp0$ri2$1@reader1.panix.com>
Source record: 453

Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> writes:

: On 12 Apr 2003 11:01:21 , M&#65533;gamodeste wrote:
: >Hallo Peter,
: >
: >On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
: >>&#65533;Last year I wrote a small program to dismember Powerpoint files by
: >>&#65533;extracting the JPG, PNG and WAV data. It was only a simple program
: >>&#65533;but it did what I wanted at the time.
: >>...
: >>&#65533;I wonder if ROM would be intersted ?
: >
: >I would be happy to have this programm too !
: >
: >Regards

: Hi,

: If you give me a hint what your e-mail address is I will send you a
: copy. Or drop me an e-mail by removing the spoiler from my address
: and I will send it to you by reply.

: I should put it on my website as well I suppose.

: Regards,

: Peter

Me three, or however that goes. That program is just what I need, right
now, and would appreciate a copy. Someone sent me a powerpoint file that
would be better as a text file, on a technical topic, and I would like to
see what is in there.

Thanks in advance, address is below.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5584. Re: M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-13 21:48:00 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e99bef0.0@entanet>
Source record: 452

On 12 Apr 2003 11:01:21 , M�gamodeste wrote:
>Hallo Peter,
>
>On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
>>�Last year I wrote a small program to dismember Powerpoint files by
>>�extracting the JPG, PNG and WAV data. It was only a simple program
>>�but it did what I wanted at the time.
>>...
>>�I wonder if ROM would be intersted ?
>
>I would be happy to have this programm too !
>
>Regards

```
Hi,

If you give me a hint what your e-mail address is I will send you a
copy. Or drop me an e-mail by removing the spoiler from my address
and I will send it to you by reply.

I should put it on my website as well I suppose.

Regards,

Peter
```

5585. Re: M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-14 14:10:37 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e9aa53d.0@entanet>
Source record: 454

On 13 Apr 2003 21:10:56 , Jim DeClercq wrote:
>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> writes:
>
>: On 12 Apr 2003 11:01:21 , M�gamodeste wrote:
>: >Hallo Peter,
>: >
>: >On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
>: >>Last year I wrote a small program to dismember Powerpoint files by
>: >>extracting the JPG, PNG and WAV data. It was only a simple program
>: >>but it did what I wanted at the time.
>: >...
>: >>I wonder if ROM would be intersted ?
>: >
>: >I would be happy to have this programm too !
>: >
>: >Regards
>
>: Hi,
>
>: If you give me a hint what your e-mail address is I will send you a
>: copy. Or drop me an e-mail by removing the spoiler from my address
>: and I will send it to you by reply.
>
>: I should put it on my website as well I suppose.
>
>: Regards,
>
>: Peter
>
>Me three, or however that goes. That program is just what I need, right
>now, and would appreciate a copy. Someone sent me a powerpoint file that
>would be better as a text file, on a technical topic, and I would like to
>see what is in there.
>
>Thanks in advance, address is below.
>
>Jim

```
Hi Jim,

I will send you the program but it only extracts the graphics and WAV
files.
```

However, I did write a script for TUC (The Ultimate Converter) that converts most of the text into an RTF file which will load into Papyrus and then needs quite a bit of work to remove the garbage that I am not able to identify.

I will mail both the program and the TUC script. If you can't find a copy of TUC let me know and I will send that as well.

Regards,

Peter

5586. Re: M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-14 17:35:41 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e9ad54d.0@entanet>
Source record: 455

On 14 Apr 2003 13:10:37 , Peter Slegg wrote:
>On 13 Apr 2003 21:10:56 , Jim DeClercq wrote:
>>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> writes:
>>
>>: On 12 Apr 2003 11:01:21 , M�gamodeste wrote:
>>: >Hallo Peter,
>>: >
>>: >On 10 Apr 2003 16:39:44 , Peter Slegg wrote:
>>: >>Last year I wrote a small program to dismember Powerpoint files by
>>: >>extracting the JPG, PNG and WAV data. It was only a simple program
>>: >>but it did what I wanted at the time.
>>: >>...
>>: >>I wonder if ROM would be intersted ?
>>: >
>>: >I would be happy to have this programm too !
>>: >
>>: >Regards
>>
>>: Hi,
>>
>>: If you give me a hint what your e-mail address is I will send you a
>>: copy. Or drop me an e-mail by removing the spoiler from my address
>>: and I will send it to you by reply.
>>
>>: I should put it on my website as well I suppose.

```
I have now done this and the program can be downloaded from:

http://www.peterslegg.scubadivers.co.uk/atari.htm

If anyone would like to add any features to the program then I can
also make the source code available.

Regards,

Peter
```

5587. [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-15 11:48:32 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9BF190.1040001@lutece.net>
Source record: 456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I have a Hades 060, and I work mainly with MiNT+N.AES.
I recently discovered that the AES calls appl_tplay()
and appl_trecord() are working under plain TOS. It
means that you can record events, and you can replay
them under TOS. It is useful to make demos of programs.

Unfortunately, I also discovered that these system
calls are not working on recent AESes (on the Hades at
least). It means that a recorded sequence cannot be
replayed under those AESes. These faulty AESes are
all derived from MultiTOS, and all faulty. Therefore,
MultiTOS, N.AES, Geneva have bad implementation of
those system calls. On those systems, the mouse begins
to move, as if all was right, and then it crashes the
Hades. The only solution is to turn the power off.

Not many people use those AES calls for ATARI programs.
I'm even wondering if I am the only developer for it.
Would you already experienced this problem ?

All replies will be welcomed ...

Best regards,

-- Franï¿½ois LE COAT
Author of Eurï¿½ka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5588. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-16 18:51:47 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <5Bina.445$62.5840@newsfep4-glfd.server.ntli.net>
Source record: 457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Franï¿½ois LE COAT wrote:

> Hi,
>
> I have a Hades 060, and I work mainly with MiNT+N.AES.
> I recently discovered that the AES calls appl_tplay()
> and appl_trecord() are working under plain TOS. It
> means that you can record events, and you can replay
> them under TOS. It is useful to make demos of programs.
>
> Unfortunately, I also discovered that these system
> calls are not working on recent AESes (on the Hades at
> least). It means that a recorded sequence cannot be
> replayed under those AESes. These faulty AESes are
> all derived from MultiTOS, and all faulty. Therefore,
> MultiTOS, N.AES, Geneva have bad implementation of
> those system calls. On those systems, the mouse begins
> to move, as if all was right, and then it crashes the
> Hades. The only solution is to turn the power off.
>
> Not many people use those AES calls for ATARI programs.
> I'm even wondering if I am the only developer for it.
> Would you already experienced this problem ?

I recall discovering those two calls to be broken(*) under one of my
STFM TOS'es also.

(*)
Either didn't work at all or only unacceptable circumstances. Sorry too
long ago. I do recall deciding to forget about trying to use them.

> All replies will be welcomed ...
>
> Best regards,
>
> -- Franï¿½ois LE COAT
> Author of Eurï¿½ka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org
> mailto:lecoat@atari.org

--
Guy Harrison

5589. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-17 09:54:32 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9E79D8.6090107@lutece.net>
Source record: 458
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Guy Harrison a ï¿½crit:
> I recall discovering those two calls to be broken(*) under one of my
> STFM TOS'es also.
>
> (*)
> Either didn't work at all or only unacceptable circumstances. Sorry too
> long ago. I do recall deciding to forget about trying to use them.

Well, these system calls usually work fine. For instance, it
works very well on all various versions of MagiC (Mac, PC, ATARI).
It even works nice under ARAnyM, with TOS and MagiC. But, for
instance, it doesn't work under ARAnyM with N.AES installed
(I haven't recently tried Geneva or XaAES).

That's very strange ... That's why I say that the recent AESes
derived from MultiTOS (MultiTOS, Geneva, N.AES) are faulty.
I've put it on evidence with my Hades 060, and with ARAnyM.
As nobody use this system calls, except me, I'm very embarrassed.

Maybe I could try XaAES, but it has other problems of compatibility ...
I also tried with STonX, TOSbox, STEmulator or TOS2WIN, but this is
rather a problem of compatibility with these emulators. The only
emulator that works is ARAnyM (except from MagiC).

Thanks for your help !

Best regards,

-- Franï¿½ois LE COAT
Author of Eurï¿½ka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5590. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-17 13:43:22 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9EAF7A.6090007@lutece.net>
Source record: 459
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

G Swaine a ï¿½crit:
> [slight topic drift]
>
> According to my copy of the Compendium, it says something like "doesn't work
> on AES's before 1.40 without a patch from Atari"
>
> (AES 1.4 arrived with Rainbow TOS [TOS 1.04])

Yes, and trusting my experience, it's badly implemented since
MultiTOS.

> (I'm just curious [I've never used those two AES calls] and I use a TT
> [TOS 3.05] for my GEM programming)

It works nice under plain TOS (on my Hades 060 it is TOS 3.06M).

> The funcs are defined to record and play back events
>
> appl_trecord(buffer, count); // record count events into buffer
> appl_tplay(buffer, count, speed); // play back events from buffer
> at speed%
>
> Buffer is made up of an array of EVENTREC's which look something like this:
>
> typedef struct {
> short code; // 16 bit "event type"
> long value; // 32 bit "event specific data"
> } EVENTREC;
>
> So the program has a line like this within it:
>
> EVENTREC buffer[count];
>
> AFAIK, you cannot say to the AES "I am only interested in [mouse
> movement/click, keyboard] events", so you'd need to allocate a buffer a lot
> larger than you'd really need before calling appl_trecord. Or else spin in a
> loop getting one event and analysing it before adding it to your buffer

That's right. But you don't really need a large buffer. I put
16ko by default in my RECORD.ACC, but it can be enlarged by the
user.

> (Apologies for my deviation from the original question)

You don't need to be sorry. These AES system calls are very
badly documented. For instance the integer value "speed" in
appl_tplay(buffer, count, speed); is not documented at all.
4 seems to be a correct value, that plays event at 1/1 speed.
But it may be different depending on the AES ... That's
really tricky ! Trust me ...

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5591. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-17 23:14:15 UTC
From: rand@cd.chalmers.se
Message-ID: <b7ncg7$9d1$1@eol.dd.chalmers.se>
Source record: 460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9EAF7A.6090007@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>Hi,
>
>G Swaine a crit:
...
>> appl_trecord(buffer, count); // record count events into buffer
>> appl_tplay(buffer, count, speed); // play back events from buffer
>> at speed%
...
>You don't need to be sorry. These AES system calls are very
>badly documented. For instance the integer value "speed" in

They seem to be adequately documented in "COMPUTE's Technical Reference
Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
The former does state that the functions currently (printing date is
1987) don't work, though.

>appl_tplay(buffer, count, speed); is not documented at all.

It's documented in both of the above.

>4 seems to be a correct value, that plays event at 1/1 speed.

The number is (according to the references above) supposed to be
a percentage of normal speed. That is, 100 should be normal speed,
50 half speed, 200 double speed, etc.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5592. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 09:19:34 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9FC326.40701@lutece.net>
Source record: 461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

Johan Klockars a ï¿½crit:
> They seem to be adequately documented in "COMPUTE's Technical Reference
> Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
> The former does state that the functions currently (printing date is
> 1987) don't work, though.

I've some documentation :
An old Lattice C document,
DDFS,
Compendium,
PURE C doc.
But I didn't found anything precise about these system calls.

>>appl_tplay(buffer, count, speed); is not documented at all.
>
> It's documented in both of the above.
>
>>4 seems to be a correct value, that plays event at 1/1 speed.
>
> The number is (according to the references above) supposed to be
> a percentage of normal speed. That is, 100 should be normal speed,
> 50 half speed, 200 double speed, etc.

That's completely wrong. These docs have been written by guys
that didn't know anything and that never tested what they wrote.
I say 1/1 speed should be around 4 or 5.
It works like this with MagiC (ATARI, PC, MAC), TOS, ARAnyM ...
As far as I tested. It's a shame to write things like that !

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5593. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 09:25:48 UTC
From: rand@cd.chalmers.se
Message-ID: <b7ogas$n16$1@eol.dd.chalmers.se>
Source record: 462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9FC326.40701@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>Hi,
>
>Johan Klockars a crit:
>> They seem to be adequately documented in "COMPUTE's Technical Reference
>> Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
...
>But I didn't found anything precise about these system calls.

What's missing?

The following is a condensed form of what the Lattice C manual says:

```
typedef struct {
long ap_event;
long ap_value;
} EVNTREC;

// Play back user's actions
int appl_tplay(const EVNTREC *mem, int num, int scale)

// Record user's actions
int appl_trecord(EVNTREC *mem, int num)

ap_event ap_value
0 - timer event elapsed time in system ticks (1/200 s)
1 - button event low word button state (1 down), high word clicks
2 - mouse event low word x coordinate, high word y coordinate
3 - keyboard event low word key code, high word shift key state

scale is a speed percentage from 1 to 10000.

appl_tplay always returns 1.
appl_trecord returns number of recorded events. Normally equal to
the number requested.

Note also that the functions are supposed to (according to these
references) record user actions as above. They are not supposed to
record any other kinds of AES messages.
I assume the 'timer event' in there is not an actual timer event,
but rather a time marker to enable the playback at normal speed
(the occurence of a timer event is obviously not a user action).

>> The number is (according to the references above) supposed to be
>> a percentage of normal speed. That is, 100 should be normal speed,
```

>> 50 half speed, 200 double speed, etc.
>
>That's completely wrong. These docs have been written by guys
>that didn't know anything and that never tested what they wrote.

Well, since they are pretty definite, I'd guess they were going by
some documents from Atari. It's not Compute's fault if Atari decided
to do something different once they got around to implementing the
functionality. ;-)

>I say 1/1 speed should be around 4 or 5.

Strange that they would want to do such a change.
The 200 clicks per second from the 'timer event' should have been
easy to handle.

>It works like this with MagiC (ATARI, PC, MAC), TOS, ARAnyM ...
>As far as I tested. It's a shame to write things like that !

See above.

Anyway, this functionality was badly thought out in the first place,
IMO. I'm not surprised that the multitasking AESes have avoided
implementing this function.
Since what's recorded is not (according to the above) actual effects
of user actions, but the actions themselves, replaying them will only
work as expected if the screen contents are exactly the same as when
they were recorded. And if the user does not touch the mouse or the
keyboard at the same time. Kind of useless.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5594. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 09:33:02 UTC
From: rand@cd.chalmers.se
Message-ID: <b7ogoe$n84$1@eol.dd.chalmers.se>
Source record: 463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Replying to myself here...

In article <b7ogas$n16$1@eol.dd.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <3E9FC326.40701@lutece.net>,
>=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>>Johan Klockars a �crit:
...
>typedef struct {
> long ap_event;
> long ap_value;
>} EVNTREC;

The Compute book claims the ap_event field is a short, which seems
to make more sense.
It agrees with the Lattice C manuals regarding the rest, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5595. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 09:49:31 UTC
From: rand@cd.chalmers.se
Message-ID: <b7ohnbnfn1@eol.dd.chalmers.se>
Source record: 464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9BF190.1040001@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
...
>those system calls. On those systems, the mouse begins
>to move, as if all was right, and then it crashes the

Just a short note here.
There is actually no legal way to tell the VDI to move the mouse
pointer. I'm not sure what the normal AES does, but Atari, as well
as the MagiC folks, obviously had special knowledge of the inner
workings of their various OS components.
Geneva, N.AES, XaAES etc do not have that luxury.

And of course, whatever special means the Atari and MagiC AESes made
use of is likely to fail when the VDI is replaced...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5596. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 10:51:36 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9FD8B8.6090008@lutece.net>
Source record: 465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

...

Johan Klockars a ï¿½crit:
> scale is a speed percentage from 1 to 10000.

Rubbish ...

>>I say 1/1 speed should be around 4 or 5.
>
> Strange that they would want to do such a change.
> The 200 clicks per second from the 'timer event' should have been
> easy to handle.

Probably ...

> Anyway, this functionality was badly thought out in the first place,
> IMO. I'm not surprised that the multitasking AESes have avoided
> implementing this function.

It's not implemented in XaAES, but it implemented in N.AES and
Geneva, at least. But it's wrong.

> Since what's recorded is not (according to the above) actual effects
> of user actions, but the actions themselves, replaying them will only
> work as expected if the screen contents are exactly the same as when
> they were recorded. And if the user does not touch the mouse or the
> keyboard at the same time. Kind of useless.

So, please have a look at my software Eureka :

http://eureka.atari.org/eurka304.zip

and test the RECORD.ACC accessory within it. You will see what
can be done with this very useful call. You can try under TOS
on every ATARI (I tested on 1040STf, MEGA STE 4, Falcon, TT,
Hades 060) under MagiC (every kind) or ARAnyM (TOS or MagiC).
It's much better than to dream reading a documentation, even
if it's made by ATARI Corps (bless them ...).

Good try ! And, keep it fun !

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5597. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 11:15:00 UTC
From: rand@cd.chalmers.se
Message-ID: <b7omnkphb1@eol.dd.chalmers.se>
Source record: 467
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9FDFD7.7090303@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>...
>
>Johan Klockars a crit:
>> And of course, whatever special means the Atari and MagiC AESes made
>> use of is likely to fail when the VDI is replaced...
>
>No problem with NVDI or fVDI ...

There will (most likely) be with fVDI once I get around to writing the
mouse handling code (probably not long now). Currently, fVDI relies on
the original VDI (or whatever other VDI was loaded before fVDI) to
handle the mouse and keyboard, and only makes use of the vex_ vectors
provided by that one.

And then there's the upcoming work to make the ARAnyM driver capable
of using a real (as in controlled by X, Windows, or whatever the host
graphics system is) mouse pointer, which will make even stuff like mouse
accelerators fail (since the VDI will no longer be in control of the
real mouse position at all).

Since NVDI appears to use the lineA variables in the same way as the
original VDI, it may not have a problem. Indeed, I would have
expected them to make sure stuff like this worked. Still, that doesn't
change the fact that the AES must resort to undocumented methods.

Of course, I could easily add a function for moving the mouse pointer
to fVDI, which could then be used by XaAES. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5598. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 11:21:59 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9FDFD7.7090303@lutece.net>
Source record: 466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

...

Johan Klockars a ï¿½crit:
> And of course, whatever special means the Atari and MagiC AESes made
> use of is likely to fail when the VDI is replaced...

No problem with NVDI or fVDI ...

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5599. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 11:50:01 UTC
From: rand@cd.chalmers.se
Message-ID: <b7oop9$q9h$1@eol.dd.chalmers.se>
Source record: 469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9FD8B8.6090008@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>...
>
>Johan Klockars a crit:
>> scale is a speed percentage from 1 to 10000.
>
>Rubbish ...

Makes a whole lot more sense than what you say they eventually
implemented, though.

>It's not implemented in XaAES, but it implemented in N.AES and
>Geneva, at least. But it's wrong.

In what way is it wrong? Or do you just mean that it does not work?

>> keyboard at the same time. Kind of useless.
>
>So, please have a look at my software Eureka :
>
> http://eureka.atari.org/eurka304.zip

Looks like a nice program, though not something I have a use for.

>and test the RECORD.ACC accessory within it. You will see what
>can be done with this very useful call. You can try under TOS

If the circumstances are right, and the user cooperates, it can of
course be used (assuming the OS supports it).

I have actually even used it myself, in MGIF. The usage there was
precisely because I needed to move the mouse (not the displayed
pointer, since this was for full screen image display) to be able to
scroll a displayed image indefinitely using the mouse, and the VDI
didn't support that.
I guess I will have to update MGIF once I do the changes to fVDI that
I mentioned elsewhere. ;-)
Incidentally, the MGIF code has a special option to turn this feature
off since it is not compatible with all machines. Back then, there was
apparently a problem with Warp9 according to the MGIF documentation.

>It's much better than to dream reading a documentation, even
>if it's made by ATARI Corps (bless them ...).

Using undocumented behaviour is seldom a good idea.
If it's not documented, you should expect it to change at any time.
If it appears to be documented wrongly, it may be that it's the
implementation that is wrong, and that may be fixed at some point. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5600. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 12:40:57 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9FF259.6010302@lutece.net>
Source record: 468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

...

Johan Klockars a ï¿½crit:
> Of course, I could easily add a function for moving the mouse pointer
> to fVDI, which could then be used by XaAES. ;-)

Yessss ! That's a good idea !

Go for it !

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5601. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-18 14:37:08 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3EA00D94.7090106@lutece.net>
Source record: 470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

...

Johan Klockars a ï¿½crit:
>>>scale is a speed percentage from 1 to 10000.
>>
>>Rubbish ...
>
> Makes a whole lot more sense than what you say they eventually
> implemented, though.

Yes, it's appealing as explanation. But it doesn't have anything
to do with the reality of what it does. It even doesn't give any
order of the range of values you can use ...

>>It's not implemented in XaAES, but it implemented in N.AES and
>>Geneva, at least. But it's wrong.
>
> In what way is it wrong? Or do you just mean that it does not work?

Well, it's partly working as I said before ...
If you have recorded a sequence on a correct configuration. This
is the case of the "EUREKA.REC" sequence that is included in the
archive of my software (Eurï¿½ka). Then when you try to replay it.

On XaAES, it completely skip it. When you start replay, it stops
immediately.

On N.AES, the mouse begins to move, but it stops 1 second later
with the ATARI freezed by a big bug ... You just have to turn the
power down.

On Geneva, it move very slooooooooooow ! The ATARI can't be rebooted
with <C-A-D>, because the computer is totally under control of a
slooooooooow turtle. I tried to change the "scale" factor of
appl_tplay(), but it has no effect ...

So, it seems that it could work, but it doesn't. That's why I
say that it is implemented, but badly implemented. That's all.

> I have actually even used it myself, in MGIF. The usage there was
> precisely because I needed to move the mouse (not the displayed
> pointer, since this was for full screen image display) to be able to
> scroll a displayed image indefinitely using the mouse, and the VDI
> didn't support that.

Ho, yes, I hadn't noticed that. For my soft, I don't generate
events, as you seems to do. I only record events in a big buffer
(16kb is quite enough), and then saving it as is in a *.REC file.
Then, I read the buffer with appl_tplay() every time I want.
It's a sort of mechanical piano that replays always the exact
same partition. I use it as a tool for making demos of Eureka.

> I guess I will have to update MGIF once I do the changes to fVDI that
> I mentioned elsewhere. ;-)

So, you will ? That's great !

>>It's much better than to dream reading a documentation, even
>>if it's made by ATARI Corps (bless them ...).
>
> Using undocumented behaviour is seldom a good idea.
> If it's not documented, you should expect it to change at any time.
> If it appears to be documented wrongly, it may be that it's the
> implementation that is wrong, and that may be fixed at some point. ;-)

You're right. But keep in mind that it works the same way on
a great quantity of ATARI machines. You must respect that. And
ATARI TOS/AES/VDI are the references. As it works, not as it should
in a bad "documentation".

I told you about the DDFS documentation. It's french. It has been
made officially by ATARI France for the Falcon 030 developers. It's
the last official reference. There's nothing clear about these
system calls. Besides of that, it works also on a Falcon, as it works
on other platforms.

There's nothing to invent in this domain ...

Right. Bye for now ...

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

5602. [PR] Conference on software patents

Newsgroup: comp.sys.atari.programmer
Date: 2003-04-30 10:14:26 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eafb05a15523b9@europe-shareware.org>
Source record: 471
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

CONFERENCE ON SOFTWARE PATENTS

<http://www.europe-shareware.org/pages/communiques/
030428_conf_parlement.us.pdf>

Europe Shareware invites shareware authors and companies to take part next
May 7th & 8th in the parliamentary debates on software patents.

Mï¿œreau, 28/04/2003. During the current parliamentary work on the
COM(2002)92 directive concerning software patents, two conferences will
take place in May in Brussels.

On May 7th, a conference organized by Eurolinux, in which Europe
Shareware is an active member, will be held at the Dorint Hotel in
Brussels with many workshops including Members of the European Parliament
(MEP), experts and CEOs. Special guests include Professor Lawrence Lessig
from Stanford University, Professor Brian Kahin from Michigan University,
Richard Stallman and the Eurolinux experts in computer science, economy
and law.

On May 8th, the MEPs will organize a hearing for software SMEs in the
European Parliament. On the suggestion of Europe Shareware, Hï¿œkon Wium
Lie from Opera ASA and Thorsten Lemke from Lemke Software GmbH have been
invited to represent the shareware sector ; thus making shareware
companies one third of the panel.

We encourage shareware market players to contact us to register for these
events, so that the legislators take into account the impact of software
patentability on shareware in the final directive text.

Programme of the May 7th & 8th debates :
<http://swpat.ffii.org/events/2003/europarl/05/>

The directive text :
<http://www.europa.eu.int/comm/internal_market/en/indprop/com02-92en.pdf>

***

Press contact :

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Information :

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Europe Shareware North America
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Ottawa, Ontario
CANADA

Email : esna@europe-shareware.org
Website : www.europe-shareware.org

--
Sylvain Perchaud
Tel: +33 (0) 674 758 551
http://www.europe-shareware.org

5603. Re: M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-02 20:21:36 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eb2b730.0@entanet>
Source record: 472

```
>
>I have now done this and the program can be downloaded from:
>
>http://www.peterslegg.scubadivers.co.uk/atari.htm
>
>If anyone would like to add any features to the program then I can
>also make the source code available.
>
>Regards,
>
>Peter
>.
```

Was this program useful to those that tried it ?

Peter

5604. Re: M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-06 03:25:37 UTC
From: RoyE <RoyE@charterxx.net>
Message-ID: <Xns9372CFCC358Cme4me4you@216.168.3.44>
Source record: 473

peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote in
news:3eb2b730.0@entanet:

>SNIP
>
>>Regards,
>>
>>Peter
>>.
>
> Was this program useful to those that tried it ?
>
> Peter
>

I got it to do all I wanted : backgound art files and text: presentation
pictures did not extract about 6 of them.. Otherwise very useful.

RoyE

5605. Re: M$ file conversion

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-06 20:18:33 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eb7fc79.0@entanet>
Source record: 474

On 6 May 2003 03:25:37 -, RoyE wrote:
>peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote in
>news:3eb2b730.0@entanet:
>
>>SNIP
>>
>>>Regards,
>>>
>>>Peter
>>>.
>>
>> Was this program useful to those that tried it ?
>>
>> Peter
>>
>
>I got it to do all I wanted : backgound art files and text: presentation
>pictures did not extract about 6 of them.. Otherwise very useful.
>
>RoyE
>.

Hi Roy,

By "pictures" I assume you mean the embedded, vector art type drawings.
The PPT files I was working on had about 100 slides but only about 2
such drawings.

I think these pictures have the same format as those in Word documents
but I don't know any more than that.

Regards,

Peter

5606. Opcode VsetMask

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-07 12:40:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200305071440.a21644@b.maus.de>
Source record: 475

Hello.

What is the corret Opcode from the XBIOS function VsetMask.

I have found two numbers:
0x5C (92) in the os_calls.pdf from Miachel Schwingen and Compendium, in all
other docs is 0x96 (150).

Gerhard

5607. Re: Opcode VsetMask

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-07 19:17:53 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <b9bm51bmu1@reader1.panix.com>
Source record: 476

Another layer of confusion to be added--which version of the Compendium do
you have? I think I have the second printing.

The errata for the first printing has a correction to a page 4.106. The
latest version does not have a page 4.106.

On page 4.100, Vsetmask is 0x96 (150)

The definitive answer might be found in a .h file in your gcc library.
This is where VsetMask is given a numeric value. Try grep. Or, for that
matter, grep/find/which .h files in any compiler that has that function
call available.

Jim

Gerhard Stoll <Gerhard_Stoll@b.maus.de> writes:

: Hello.

: What is the corret Opcode from the XBIOS function VsetMask.

: I have found two numbers:
: 0x5C (92) in the os_calls.pdf from Miachel Schwingen and Compendium, in all
: other docs is 0x96 (150).

: Gerhard

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5608. Re: Opcode VsetMask

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-08 19:26:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200305082126.a21710@b.maus.de>
Source record: 477

> version of the Compendium do you have?

I thing it is the first. I have it on CD.

> The definitive answer might be found in a .h file in your gcc library.

In all library it is 0x96 (150).

> On page 4.100, Vsetmask is 0x96 (150)

Mmh, then is Michael Schwingens os_call.pdf wrong.

Gerhard

5609. C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-09 20:37:19 UTC
From: Me <no@spam.com>
Message-ID: <3ebc1181$0$45168$65c69314@mercury.nildram.net>
Source record: 478

I am looking for a good C compiler for the ST, any recomendations?
Also TOS calls information sources that are accurate.
Any ideas?

5610. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-10 11:24:14 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbbpnmg.6r3.atari@core.preferuje.luzik.pl>
Source record: 479

W artykule <3ebc1181$0$45168$65c69314@mercury.nildram.net> Me napisaďż˝(a):
> I am looking for a good C compiler for the ST, any recomendations?
> Also TOS calls information sources that are accurate.
> Any ideas?

Pure C or Lattice C - commercial
Sozobon - free
GCC - free (but requires lots of memory)

TOS calls information is avialible on the internet, try searching on Google.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5611. Pure C precompiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-13 09:28:22 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0305130128.11e85209@posting.google.com>
Source record: 480

I was trying to compile some code that uses MT_AES lib, the .H file from this lib has lines like these ones:

```
#define appl_init() \

MT_appl_init( 0L )

#define appl_read( a, b, c ) \

MT_appl_read( a, b, c, 0L )
```

when i try to compile i got errors in this kind of lines with the "\" char to join to different lines in one. In the Pure C help is said that is possible to do it.

Any idea what could be wrong?

Thanks

5612. Re: Pure C precompiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-13 09:46:29 UTC
From: jensheitmann@yahoo.de
Message-ID: <b9qeuk$n84$05$1@news.t-online.com>
Source record: 481

In article <d385a14d.0305130128.11e85209@posting.google.com>, maraka@atari.net (D Galvez) wrote:
>I was trying to compile some code that uses MT_AES lib, the .H file
>from this lib has lines like these ones:
>
>
>#define appl_init() \
>
> MT_appl_init(0L)
>
>#define appl_read(a, b, c) \
>
> MT_appl_read(a, b, c, 0L)
>
>
>when i try to compile i got errors in this kind of lines with the "\"
>char to join to different lines in one. In the Pure C help is said
>that is possible to do it.

Right! It is working well, with Pure C 1.1 Dec 18, 1992

>Any idea what could be wrong?

Do you have the above version?

Jens

--
Jens Heitmann
http://draconis.atari.org
draconis@atari.org

5613. Re: Pure C precompiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-13 12:14:35 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80el33xcus.fsf@junk.nocrew.org>
Source record: 482

maraka@atari.net (D Galvez) writes:

> I was trying to compile some code that uses MT_AES lib, the .H file
> from this lib has lines like these ones:
>
>
> #define appl_init() \
>
> MT_appl_init(0L)
>
> #define appl_read(a, b, c) \
>
> MT_appl_read(a, b, c, 0L)
>
>
> when i try to compile i got errors in this kind of lines with the "\"
> char to join to different lines in one. In the Pure C help is said
> that is possible to do it.
>
> Any idea what could be wrong?

You seem to have an extra empty line between \ and MT_appl_*. Try this
instead:

```
#define appl_init() \
MT_appl_init( 0L )

#define appl_read( a, b, c ) \
MT_appl_read( a, b, c, 0L )
```

If you absolutely want the extra line, you have to add a "\" on that
as well, like this:

```
#define appl_init() \
\
MT_appl_init( 0L )

#define appl_read( a, b, c ) \
\
MT_appl_read( a, b, c, 0L )
```

Greetings,

Tomas

5614. Re: Pure C precompiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-13 13:42:20 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0305130542.297c4f74@posting.google.com>
Source record: 483

>
> Right! It is working well, with Pure C 1.1 Dec 18, 1992
>
> >Any idea what could be wrong?
>
> Do you have the above version?
>
> Jens

Must be that.....I think i have an earlier version but i cant tell you
for sure because ii¿½m at work now, tonight i will take a look.

Thank you.

5615. Re: Pure C precompiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-14 17:56:38 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.14.17.56.38.50018@removenoaspam.atari-source.com>
Source record: 484

On Tue, 13 May 2003 02:28:22 -0700, D Galvez wrote:

> I was trying to compile some code that uses MT_AES lib, the .H file
> from this lib has lines like these ones:
>
>
> #define appl_init() \
>
> MT_appl_init(0L)
>
> #define appl_read(a, b, c) \
>
> MT_appl_read(a, b, c, 0L)
>
>
> when i try to compile i got errors in this kind of lines with the "\"
> char to join to different lines in one. In the Pure C help is said
> that is possible to do it.
>
> Any idea what could be wrong?
>
> Thanks

I recently had problems with this. Be sure the end of line is in Atari
format versus unix format. You can alter this using the free QED editor,
(File -> Info)

Thanks
Mark
http://atari-source.com

5616. Re: Pure C precompiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-15 08:00:45 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0305150000.251d8b08@posting.google.com>
Source record: 485

maraka@atari.net (D Galvez) wrote in message
news:<d385a14d.0305130542.297c4f74@posting.google.com>...
> >
> > Right! It is working well, with Pure C 1.1 Dec 18, 1992
> >
> > >Any idea what could be wrong?
> >
> > Do you have the above version?
> >
> > Jens
>
> Must be that.....I think i have an earlier version but i cant tell you
> for sure because iï¿½m at work now, tonight i will take a look.
>
> Thank you.

My version is from Sept 20, 1991.

5617. Re: Pure C precompiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-15 08:06:08 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0305150006.6f94ecba@posting.google.com>
Source record: 486

yes....when i removed the extra line it worked.
Iti¿½s extrange because I have extra lines trough all my MT_AES include file.

Thanks

> You seem to have an extra empty line between \ and MT_appl_*. Try this
> instead:
>
> #define appl_init() \
> MT_appl_init(0L)
>
> #define appl_read(a, b, c) \
> MT_appl_read(a, b, c, 0L)
>
>
> If you absolutely want the extra line, you have to add a "\" on that
> as well, like this:
>
>
> #define appl_init() \
> \
> MT_appl_init(0L)
>
> #define appl_read(a, b, c) \
> \
> MT_appl_read(a, b, c, 0L)
>
>
> Greetings,
>
> Tomas

5618. Re: Pure C precompiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-16 12:06:41 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0305160406.1b63b5ac@posting.google.com>
Source record: 487

I took a look....it is in Atari format....the problem came because
there is an extra white line between every two lines throug all the
mt_aes.h (i have no idea why).
Well i dont know if is clear what i mean....my english is limited. :-)

I read in Atari-Source that you have used Pure C for coding your AOL
client. Did
you use it whith multitasking OS? If yes....what shell or app did you
use to
edit the sources?....the Pure C original one is not very multitasking
friendly.

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.05.14.17.56.38.50018@removenoaspam.atari-source.com>...
> On Tue, 13 May 2003 02:28:22 -0700, D Galvez wrote:
>
> > I was trying to compile some code that uses MT_AES lib, the .H file
> > from this lib has lines like these ones:
> >
> >
> > #define appl_init() \
> >
> > MT_appl_init(0L)
> >
> > #define appl_read(a, b, c) \
> >
> > MT_appl_read(a, b, c, 0L)
> >
> >
> > when i try to compile i got errors in this kind of lines with the "\"
> > char to join to different lines in one. In the Pure C help is said
> > that is possible to do it.
> >
> > Any idea what could be wrong?
> >
> > Thanks
>
> I recently had problems with this. Be sure the end of line is in Atari
> format versus unix format. You can alter this using the free QED editor,
> (File -> Info)
>
> Thanks
> Mark
> http://atari-source.com

5619. [GEMLIB] tester needed !

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-19 12:47:47 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <oprpe65xawbi3vdq@news.free.fr>
Source record: 488

Hi group,

Please visit
http://arnaud.bercegeay.free.fr/gemlib/

Download my small test software (sources are included)
http://arnaud.bercegeay.free.fr/gemlib/vqdevinf.zip

and run it. This will perform the VDI 248 call (vq[t]devinfo) on your
system, and write back a report file (VQDEVINF.TXT).

Please send me back your report file (VQDEVINF.TXT), with the name and the
version of the GDOS you use (NVDI, SpeedoGDOS...).

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5620. stdio.h

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-21 21:14:33 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0305211314.31536b31@posting.google.com>
Source record: 489

looking for "stdio.h" from any C or C compatible language for the atari computers

5621. Re: stdio.h

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-21 21:55:13 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbcnspc.md6.atari@core.preferuje.luzik.pl>
Source record: 490

W artykule <d2f74a9d.0305211314.31536b31@posting.google.com> rtdos napisaďż˝(a):
> looking for "stdio.h" from any C or C compatible language for the atari computers

http://sparemint.atariforge.net/cgi-bin/cvsweb/~checkout~/mintlib/include/stdio.h?rev=1.3&content-type=text/plain

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5622. Re: stdio.h

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-22 14:49:53 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0305220649.2e0fc5a4@posting.google.com>
Source record: 491

Thanks!!!

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnbcnspc.md6.atari@core.preferuje.luzik.pl>...
> W artykule <d2f74a9d.0305211314.31536b31@posting.google.com> rtdos napisaï¿½(a):
> > looking for "stdio.h" from any C or C compatible language for the atari computers
>
> http://sparemint.atariforge.net/cgi-bin/cvsweb/~checkout~/mintlib/include/stdio.h?rev=1.
3&content-type=text/plain

5623. Re: [GEMLIB] tester needed !

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-23 18:10:34 UTC
From: fartfart@yahoo.com
Message-ID: <uutza.690$nk5.641@nntpserver.swip.net>
Source record: 492

Hi alone (-;

�http://arnaud.bercegeay.free.fr/gemlib/
�Download my small test software (sources are included)
�http://arnaud.bercegeay.free.fr/gemlib/vqdevinf.zip
�and run it. This will perform the VDI 248 call (vq[t]devinfo) on your
�system, and write back a report file (VQDEVINF.TXT).
�Please send me back your report file (VQDEVINF.TXT), with the name and the
�version of the GDOS you use (NVDI, SpeedoGDOS...).

Done : as it don't run under rom Tos I got a nasty crash.

Regards

yvesrogneArobacEonlinePoinTfr

5624. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-24 06:34:23 UTC
From: waldo_xx@yahoo.com
Message-ID: <2j4ucv48s232ngc2ebabnnuicnh4b2an1a@4ax.com>
Source record: 493

I have Lattice for sale

On Fri, 9 May 2003 21:37:19 +0100, "Me" <no@spam.com> wrote:

>I am looking for a good C compiler for the ST, any recomendations?
>Also TOS calls information sources that are accurate.
>Any ideas?
>

5625. Re: [GEMLIB] tester needed !

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-24 08:17:22 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <oprpn3y8yebi3vdq@news.free.fr>
Source record: 494

Hello

On Fri, 23 May 2003 18:10:34 GMT, Don't use <fartfart@yahoo.com> wrote:

> Done : as it don't run under rom Tos I got a nasty crash.

Can you please try the next release of my test program :
http://arnaud.bercegeay.free.fr/gemlib/vqdevinf2.zip

For other:
if my test program crashes on your computer, please download this last
release and try it again. If this works, please tell me that the 1st
release crashes on your system.

For information, the fix is the way the VDI248 call is performed (sources
are still included in the ZIP file).

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5626. Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-24 14:59:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ecf96b814fc9aa0@tripnet.se>
Source record: 495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I'm searching for an ST program that can read data from the parallel port and act exactly as a printer. I would like to capture printouts from an old computer with no other interfaces to salvage some source code.

The alternative is to print on paper and then use a scanner and OCR but it takes a lot of time and some OCR errors might ruin the sources.

It should be possible to read the printer port but what about manipulating the (crossed) strobe/busy lines?

Does anyone knows of such a "printer emulator" program and where to download it?

If not, I might even try to write one myself. It is possible to read the printer port but I'm uncertain if it will work to simulate the strobe/busy handshaking by manipulating the sound chip registers.

I tried this a long time ago and managed to read the first byte in GFA but never got the other computer to send any more data. Maybe all that is needed is a small ASM routine to toggle the handshaking so the built in routine can read the next byte?

If anyone knows of a similair solution for PC I can use that as an alternative. Perhaps even better as this eliminates the risk to blow the Atari printer port...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5627. Re: Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-24 17:32:08 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF524D8.FD49%gfa@basic.net>
Source record: 496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 5/24/03 10:59 AM:

> I'm searching for an ST program that can read data from the parallel port
> and act exactly as a printer. I would like to capture printouts from an
> old computer with no other interfaces to salvage some source code.
>
> The alternative is to print on paper and then use a scanner and OCR but
> it takes a lot of time and some OCR errors might ruin the sources.
>
> It should be possible to read the printer port but what about
> manipulating the (crossed) strobe/busy lines?
>
> Does anyone knows of such a "printer emulator" program and where to
> download it?
>
> If not, I might even try to write one myself. It is possible to read the
> printer port but I'm uncertain if it will work to simulate the
> strobe/busy handshaking by manipulating the sound chip registers.
>
> I tried this a long time ago and managed to read the first byte in GFA
> but never got the other computer to send any more data. Maybe all that is
> needed is a small ASM routine to toggle the handshaking so the built in
> routine can read the next byte?
>
> If anyone knows of a similair solution for PC I can use that as an
> alternative. Perhaps even better as this eliminates the risk to blow the
> Atari printer port...

Sounds like a rather round about way to save some files. But if I was to make a suggestion, I'd setup the machine for a serial printer. I've never dealt with the parallel port, but the serial port I've done alot with. Maybe a cpx or some old desk acc from Atari would let you set the port for sending stuff to a printer. It's an idea anyway.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5628. Re: Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-24 18:47:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ecfcc34179923f0@tripnet.se>
Source record: 497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <BAF524D8.FD49%gfa@basic.net>
lp wrote on Sat 24-05-2003 13:32 (-0400):

>in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 5/24/03 10:59 AM:
>
>> I'm searching for an ST program that can read data from the parallel port
>> and act exactly as a printer. I would like to capture printouts from an
>> old computer with no other interfaces to salvage some source code.
>>
>> The alternative is to print on paper and then use a scanner and OCR but
>> it takes a lot of time and some OCR errors might ruin the sources.

>Sounds like a rather round about way to save some files. But if I was to
>make a suggestion, I'd setup the machine for a serial printer. I've never

This computer has two ways of sending data:

1. Parallel port in ASCII format.

2. 300 baud analog suitable to record on a cassette tape.

So, I prefer the first method...

This definitely is possible. PARCP uses the printer port for transfers
and so does the Portfolio and STBook data transfer utilities.

I don't need any high transfer speeds, only error free.

I have found some hints on Google about how it might be done.

To my surprise a search for a PC program capable of this returned
nothing...

There might also be a possibility to use a parallel to serial converter
but I guess those are both hard to find and expensive.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5629. Re: Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-24 22:56:53 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF570F5.FD5D%gfa@basic.net>
Source record: 498
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

in article 3ecfcc34179923f0@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 5/24/03 2:47 PM:

> In comp.sys.atari.st <BAF524D8.FD49%gfa@basic.net>
> lp wrote on Sat 24-05-2003 13:32 (-0400):
>
>> in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>> wrote on 5/24/03 10:59 AM:
>>
>>> I'm searching for an ST program that can read data from the parallel port
>>> and act exactly as a printer. I would like to capture printouts from an
>>> old computer with no other interfaces to salvage some source code.
>>>
>>> The alternative is to print on paper and then use a scanner and OCR but
>>> it takes a lot of time and some OCR errors might ruin the sources.
>
>> Sounds like a rather round about way to save some files. But if I was to
>> make a suggestion, I'd setup the machine for a serial printer. I've never
>
> This computer has two ways of sending data:
>
> 1. Parallel port in ASCII format.
>
> 2. 300 baud analog suitable to record on a cassette tape.

Ah, I see your problem now. ;-)

> So, I prefer the first method...
>
> This definitely is possible. PARCP uses the printer port for transfers
> and so does the Portfolio and STBook data transfer utilities.
>
> I don't need any high transfer speeds, only error free.
>
> I have found some hints on Google about how it might be done.
>
> To my surprise a search for a PC program capable of this returned
> nothing...
>
> There might also be a possibility to use a parallel to serial converter
> but I guess those are both hard to find and expensive.

Well if I can be of some help regarding GFA, let me know.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5630. Re: [GEMLIB] tester needed !

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-26 11:08:27 UTC
From: fartfart@yahoo.com
Message-ID: <LAmAa.807$nk5.854@nntpserver.swip.net>
Source record: 499

Hello

Can you please try the next release of my test program :
http://arnaud.bercegeay.free.fr/gemlib/vqdevinf2.zip

Done and trouble is the same : after I got a normal window with lots of writings in it the computer reset.
I thing the trouble only come when the programm tries to write a file.

My config : H60 with caches off (for tests), et6000, nova vdi 2,61 and everythings running on the ramdisk.

Regards

5631. Re: [GEMLIB] tester needed !

Newsgroup: comp.sys.atari.programmer
Date: 2003-05-26 17:56:33 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <oprpsj4jpbbi3vdq@news.free.fr>
Source record: 500

Hello

> ï¿½Can you please try the next release of my test program :
> ï¿½http://arnaud.bercegeay.free.fr/gemlib/vqdevinf2.zip
>
> Done and trouble is the same : after I got a normal window with lots of
> writings in it the computer reset.

Can you please contact me by mail, i'll try to make this working on your
computer.

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5632. FA Atari Indus GT Disk Drive

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-04 16:50:57 UTC
From: rareoldthings@aol.com
Message-ID: <20030604125057.07881.00000790@mb-m29.aol.com>
Source record: 251

Atari Indus GT Disk Drive, the Premier Disk Drive of the 800XL era. Includes
original hardshell carrying case and 16 5.25 software discs
32 basic programs for Atari
Flight Simulation II
Bank Street Writer
GT Data Manager for Atari
System Master Diskette
GT Estate Word Processor
GT Albert E Spreadsheet for Atari
The Print Shop
JaggI
Color Print
DOS XL System Disk.
Also included are the manuals DOS XL Operators Guide
Indus Systems Disk Drive Manual for Atari ComputersGT Data Manager for Atari
GT Albert E Spread Sheet for Atari.

Follow the link to Ebay for pictures and more details

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2734027546

5633. Modula-2 POSIX package

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-04 18:41:53 UTC
From: Christoph Schlegel <modula2@myrealbox.com>
Message-ID: <20030604204232.722098c1.modula2@myrealbox.com>
Source record: 252

I'm searching for a package called M2POSX14.ZIP,
it is written in Modula-2 and contains implementation
of some POSIX system-calls.

I found the package at
http://www.spythis.com/cca/32.html
(the Crawly Crypt Software Archives)

The link on this page points to
http://crawlycrypt.chromagic.net/CCC1/PROGRAM/COMPILER/M2POSX14.ZIP
which is not (no longer) available.

Does anyone still have the package? Or does anyone know where I
can find it or even search for it? Any idea/help welcome.

Thanks in advance,
Christoph

5634. Re: Modula-2 POSIX package

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-07 08:48:10 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ee1a79d$0$193$e4fe514c@dreader3.news.xs4all.nl>
Source record: 253

All these files are interesting, does someone has them, I would like to put
them online again...

TXG/MNX

"Christoph Schlegel" <modula2@myrealbox.com> wrote in message
news:20030604204232.722098c1.modula2@myrealbox.com...
> I'm searching for a package called M2POSX14.ZIP,
> it is written in Modula-2 and contains implementation
> of some POSIX system-calls.
>
> I found the package at
> http://www.spythis.com/cca/32.html
> (the Crawly Crypt Software Archives)
>
> The link on this page points to
> http://crawlycrypt.chromagic.net/CCC1/PROGRAM/COMPILER/M2POSX14.ZIP
> which is not (no longer) available.
>
> Does anyone still have the package? Or does anyone know where I
> can find it or even search for it? Any idea/help welcome.
>
> Thanks in advance,
> Christoph

5635. Re: Modula-2 POSIX package

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-07 10:06:04 UTC
From: lp <gfa@basic.net>
Message-ID: <BB07314C.799%gfa@basic.net>
Source record: 254

in article 3ee1a79d$0$193$e4fe514c@dreader3.news.xs4all.nl, TXG at
txg01@xs4all.nl wrote on 6/7/03 4:48 AM:

> All these files are interesting, does someone has them, I would like to put
> them online again...
>
> TXG/MNX
>
> "Christoph Schlegel" <modula2@myrealbox.com> wrote in message
> news:20030604204232.722098c1.modula2@myrealbox.com...
>> I'm searching for a package called M2POSX14.ZIP,
>> it is written in Modula-2 and contains implementation
>> of some POSIX system-calls.
>>
>> I found the package at
>> http://www.spythis.com/cca/32.html
>> (the Crawly Crypt Software Archives)
>>
>> The link on this page points to
>> http://crawlycrypt.chromagic.net/CCC1/PROGRAM/COMPILER/M2POSX14.ZIP
>> which is not (no longer) available.
>>
>> Does anyone still have the package? Or does anyone know where I
>> can find it or even search for it? Any idea/help welcome.

I have all the crawly crypt CD's, but I don't know how I'd transfer
650mb worth of data. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5636. Re: Modula-2 POSIX package

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-07 13:21:47 UTC
From: Christoph Schlegel <modula2@myrealbox.com>
Message-ID: <20030607152225.3e6bc8c5.modula2@myrealbox.com>
Source record: 255

Lonny,

On Sat, 07 Jun 2003 06:06:04 -0400
lp <gfa@basic.net> wrote:
>
> I have all the crawly crypt CD's, but I don't know how I'd transfer
> 650mb worth of data. ;-)
>
Wow! Is there any chance for me to get the M2POSIX-archive?
(I don't know how many crawly-crypt cds are there... is it much
work to find a special package and so on...)
It would be more than kind if you could email the
package... I'd be really grateful. Don't know what I could
offer for it -

Thanks in advance,
Christoph

5637. Re: Modula-2 POSIX package

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-07 16:43:27 UTC
From: lp <gfa@basic.net>
Message-ID: <BB078E6F.7AE%gfa@basic.net>
Source record: 256

in article 20030607152225.3e6bc8c5.modula2@myrealbox.com, Christoph Schlegel
at modula2@myrealbox.com wrote on 6/7/03 9:21 AM:

> Lonny,
>
> On Sat, 07 Jun 2003 06:06:04 -0400
> lp <gfa@basic.net> wrote:
>>
>> I have all the crawly crypt CD's, but I don't know how I'd transfer
>> 650mb worth of data. ;-)
>>
> Wow! Is there any chance for me to get the M2POSIX-archive?
> (I don't know how many crawly-crypt cds are there... is it much
> work to find a special package and so on...)
> It would be more than kind if you could email the
> package... I'd be really grateful. Don't know what I could
> offer for it -

I can find the CD and look for this file.
Where exactly shall I mail it?

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5638. Re: Modula-2 POSIX package

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-07 19:26:05 UTC
From: Christoph Schlegel <modula2@myrealbox.com>
Message-ID: <20030607212637.0db3c40e.modula2@myrealbox.com>
Source record: 257

On Sat, 07 Jun 2003 12:43:27 -0400
lp <gfa@basic.net> wrote:
>
> I can find the CD and look for this file.
> Where exactly shall I mail it?
>

Thanks for answering!

My adress is:
modula at myrealbox.com

I'd also give you access to a ftp-account
of mine if the package is too big.

I think the file would be really useful as a
starting point to develop a POSIX library
(as exists for a commercial compiler)
for the GNU Modula-2 compiler. That's why
I'd like to have it - just thought I'd
explain. If the copyright allows it, I'd
offer the package for download from the
Free Modula-2 Pages I maintain.

Regards,
Christoph

5639. atari compendium

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-14 19:50:47 UTC
From: RJN <rjn@solution-no1.de>
Message-ID: <3eeb7d0b$0$9867$9b622d9e@news.freenet.de>
Source record: 258

Hi,

Does anybody know, if there is an CD ROM version available ?

Bye,
Nik

5640. Re: atari compendium

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-15 05:44:45 UTC
From: jdplace@prodigy.net
Message-ID: <hJTGa.2497$O_4.1321@newssvr32.news.prodigy.com>
Source record: 259

On 14 Jun 2003 21:50:47 , "RJN" wrote:
>Hi,
>
>Does anybody know, if there is an CD ROM version available ?
>
>
>Bye,
> Nik
>
>
>.
Yes there is a CD-ROM version, copyright 1996, Toad Computers, Inc.
I have seen this for auction quite often on eBay (where I obtained
mine).

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

5641. Re: atari compendium

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-17 14:48:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3eeed5cc1ff81c3@attbi.com>
Source record: 260

>Hi,
>
>Does anybody know, if there is an CD ROM version available ?
>
>
>Bye,
> Nik

Yes there is. Inface there was an Internet online website that it had. Not sure if it exist anymore. I have a hardcopy, but may bet the CD version if I can get it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5642. Re: atari compendium

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-17 16:46:00 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <oprqw7iyolbi3vdq@news.free.fr>
Source record: 261

Hello,

>> Does anybody know, if there is an CD ROM version available ?
>
> Yes there is. Inface there was an Internet online website that it had.
> Not sure if it exist anymore.

http://www.fortunecity.com/skyscraper/apple/308/html/toc.htm

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5643. Re: Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-20 23:01:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef3a03049ef60@tripnet.se>
Source record: 262
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>>>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>>>news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...

>>>> I think I'll put this pair of apps aside and just write one that
>>>> specifically reads direct from the port without any buffering.
>
>I've tried myself to write a GFA INLINE. The idea is to first allocate
>memory in GFA, pass the address to the INLINE and let the centronics
>interrupt execute code inside the INLINE and save data. Both pointers and
>data should then be easely accessed from the GFA code.

>I have _very_ basic knowledge in Assembler programming so there may be a
>lot of severe errors in my code! I'm also going away for a few days

Yes, there were quite a lot of errors in that code... :-)

I have now managed to get a working GFA Basic app that reads the parallel
port with an assembler inline hooked to the centronics interrupt. It does
seem to work fairly well when sending from a MSTe and receiving with a
TT. With the TT running standard TOS 3.06 I managed to transfer a 13 KB
file without errors.

With the TT under Magic and the rest of my standard setup with STinG and
everything I got two errors at one point in the file.

However... The reason for writing this program was to be able to transfer
files from my old Casio PB-770 pocket computer but that does not work so
well...

All data arrives on the Atari but every byte with the upper 4 bits
stripped to zero! Strange... Maybe there is a timing problem but I've
seen this behaviour all the time even when trying to poll the printer
port. I'm beginning to wonder if the Atari draws too much power on the
datalines or something. All three computers still print perfectly when
attached to a real printer, though.

Anyone with an idea of what could be wrong?

I have put up my GFA app with all sources included at:

http://atari.mine.nu/read_prt.zip (13.1 KB)

--
Kenneth Medin <kennethm@tripnet.se>

Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5644. Re: Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-21 10:58:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef448786a4880@tripnet.se>
Source record: 263
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <3ef3a03049ef60@tripnet.se>
Kenneth Medin wrote on Fri 20-06-2003 23:01 (GMT):

>I have now managed to get a working GFA Basic app that reads the parallel
>port with an assembler inline hooked to the centronics interrupt. It does
>seem to work fairly well when sending from a MSTe and receiving with a
>TT. With the TT running standard TOS 3.06 I managed to transfer a 13 KB
>file without errors.

>I have put up my GFA app with all sources included at:
>
>http://atari.mine.nu/read_prt.zip (13.1 KB)

My ADSL ISP has "severe problems all over the country" so my server above
is down... Yesterday was Midsummer Eve here so I guess the technicians
are all sleeping after too much to drink... It may take some time to get
it fixed.

I have put a copy at http://www5.tripnet.se/~kennethm/read_prt.zip

Btw. STinG is really nice. To switch from Ethernet to modem you just have
to load another DIAL.SCR and dial in to another ISP without making _any_
config changes. After next reboot my TT will be back with Ethernet DNS
servers etc.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5645. Re: Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-21 12:19:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ef3f8bec9e556@attbi.com>
Source record: 264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>With the TT under Magic and the rest of my standard setup with STinG and
>everything I got two errors at one point in the file.
>
>However... The reason for writing this program was to be able to transfer
>files from my old Casio PB-770 pocket computer but that does not work so
>well...
>
>All data arrives on the Atari but every byte with the upper 4 bits
>stripped to zero! Strange... Maybe there is a timing problem but I've
>seen this behaviour all the time even when trying to poll the printer
>port. I'm beginning to wonder if the Atari draws too much power on the
>datalines or something. All three computers still print perfectly when
>attached to a real printer, though.
>
>Anyone with an idea of what could be wrong?

Not sure really, but I would use PARCP which does file transfer
through the Parallel printer ports quite nicely.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5646. Re: Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-21 13:00:49 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef46506a4d350@tripnet.se>
Source record: 265
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <3ef3f8bec9e556@attbi.com>
Edward S. Baiz Jr. wrote on Sat 21-06-2003 12:19 (GMT):

>>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>>However... The reason for writing this program was to be able to transfer
>>files from my old Casio PB-770 pocket computer but that does not work so
>>well...

>>Anyone with an idea of what could be wrong?
>
>Not sure really, but I would use PARCP which does file transfer
>through the Parallel printer ports quite nicely.

Well, there is no PARCP client that runs on a Casio PB-770... :-)

But, If there were a "One way printer emulation" mode in PARCP... I have
only read the online documentation for PARCP and can't find anything
about such a mode.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5647. Limiting memory for a program

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-21 22:10:11 UTC
From: vdjole@EUnet.yu
Message-ID: <bd2l41$3a7$2@news.eunet.yu>
Source record: 266

Hi;

I would be thankful for some hints on the proper way to limit memory
permitted to a program to be started in a multitasking environment
(e.g. Mint or Magic, and the parent is supposed to be a shell aplication).

Thanx in advance.

5648. Re: Limiting memory for a program

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-22 14:32:21 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd4elj$2j4$1@hercules.btinternet.com>
Source record: 267

Hi "Djordje Vukovic"

> I would be thankful for some hints on the proper way to limit memory
> permitted to a program to be started in a multitasking environment
> (e.g. Mint or Magic, and the parent is supposed to be a shell aplication).

Cant get to any books at the mo, but isn't that what the malloc and mxalloc
calls are for?

Initially the user app owns all available memory until its returned i
believe

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

5649. Re: Limiting memory for a program

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-22 17:30:31 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0306221918170.597-100000@feanor.schunter.etc.tu-bs.de>
Source record: 268

Hi!

SS> Cant get to any books at the mo, but isn't that what the malloc and mxalloc
SS> calls are for?

I think, he wants to enforce that a program CANNOT allocate all memory.

I remember that there have been some dedicated programs for this purpose,
kind of wrapper app that just starts to launch the application that should
have restricted memory. You could search FTP servers...

Well, and now I have done some research myself. For MagiC look for
LIMITMEM, there also is a GEMDOS call (102, Psetlimit) that allows for any
process to change its limits. This could be used by the "wrapper" app.

Regards,

Alexander

5650. Re: Limiting memory for a program

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-24 22:25:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bdaj4h$6j3$1@thorium.cix.co.uk>
Source record: 269

In message <Pine.LNX.4.44.0306221918170.597-100000@feanor.schunter.etc.tu-bs.de>,
alexb@feanor.schunter.etc.tu-bs.de said:

>SS> Cant get to any books at the mo, but isn't that what the malloc and mxalloc
>SS> calls are for?
>
>I think, he wants to enforce that a program CANNOT allocate all memory.
>
>I remember that there have been some dedicated programs for this purpose,
>kind of wrapper app that just starts to launch the application that should
>have restricted memory. You could search FTP servers...
>
>Well, and now I have done some research myself. For MagiC look for
>LIMITMEM, there also is a GEMDOS call (102, Psetlimit) that allows for any
>process to change its limits. This could be used by the "wrapper" app.

If you use Thing or jinnee as a desktop, the Show Info/Information
dialogs allow you to input a MagiC memory limit for any application.

Regards, /Peter/

5651. Re: Limiting memory for a program

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-25 21:46:54 UTC
From: vdjole@EUnet.yu
Message-ID: <bdd58b$6aq$1@news.eunet.yu>
Source record: 270

On 24 Jun 2003 22:25:21 , xlator@cix.compulink.co.uk wrote:

>>Well, and now I have done some research myself. For MagiC look for
>>LIMITMEM, there also is a GEMDOS call (102, Psetlimit) that allows for any
>>process to change its limits. This could be used by the "wrapper" app.
>
>If you use Thing or jinnee as a desktop, the Show Info/Information
>dialogs allow you to input a MagiC memory limit for any application.

I know that Thing and Jinnee can do that, and I was trying to do exactly
the same myself, i.e. to start a program so that it could not eat
memory above some limit. As far as I understand Psetlimit(...) allows a
program to impose memory limit upon itself or its children, so I tried
something like this:

```
Psetlimit( 2, 100000L ); /* to impose limit upon myself and my children */
...
shel_write(...); /* to start a child */
...
Psetlimit( 2, 0L ); /* to cancel the limit ? */
```

but still a naughty program which I start uses all memory (tried in Magic),
so either, and much more probably, I am not doing it right, or the
started program does not heed the limit.

regards;

5652. Re: Limiting memory for a program

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-26 09:29:28 UTC
From: gryf+usenet@hrzpub.tu-darmstadt.de
Message-ID: <bdeedorub1@news.tu-darmstadt.de>
Source record: 271

Hi!

Djordje Vukovic <vdjole@eunet.yu> wrote:
> Psetlimit(2, 100000L); /* to impose limit upon myself and my children */
> ...
> shel_write(...); /* to start a child */
> ...
> Psetlimit(2, 0L); /* to cancel the limit ? */

This won't work, as programs run via shel_write() are children of
the AES, not of your program.

To achieve what you want, you need to use the extended
shel_write() modes which (among other things) allow you to specify
a memory limit for the program being run.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf+usenet@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

5653. OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-27 10:42:22 UTC
From: George Nakos <ggn@atarirocks.org>
Message-ID: <oprre9cwtq0mms9a@news.ntua.gr>
Source record: 272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

I have been pondering on the matter of poritng the Ogg Vorbis replaying routine to 68000. I have downloaded all the sources from xiph.org, including a player which uses integers only, but I have some problems.

Mainly, the integer only routine is 64-bit only and I can't modify anything since my C knowledge is quite bad. On the other hand, I have quite some skill in 68000 assembly.

Now, a weird thought crept into my mind one night. Why not compiling the Ogg sources on a standard Atari Compiler, and then reverse engineer the executable to see what happens? I'm not talking about real-time performance here, just loading and unpacking the file into memory. But my absymal C knowledge (see above) restricts me from doing that.

Hence this post. Is anybody out there willing to assist me? All that he needs to do (which is indeed a Herculian task for me) is to modify the sources a bit so that they will do what I described above (just load/unpack file), and then send me the executable (the modified sources would be nice too), so I can reverse engineer it and code it a bit better (if possible).

Any help would be appreciated. (please note that the minimum target machine is a standard 4mb ste - it will be of course upwards compatible).

--

George Nakos AKA ggn/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet-trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To reply, remove the ROCKS from the address shown. That's g g n a t a t a r i d o t o r g

5654. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-27 11:24:23 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3efc37668e8d6d0@tripnet.se>
Source record: 273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <oprre9cwtq0mms9a@news.ntua.gr>
George Nakos wrote on Fri 27-06-2003 13:42 (+0300):

> I have been pondering on the matter of poritng the Ogg Vorbis replaying
>routine to 68000. I have downloaded all the sources from xiph.org,
>including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
>anything since my C knowledge is quite bad. On the other hand, I have quite
>some skill in 68000 assembly.
>
> Now, a weird thought crept into my mind one night. Why not compiling the
>Ogg sources on a standard Atari Compiler, and then reverse engineer the
>executable to see what happens? I'm not talking about real-time performance

Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
on a 68020. Maybe you could go on from there.

From the Aniplayer package:

Ogg Vorbis 'Tremor' integer playback codec library, version 1.0.0.
http://www.xiph.org/

Here's a shared library of libvorbis-1.0rc2. It has been compiled with
Gcc 2.95.2 with -m68020-60 and works only under MiNT 1.15.3 or more and
MagiC 6. TOS cannot load .SLB, but an SLB loader exist with MetaDOS:
ftp://ftp.uni-muenster.de/pub/atari/Utilities/slbld028.lzh
http://www.muenster.de/~reschke/soft_e.html

Requirements:
- 68020 or higher
- MiNT 1.15.3 or MagiC 6 or MetaDOS 2.74.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5655. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-27 14:20:53 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.27.14.20.53.71070@removenoaspam.atari-source.com>
Source record: 274
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 27 Jun 2003 13:42:22 +0300, George Nakos wrote:

> Hello,
>
> I have been pondering on the matter of poritng the Ogg Vorbis replaying
> routine to 68000. I have downloaded all the sources from xiph.org,
> including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
> anything since my C knowledge is quite bad. On the other hand, I have quite
> some skill in 68000 assembly.
>
> Now, a weird thought crept into my mind one night. Why not compiling the
> Ogg sources on a standard Atari Compiler, and then reverse engineer the
> executable to see what happens? I'm not talking about real-time performance
> here, just loading and unpacking the file into memory. But my absymal C
> knowledge (see above) restricts me from doing that.
>
> Hence this post. Is anybody out there willing to assist me? All that he
> needs to do (which is indeed a Herculian task for me) is to modify the
> sources a bit so that they will do what I described above (just load/unpack
> file), and then send me the executable (the modified sources would be nice
> too), so I can reverse engineer it and code it a bit better (if possible).
>
> Any help would be appreciated. (please note that the minimum target
> machine is a standard 4mb ste - it will be of course upwards compatible).

You're asking for an awful lot. I hope you don't expect real-time
decoding and playing without specialized hardware as a typical 68000
processor isn't enough. Even a 68030 just isn't fast enough hence the
Falcon must use DSP support. But actually AFAIK there is no OGG vorbis
DSP support yet in Aniplayer so mp3 is the way to go for real time
playback on the Falcon. The 68060 however I suspect will not even burp at
playing back an MP3/vorbis file.

If you simply just want to decode and don't care how long it takes,
Kenneth's suggestion of Aniplayer is the way to go and I'm sure the vorbis
stuff could be compiled for 68000.

Mark
http://atari-source.com

5656. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-27 19:47:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bdi712$u5$1@thorium.cix.co.uk>
Source record: 275
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In message <3efc37668e8d6d0@tripnet.se>, kennethm@tripnet.se said:

>Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
>on a 68020. Maybe you could go on from there.

I recently tried to play an Ogg file from the last ST Computer CD in
Aniplayer, but it could not be started - the dialogbox came up OK
but clicking on the play arrow did nothing at all! Any ideas? his
is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
the MAGIC\XTENSION folder.

Regards, /Peter/

5657. Ogg no play Was: Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-27 21:23:02 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3efcc3b6fc2cf50@tripnet.se>
Source record: 276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <bdi712$u5$1@thorium.cix.co.uk>
xlator@cix.compulink.co.uk wrote on Fri 27-06-2003 19:47 (GMT):

>In message <3efc37668e8d6d0@tripnet.se>, kennethm@tripnet.se said:
>
>>Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
>>on a 68020. Maybe you could go on from there.
>
>I recently tried to play an Ogg file from the last ST Computer CD in
>Aniplayer, but it could not be started - the dialogbox came up OK
>but clicking on the play arrow did nothing at all! Any ideas? his
>is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
>the MAGIC\XTENSION folder.

FPU?

Ogg works fine here on a TT, both encoding and decoding. But slow...
Magic 6.20

FUT: comp.sys.atari.st

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5658. Re: Limiting memory for a program

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-28 14:11:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3efd4d5213ac302@attbi.com>
Source record: 277

>Hi;
>
>I would be thankful for some hints on the proper way to limit memory
>permitted to a program to be started in a multitasking environment
>(e.g. Mint or Magic, and the parent is supposed to be a shell aplication).
>
>Thanx in advance.

Geneva lets you do that easily, but since I have gotten Magic and
Mint, I have 256 meg of memory, so that is not needed. I have not
seen that option for Magic/Mint, but I would assume that it can be
done.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5659. Re: Parallel port reading

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-28 14:11:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3efd4d5213ac306@attbi.com>
Source record: 278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
>In comp.sys.atari.st <3ef3f8bec9e556@attbi.com>
>Edward S. Baiz Jr. wrote on Sat 21-06-2003 12:19 (GMT):
>
>>>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>>>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):
>
>>>However... The reason for writing this program was to be able to transfer
>>>files from my old Casio PB-770 pocket computer but that does not work so
>>>well...
>
>>>Anyone with an idea of what could be wrong?
>>
>>Not sure really, but I would use PARCP which does file transfer
>>through the Parallel printer ports quite nicely.
>
>Well, there is no PARCP client that runs on a Casio PB-770... :-)
>
>But, If there were a "One way printer emulation" mode in PARCP... I have
>only read the online documentation for PARCP and can't find anything
>about such a mode.

I believe in the docs that comes with the program there is a
section that talks about using PARCP with ports that are only one
way.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

5660. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-28 20:12:05 UTC
From: fartfart@yahoo.com
Message-ID: <3efdf695$0$5435$626a54ce@news.free.fr>
Source record: 279

On 27 Jun 2003 10:20:53 , Mark D wrote:
>On Fri, 27 Jun 2003 13:42:22 +0300, George Nakos wrote:
>playback on the Falcon. The 68060 however I suspect will not even burp at
>playing back an MP3/vorbis file.

MP3 and OGG are coded d>coded just fine on Had>s60.
Aniplay and a single TTP are able to encode OGG.

Regards

5661. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-06-30 11:02:29 UTC
From: NOSPAMS@MAMADOO.fr
Message-ID: <1fxd96d.nl6ge3fvnn5yN%NOSPAMS@MAMADOO.fr>
Source record: 280
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

George Nakos <ggn@atarirocks.org> wrote:

> Hello,
>
> I have been pondering on the matter of poritng the Ogg Vorbis replaying
> routine to 68000. I have downloaded all the sources from xiph.org,
> including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
> anything since my C knowledge is quite bad. On the other hand, I have quite
> some skill in 68000 assembly.
>
> Now, a weird thought crept into my mind one night. Why not compiling the
> Ogg sources on a standard Atari Compiler, and then reverse engineer the
> executable to see what happens? I'm not talking about real-time performance
> here, just loading and unpacking the file into memory. But my absymal C
> knowledge (see above) restricts me from doing that.
>
> Hence this post. Is anybody out there willing to assist me? All that he
> needs to do (which is indeed a Herculian task for me) is to modify the
> sources a bit so that they will do what I described above (just load/unpack
> file), and then send me the executable (the modified sources would be nice
> too), so I can reverse engineer it and code it a bit better (if possible).
>
> Any help would be appreciated. (please note that the minimum target
> machine is a standard 4mb ste - it will be of course upwards compatible).

Humm...
You need lot of power for ogg vorbis, more than mpeg audio layer 3.
I have compiled the vorbis integer library (with Gcc 2.95), I obtain 50%
of load under MagiCMac and a PPC G3 500 MHz.
I have compiled the normal vorbis library for the 68060 (with Gcc 2.95),
I obtain 80% of load under my Falcon/CT60 (68060 66 MHz).
I cannot rewrite the library for the DSP because Ogg Vorbis need lot of
memory.

I don't know if you can overclock the 68000 to 500 Mhz.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE

Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5662. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-01 16:47:08 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.07.01.16.47.08.871567@removenoaspam.atari-source.com>
Source record: 281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 30 Jun 2003 13:02:29 +0200, Didier MEQUIGNON wrote:

> Humm...
> You need lot of power for ogg vorbis, more than mpeg audio layer 3.
> I have compiled the vorbis integer library (with Gcc 2.95), I obtain 50%
> of load under MagiCMac and a PPC G3 500 MHz.
> I have compiled the normal vorbis library for the 68060 (with Gcc 2.95),
> I obtain 80% of load under my Falcon/CT60 (68060 66 MHz).
> I cannot rewrite the library for the DSP because Ogg Vorbis need lot of
> memory.
>
> I don't know if you can overclock the 68000 to 500 Mhz.
>
> Regards,
>
> Didier.

Didier,

Using more advanced DSP's like 563xx and such would you be able to do it
on those? I would imagine that those have more on chip memory available
inside the DSP.

Thanks
Mark
http://atari-source.com

5663. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-06 11:53:11 UTC
From: George Nakos <ggn@atarirocks.org>
Message-ID: <oprrv0mxh20mms9a@news.ntua.gr>
Source record: 282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 30 Jun 2003 13:02:29 +0200, Didier MEQUIGNON <NOSPAMS@MAMADOO.fr> wrote:

>
> Humm...
> You need lot of power for ogg vorbis, more than mpeg audio layer 3.

Thanks for replying (and sorry for my late reply), but I just need an off-line unpacker, not a realtime streaming application.

All I need are sources for ogg that a) can compile to standard 68000. b) A (very small) routine to load & call the ogg "depack" routine. Could anyone direct me to such sources? (that was kind of my original request)

Thank you...

--

George Nakos AKA ggn/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet-trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

5664. Re: Limiting memory for a program

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-11 06:59:24 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.07.11.06.59.24.132456@nossspamXXatari-source.com>
Source record: 283

On Sat, 21 Jun 2003 22:10:11 +0000, Djordje Vukovic wrote:

> Hi;
>
> I would be thankful for some hints on the proper way to limit memory
> permitted to a program to be started in a multitasking environment
> (e.g. Mint or Magic, and the parent is supposed to be a shell aplication).
>
> Thanx in advance.

Under MagiC you'd use the application prefrences of that particular
program. Under MiNT I'd imagine you'd use some form of ulimit.

Mark
http://atari-source.com

5665. VDI functions

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-12 18:35:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200307122035.a25394@b.maus.de>
Source record: 284

```
Hello!

Have some a doku from this functions and can send it to me?

-------------------------------cut-------------------------------
224,100 vs_backmap SpeedoGDOS 5.1
224,101 vs_outmode SpeedoGDOS 5.1
224,105 vs_use_fonts SpeedoGDOS 5.1
225 vqt_drv_avail SpeedoGDOS 5.1
226,1 v_set_cachedir SpeedoGDOS 5.1
226,2 v_get_cachedir SpeedoGDOS 5.1
226,3 v_def_cachedir SpeedoGDOS 5.1
226,4 v_clr_cachedir SpeedoGDOS 5.1
226,5 v_delete_cache SpeedoGDOS 5.1
226,6 v_save_cache SpeedoGDOS 5.1
233 v_mono_ftext SpeedoGDOS 5.1
240,4200 vqt_real_extent_unicode
240 vqt_f_extent16
243,31 v_fgetoutline SpeedoGDOS 5.0d
255,100 vqt_cacheinfo SpeedoGDOS 5.1
-------------------------------cut-------------------------------

Gerhard
```

5666. gemlib 0.42.99-20030714 released

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-15 20:53:06 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <oprsddmsmfbi3vdq@news.free.fr>
Source record: 285

Hello,

gemlib beta release "14th july 2003" is here
http://arnaud.bercegeay.free.fr/gemlib

You'll find there the sources (tgz), and the library already compiled for
purec, sozobonx, gcc 2.95 and gcc 2.81 (zip).

For sparemint users, a RPM is available here:
http://sparemint.atariforge.net/beta/

For more details, the ChangeLog is at the usual place
http://sparemint.atariforge.net/cvs/ChangeLog.lib

Please, test this lib and report any pb.
If all is ok, this beta release will become the next official gemlib
release 0.43.0.

best regards,
Arnaud.

--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5667. Re: atari compendium

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-19 21:22:36 UTC
From: username <e-mail@adress>
Message-ID: <3f19b69f$0$49099$e4fe514c@news.xs4all.nl>
Source record: 286

"Arnaud BERCEGEAY" <arnaud.bercegeay@free.fr> wrote in message
news:oprqw7iyolbi3vdq@news.free.fr...
> Hello,
>
> >> Does anybody know, if there is an CD ROM version available ?
> >
> > Yes there is. Inface there was an Internet online website that it had.
> > Not sure if it exist anymore.
>
> http://www.fortunecity.com/skyscraper/apple/308/html/toc.htm
>
> best regards,
> Arnaud.
>

careful: the mentioned web site tries to install spyware (gator) on your pc!

5668. Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-20 22:45:16 UTC
From: Kai Sch&#65533;lke <kai.schuelke@gmx.net>
Message-ID: <bff621$4d9$1@lacerta.tiscalinet.it>
Source record: 287

Hello Group,

I longkept dream has been fulfilled yesterday. I got a Falcon! Because I am a total Atari Newbie I'm searching the web for Informantions, HowTo's, etc... But those doc's don't answer an important question:

I would like to use it for programming (have touched the 68k during my job), but don't know which language to chose. My job requiers Ada, so I want a different language;-)) As far as I know till now a typical choice would be GFA-Basic and an Assembler. Any other suggestions?

Thanks a lot

Kai Schuelke

5669. Re: Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-20 23:47:55 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.rkjeqmri@localhost>
Source record: 288

Hiya,

> I would like to use it for programming (have touched the 68k during
> my job), but don't know which language to chose. My job requiers Ada,
> so I want a different language;-)) As far as I know till now a
> typical choice would be GFA-Basic and an Assembler. Any other
> suggestions?

If you go for GFA-Basic, a good place to start looking for tutorials
and patches is Lonny Pursells website:

http://www.q1.net/~atari/

Regards,

Joakim

http://www.ataricq.org

5670. Re: Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-21 01:47:41 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F1B6194.7E3029BB@ev1.net>
Source record: 289

```
"Kai Schï¿½lke" wrote:
>
> Hello Group,
>
> I longkept dream has been fulfilled yesterday. I got a Falcon! Because I am
> a total Atari Newbie I'm searching the web for Informantions, HowTo's,
> etc... But those doc's don't answer an important question:
>
> I would like to use it for programming (have touched the 68k during my job),
> but don't know which language to chose. My job requiers Ada, so I want a
> different language;-)) As far as I know till now a typical choice would be
> GFA-Basic and an Assembler. Any other suggestions?
>
Get a good C compiler. Many on this NG can suggest good ones
for you...

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

5671. Re: Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-21 04:35:26 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <0brmhv88ccnkt8fhopvi9852qui1sh2qkn@4ax.com>
Source record: 290

HiSoft Basic is very good.

Also try Lattice C.

I am selling all my Lattice C books and software.

Check ebay.

On Mon, 21 Jul 2003 00:45:16 +0200, "Kai Schï¿½lke"
<kai.schuelke@gmx.net> wrote:

>Hello Group,
>
>I longkept dream has been fulfilled yesterday. I got a Falcon! Because I am
>a total Atari Newbie I'm searching the web for Informantions, HowTo's,
>etc... But those doc's don't answer an important question:
>
>I would like to use it for programming (have touched the 68k during my job),
>but don't know which language to chose. My job requiers Ada, so I want a
>different language;-)) As far as I know till now a typical choice would be
>GFA-Basic and an Assembler. Any other suggestions?
>
>Thanks a lot
>
>Kai Schuelke
>

5672. Re: Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-21 08:14:07 UTC
From: username <e-mail@adress>
Message-ID: <3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl>
Source record: 291

"Kai Sch�lke" <kai.schuelke@gmx.net> wrote in message
news:bff621$4d9$1@lacerta.tiscalinet.it...
> Hello Group,
>
> I longkept dream has been fulfilled yesterday. I got a Falcon! Because I
am
> a total Atari Newbie I'm searching the web for Informantions, HowTo's,
> etc...

```
Just curious: you are an atari newbie, yet owning a falcon is a longkept
dream? can you explain this?
```

5673. Re: Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-21 16:25:22 UTC
From: Kai Sch&#65533;lke <kai.schuelke@gmx.net>
Message-ID: <bfh45m$t31$1@lacerta.tiscalinet.it>
Source record: 292

"username" <e-mail@adress> schrieb im Newsbeitrag
news:3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl...
>
> "Kai Sch&#65533;lke" <kai.schuelke@gmx.net> wrote in message
> news:bff621$4d9$1@lacerta.tiscalinet.it...
> > Hello Group,
> >
> > I longkept dream has been fulfilled yesterday. I got a Falcon! Because I
> am
> > a total Atari Newbie I'm searching the web for Informantions, HowTo's,
> > etc...
>
> Just curious: you are an atari newbie, yet owning a falcon is a longkept
> dream? can you explain this?

I always wanted to have a look outside the mainstream, but till few years ago my parents bought my computers for me ;-))
But i kept reading all sorts of books and magazines. The ones that interested me most were the Falcon and the Acorn Archimedes / RiscPC series. I don't want to spend several hundred Euros/$ for a "toy" (I do my work on PC, and that works for me). On saturday I finally stumbled across a never used and original packed Falcon with a SM144 for 25Euro, so I couldn't resist. That's all the story...

So could you recommend me a good/useful/"widespread" software-setup for programming the beast?

ReadU

Kai

5674. Re: Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-21 18:32:48 UTC
From: username <e-mail@adress>
Message-ID: <3f1c31d4$0$49111$e4fe514c@news.xs4all.nl>
Source record: 293

"Kai Sch�lke" <kai.schuelke@gmx.net> wrote in message
news:bfh45m$t31$1@lacerta.tiscalinet.it...
>
> "username" <e-mail@adress> schrieb im Newsbeitrag
> news:3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl...
> >
> > "Kai Sch�lke" <kai.schuelke@gmx.net> wrote in message
> > news:bff621$4d9$1@lacerta.tiscalinet.it...
> > > Hello Group,
> > >
> > > I longkept dream has been fulfilled yesterday. I got a Falcon! Because
I
> > am
> > > a total Atari Newbie I'm searching the web for Informantions, HowTo's,
> > > etc...
> >
> > Just curious: you are an atari newbie, yet owning a falcon is a longkept
> > dream? can you explain this?
>
> I always wanted to have a look outside the mainstream, but till few years
> ago my parents bought my computers for me ;-))
> But i kept reading all sorts of books and magazines. The ones that
> interested me most were the Falcon and the Acorn Archimedes / RiscPC
series.
> I don't want to spend several hundred Euros/$ for a "toy" (I do my work on
> PC, and that works for me). On saturday I finally stumbled across a never
> used and original packed Falcon with a SM144 for 25Euro, so I couldn't
> resist. That's all the story...
>
> So could you recommend me a good/useful/"widespread" software-setup for
> programming the beast?

```
Ah! for 25 euro, I would definately buy a falcon!!!
I use to own a STFM, I programmed it using GFA basic and C, not sure what C
compiler I used, though, it was a free compiler...
The fact that I didn't have a colour screen and the fact that at my work (at
the time) we use X windows, made me switch to linux at home. PC hardware was
the best choice to run linux so, thats where my atari was left behind....
Falcons and TT's were too expensive, so I never owned one....
```

5675. Re: Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-22 07:35:05 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbhppe2.1st.atari@core.preferuje.luzik.pl>
Source record: 294

On Mon, 21 Jul 2003 18:25:22 +0200, Kai Schďż˝lke <kai.schuelke@gmx.net> had a noticeable pleasure while writting:

>
> "username" <e-mail@adress> schrieb im Newsbeitrag
> news:3f1ba0d5$0$49104$e4fe514c@news.xs4all.nl...
>>
>> "Kai Schďż˝lke" <kai.schuelke@gmx.net> wrote in message
>> news:bff621$4d9$1@lacerta.tiscalinet.it...
>> > Hello Group,
>> >
>> > I longkept dream has been fulfilled yesterday. I got a Falcon! Because I
>> am
>> > a total Atari Newbie I'm searching the web for Informantions, HowTo's,
>> > etc...
>>
>> Just curious: you are an atari newbie, yet owning a falcon is a longkept
>> dream? can you explain this?
>
> I always wanted to have a look outside the mainstream, but till few years
> ago my parents bought my computers for me ;-))
> But i kept reading all sorts of books and magazines. The ones that
> interested me most were the Falcon and the Acorn Archimedes / RiscPC series.
> I don't want to spend several hundred Euros/$ for a "toy" (I do my work on
> PC, and that works for me). On saturday I finally stumbled across a never
> used and original packed Falcon with a SM144 for 25Euro, so I couldn't
> resist. That's all the story...

Using SM144 you will not ess much. You may connect your Falcon to TV Set, or VGA monitor (but this will require interface like for SM144). There you will have color modes and all fun.

The best choice is special multi-sync monitor that ia able to work with vertical frequencies starting from 15kHz (ordinary VGA can do from 31kHz up).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5676. Re: Programming the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2003-07-22 21:45:01 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <bfkbf3sbg1@news.uni-kl.de>
Source record: 295

Hi!

> I would like to use it for programming (have touched the 68k during my job),
> but don't know which language to chose. My job requiers Ada, so I want a
> different language;-)) As far as I know till now a typical choice would be
> GFA-Basic and an Assembler. Any other suggestions?

Assembler is a lot of fun! Have a look here:

http://www.dhs.nu/files_code.php

I always use the Turbo Assembler (very very good!) for 68K and DSPdit
with QuickDSP for the DSP. Both together are a relly powerful combination.
I think the link above only contains the ST/TT-Version of TurboAss.

Here should be the Falcon-version:

ftp://ftp.inf.tu-dresden.de/software/atari/Programs/Programming

Additionally there is bugaboo, a very good debugger.

Greetings,
Matthias

5677. Discette

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-14 17:24:43 UTC
From: Marvin Kastner <marvin@rettungstauchen.org>
Message-ID: <bhggjj$holq$1@ID-177252.news.uni-berlin.de>
Source record: 296

Hello!
I've got a Atari-Discette, but I havn't got an Atari-computer, but a
Microsoft.
Who can send me a link to help me!
Thank you!
Marvin

5678. Re: Discette

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-14 18:41:55 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bhgl5jbus1@reader2.panix.com>
Source record: 297

If it is running Windows 95 it will read it. Anything else might, but try
opening it in Explorer, because some apps will not read it directly.

I do not know what program is required if those suggestions do not work,
but they have been posted in this group before, and may be posted again.

Marvin Kastner <marvin@rettungstauchen.org> writes:

: Hello!
: I've got a Atari-Discette, but I havn't got an Atari-computer, but a
: Microsoft.
: Who can send me a link to help me!
: Thank you!
: Marvin

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5679. Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-17 21:09:56 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f3fd304.0@entanet>
Source record: 298

Hi all,

In my office, I was asked to do some set-up work on a Linux
PC (SUSE). Part of the set-up was to get the printer working
with CUPS (Common Unix Printer Service or something like that).

CUPS provides Linux with printer support for hundreds of printers
so I became interested. Presumably the FreeMint developers have
heard of CUPS but it was new to me.

I had a quick look on a Linux website to see what was required to
install CUPS. Much of the software has all ready been ported to
FreeMint but I didn't have time to check all the version numbers.

If it could be ported to FreeMint, and I realise that it would take
a lot of work to do this, I doubt it would work directly with GEM
but adapting a VDI to work with CUPS sounds more feasible
than writing printer drivers.

Is anyone considering this as a solution to the printer driver
problems ?

regards,

Peter

5680. Re: Discette

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-19 16:06:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d191@comcast.net>
Source record: 299

>Hello!
>I've got a Atari-Discette, but I havn't got an Atari-computer, but a
>Microsoft.
>Who can send me a link to help me!
>Thank you!
>Marvin

The PC will read it, but that is about it. If you want to run it,
I suggest either running an Atari emulator on your PC or else just
go out and buy an Atari.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5681. Re: Discette

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-20 14:03:23 UTC
From: Marvin Kastner <marvin@rettungstauchen.org>
Message-ID: <bhvv22$3n1dd$1@ID-177252.news.uni-berlin.de>
Source record: 300

```
"> The PC will read it, but that is about it. If you want to run it,
> I suggest either running an Atari emulator on your PC or else just
> go out and buy an Atari.

The discette is making for the first Atari-version (without MS-DOS-Support).
```

5682. Using blitter for IDE access?

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-20 23:57:27 UTC
From: "a@b.c" <a@b.com>
Message-ID: <HVT0b.795358$3C2.17992871@news3.calgary.shaw.ca>
Source record: 351

Hi,
Does anyone know how the blitter can be used to do IDE transfers on the Falcon?Also, why would you want to? Thanks.

Nicholas

5683. Graphics routines in C

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-21 08:37:00 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3F4484AC.6030503@club-internet.fr>
Source record: 352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

Taking again the programming of Icon Extract after several tests for Rodolphe on the CT60, I will like to know if one among you know some routines of transfer of pallet of 256 colors towards another 256 colors. I am explained: by reading the pallets of the Windows icons to format ICO, CUR, and ANI, the pallet 256 colors is always different from that of Falcon. It thus should be adapted to just, my current routines try to find color RVB nearest and that functions well. I will want to optimize the speed of the treatment and I am certain that there is an algorithm already existing faster than mine. I search on Internet, but I anything out of C would you have do not find sought some tracks?

In the same way, I use my routines to transfer from the icons 24 and 32 bits to 256 colors. The more there are colors, the more the treatment is long to find value RVB corresponding. Also, if you have tracks (without using options of dithering), you would help me well. Thank you for your assistance.

Florent

5684. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-21 17:41:42 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0308211938030.14782-100000@feanor.schunter.etc.tu-bs.de>
Source record: 353

Hi, Peter!

PS> If it could be ported to FreeMint, and I realise that it would take a
PS> lot of work to do this, I doubt it would work directly with GEM but
PS> adapting a VDI to work with CUPS sounds more feasible than writing
PS> printer drivers.

I'm sure CUPS can fully be controlled by command line tools, but if there
are GUIs for this, it surely was nice to re-do them for GEM. And yes, that
was probably much simpler than writing a huge set of printer drivers...

PS> Is anyone considering this as a solution to the printer driver
PS> problems ?

I think it was a good approach!

Regards,

Alexander

5685. Re: Discette

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-22 23:29:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f4652f09c4390@comcast.net>
Source record: 354

>
>"> The PC will read it, but that is about it. If you want to run it,
>> I suggest either running an Atari emulator on your PC or else just
>> go out and buy an Atari.
>
>The discette is making for the first Atari-version (without MS-DOS-Support).

Well then, you need to find someone who has an Atari who can read
it, then they could transfer it to a disk that is readable by your
PC. I could do it, if you want to send it to me. I could just
email you the contents of the disk in a zipped file.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5686. Re: Using blitter for IDE access?

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-25 13:28:41 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbkk2p6.1ns.atari@core.preferuje.luzik.pl>
Source record: 355

On Wed, 20 Aug 2003 23:57:27 GMT, a@b.c <a@b.com> had a noticeable pleasure while writting:
> Hi,
> Does anyone know how the blitter can be used to do IDE transfers on the
> Falcon?Also, why would you want to? Thanks.

Blitter for IDE transfers? How? Where? When? Btw, do not use blitter on
Falcon becouse it causes a lot of problems on accelerated ones.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5687. Re: Using blitter for IDE access?

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-25 14:05:17 UTC
From: "a@b.c" <a@b.com>
Message-ID: <xlo2b.835409$ro6.16567123@news2.calgary.shaw.ca>
Source record: 356

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnbkk2p6.1ns.atari@core.preferuje.luzik.pl...
> On Wed, 20 Aug 2003 23:57:27 GMT, a@b.c <a@b.com> had a noticeable
pleasure while writting:
> > Hi,
> > Does anyone know how the blitter can be used to do IDE transfers on the
> > Falcon?Also, why would you want to? Thanks.
>
> Blitter for IDE transfers? How? Where? When? Btw, do not use blitter on
> Falcon becouse it causes a lot of problems on accelerated ones.
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

Shdriver.sys does a check for the existence/status of a blitter and
depending on the result of this check prints either "Doing programmed I/O
for ide" or "Using blitter for ide access", but I've never heard read
anything that would explain why or how.

Nicholas

5688. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-25 17:31:14 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f4a2bc2.0@entanet>
Source record: 357

On 21 Aug 2003 19:41:42 , Alexander Beuscher wrote:
>
> Hi, Peter!
>
>PS> If it could be ported to FreeMint, and I realise that it would take a
>PS> lot of work to do this, I doubt it would work directly with GEM but
>PS> adapting a VDI to work with CUPS sounds more feasible than writing
>PS> printer drivers.
>
>I'm sure CUPS can fully be controlled by command line tools, but if there
>are GUIs for this, it surely was nice to re-do them for GEM. And yes, that
>was probably much simpler than writing a huge set of printer drivers...
>
>
>PS> Is anyone considering this as a solution to the printer driver
>PS> problems ?
>
>I think it was a good approach!
>
>
> Regards,
>
> Alexander

Now I can't find the link for the CUPS dependancies (typical
isn't it). I was hoping to be able to list what has all ready
been ported to Mint and the version number differences.

These links provide some basic information about CUPS:

http://www.cups.org/
http://www.cups.org/documentation.php

http://www.freshports.org/print/cups/

CUPS replaces the normal lpr printer commands so I presume
VDI would have to mimic the calls to CUPS made by unix
apps.

Regards,

Peter

5689. Re: Using blitter for IDE access?

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-25 22:55:51 UTC
From: Laurent Desnogues <laurent.desnogues@wanadoo.fr>
Message-ID: <bie44heml1@news-reader2.wanadoo.fr>
Source record: 358

"a@b.c" <a@b.com> a �crit dans le message news:
xlo2b.835409$ro6.16567123@news2.calgary.shaw.ca...
[...]
> Shdriver.sys does a check for the existence/status of a blitter and
> depending on the result of this check prints either "Doing programmed I/O
> for ide" or "Using blitter for ide access", but I've never heard read
> anything that would explain why or how.

```
Perhaps does it use the blitter to transfer from a buffer
to memory, though I don't think it'd much help on a Falcon...

Laurent
```

5690. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-27 16:13:58 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>
Source record: 359

Hi, Peter!

PS> Now I can't find the link for the CUPS dependancies (typical
PS> isn't it). I was hoping to be able to list what has all ready
PS> been ported to Mint and the version number differences.

debian-aptitude shows these dependencies for the cupsys package
(1.1.19final-1):

libc6 >=2.3.1-1
libcupsimage2 >=1.1.19final-1
libcupsys2 >=1.1.19final-1
libgcc1 >=1:3.3-0pre9
libgnutls5 >=0.8.0-1
libpam0g >=0.76
libpaper
libslp1
libstdc++5 >=1:3.3-0pre9
zlib1g >=1:1.1.4
gs-esp
adduser >=3.12
debconf >=1.2.9

PS> CUPS replaces the normal lpr printer commands so I presume
PS> VDI would have to mimic the calls to CUPS made by unix
PS> apps.

I'm not sure where the drivers themselves are located, but I assume that
it was sufficient to port the right library and use its functionality from
within a TOS app or from within the GEMDOS. So one does not have to bother
with the whole daemon- networking- and administrative stuff that comes
with CUPS.

Regards,

Alexander

5691. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-28 13:37:51 UTC
From: thopman@uoguelph.ca
Message-ID: <ad6737ea.0308280537.2e25441c@posting.google.com>
Source record: 360

Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.44.0308271801140.1068-100000@feanor.schunter.etc.tu-bs.de>...
[...]
> I'm not sure where the drivers themselves are located, but I assume that
> it was sufficient to port the right library and use its functionality from
> within a TOS app or from within the GEMDOS. So one does not have to bother
> with the whole daemon- networking- and administrative stuff that comes
> with CUPS.

It seems to me that's exactly what CUPS _is_. It's basically a really
fancy spooler, not a driver or a collection thereof. Most *nix apps
will create Postscript, which is directed by CUPS to the correct
location, whether directly to a Postscript printer or first through a
filter/driver like Ghostscript and then to a non-Postscript printer.

If you're looking for drivers, it seems to me a project like
Gimp-Print is a better place to start. See
http://gimp-print.sourceforge.net/.

THeo

5692. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-29 21:54:42 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f4faf82.0@entanet>
Source record: 361

On 28 Aug 2003 06:37:51 , Theo Hopman wrote:
>Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.44.030827>1801140.1068-100000@feanor.schunter.etc.tu-bs.de>...
>[...]
>> I'm not sure where the drivers themselves are located, but I assume that
>> it was sufficient to port the right library and use its functionality from
>> within a TOS app or from within the GEMDOS. So one does not have to bother
>> with the whole daemon- networking- and administrative stuff that comes
>> with CUPS.
>
>It seems to me that's exactly what CUPS _is_. It's basically a really
>fancy spooler, not a driver or a collection thereof. Most *nix apps
>will create Postscript, which is directed by CUPS to the correct
>location, whether directly to a Postscript printer or first through a
>filter/driver like Ghostscript and then to a non-Postscript printer.
>
>If you're looking for drivers, it seems to me a project like
>Gimp-Print is a better place to start. See
>http://gimp-print.sourceforge.net/.
>
>THeo
>.

Maybe I misunderstood the stuff I was reading but the article
was boasting abou how many printers were supported by CUPS and
how it replaces lpr. That is why I got the impression it
included drivers.

Earlier today I gleaned the info below from the FreeBSD website
and added my own comments.

I'm sorry if I accidentally mislead anyone by thinking CUPS
is a printer driver system. However, whatever Linux and BSD use is
probably a suitable way of getting support for a large number
of modern printers on the TOS platform.

Regards,

Peter

cups-1.1.19.0
The Common UNIX Printing System: Metaport to install complete system
Long description | Package | Sources
Maintained by: ports@FreeBSD.org
Requires:
XFree86-libraries-4.3.0_5,

cups-base-1.1.19.0,
cups-lpr-1.1.19.0,
cups-pstoraster-7.07,
expat-1.95.6_1,
fontconfig-2.2.90_3,
freetype2-2.1.4_1,
ghostscript-gnu-7.07_3,
imake-4.3.0_1,
jpeg-6b_1,
pkgconfig-0.15.0,
png-1.2.5_2,
tiff-3.5.7_1

cups-base-1.1.19.0
The Common UNIX Printing System: headers, libs, & daemons
Long description | Package | Sources
Maintained by: ports@FreeBSD.org
Requires:
autoconf-2.53_1,
expat-1.95.6_1,
gettext-0.11.5_1,
gmake-3.80,
jpeg-6b_1,
libiconv-1.9.1_1,
m4-1.4_1,
png-1.2.5_2,
tiff-3.5.7_1

cups-lpr-1.1.19.0
The CUPS BSD and system V compatibility binaries (lp* commands)
Long description | Package | Sources
Maintained by: ports@FreeBSD.org
Requires:
autoconf-2.53_1,
expat-1.95.6_1,
gettext-0.11.5_1,
gmake-3.80,
jpeg-6b_1,
libiconv-1.9.1_1,
m4-1.4_1,
png-1.2.5_2,
tiff-3.5.7_1

cups-pstoraster-7.07
GNU Postscript interpreter for CUPS printing to non-PS printers
Long description | Package | Sources | Main Web Site
Maintained by: ports@FreeBSD.org
Requires:
XFree86-libraries-4.3.0_5,
cups-base-1.1.19.0,
expat-1.95.6_1,

fontconfig-2.2.90_3,
freetype2-2.1.4_1,
gettext-0.11.5_1,
ghostscript-gnu-7.07_3,
gmake-3.80,
imake-4.3.0_1,
jpeg-6b_1,
libiconv-1.9.1_1,
pkgconfig-0.15.0,
png-1.2.5_2,
tiff-3.5.7_1

Combined List of 18 items:

FreeBSD FreeMint(SpareMint)
------- ------------------

cups-base-1.1.19.0,
cups-lpr-1.1.19.0,
cups-pstoraster-7.07,

autoconf-2.53_1, 2.57-1
expat-1.95.6_1, 1.95.2
fontconfig-2.2.90_3,
freetype2-2.1.4_1, 2.0.4
gettext-0.11.5_1, 0.10.35
ghostscript-gnu-7.07_3, 6.50
gmake-3.80,
imake-4.3.0_1,
jpeg-6b_1, libjpeg 6b ?
libiconv-1.9.1_1, 1.6.1
m4-1.4_1, 1.4.1
pkgconfig-0.15.0,
png-1.2.5_2, libpng 1.0.11 ?
tiff-3.5.7_1 libtiff 3.5.5 ?
XFree86-libraries-4.3.0_5, XFree-86-devel 4.0.1 ?

Obviously the 3 CUPS components have not been ported, that leaves:

7 items ported with 2 at the correct version (autoconf and m4),
none of the others are very far behind the versions required by CUPS.
I don't know how important the versions are.

I think the 3 graphics components (jpeg, png and tiff) as well as
XFree-86 have been ported but I am not sure because of the slightly
different names.

The 4 remaining (gmake, imake, fontconfig and pkgconfig) don't seem
to have been ported.

If all of these items were ported then I belive that CUPS could
provide printer support to X-window applications running in the
X emulator under FreeMint.

This is where my idea gets a bit vague. To be any use to GEM applications the VDI would need to interface to CUPS and use the GEM font files.

Also, performance may not be great but let's not worry about that just yet.

With a USB port and driver software this may mean an end to the problem of having to use old printer drivers with even older printers.

5693. Re: Graphics routines in C

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-30 18:38:39 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <mi7721-8hk.ln1@sd.swampdog>
Source record: 362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LAFABRIE Florent wrote:

> Hello,
>
> Taking again the programming of Icon Extract after several tests for
> Rodolphe on the CT60, I will like to know if one among you know some
> routines of transfer of pallet of 256 colors towards another 256 colors.
> I am explained: by reading the pallets of the Windows icons to format
> ICO, CUR, and ANI, the pallet 256 colors is always different from that
> of Falcon. It thus should be adapted to just, my current routines try to
> find color RVB nearest and that functions well. I will want to optimize
> the speed of the treatment and I am certain that there is an algorithm
> already existing faster than mine. I search on Internet, but I anything
> out of C would you have do not find sought some tracks?
>
> In the same way, I use my routines to transfer from the icons 24 and 32
> bits to 256 colors. The more there are colors, the more the treatment is
> long to find value RVB corresponding. Also, if you have tracks (without
> using options of dithering), you would help me well. Thank you for your
> assistance.

It *might* be possible, that there is something of use within SDL (http:/
www.libsdl.org) or one of its support libraries. One of the extra modules
adds support for extra file formats.

--
Guy Harrison

5694. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-08-31 16:34:00 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0308311827230.776-100000@feanor.schunter.etc.tu-bs.de>
Source record: 363

PS> >If you're looking for drivers, it seems to me a project like
PS> >Gimp-Print is a better place to start. See
PS> >http://gimp-print.sourceforge.net/.

This is a good point as well...

Back to CUPS: Peters list makes me think that mainly cups-lpr and
cups-pstoraster packages will be needed for printing. That is not that
much. But still there has to be someone to do the port...

Regards,

Alexander

5695. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-01 12:49:05 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.56.0309011443220.12112@wh58-508.st.uni-magdeburg.de>
Source record: 364

Hello!

> Back to CUPS: Peters list makes me think that mainly cups-lpr and
> cups-pstoraster packages will be needed for printing. That is not that
> much. But still there has to be someone to do the port...

CUPS is only a printer framework that can be easily configured and
maintained through http.

Printer drivers are not part of CUPS itself (altough you can buy drivers).
Free drivers are mainly available through ghostscript and the gimp-driver
project. More informations are available on the linux printer driver
project site.

Sometime ago I compiled CUPS for FreeMiNT and got it working (the daemon
and the driver backends). It require lot of RAM, especially if you want to
print. Speed depend on the postscript rasterizer and is on an original
ATARI very slow (ghostscript it's not the fastest program).

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5696. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-03 07:48:21 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.56.0309030943310.12112@wh58-508.st.uni-magdeburg.de>
Source record: 365

Hello!

> Combined List of 18 items:
>
> FreeBSD FreeMint(SpareMint)
> ------- ------------------
>
> cups-base-1.1.19.0,
> cups-lpr-1.1.19.0,
> cups-pstoraster-7.07,
>
> autoconf-2.53_1, 2.57-1
> expat-1.95.6_1, 1.95.2
> fontconfig-2.2.90_3,
> freetype2-2.1.4_1, 2.0.4
> gettext-0.11.5_1, 0.10.35
> ghostscript-gnu-7.07_3, 6.50
> gmake-3.80,
> imake-4.3.0_1,
> jpeg-6b_1, libjpeg 6b ?
> libiconv-1.9.1_1, 1.6.1
> m4-1.4_1, 1.4.1
> pkgconfig-0.15.0,
> png-1.2.5_2, libpng 1.0.11 ?
> tiff-3.5.7_1 libtiff 3.5.5 ?
> XFree86-libraries-4.3.0_5, XFree-86-devel 4.0.1 ?
>
>
> Obviously the 3 CUPS components have not been ported, that leaves:
>
> 7 items ported with 2 at the correct version (autoconf and m4),
> none of the others are very far behind the versions required by CUPS.
> I don't know how important the versions are.
>
> I think the 3 graphics components (jpeg, png and tiff) as well as
> XFree-86 have been ported but I am not sure because of the slightly
> different names.
>
> The 4 remaining (gmake, imake, fontconfig and pkgconfig) don't seem
> to have been ported.

imake is part of XFree86, gmake is already available (the package is
called make). expat, fontconfig, freetype2, XFree-86-devel are not
strictly neccessary. Btw. libs like png, tiff can be easily upgraded.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5697. Re: Discette

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-11 22:17:30 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3f60e66a@news.victoria.tc.ca>
Source record: 366

Marvin Kastner (marvin@rettungstauchen.org) wrote:
: Hello!
: I've got a Atari-Discette, but I havn't got an Atari-computer, but a
: Microsoft.
: Who can send me a link to help me!
: Thank you!
: Marvin

I did this exact same task using linux just a few days ago. I dual boot into redhat, but you shouldn't have to do that to use linux.

You can get various very small distributions of liunux (i.e. 3-4 diskettes only) that install and run "on top of" DOS/Windows using the existing dos file system. Unzip the linux distro into a directory, run linux-start.bat (or whatever it's called), and it boots into linux using your dos/windows file system. Now mount the atari diskette and copy the contents into a directory. Now reboot and you're back to dos/windows, and the atari files will be there on your hard disk where you put them.

If you use dos to format a diskette with the right density then that can be written to by the atari and the files can be read later from dos without any trouble. (If you buy high density disks then you might have to tape over the high density hole before dos will format at a low density.)

The linux installed as mentioned above can be useful for other tasks or your own interest, and takes very little space.

I have very successfully used mini-linux from within dos for other tasks in the past. That distro is very old now, but there are also other newer distros that work the same way (i.e. they are small and require no changes to your dos/window system to install.)

5698. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-14 13:57:59 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f6457c7.0@entanet>
Source record: 367

On 1 Sep 2003 14:49:05 +, Frank Naumann wrote:
>Hello!
>
>> Back to CUPS: Peters list makes me think that mainly cups-lpr and
>> cups-pstoraster packages will be needed for printing. That is not that
>> much. But still there has to be someone to do the port...
>
>CUPS is only a printer framework that can be easily configured and
>maintained through http.
>
>Printer drivers are not part of CUPS itself (altough you can buy drivers).
>Free drivers are mainly available through ghostscript and the gimp-driver
>project. More informations are available on the linux printer driver
>project site.
>
>Sometime ago I compiled CUPS for FreeMiNT and got it working (the daemon
>and the driver backends). It require lot of RAM, especially if you want to
>print. Speed depend on the postscript rasterizer and is on an original
>ATARI very slow (ghostscript it's not the fastest program).
>
>
>Ciao
> ...Frank
>
>--
>ATARI FALCON 040 // MILAN 060

^^^^^^^^^^^^^^^^^^^^^^

I knew it would be slow on standard Atari's but printing to high res
printers is slow on them anyway and they still have the option of
using NVDI or other GDOS replacements. I don't think anyone with an
ST will be printing an A4 image at 1400dpi ;-)

It would be great to have the option for people with faster machines
and I would love to be able to get the best out of my Canon when
higher quality output is needed. The NVDI drivers only work with
360dpi :-(

What do you think of the idea of linking the printer driver to the
VDI ? Do Gimp-print and Ghostscript just print the postscript output
from Unix apps ?

To use some of the cheaper printers there is still the problem of
USB but that's another thread.

Redards,

Peter

Milan 060 - 144Mbyte

5699. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-17 07:20:02 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0309170918250.28008@wh58-508.st.uni-magdeburg.de>
Source record: 368

Hello!

> What do you think of the idea of linking the printer driver to the
> VDI ?

This is an interesting idea. It should be enough if the VDI driver output
an image like gif or tiff.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5700. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-19 00:20:11 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f6a2f9b.0@entanet>
Source record: 369

On 17 Sep 2003 09:20:02 , Frank Naumann wrote:
>Hello!
>
>> What do you think of the idea of linking the printer driver to the
>> VDI ?
>
>This is an interesting idea. It should be enough if the VDI driver output
>an image like gif or tiff.

NVDI can produce an IMG file and I think it could produce
Postscript if the correct printer driver is installed but I
don't know if it can send this to a file.

I know it uses .SYS files for each of the drivers e.g. IMG.SYS
but there isn't a TIFF.SYS

A TIFF file would be huge though. I have a problem with printing
some documents because NVDI creates temporary files on my boot
partition which is only 64Mb. If I ever get my second disk working
reliably it will be 400Mb but other people will have similar
problems. I haven't worked out how to get NVDI to use another
partition (is it the SPOOLPATH ?)

I wonder if GIMP does something similar, converting PS
to TIFF to send to non-postscript printers ?

Regards,

Peter

5701. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-19 07:32:00 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <bkebd4$1go$1@server4.gts.cz>
Source record: 370

Hi!

GIMP can quietly generate PS and ghostscript will convert it to whatever
if required (IIRC this is the way it works in Linux/Unix).

BTW: I already had an idea to create VDI -> PS driver for fVDI. It would
be something like the ARAnyM screen driver, but the output would be
postscript.

best regards

STan

Peter Slegg wrote:
> On 17 Sep 2003 09:20:02 , Frank Naumann wrote:
>
>>Hello!
>>
>>
>>>What do you think of the idea of linking the printer driver to the
>>>VDI ?
>>
>>This is an interesting idea. It should be enough if the VDI driver output
>>an image like gif or tiff.
>
>
> NVDI can produce an IMG file and I think it could produce
> Postscript if the correct printer driver is installed but I
> don't know if it can send this to a file.
>
> I know it uses .SYS files for each of the drivers e.g. IMG.SYS
> but there isn't a TIFF.SYS
>
> A TIFF file would be huge though. I have a problem with printing
> some documents because NVDI creates temporary files on my boot
> partition which is only 64Mb. If I ever get my second disk working
> reliably it will be 400Mb but other people will have similar
> problems. I haven't worked out how to get NVDI to use another
> partition (is it the SPOOLPATH ?)
>
> I wonder if GIMP does something similar, converting PS
> to TIFF to send to non-postscript printers ?
>
> Regards,
>
> Peter

5702. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-22 11:48:52 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0309221342150.28008@wh58-508.st.uni-magdeburg.de>
Source record: 371

Hello!

> >This is an interesting idea. It should be enough if the VDI driver output
> >an image like gif or tiff.
>
> NVDI can produce an IMG file

IMG is very unusable from the view of unix tools (I don't know any open
source converter that can read IMG).

> and I think it could produce
> Postscript if the correct printer driver is installed

I don't know about any NVDI/VDI related printer driver that create
postscript.

> A TIFF file would be huge though. I have a problem with printing
> some documents because NVDI creates temporary files on my boot
> partition which is only 64Mb. If I ever get my second disk working
> reliably it will be 400Mb but other people will have similar
> problems. I haven't worked out how to get NVDI to use another
> partition (is it the SPOOLPATH ?)

Btw. harddisc space, under cups the rasterizer for non postscript printers
(like ghostscript) will also completly buffer the rasterized printer data
on harddisc (for a decent resolution this are lot of megabytes).

> I wonder if GIMP does something similar, converting PS
> to TIFF to send to non-postscript printers ?

No, PS can be directly used (but in case of GIMP the PS only contain the
graphic data which is just a plain bitmap)

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5703. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-25 00:49:37 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f721f81.0@entanet>
Source record: 372

On 22 Sep 2003 13:48:52 , Frank Naumann wrote:
>Hello!
>
>> >This is an interesting idea. It should be enough if the VDI driver output
>> >an image like gif or tiff.
>>
>> NVDI can produce an IMG file
>
>IMG is very unusable from the view of unix tools (I don't know any open
>source converter that can read IMG).

I thought so but it does show that it is feasible. It's a pity 2b aren't
contactable.

>> and I think it could produce
>> Postscript if the correct printer driver is installed
>
>I don't know about any NVDI/VDI related printer driver that create
>postscript.

Are none of the LaserJet driver PS ?

>> A TIFF file would be huge though. I have a problem with printing
>> some documents because NVDI creates temporary files on my boot
>> partition which is only 64Mb. If I ever get my second disk working
>> reliably it will be 400Mb but other people will have similar
>> problems. I haven't worked out how to get NVDI to use another
>> partition (is it the SPOOLPATH ?)
>
>Btw. harddisc space, under cups the rasterizer for non postscript printers
>(like ghostscript) will also completly buffer the rasterized printer data
>on harddisc (for a decent resolution this are lot of megabytes).
>
>> I wonder if GIMP does something similar, converting PS
>> to TIFF to send to non-postscript printers ?
>
>No, PS can be directly used (but in case of GIMP the PS only contain the
>graphic data which is just a plain bitmap)
>
I am not clear anymore exactly what GIMP/CUPS/Ghostscript are doing.
Originally I thought GIMP was the driver software.

Regards,

Peter

5704. [PROG] Need Milan MVDI drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-25 13:46:42 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <2krukb.i17.ln@127.0.0.1>
Source record: 373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello,

I would like to check if the docs I have about MVDI support (special XBIOS functions for Milan VDI) are right. To this end, I need the drivers themselves. These ones, when installed, add a cookie _VDI. If you have a Milan, and these drivers, could you send it to me ? Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5705. Re: Printer drivers

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-26 21:05:38 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0309262259300.24100@wh58-508.st.uni-magdeburg.de>
Source record: 374

Hello!

> >I don't know about any NVDI/VDI related printer driver that create
> >postscript.
>
> Are none of the LaserJet driver PS ?

I'm sure that NVDI send rasterized data and no postscript.

> I am not clear anymore exactly what GIMP/CUPS/Ghostscript are doing.
> Originally I thought GIMP was the driver software.

This is a complex framework. CUPS is the manager: wait/enqueue/priorize
print jobs, invoke the rasterizer if neccessary and send it to the printer
(via various protocols, parallel port is only one method).

The GIMP drivers don't print directly to the printer, they only rasterize
the print job.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5706. Milan IDE DMA

Newsgroup: comp.sys.atari.programmer
Date: 2003-09-29 00:08:37 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f775be5.0@entanet>
Source record: 375

I have found that one of the biggest bottlenecks on the Milan is caused by the lack of DMA when using IDE drives. Throughput is around 2000KBtye per second.

The SCSI driver uses DMA and can go up to 4.5Mb/s. It could be higher but is limited to asynchronous transfers. The only SCSI I have is an EZ Flyer so can't really confirm the preformance.

Is anybody in a position to create an IDE driver, like the SCSI driver, that would use DMA ? It's not an easy task I imagine but it would make a huge improvement in performance for disk intensive activities like playing mpg's and avi's with Aniplayer.

Regards,

Peter

5707. Announcement: cc65 v2.9.3 is out!

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-16 16:57:49 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <dmimmb.4fb.ln@news.musoftware.de>
Source record: 376
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.oric

I'm proud to announce cc65 version 2.9.3. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore VIC20 (contributed by Steve Schmidtke <steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116 and Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)

- The Oric Atmos (this one is BETA!).

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

This is a maintenance release that contains bug fixes for version 2.9.2 (see http://www.cc65.org/bugs.php for a list). In addition, the current development versions of the ca65html and da65 applications (an assembler source to HTML converter and a disassembler) have been backported. Apart from these two exceptions, there are no new features in the release!

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target

systems you need the compiler RPM package *and* one of the target machine packages.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages.

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

Thanks to all who sent feedback and suggestions, and of course to anyone who helped developing cc65!

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
6:56pm up 4 days, 21:49, 14 users, load average: 0.00, 0.28, 0.42

5708. Hotway

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-24 22:11:16 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f998764.0@entanet>
Source record: 377

Yesterday I wandered over to Sourcforge looking for some
software info.

On the front page there was an item about the Hotway Daemon.
It provides access to html mailboxes like Hotmail from a
normal pop3 mail program.

I wonder if this would work under Mint ?

One day I really must get the Freemint development stuff
installed, when I get the big hard-disk working that is.

Regards,

Peter

5709. Re: Hotway

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-26 19:28:10 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <ntnt61-5411.ln1@sd.swampdog>
Source record: 378

Peter Slegg wrote:

> Yesterday I wandered over to Sourcforge looking for some
> software info.
>
> On the front page there was an item about the Hotway Daemon.
> It provides access to html mailboxes like Hotmail from a
> normal pop3 mail program.

Just took a quick look. Not actually downloaded or tried it etc.

> I wonder if this would work under Mint ?

Theoretically it could, it being a daemon - shouldn't have too much in the way of runtime requirements, except maybe memory.

> One day I really must get the Freemint development stuff
> installed, when I get the big hard-disk working that is.

This is the best approach. You never can tell until you start compiling something. There are two dependancies mentioned on the web page - libghttp and libxml2. Probably be the dependancies for that pair which will be the deciding factor.

--
Guy Harrison

5710. Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-29 16:10:35 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0310290810.4188f022@posting.google.com>
Source record: 379
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Hi All

I am hoping to get true ethernet networking on my Falcon and my TT. I am having a hard time finding a 'step by step' guide to implementing this using the built-in TOS, and harder time finding out how with alternate OS's that I can't seem to get much data on (MultiTOS, MiNT, MagiC).

I did find a couple of VERY simple ethernet interfaces that seem ideal to the task (they are so simple that the Atari 8-bit forums are using them with the 8-bit cartride port!) The links are:
http://www.embeddedether.net (about $50.00US)
http://www.embeddedethernet.com (about $70.00US)

Is there anyone in the 16/32 bit community that is familiar with these and/or has implemented them?

Is there any site that has a 'step by step' guide to getting an ethernet connection up? How about for file and printer sharing (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp, ssh)?

Has anyone used the 'LAN' port on the Falcon or TT to get netowking up with Linux (or other OS)?

Is there a more appropriate forum for these questions?

I have spent quite some time searching the internet, have I missed some usefull sites (probably...)?

I really want to get my Atari's talking to my Linux and Winblows systems, I have a Linux RAID 5 server with DAT backup and that is where I want to store most of my working files and software backups.

Larry

5711. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-29 16:36:45 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <taqonb-pe5.ln@speaker.rodsbooks.com>
Source record: 381
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <4bdbad34.0310290810.4188f022@posting.google.com>,
Larry@unicode.com (Larry T.) writes:
>
> I did find a couple of VERY simple ethernet interfaces that seem ideal
> to the task (they are so simple that the Atari 8-bit forums are using
> them with the 8-bit cartride port!) The links are:
> http://www.embeddedether.net (about $50.00US)
> http://www.embeddedethernet.com (about $70.00US)
>
> Is there anyone in the 16/32 bit community that is familiar with these
> and/or has implemented them?

I'm not familiar with the interfaces to which you link, but there is a
project that provides Ethernet via the ST/TT's cartridge port or the ACSI
port:

http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm
http://hardware.atari.org/ether/index.htm

> Is there any site that has a 'step by step' guide to getting an
> ethernet connection up? How about for file and printer sharing
> (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp,
> ssh)?

There's lots of software for doing many of these things, but I've not yet
dug into them much, so I can't provide specific pointers.

> Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> with Linux (or other OS)?

AFAIK, those ports are useless as anything but high-speed serial ports; to
the best of my knowledge, nobody's written any software to let them
function as network ports.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

5712. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-29 16:40:48 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbpvqb4.ab1.atari@core.preferuje.luzik.pl>
Source record: 380
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

On 29 Oct 2003 08:10:35 -0800, Larry T. <Larry@unicode.com> had a noticeable pleasure while writting:

1. Please avoid crossposting in the future

> I am hoping to get true ethernet networking on my Falcon and my TT. I
> am having a hard time finding a 'step by step' guide to implementing
> this using the built-in TOS, and harder time finding out how with
> alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
> MagiC).
>
> I did find a couple of VERY simple ethernet interfaces that seem ideal
> to the task (they are so simple that the Atari 8-bit forums are using
> them with the 8-bit cartride port!) The links are:
> http://www.embeddedether.net (about $50.00US)
> http://www.embeddedethernet.com (about $70.00US)

The best solution atm. seems to be EtherneC device, see:
http://hardware.atari.org. It contains drivers for STiNG, MiNTNet and MagiCNet

> Is there any site that has a 'step by step' guide to getting an
> ethernet connection up? How about for file and printer sharing
> (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp,
> ssh)?

For MintNet setup is similar to Linux (Unix in general) setup. For MagiCNet
it is Unix-like too IIRC, for STiNG it is diffrent (there are guides in the
STiNG package)

NFS and SMB filesharing is possible under MiNTNet, I do not know about
pritersharing, but should be possible too. Internet acces is not a problem
(all standard apps are ported, and there are native ones).

> Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> with Linux (or other OS)?

I do not know about such solution.

> Is there a more appropriate forum for these questions?

I do not think so.

> I have spent quite some time searching the internet, have I missed
> some usefull sites (probably...)?

http://www.google.com
http://www.atari.org

FreeMiNT (MiNT, MultiTOS, MiNTNet): http://sparemint.atari.org,
http://www.freemint.de

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5713. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-30 02:23:23 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <kB_nb.2219$SV2.393@bignews3.bellsouth.net>
Source record: 382
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0310290810.4188f022@posting.google.com...
> Hi All
>
> I am hoping to get true ethernet networking on my Falcon and my TT. I
> am having a hard time finding a 'step by step' guide to implementing
> this using the built-in TOS, and harder time finding out how with
> alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
> MagiC).

MintNet is going to be your most flexable as far as the networking goes.
I also understand there is a version of MagiCNet that is very close to
MintNet...in that it can use alot of drivers and such.

For MintNet...you get the standard Unix things.
NFS for mounting hard drive partitions (across other machines that support NFS)
http servers like apache.
telent servers
ftp servers
etc....

Clientwise for MintNet....you get the unix standards like lynx, pine, etc...
Some Xwin 11 clients can also run under MintNet.
With a socket called GlueStik you can also run most, if not all of the
STik/STing clients/servers with MintNet.

STing is also quite good, tho' you'll have to rely on ftp for cross platform
file sharing. Between the two Atari Boxes however, there is a drive sharing
utility for STing where one can mount each machine's drive partitions to the
other's desk top. I forget what it's called (BNet I think?), but I do know it's
out there.

On the server end for STing....
There is a basic http server.
A Basic FTP server.
And a utility for mounting TOS/GEM hard drive partitions across the LAN.
AFAIK there isn't any standard file sharing protocol for STing such as NFS.

I do belive that with the STing archive, there is information on how to network
TOS/GEM machines using MIDI, Serial, LAN, and even the Printer ports. A TCP/IP
link between the machines in essence. As for clients that work via the TCP/IP
ring...there is the BNet thing I was talking about, and your usual STing clients
and servers like ftp and http.

Unless you go with an ethernet solution, the easiest way to connect two Ataris, is using the MIDI ports. The fastest way is to build a special printer cable that connects the two via parallel ports. One can also use a null modem cable. It may even be possible to turn the so called apple talk (lan port) into a null modem type connection?

Brian

5714. Re: Hotway

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-30 21:00:05 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3fa17bd5.0@entanet>
Source record: 383

On 26 Oct 2003 19:28:10 , Guy Harrison wrote:
>Peter Slegg wrote:
>
>> Yesterday I wandered over to Sourcforge looking for some
>> software info.
>>
>> On the front page there was an item about the Hotway Daemon.
>> It provides access to html mailboxes like Hotmail from a
>> normal pop3 mail program.
>
>Just took a quick look. Not actually downloaded or tried it etc.
>
>> I wonder if this would work under Mint ?
>
>Theoretically it could, it being a daemon - shouldn't have too much in the
>way of runtime requirements, except maybe memory.
>
>> One day I really must get the Freemint development stuff
>> installed, when I get the big hard-disk working that is.
>
>This is the best approach. You never can tell until you start compiling
>something. There are two dependancies mentioned on the web page - libghttp
>and libxml2. Probably be the dependancies for that pair which will be the
>deciding factor.

and they have dependancies etc...

Still it might be useful for some people but other things probably have
higher priority.

Regards,

Peter

5715. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-10-31 04:11:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310302011.2bd80acc@posting.google.com>
Source record: 384
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<taqonb-pe5.ln@speaker.rodsbooks.com>...
> In article <4bdbad34.0310290810.4188f022@posting.google.com>,
> Larry@unicode.com (Larry T.) writes:

> > Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> > with Linux (or other OS)?
>
> AFAIK, those ports are useless as anything but high-speed serial ports; to
> the best of my knowledge, nobody's written any software to let them
> function as network ports.

The LAN port is identical to and is wired to Modem 2. The only
practical use of this port is for connecting old Macintosh modems (you
don't need an adapter) or to avoid purchasing a switch box when you
have two serial devices (of course, only one can be on at any one
time).

Galen

5716. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-01 12:41:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fa355547f8790@comcast.net>
Source record: 385
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

>Hi All
>
>I am hoping to get true ethernet networking on my Falcon and my TT. I
>am having a hard time finding a 'step by step' guide to implementing
>this using the built-in TOS, and harder time finding out how with
>alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
>MagiC).
>
>I did find a couple of VERY simple ethernet interfaces that seem ideal
>to the task (they are so simple that the Atari 8-bit forums are using
>them with the 8-bit cartride port!) The links are:
>http://www.embeddedether.net (about $50.00US)
>http://www.embeddedethernet.com (about $70.00US)
>
>Is there anyone in the 16/32 bit community that is familiar with these
>and/or has implemented them?

Hello,

Check out the MyAtari online magazine site. In the October issue
there is an article I wrote called Broadband ST. I talk about
using the cartridge port of the ST to get access to the EtherNet.
This would also apply to the Falcon and the TT. I am using the
EtherNEC hardware device...

5717. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-05 01:52:45 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vqglvdlhnpj716@corp.supernews.com>
Source record: 386
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0310290810.4188f022@posting.google.com...
> Hi All
>
> I am hoping to get true ethernet networking on my Falcon and my TT.

I am also looking to do this. I need a Ethernet adaptor though. I did some reading on getting a Ethernet-SCSI adaptor. There are some drivers that are avail too:

http://www.anodynesoftware.com/ethernet/main.htm

I was wondering if anyone else has done this and where can we get compatible adaptors?

Atari TT030 4/16MB TOS 3.06
Atari Falcon030 4MB TOS 4.02
Atari 4160STe 4MB TOS 1.62
Tim

5718. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-05 02:31:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ygZpb.33957$SV2.27135@bignews3.bellsouth.net>
Source record: 387
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

> I am also looking to do this. I need a Ethernet adaptor though. I did some
> reading on getting a Ethernet-SCSI adaptor. There are some drivers that are
> avail too:
>
> http://www.anodynesoftware.com/ethernet/main.htm
>
> I was wondering if anyone else has done this and where can we get compatible
> adaptors?

Yes...I got my Dynalink adaptor from Roger himself at Anodyne, as he had a few in stock.
I've used it with my Falcon CT2B. It's not perfect, but yes, it does work, albeit you're limited to STing and possibly STik...unless someone has gotten around to doing mintnet drivers for the thing since I last hunted. I found this solution to be quite good and reliable for running clients. When running server software it gets a little iffy. I'm not sure if the server problems I had are specific to the Falcon with a CT2B...it just might work fine on other machines with a good SCSI host like the Link 96/97/ICD2, etc.

I also got an EtherNEC kit that plugs into the ROM/Cartridge port, and have used it successfully with both my Falcon and my MegaST. It has alot of drivers avilable for it for the various machines, OSes, and TCP/IP stacks out there. There is also a product similar to the EtherNEC, EtherNEA, but it plugs into the ASCI port instead of the ROM port.
http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm

There is also a kit someone did a while back that uses one of the parallel port adapators, lots of wires to various ports, and a hudge brick of an adapator. It's a pretty messy solution however.

Brian

5719. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-05 15:58:45 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.05.15.58.40.995935@removenoaspam.atari-source.com>
Source record: 388
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

On Tue, 04 Nov 2003 20:31:00 -0600, Brian Roland wrote:

>> I am also looking to do this. I need a Ethernet adaptor though. I did some
>> reading on getting a Ethernet-SCSI adaptor. There are some drivers that are
>> avail too:
>>
>> http://www.anodynesoftware.com/ethernet/main.htm
>>
>> I was wondering if anyone else has done this and where can we get compatible
>> adaptors?
>
> Yes...I got my Dynalink adaptor from Roger himself at Anodyne, as he had a few
> in stock.
> I've used it with my Falcon CT2B. It's not perfect, but yes, it does work,
> albeit you're limited to STing and possibly STik...unless someone has gotten
> around to doing mintnet drivers for the thing since I last hunted. I found this
> solution to be quite good and reliable for running clients. When running server
> software it gets a little iffy. I'm not sure if the server problems I had are
> specific to the Falcon with a CT2B...it just might work fine on other machines
> with a good SCSI host like the Link 96/97/ICD2, etc.
>
> I also got an EtherNEC kit that plugs into the ROM/Cartridge port, and have used
> it successfully with both my Falcon and my MegaST. It has alot of drivers
> avilable for it for the various machines, OSes, and TCP/IP stacks out there.
> There is also a product similar to the EtherNEC, EtherNEA, but it plugs into the
> ASCI port instead of the ROM port.
> http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm
>
> There is also a kit someone did a while back that uses one of the parallel port
> adapators, lots of wires to various ports, and a hudge brick of an adapator.
> It's a pretty messy solution however.
>
> Brian

Brian,

I hope you aren't talking about my attempt at creating a parallel port
adapter for the genius lan series. That was a prototype and a pathetic
one at that. The actual genius adapter by Elmar Hilgarte was a nifty
solution though seemingly a tiny bit more problematic than the IMHO
optimal ethernec solution. The ethernec worked without issue on my CT60.
That IMHO is the truest test ;-)

Mark
http://atari-source.com

5720. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-05 17:14:46 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vqic08sue9km6f@corp.supernews.com>
Source record: 389
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:ygZpb.33957$SV2.27135@bignews3.bellsouth.net...
> > I am also looking to do this. I need a Ethernet adaptor though. I did
some
> > reading on getting a Ethernet-SCSI adaptor. There are some drivers that
are
> > avail too:
> >
> > http://www.anodynesoftware.com/ethernet/main.htm
> >
> > I was wondering if anyone else has done this and where can we get
compatible
> > adaptors?
>
> Yes...I got my Dynalink adaptor from Roger himself at Anodyne, as he had a
few
> in stock.
> I've used it with my Falcon CT2B. It's not perfect, but yes, it does
work,
> albeit you're limited to STing and possibly STik...unless someone has
gotten
> around to doing mintnet drivers for the thing since I last hunted. I
found this
> solution to be quite good and reliable for running clients. When running
server
> software it gets a little iffy. I'm not sure if the server problems I had
are
> specific to the Falcon with a CT2B...it just might work fine on other
machines
> with a good SCSI host like the Link 96/97/ICD2, etc.
>

Well cool I will get one then if I can find one. There is one on eBay but
is missing the AC adaptor! I have a TT030, Falcon030 and 4160STe. But I
think I will just use this on my TT

Tim

5721. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-06 15:47:20 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0311060747.7921d332@posting.google.com>
Source record: 390
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

> Check out the MyAtari online magazine site. In the October issue
> there is an article I wrote called Broadband ST. I talk about
> using the cartridge port of the ST to get access to the EtherNet.
> This would also apply to the Falcon and the TT. I am using the
> EtherNEC hardware device...

A bit down on my list has been networking my Falcons with my PC after I finish recasing my Falcon in a Wizztronics case and installing my CT60 on top of my Nemesis Falcon. (My other currently running Falcon is a CT2B.) If I understand things correctly, the SCSI option with drivers from Anodyne will be limited to sting, which I used successfully with dial up. It would be a bit cheaper, depending on how much I'd get a SCSIlink for. That had been my first choice, since I didn't know how accessable my rom port was going to be after recasing. Not an issue now with my Wizztronics case, since I have the rom port extender and a cartmaster lite, allowing 2 carts. Now, I have 2 dongles, Steinburg and Soundpool, but I won't mind shutting down and rebooting when I want to switch. Now I'm curious if there is any performance difference between the rom port and scsi options? I've not yet gotten into mint, so that may be a consideration later. I've used MagiC for years. Anyone got and wisdom regarding general speed between the two? (Web browsing, file transfers, ect.?)

Wayne

5722. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-13 02:11:30 UTC
From: "Wong Chie Keong William (IFAP IT IFR)" <William.Wong@infineon.com>
Message-ID: <boup8lpec1@newssrv.muc.infineon.com>
Source record: 391
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vqglvdlhnpj716@corp.supernews.com...
>
> I am also looking to do this. I need a Ethernet adaptor though. I did
some
> reading on getting a Ethernet-SCSI adaptor. There are some drivers that
are
> avail too:
>
> http://www.anodynesoftware.com/ethernet/main.htm
>
> I was wondering if anyone else has done this and where can we get
compatible
> adaptors?
>

Please see my website on connecting to the web using ICS. This gives some
ideas of configuring the SCSI-LInk adapter.

Site is at http://probehouse.atari.org

Rgds
William

5723. [FR][ASM] Bcc: blo et bhs ?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-25 01:03:16 UTC
From: Jean-Marc <Utilisez.le.Reply-to@merci.fr.invalid>
Message-ID: <3fc2aaad$0$28637$636a55ce@news.free.fr>
Source record: 392
Cross-posted to: comp.sys.atari.programmer,fr.comp.sys.atari

[Post croisï¿½ FCSA,CSAP -> Transfï¿½rï¿½ ï¿½ CSAP]

Bonjour,

En convertissant un source assembleur 680xx pour Gcc
(Tetrax), j'ai remarquï¿½ qu'il y avait 9 instructions
Blo et 8 instructions Bhs, instructions 680xx qui
n'existent pas.

Gcc assemble trï¿½s bien le code sans warning.

En examinant le code de l'exï¿½cutable, j'ai trouvï¿½
qu'il remplace Blo par Bcs.

DevPac3, transforme Blo et Bhs en Nop.

DevPac2, convertit Blo en Bcs (Carry Set), Bhs en Bcc
(Carry Clear) comme Gcc.

Que signifie donc les instructions Blo et Bhs pour ceux
qui les utilisent(aient) ?

Par quelles instructions les remplacer correctement ?

Voici un exemple:

[...]

```
cd1loop2:
pea xbufptrs
move.w #141,-(SP)
trap #14
addq.l #6,SP

move.l sambuf_ptrs+4,d1
move.l xbufptrs,d0
cmp.l d1,d0
blo.s cb1loop2 <----------<<

move.l endofbuf,d1
cmp.l d1,d0
bhi.s cb1loop2

cb1ret:
```

[...]

Sinon, en regardant mon manuel du 68000 ï¿½ l'instruction
CMP, il est dit qu'il peut positionner le bit de

retenu du CCR.

Quelqu'un peut m'expliquer dans quelle condition une
comparaison peut positionner ce bit de retenu (carry) ?

Merci pour votre aide.

Jean-Marc

[Post croisï¿½ FCSA,CSAP -> Transfï¿½rï¿½ ï¿½ CSAP]

5724. Re: [FR][ASM] Bcc: blo et bhs ?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-25 19:22:02 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <Xns943ED0813CB30ginesjfreefr@213.228.0.4>
Source record: 393

```
"Jean-Marc" <Utilisez.le.Reply-to@merci.fr.invalid> wrote in
news:3fc2aaad$0$28637$636a55ce@news.free.fr:

> Que signifie donc les instructions Blo et Bhs pour ceux
> qui les utilisent(aient) ?
```

Selon toute logique :
BLO = Branch if LOwer
BHS = Branch if Higher or Same
le tout en non sign�

par analogie avec :
BHI = Branch if HIgher
et BLS = Branch if Lower or Same
en non sign�
qui existent bien, elles.

Dans ce sens, il me semble que BLO est bien �quivalent � BCS, et que BHS vaut BCC.

Dans le doute, tu peux toujours inverser les op�randes de la comparaison et utiliser un mn�monique standard 68k.

```
Ex :

cmp d1, d0
blo.s xixi
se transforme en
cmp d0, d1
bhi.s xixi
```

et dans le m�me ordre d'id�e

```
cmp d1, d0
bhs.s xaxa
se transforme en
cmp d0, d1
bls.s xaxa

--
```

J�r�me

5725. Re: [FR][ASM] Bcc: blo et bhs ?

Newsgroup: comp.sys.atari.programmer
Date: 2003-11-26 23:24:32 UTC
From: Jean-Marc <Utilisez.le.Reply-to@merci.fr.invalid>
Message-ID: <3fc5368d$0$18422$626a54ce@news.free.fr>
Source record: 394

"Jï¿½rï¿½me Ginestet" a ï¿½crit:
> "Jean-Marc" wrote:
> > Que signifie donc les instructions Blo et Bhs pour ceux
> > qui les utilisent(aient) ?
>
> Selon toute logique :
> BLO = Branch if LOwer
> BHS = Branch if Higher or Same
> le tout en non signï¿½

> par analogie avec :
> BHI = Branch if HIgher
> et BLS = Branch if Lower or Same
> en non signï¿½
> qui existent bien, elles.
>
> Dans ce sens, il me semble que BLO est bien ï¿½quivalent ï¿½ BCS, et
> que BHS vaut BCC.

Tu confirmes les dires du seul document que j'ai trouvï¿½ ï¿½ ce sujet:

http://teachweb.cis.uoguelph.ca/cs203/68000.pdf
(822 Ko - anglais - description des instructions 68000)

Merci Jï¿½rï¿½me :)

A
+
Jean-Marc

5726. Change Objects flags in runtime

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-07 10:14:15 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0312070214.4b35f7ba@posting.google.com>
Source record: 395

Hello.

Is possible to change the flag SELECTABLE of a color icon object
during the runtime of a programm?

If the answer is "yes"......how??? :-)

Thanks.

David Galvez

5727. Re: Change Objects flags in runtime

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-07 19:47:29 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0312071147.20aff54a@posting.google.com>
Source record: 396

Hi Lonny

> It's quite possible, in fact you can alter any part of an object.
> In GFA it's as simple as OB_STATE(tree_addr%,obj_number&)=new_state&.

Yes i know ob_state can be altered, but i mean ob_flags.
I was refering to the SELECTABLE ob_flag not the SELECTED ob_state.

Example:

I have a color icon that isnt SELECTABLE when the application starts, you click on it and nothing happens, and i want to make it SELECTABLE (flag 0x0001) in some parts of my application, then the user can click on it and the ICON will change.

> If you are not using GFA I can't give real examples, maybe someone else
> can. What language are using?
>
> --

I'm using C, i know about objc_change( ) AES function but i think only can change ob_states not ob_flags.

Thanks

David Gï¿½lvez

5728. Re: Change Objects flags in runtime

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-08 09:34:03 UTC
From: David Galvez <maaaaa@aaaa.com>
Message-ID: <br1gk1$m1n$03$1@news.t-online.com>
Source record: 397

>
> This is assuming there is no built in function in "C" to access the flags.
> The basic idea is obj_adr=tree_adr+(obj_number*24)
> Then the flags would be at obj_adr+8

OK i understand now what you mean.

May be there is a C library with a function like you were describing
(OB_FLAG), ii¿½m using Windom library and there isnt nothing similar, only
ObjcChange() that only change ob_states.

Anyway i found another way to do what i wanted using graf_mkstate(),
objc_offset() and objc_change.

Thanks again.

David Gï¿½lvez

5729. Re: Change Objects flags in runtime

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-08 18:48:51 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@freeyour_shoes.fr>
Message-ID: <oprzvk7pzu2ke8jj@news.free.fr>
Source record: 301

```
Hello,

> I have a color icon that isnt SELECTABLE when the application starts, you
> click on it and nothing happens, and i want to make it SELECTABLE (flag
> 0x0001) in some parts of my application, then the user can click on it
> and
> the ICON will change.

If i correctly understood, what you need is to set the DISABLED ob_state.
IMO, you don't need to change the SELECTABLE ob_flag.

BTW:

adr[obj].ob_flags |= SELECTABLE; /* set SELECTABLE flag */
adr[obj].ob_flags &= ~SELECTABLE; /* remove SELECTABLE flag */

HTH,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/
```

5730. Color Icons flicker

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-10 09:18:44 UTC
From: David Galvez <maaaaa@aaaa.com>
Message-ID: <br6ofd$4t9$00$1@news.t-online.com>
Source record: 398

Hi!

More about color icons.

In an application that ii¿½m programming i have some color icons in a window, when the mouse button is depressed on them the icon will change its form until the mouse button is released. Not always but sometimes during the redraw the icon flickers (iti¿½s possible to see during a short time a white form where the icon is, i think this is called flicker).

I have read about Xbios Vsync( ) used to code demos and games to avoid flickering, but i think this call does nothing in GEM programming, I put this call before an objc_draw( ) AES call and i couldnï¿½t see any benefit. Moreover i read many times Xbios calls must be avoid it programming "clean" applications.

Anybody nows any trick to avoid those flickers?

Thanks.

David Gi¿½lvez.

5731. Re: Change Objects flags in runtime

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-10 12:12:23 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <ijgja1-m6g1.ln1@sd.swampdog>
Source record: 399

David Galvez wrote:

>
>>
>> This is assuming there is no built in function in "C" to access the
>> flags. The basic idea is obj_adr=tree_adr+(obj_number*24)
>> Then the flags would be at obj_adr+8
>
> OK i understand now what you mean.
>
> May be there is a C library with a function like you were describing
> (OB_FLAG), iï¿½m using Windom library and there isnt nothing similar, only
> ObjcChange() that only change ob_states.
>
> Anyway i found another way to do what i wanted using graf_mkstate(),
> objc_offset() and objc_change.

Obviously you can't use this as it stands but 'tis well enough documented to
show what wants to be done. Haven't been near this stuff in years:
basically 'wd[]' is an array of AES windows and 'wdi' denotes which one.
The 'wd_ob' member is an AES OBJECT[] structure. And, iirc, pug_edit
manipulates the visual state of the text cursor, pug_fredraw causes a
redraw of the OBJECT.

```
uint
pug_obflags(wd,wdi,obi,av,xv)
PUG wd[];
int wdi;
int obi;
uint av,
xv;
/*[ uint pug_obflags(wd,wdi,obi,av,xv)
PUG wd[];
int wdi;
int obi;
uint av,
xv;
```

wd[wdi].wd_ob[obi].ob_flags is ANDed with 'av' then XORed with 'xv' then the
result is written back to wd[wdi].wd_ob[obi].ob_flags which is also returned
to the caller.

In effect, this allows the ob_flags field of an object in the tree
wd[wdi].wd_ob to be read or written to. Any visual changes which are
required
will be performed.

```
]*/
{uint newstate =wd[wdi].wd_ob[obi].ob_flags;
bool turn_on =false;

newstate &= av;
newstate ^= xv;

if (newstate == wd[wdi].wd_ob[obi].ob_flags) return newstate;

/* check for edit cursor on -> off */
if (
(wd[wdi].wd_ob[obi].ob_flags & EDITABLE) &&
(!(newstate & EDITABLE)) &&
(wd[wdi].wd_edobi == obi)
) {

pug_edoff(wd,wdi);
wd[wdi].wd_edobi = NIL;
}
if (
!wd[wdi].wd_editing &&
(newstate & EDITABLE) &&
(!(wd[wdi].wd_ob[obi].ob_flags & EDITABLE)) &&
(wd[wdi].wd_edobi == NIL)
)

turn_on = true
;

wd[wdi].wd_ob[obi].ob_flags = newstate;

if (turn_on) pug_edit(wd,wdi);

pug_fredraw(wd,wdi,obi);

return newstate;
}

--
Guy Harrison
```

5732. Re: Color Icons flicker

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-10 12:30:06 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <jjgja1-m6g1.ln1@sd.swampdog>
Source record: 400

David Galvez wrote:

> Hi!
>
> More about color icons.
>
> In an application that iï¿½m programming i have some color icons in a
> window, when the mouse button is depressed on them the icon will change
> its form
> until the mouse button is released. Not always but sometimes during the
> redraw the icon flickers (itï¿½s possible to see during a short time a white
> form where the icon is, i think this is called flicker).

iirc...

```
while (mouse_button_is_down)
draw
;
```

...is gonna flicker like hell. Need to factor in some mechanism to
implement...

```
while (mouse_button_is_down)
draw_the_bugger_once_only_unless_dirty
;
```

...button coming back up perhaps. Others can fill in details, can't recall
the specifics myself.

> I have read about Xbios Vsync( ) used to code demos and games to avoid
> flickering, but i think this call does nothing in GEM programming, I put
> this call before an objc_draw( ) AES call and i couldnï¿½t see any benefit.
> Moreover i read many times Xbios calls must be avoid it programming
> "clean" applications.
>
> Anybody nows any trick to avoid those flickers?

Re other thread. Here's some more. ;-)

```
void
pug_fredraw(wd,wdi,obi)
PUG wd[];
int wdi;
int obi;
/*[ void pug_fredraw(wd,wdi,obi)
PUG wd[];
int wdi;
```

```
int obi;

This call forces a redraw of an object and its children starting at
wd[wdi].wd_ob[obi] if at all possible. The redraw will take place if the
window
has been opened and has been been subject to at least one WM_REDRAW message.

Most notably, this call cannot be used after pug_new_dial() and before the
first call of pug_dialogue(), it will have no effect.
]*/
{Rect ob_rr,
wr,
rr;

/* ?is there any point? */
if (
(wd[wdi].wd_wh == NIL) ||
!wd[wdi].wd_redrawn
)

return
;

/* object clipping rectangle */
ob_rr = Objc_Clip(wd[wdi].wd_ob,obi);
/* window work area */
wind_get(wd[wdi].wd_wh,WF_WORKXYWH,PRECT(wr));

pug_edoff(wd,wdi);
graf_mouse(M_OFF);
wind_update(BEG_UPDATE);

/* walk rectangles */
wind_get(wd[wdi].wd_wh,WF_FIRSTXYWH,PRECT(rr));
while (rr.w && rr.h) {
/* ?do we redraw any part of this rectangle? */
if (rc_intersect(&ob_rr,&rr)) pug_redraw(NULL,wd,wdi,wr,rr);
wind_get(wd[wdi].wd_wh,WF_NEXTXYWH,PRECT(rr));
}

wind_update(END_UPDATE);
graf_mouse(M_ON);
pug_edon(wd,wdi);
}

Looks much more complex than it is, due to the callbacks...

void
pug_redraw(evmp,wd,wdi,wr,rr)
EVM *evmp;
PUG wd[];
int wdi;
Rect wr, /* work area */
```

```
rr; /* redraw area */
{int clip[4];
Rect dr;

/* clip redraw rectangle to screen */
wind_get(WH_DESKTOP,WF_WORKXYWH,PRECT(dr));
rc_intersect(&dr,&rr);

/* clip redraw rectangle to work area (safety) */
rc_intersect(&wr,&rr);

/* ?user supplied routine? */
if (wd[wdi].wd_fcp)
(*wd[wdi].wd_fcp)(PUG_NIL,evmp,wd,wdi,rr)
;

/* draw our bit */
objc_draw(wd[wdi].wd_ob,ROOT,MAX_DEPTH,rr);

/* ?text to draw? */
/* if (wd[wdi].wd_pgt) pg_redraw(wd,wdi,rr);*/

/* ?user supplied routine? */
if (wd[wdi].wd_fcp)
(*wd[wdi].wd_fcp)(PUG_ONE,evmp,wd,wdi,rr)
;

/* ?user supplied routine? */
if (wd[wdi].wd_fcp)
(*wd[wdi].wd_fcp)(PUG_TWO,evmp,wd,wdi,rr)
;
}
```

...EVM plays no role. It's an evnt_multi structure that app-supplied callbacks would have been interested in, maybe to aid in dealing with the precise problem you're having. Heck, I only wrote it. Doesn't mean I can remember!!!

--
Guy Harrison

5733. Re: Change Objects flags in runtime

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-12 10:20:58 UTC
From: David Galvez <maaaaa@aaaa.com>
Message-ID: <brc4s6$5r8$04$1@news.t-online.com>
Source record: 302

```
"> If i correctly understood, what you need is to set the DISABLED ob_state.
> IMO, you don't need to change the SELECTABLE ob_flag.
>

Yes you are right, i realized that after i asked about the flags issue.

> BTW:
>
> adr[obj].ob_flags |= SELECTABLE; /* set SELECTABLE flag */
> adr[obj].ob_flags &= ~SELECTABLE; /* remove SELECTABLE flag */
>

ohhh...thanks!.....i didnt think you can change this way states and flags,
much faster than calling objc_change ( ). I forgot that each object is a
struct! :-).........I still have to learn so much.! :-)
```

5734. Re: Color Icons flicker

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-12 11:13:42 UTC
From: David Galvez <maaaaa@aaaa.com>
Message-ID: <brc7v2$5ou$05$1@news.t-online.com>
Source record: 303

```
>
> iirc...
>
> while (mouse_button_is_down)
> draw
> ;
```

This is what i did at the beginning and you are right it flickered as hell.

```
>
> ...is gonna flicker like hell. Need to factor in some mechanism to
> implement...
>
> while (mouse_button_is_down)
> draw_the_bugger_once_only_unless_dirty
> ;
```

What i do now....

```
draw_ changed_colors_in_the_icon
do{
get_mouse_button_state
}whlie ( mouse_button_is_not_released)
draw_original_icon_colors
```

Itï¿½s much better but still about 40% of the times the ICONs flicker a little.

I took a look into the source you posted here, i dont see how is done there to avoid flicker.
I will look at them longer this weekend.

Thanks for your help!

5735. Atari 400/800 files

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-13 17:16:27 UTC
From: Tom Miller <tlgalenson@chatnfiles.com>
Message-ID: <vtmi8mn2pqrk3f@corp.supernews.com>
Source record: 304

A Motherlode of ms-dos files
Drop in and sit a while!

The Chatnfiles bbs (www.chatnfiles.com) is mainly known for having Chat and having Files. I offer a large (160,000+) and old files download collection. My oldest files date back to around or before 1988. I have both Carousel2 collection (1988) and the ms-dos portion of the Simtel ftpsite (on cd-rom) from about 1994.

The Carousel2 includes about 17,000 files. The target operating systems include: ms-dos, windows 2.11/3.x, Mackintosh (system 6?), OS/2,

Atari 400/800,

Comodore
64/128(?) and the Amiga. It also has about 5 different sub-directories with graphical files including both Gif and non-Gif formats.

The Simtel collection offers up about 10,000 ms-dos programs and files from on or before 1994. On a mailing list, it (and/or the Carousel2) were referred to as "the motherlode"....

I have a shareware collection called "Bobs Hall of Fame" that actually has Files for the Ibm System 3/A400 on it as well as more typical Ms-dos files...

I have a number of the Pier Shareware collections, Night Owl collections, Shareware Vault plus a number of singletons like Project Guttenberg, Nasa Space and Astronomy, Alan Appleton's BBS cd-rom, Best Windows games, Hot this that or the other.

You can use Google to search the local file area. Or you can simply browse the directories. The downside is there are no easy to use tools in the www server world to allow me to easily provide keyword access to the file collection. I am in the process of writing a script that will attempt to produce a "files.htm" page that includes file descriptions for each sub-directory that Google will read and produce a less garbled index of.

The website is running on a cpu/bandwidth throttle so it will not interfere with the other websites when lots of people are downloading. So it doesn't matter if 200 downloaders showup at once. They will get good service and so will the other sites.

The Chat system is running a perl script called Eileen, v2.1
which is derived from a popular chat script called Everychat.
It has multiple rooms and provides about 30 actions or
"emoticons."

The rest of the site is your basic personal website. I am
looking at upgrading to a product called AspPortal but the files
download indexing issue would remain. Drop on by.

www.chatnfiles.com

Tom Miller

--
++++++++++
Onsite Tech support and remote Website Design at www.bluecollarcc.com
Need a dos file? I have 100,000's online at www.chatnfiles.com
Excellent Free Website training on the Web at: www.w3schools.com

5736. Re: Color Icons flicker

Newsgroup: comp.sys.atari.programmer
Date: 2003-12-21 06:35:33 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <pg8hb1-rdg.ln1@sd.swampdog>
Source record: 305

David Galvez wrote:

>
>
>>
>> iirc...
>>
>> while (mouse_button_is_down)
>> draw
>> ;
>
> This is what i did at the beginning and you are right it flickered as
> hell.
>
>>
>> ...is gonna flicker like hell. Need to factor in some mechanism to
>> implement...
>>
>> while (mouse_button_is_down)
>> draw_the_bugger_once_only_unless_dirty
>> ;
>
> What i do now....
>
> draw_ changed_colors_in_the_icon
> do{
> get_mouse_button_state
> }whlie (mouse_button_is_not_released)
> draw_original_icon_colors
>
> Itï¿½s much better but still about 40% of the times the ICONs flicker a
> little.

I can't remember how GEM works that well. It might still be looping...

n=0;
> draw_ changed_colors_in_the_icon
> do{
> get_mouse_button_state
n++;
> }whlie (mouse_button_is_not_released)
> draw_original_icon_colors
printf("%d\n",n);

...still yielding n>1 is my guess.

> I took a look into the source you posted here, i dont see how is done
> there
> to avoid flicker.
> I will look at them longer this weekend.

[days pass] ;-)

Took me a while to figure it out, was looking in an example app for the button/drawing relationship which was wrong place. Seems pug is working more like a win32 message pump. Unless app registers an interest in an event it never gets told what's going on: things just get manipulated for it transparently. Essentially button is always in released state for the app. Doh! Anyways, once I tracked it down the code inside pug is a single line. Turns out the user's stubby fingers are the "antiflicker" code! The 'evm_button' member of 'evmp' is the button state from the evnt_multi() which lead us here...

do graf_mkstate(mouse); while (bs & evmp->evm_button);

...iirc 'Mouse' is peculiar to the MWC compiler and is a 'Prect'...

Mouse mouse ={&mx,&my,&bs,&ks};

...guess it'd look like this elsewhere...

int mx,my,bs,ks;
graf_mkstate(&mx,&my,&bs,&ks);

Pseudocode:
[One or more buttons go down]
oldstate = evmp->evm_button
do {
graf_mkstate(0,0,&newstate,0);
}while ((newstate bitwise-AND oldstate) != 0)
[all the down buttons of oldstate are now up]

At which point's its free to flicker again - except it can't 'cos user has to press a button to get back here.

--
Guy Harrison

5737. Re: Color Icons flicker

Newsgroup: comp.sys.atari.programmer
Date: 2004-01-15 14:17:55 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0401150617.8dd1aa6@posting.google.com>
Source record: 306

```
>
> > I took a look into the source you posted here, i dont see how is done
> > there
> > to avoid flicker.
> > I will look at them longer this weekend.
>
> [days pass] ;-)
>

sorry......sorry.....sorry for answering so late......i have been away
from my Falcon for a while (christmas time) and now i dont have too
much time to play with it.

i printed your answer to keep it trying in the near future.

> Took me a while to figure it out, was looking in an example app for the
> button/drawing relationship which was wrong place. Seems pug is working
> more like a win32 message pump. Unless app registers an interest in an
> event it never gets told what's going on: things just get manipulated for
> it transparently. Essentially button is always in released state for the
> app. Doh! Anyways, once I tracked it down the code inside pug is a single
> line. Turns out the user's stubby fingers are the "antiflicker" code! The
> 'evm_button' member of 'evmp' is the button state from the evnt_multi()
> which lead us here...
>
> do graf_mkstate(mouse); while (bs & evmp->evm_button);
>
> ...iirc 'Mouse' is peculiar to the MWC compiler and is a 'Prect'...
>
> Mouse mouse ={&mx,&my,&bs,&ks};
>
> ...guess it'd look like this elsewhere...
>
> int mx,my,bs,ks;
> graf_mkstate(&mx,&my,&bs,&ks);
>
> Pseudocode:
> [One or more buttons go down]
> oldstate = evmp->evm_button
> do {
> graf_mkstate(0,0,&newstate,0);
> }while ((newstate bitwise-AND oldstate) != 0)
> [all the down buttons of oldstate are now up]
>
> At which point's its free to flicker again - except it can't 'cos user has
```

> to press a button to get back here.

I have been thinking to abandon the icons way and use bitmaps with
VDI.
My program also change the icon by itself without wait for the click
from the user...in this situation also flickers 40 or 30 % of the
times, so i think is something else than the evnt_button loop.

Thanks!!!

David Galvez

5738. 1,000,000 Atari games 2600-7800 for sale

Newsgroup: comp.sys.atari.programmer
Date: 2004-01-23 17:15:08 UTC
From: Tom Houlehan <tomh2@mindspring.com>
Message-ID: <1012lkvks198a2d@corp.supernews.com>
Source record: 307

Have you ever checked out www.atariclassic.com ? It has many different
titles to choose from, all original.

5739. Running 2 sources (GPL license), binaries for Milan and Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2004-02-27 18:28:44 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <s82o1c.5p3.ln@127.0.0.1>
Source record: 308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

For people insterested, you can grab it at:
http://bbs.dhs.nu/ct60/index.php?request=1012

Plus, there is an driver that provides XBIOS extension for Milan
(apparently only for S3 Trio 64) and gives complete control to
setup video modes for the video card.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5740. A Home Cooked Memory allocator

Newsgroup: comp.sys.atari.programmer
Date: 2004-03-24 12:49:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <dtf8c.102694$EI2.21039@amsnews05.chello.com>
Source record: 309
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

LS

There is a new version available on my home page (in sig)

Improved handling of large blocks.
ST-Guide hypertext reference manual.
There is also a plain unzipped text for direct viewing.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5741. MagX-Net mailing list

Newsgroup: comp.sys.atari.programmer
Date: 2004-03-30 00:30:12 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4068cebaaaf3240@europe-shareware.org>
Source record: 310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

Want to discuss about the MagX-Net tcp/ip stack? Just subscribe to its
mailing list by sending a mail with "subsribe" as the subject to:
magxnet-request [at] ml.free.fr

See you soon...
Pascal

5742. Statement on Spam and VoteNader.org

Newsgroup: comp.sys.atari.programmer
Date: 2004-04-08 21:47:45 UTC
From: rickyer@votenader.org
Message-ID: <666949d8.ffb9dc62@host-69-48-73-244.roc.choiceone.net>
Source record: 311
Cross-posted to: comp.sys.atari.programmer,comp.cad.synthesis,comp.unix.xenix.sco,comp.sys.ibm.pc.classic

Spam from VoteNader.org? (Or naderexplore04.org)

You may have received spam email recently that appears to come from our campaign, or be about our campaign -- perhaps the "From" and or "Reply-to" addresses look like they are coming from VoteNader.org. Or perhaps you have received a message that appears to come from an individual (if the address is real, the real owner probably did not send this email either) with suppressed recipients. Or maybe you received an email that appeared to come from yourself promoting our site.

These messages are NOT from Nader for President 2004, and these email tactics are NOT condoned by our campaign in any way.

UPDATE: Some of the latest forged emails have been made to appear to be coming from naderexplore04.org. Again, we are not responsible for this unfortunate abuse of email, and there is little in the technical sense that we can do to prevent this as it has nothing to do with our actual infrastructure. We are collecting information.

NOTE: The emails with malicious code (viruses, worms, etc.) often have attachments. Our campaign will NEVER send attachments in our announcement emails to you. Please be sure that you have anti-virus software and have the latest updates available for your anti-virus software.

Our hosting service has alerted us to say that Nader for President 2004 appears to be the target of what is called a "Joe Job." Such an event is where a spammer forges email to make it appear to have come from some other domain (such as ours -- or yourself). This is hard to prevent on our end and part of the insecure nature of the email protocol in general.

Members of our actual email list must request to receive email from us (either through Ralph's signup sheets or subscribing during our exploratory phase, or now on our campaign site). When one signs up for email they must reply to a confirmation message before they receive our list announcements.

Our public announcement emails come from "campaign@votenader.org," contain a "Paid for by Nader for President 2004" statement at the bottom, and have "updates@lists.votenader.org" in the "To:" header. Unfortunately, some of these indicators can be forged as well.

Most of the Spam that we have received complaints about appear to be forged from email addresses not associated with votenader.org (often forged to appear to be coming from government email addresses), and have

our website code embedded in the body of the email with hidden tags that contain random words that work to subvert anti-spam software.

If you are on our lists, you can ALWAYS unsubscribe at ANY time by following the instructions included at the end of our announcements. You can also use our unsubscribe page using the email address you signed up with.

If you are receiving this SPAM, we extend our apologies.

We will pursue the spammers to the full extent of the law.

For more information, please review these resources:

How Do I Determine the Source of an Email?
http://www.aota.net/Email_Spam_Prevention_and_Mgmt/emailsource.php4

Why Does This Spam Look Like I Sent It?
http://www.aota.net/Email_Spam_Prevention_and_Mgmt/spamfrom.php4

Coping with a Joe Job
http://www.sitepoint.com/article/sabotage-coping-joe-job/2

Please contact abuse@votenader.org with any questions. We have received many samples of the spam and are working to identify the source, if possible.

Volunteer -------------- http://www.votenader.org/get_involved/index.php
Ballot Access ---------- http://www.votenader.org/ballot_access/index.php
Register to Vote ------- http://www.rockthevote.com/rtv_register.php
Contribute ------------- http://www.votenader.org/contribute/index.php
Contact Us ------------- http://www.votenader.org/contact/index.php

--
give biological and chemical weapons
to children they don?t think twice. Sad but true.

Cops tried various things, by the way Jews had their brothers inside ASIO too, who were telling Mahmud Kurchu exactly what was going on, later they tried to make me stay with an Irani Jewish family under the witness protection program, it was sister Maryam who was angry about it and stopped all these "dumb" moves by police, I really thank her for that. I +vely identified all these people they brought it claiming these guys were my parents, I told them I am Muslim though I did not remember much.

As everytime I woke up I wanted to go back to school, as I couldn?t remove those hand cuffs in dream, I would start crying and so, during the mean while Mahmud Kurchu made changed the story about those two Jewish terrorists, they told the world these guys died in car accident. So these cops started giving me more injections to erase my memory as well, as I wasn?t forgetting Jews who raped my body and kidnapped me, they gave me these injections thrice. They told me all these things happened to me because I was hit by car, I was involved in car accident

etc.

Acutally there were times when I had to do investigation for that cop, like he believed Mahmud Kurchu?s statement that Dog bit his nose off, I told him what kind of dog would bite a nose and not the feet or so. And even if that Arfff :).

So after a few days they pealed my skin from my legs and covered the marks of cuts around my body. Today I have no sign of any operation on my body. Then they moved me back to the my garage room, one day the CIA guy came in. I regonised h

5743. Re: Statement on Spam and VoteNader.org

Newsgroup: comp.sys.atari.programmer
Date: 2004-04-09 02:32:55 UTC
From: Tony Ingenoso <NOtonyiSPAM@attglobal.net>
Message-ID: <40760b86_4@news1.prserv.net>
Source record: 312
Cross-posted to: comp.sys.atari.programmer,comp.cad.synthesis,comp.unix.xenix.sco,comp.sys.ibm.pc.classic

On the contrary - it would seem VoteNader.org IS spamming newsgroups...

<rickyer@votenader.org> wrote in message
news:666949d8.ffb9dc62@host-69-48-73-244.roc.choiceone.net...
> Spam from VoteNader.org? (Or naderexplore04.org)

5744. Wanted: TDI Modula-2/ST

Newsgroup: comp.sys.atari.programmer
Date: 2004-04-15 02:40:19 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <107rtcrjda52ld2@news.supernews.com>
Source record: 313

Hi,

Does anyone know where I can obtain a working copy of the TDI Development version? I know the Megamax is available, and intend to use it, but I would like to have TDI also, as it contained some items that I'd like to have available.

TIA,

Terry

--
Terry Ross | qnr | <my first name@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

5745. atari 2600 programmers kit ?

Newsgroup: comp.sys.atari.programmer
Date: 2004-04-29 18:56:14 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <FK2dnX2dhppR0gzd4p2dnA@bresnan.com>
Source record: 314
Cross-posted to: alt.atari.2600.programming,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

wasn't there a programmer's kit for the atari 2600 / 7800 and 5200 by atari
? is it available for download somewhere ?

--

Woodzy
http://rtdos.com/forum

5746. Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.programmer
Date: 2004-04-30 12:41:26 UTC
From: Bibou <cs.lefebvre@free.fr>
Message-ID: <0032624ea36eeae16c9d73dceae71e70.88368@mygate.mailgate.org>
Source record: 315
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

StinG is actually the best internet connexion on Atari. But is it possible to create a stx for emulate Iconnect API ? I'm not coder but the best software (Emailer, Fiffi) run only with Iconnect and Iconnect is bad...

Who can create it ?

Thanks for your answer.

Cyril LEFEBVRE

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

5747. Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.programmer
Date: 2004-04-30 12:51:56 UTC
From: Bibou <bibou7nospam@free.fr>
Message-ID: <c6ti5c$49g$1@news.x-echo.com>
Source record: 316

Hi,

StinG is actually the best internet connexion on Atari. But is it possib
le to create a stx for emulate Iconnect API ? I'm not coder but the best
software (Emailer, Fiffi) run only with Iconnect and Iconnect is bad...

Who can create it ?

Thanks for your answer.

Cyril LEFEBVRE

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Fri Apr 30 14:51:56 2004 depuis l'IP : 195.115.41.103 [VIP 8945752]

5748. TRY THIS!! IT WORKS!! MONEY$$$ NOW!!

Newsgroup: comp.sys.atari.programmer
Date: 2004-05-12 20:04:16 UTC
From: "B. Curry" <bcurrytw@carolina.rr.com>
Message-ID: <4rvoc.38720$jU.2327058@twister.southeast.rr.com>
Source record: 317
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cbm,comp.sys.cdc

TRY THIS!! IT WORKS!! MONEY $$$ NOW!I COULD NOT BELIEVE IT!! I ACTUALLY RECEIVED MONEY! Here are the 3 easy steps to success: STEP ONE: Get 6 separate piece of paper and write your name and address plus the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 12 US$ and place TWO inside EACH of the 6 pieces of paper so the $2.00 will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the envelopes and seal them. You would now have 6 sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and $2.00. What you are doing is creating a service and you are paying for it! Like most of us I was skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office 1-800-725-2161 and they confirmed that it was indeed legal. Mail the 6 envelopes to the following adresses: 1. MANUEL TINAJERO/542 HERNANDEZ/ LAREDO/TEXAS/ 78046/ U.S.A 2. R.C FAULK/ 7509 NE VAN MALL DR. C-13/ VANCOUVER/ WASHINGTON/ 98662/ U.S.A 3. ZACK LONGLEY/7686 CALLAGHAN RD. APPT 3304/SAN ANTONIO/ TEXAS/78229/U.S.A. 4. MAURICIO LIMA/ 4221 AGUSTIN MUNOZ MONTEVIDEO/11900/URUGUAY 5. E. SIMON/ 1849 SEDGWICK AVE/ BRONX/ NY/10453/ U.S.A 6. B. CURRY/ 14923 JERPOINT/ ABBY DR./ CHARLOTTE/ NORTH CAROLINA/28273 STEP TWO: Now take the #1 name off the list that you see above, move the other names up 6 becomes 5, 5 becomes 4, etc., and Add YOUR NAME as number 6 on the list. STEP THREE: Change anything you need to, but try to keep this article as close to the original as possible. Now, post this amended article to at least 100 newsgroups. (There are close to 450,000 groups on Yahoo Groups alone). All you need is 100, but remember, the more you post, the more money YOU make! You won't get very much unless you post like crazy! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Internatational Postal Lottery Act. Keep a copy of these steps for yourself and, whenever you need money, you can use it again, and again. PLEASE REMEMBER that this program remains successful because of the honesty and integrity of the participants and by their carefully adhering to the directions. Look at it this way. If you are of integrity, the program will continue and the money that so many others have received will come your way. NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keeps the notes people send you. This VERIFIES that you are truly providing a service. (Also, it might be a good idea to wrap the $1 dollar bills in dark paper to reduce the risk of mail theft.) So, as each post is downloaded and directions carefully followed, six members will be reimbursed for their participation as a List Developer with two dollars each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving tens of thousands of dollars in CASH!!! What an

opportunity for only $12.00 ($2.00 for each of the six listed above) Send it now, add your name to the list and your`re in business! NOTE: Send only US dollars in this program as the US dollar always has a stable exchange rate and is easily available to peoples outside the U.S. If you live outside the U.S. then please exchange local currency int 12 US$. Exchanging money int $ is cheap, easy and can be done at most banks, post offices, embassies even super markets. It will all be worth it when you start receiving thousands of dollars in the mail. Also letters to places other than your own country, it is a good idea to send them airmail not by land, there is not a lot of difference in price for this. POSTING TO NEWSGROUPS********** STEP ONE: You do not need to type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter, drag your cursor to the bottom of this document, and select `copy` from the edit menu. Open a blank `notepad fill
<funnysoundin@hotmail.com> wrote in message news:409e7ecb_1@Opticon.100ProofNews.com...
> Hi guys if you are interested on this, just take 5 minutes to read this and
> it WILL change your life. This is a testimony from BILL SAHOTA in SWEDEN.
> The Internet has grown tremendously. It doubles in size every 4 months.
> Think about it. You see those 'Make.Money.Fast' posts more and more. That's
> ... because it WORKS ! So I thought, all those new users might make it work.
> And I decided to try it out a few months ago. Besides, whats $5.00, I spend
> more than that in the morning on my way to work on coffee and snacks for the
> day. So I sent in my money and posted. Everyone was calling it a scam, but
> there are SO many new users from AOL, Netcom, etc.I thought they would join
> in and make it work.. Well, two weeks later, I began recieving bucks in the
> mail! I couldn't believe it! Not just a little, I mean big bucks! At first
> only a few hundred dollars, then a week later, a couple of thousand, then
> BOOM. By the end of the fourth week, I had recieved nearly $27,000.00. It
> came from all over the world. And every bit of it perfectly legal and on the
> up and up. I've been able to pay off all my bills and still had enough left
> over for a nice vacation for me and my family. Not only does it work for me,
> it works for other folks as well. Mike Ochoa says he made $35,382 in one
> month. Dave Manning claims he made $53,664 in the same amount of time. Lars
> Myers says it was only $21,000 for him. Do I know these folks? No, but when
> I read how they say they did it, it made sense to me. Enough sense that I'm

> taking a similar chance with $5 of my own bucks. Not a big chance, I
> admit--but one with incredible potential, because $5 is all anyone ever
> invests in this system. Period. That's all Mike, Dave, or Lars invested,
yet
> their $5 netted them tens of thousands of dollars each, in a safe, legal,
> completely legitimate way. Here's how it works in 3 easy steps:
>
> STEP 1. Invest your $5 by writing your name and address on five seperate
> pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST."
> (In this way, you're not just sending a dollar to someone; you're paying
for
> a legitimate service.) Fold a $1 bill inside each paper, and mail them by
> standard U. S. Mail to the following five addresses:
>
> 1-Bill Sahota
> St. Olofsgatan 20, 1tr.
> S-753 11 Uppsala
> Sweden
>
> 2-Tiit Raag
> Vilja 18b-11
> EE2710 Voru
> Estonia
>
> 3- Eric Garro
> P.O. Box: 32-2400
> Desamparados, San Jose,
> Costa Rica
>
> 4-Rub&#65533;n Pagura
> Ap. 461 - 2050 San Pedro
> San Jose - Costa Rica
>
> 5-Jessica Hitchan
> 20280 N. 59th Ave. Ste 115-#310
> Glendale, AZ 85308
>
> STEP 2. Now remove the top name from the list, and move the other names
> up.This way, #5 becomes #4 and so on. Put your name in as the fifth one on
> the list.
>
> STEP 3. Post the article to at least 250 newsgroups. There are at least
> 9000 newsgroups at any given moment in time. Try posting to as many
> newsgroups as you can. Remember the more groups you post to, the more
people
> will see your article and send you cash!
>
> STEP 4. You are now in business for yourself, and should start seeing

> returns within 7 to 14 days!
>
> Remember, the Internet is new and huge. There is no way you can lose. Now
> here is how and why this system works: Out of every block of 250 posts you
> make, you wil get back 5 responses. Yes, thats right,only 5. You make
$5.00
> in cash, not checks or money orders, but real cash with your name at #5.
> Each additional person who sent you $1.00 now also makes 250 additional
> postings with your name at #4, 1000 postings. On average then, 50 people
> will send you $1.00 with your name at #4,....$50.00 in your pocket! Now
> these 50 new people will make 250 postings each with your name at #3 or
> 10,000 postings. Average return, 500 people= $500. They make 250 postings
> each with your name at #2= 100,000 postings=5000 returns at $1.00
> each=$5,000.00 in cash! Finally, 5,000 people make 250 postings each with
> your name at #1 and you get a return of $60,000 before your name drops off
> the list. And that's only if everyone down the line makes only 250
postings
> each! Your total income for this one cycle is $55,000. From time to time
> when you see your name is no longer on the list, you take the latest
posting
> you can find and start all over gain. The end result depends on you. You
> must follow through and repost this article everywhere you can think of.
The
> more postings you make, the more cash ends up in your mailbox. It's too
easy
> and too cheap to pass up!!! So thats it. Pretty simple sounding stuff,
huh?
> But believe me, it works. There are millions of people surfing the net
every
> day, all day, all over the world. And 100,000 new people get on the net
> every day. You know that, you've seen the stories in the paper. So, my
> friend, read and follow the simple instructions and play fair. Thats the
> key, and thats all there is to it. Print this out right now so you can
refer
> back to this article easily. Try to keep an eye on all the postings you
made
> to make sure everyone is playing fairly. You know where your name should
be.
> If you're really not sure or still think this can't be for real, then
don't
> do it. But please print this article and pass it along to someone you know
> who really needs the bucks, and see what happens. REMEMBER....HONESTY IS
THE
> BEST POLICY.YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE THE BUCKS! GOOD
> LUCK TO ALL, AND PLEASE PLAY FAIR AND YOU WILL WIN AND MAKE SOME REAL
> INSTANT FREE CASH! *** By the way, if you try to deceive people by posting
> the messages with your name in the list and not sending the bucks to the
> people already included, you will not get much. I read someone who did
this

> and only got about $150 (and that's after two months). Then he sent the 5
> bills, people added him to their lists, and in 4-5 weeks he had over
> $10,000! TRY IT AND YOU'LL BE HAPPY!! GOOD LUCK TO YOU ALL!!
>
> HOW TO DO THIS: If you have Netscape 3.0 do EXACTLY the following:
>
> A) Click on any newsgroup, as you were going to look at it. Then click on
TO
> NEWS which is on the far left when you're in the newsgroup page. This will
> bring up a box to type a message.
>
> B) Leave the newsgroup box like it is. Change the subject box to something
> like ?Fast Cash? or ?Need cash?- Read here?.
>
> C) Tab once and you should be ready to type. Now retype (only once) this
> entire article word for word, except to insert your name at #5 and to
remove
> #1 of the list, plus any other small changes you think you need to make.
> Keep almost all of it the same however!
>
> D) When you are finished typing, click on FILE in this box (just above the
> send button... not where it says Netscape News on the first box. Now click
> on SAVE AS in the dropdown menu. Save your article as a text file in your
C:
> or A: drive.
>
> E) If you still have all of your text, send or post to this newsgroup now
by
> just cliking the SEND button (just below the File dropdown menu and above
> the Cc: button.
>
> F) Here's where you are going to post to 250 ore more, newsgroups... OK...
> click on any newsgroup then click on "TO NEWS"... again. In the top left
> corner of your screen. Leave the newsgroups box alone again, put a flashy
> subject title, hit tab once and your in the body of the message. Now,
click
> on the attachment file... now find the file that you just saved in the
> previous procedure. Click ONCE on the file and click OPEN and then OK. If
> you did this correctly, you should now see your file name in the
Attachments
> Box and it will be highlighted.
>
> G) That's it!!! Each time you do this, all you have to do is type a
> different newsgroup so you can post this message to 250 or more DIFFERENT
> NEWSGROUPS. I know, I know, you still have 249 to go, but it only takes
> about 30 seconds each, once you get the hang of it.
>
> Here it's a Write 3.0 format file [usenet.wri] with at least 1,600
> newsgroups addresses:

>
> git.club.entrepreneur, git.mgt.club.entrepreneur, market.inernet.free,
> mex.comp, mex.general, misc.entrepreneur, misc.entrepreneurs, misc.misc,
> oh.biz, skinawa.misc, ok.marketplace, scot.business.internet,
> pdaxs.ads.misc, biz.americast, biz.jobs, biz.marketplace.computers.other,
> biz, marketplace.services.computers, biz.misc, misc.entrepreneur,
> misc.entrepreneurs, misc.jobs.offered, alt.online-service,
> aol.commerce.general, alt.internet.services, misc.entrepreneur,
> misc.entrepreneurs, alt.business.home, alt.business.home.pc,
> biz.marketplace.non-computer, alt.business.misc, alt.business.multilevel,
> alt.business.multi-level, biz.marketplace.services.non-computer,
> alt.business.offshore, alt.biz, business.misc, alt.make.money, alt.make,
> alt.make.money.fast, alt.business.career-opportunities.executives,
> alt.business.franchise, alt.biz, market.internet.free, misc.misc,
> misc.entrepreneurs, misc.entrepreneur, alt.misc, alt.make.money.fast,
> biz.next.newprod, biz.americast, biz.univel.misc, misc.biz, alt.business,
> biz.marketplace.discussion, alt.ads, alt.biz.misc, alt.make.money,
> misc.forsale, misc.forsale.misc, misc.forsale.other, biz.marketplace,
> biz.newgroup, alt.anything, aol.commerce.misc-ads, aol.misc,
> biz.marketplace.international, alt.internet.commerce,
aol.commerce.general,
> alt.business.home.pc, aol.buy.and.selacadia.bulletin-board,
> alt.america.online, biz.jobs.offered, alt.biz.misc,
> alt.business.multi-level, alt.college.us, alt.make.money,
> alt.make.money.fast, alt.misc, av.jobs, alc.market, alt.aapg.general,
> alt.alt, alt.bbs.ads, alt.bbs.internet, alt.business, misc.misc,
> pdaxs.jobs.misc, sdnet.jobs, biz.americast, biz.jobs, biz.misc,
> misc.entrepreneur, misc.entrepreneurs, misc.jobs.offered,
> alt.online-service, aol.commerce.general, aol.commerce.misc-ads,
> aol.commerce.misc.ads, aol.commerce.mlm.announce, biz.next.newprod,
> git.club.entrepreur, git.mgt.club.entrepreneur, ibm.ibmpc.homewarp,
> market.internet.free, sdnet.jobs.offered, ads, alc.general,
> alt.aapg.announce, alt.ads, alt.biz.misc, alt.business.home, biz.mlm,
> aol.commerce.mlm.discussion, alt.business.multi-level,
> aol.commerce.mlm.announce, alt.business.home.pc, aol.buy.and.sell,
> acadia.bulletin-board, alt.america.online, biz, market.internet.free,
> misc.misc, misc.entrepreneurs, misc.entrepreneur, alt.business.misc,
> alt.misc, alt.make.money.fast, biz.next.newprod, biz.americast,
> biz.univel.misc, misc.biz, alt.business, biz.marketplace.discussion, ads,
> alt.ads, alt.biz.misc, alt.make.money, misc.forsale, misc.forsale.misc,
> misc.forsale.other, biz.marketplace, biz.newgroup, alt.anything,
> aol.commerce.misc-ads, aol.misc, biz.next, alt.make, misc,
> alt.internet.commerce, aol.commerce.general, biz, market.internet.free,
> misc.misc, misc.entrepreneurs, misc.entrepreneur, alt.misc,
> alt.make.money.fast, biz.next.newprod, biz.americast, biz.univel.misc,
> misc.biz, alt.business, biz.marketplace.discussion, ads, alt.ads,
> alt.biz.misc, alt.make.money, misc.forsale, misc.forsale.misc,
> misc.forsale.other, biz.marketplace, biz.newgroup, alt.anything,
> aol.commerce.misc-ads, aol.misc, biz.marketplace.international, biz.next,

> alt.make, misc, alt.internet.commerce, misc.for.sale, misc.for-sale,
> aol.commerce.general, alt.business.home.pc, aol.buy.and.sell,
> acadia.bulletin-board, alt.wholesale, alt.america.online, alt.forsale,
> alt.forsale.nutrition, alt.internet.commerce, misc.entrepreneur,
> misc.entrepreneur, rich.buysell, alt.1d, alt.3d, alt.abortion.inequity,
> alt.abuse.recovery, alt.activism, alt.activism.d,
> alt.activism.death-penalty, alt.adoption, alt.aeffle.und.pferdle,
> alt.agriculture.fruit, alt.agriculture.misc, alt.aldus.freehand,
> alt.aldus.misc, alt.aldus.pagemaker, alt.alien.visitors, alt.amateur-comp,
> alt.angst, alt.answers, alt.appalachian, alt.aquaria, alt.archery,
> alt.architecture, alt.architecture.alternative, alt.artcom,
> alt.asian-movies, alt.astrology, alt.atheism, alt.atheism.moderated,
> alt.ato, alt.autos.antique, alt.autos.rod-n-custom, alt.bacchus,
> alt.backrubs, alt.basement.graveyard, alt.bbs, alt.bbs.ads,
> alt.bbs.allsysop, alt.bbs.first-class, alt.bbs.internet, alt.bbs.lists,
> alt.bbs.lists.d, alt.bbs.metal, alt.bbs.pcboard, alt.bbs.pcbuucp,
> alt.bbs.unixbbs, alt.bbs.uupcb, alt.bbs.wildcat, alt.beer,
> alt.best.of.internet, alt.bigfoot, alt.binaries.multimedia,
> alt.binaries.pictures.d, alt.binaries.pictures.erotica,
> alt.binaries.pictures.erotica.blondes,
> alt.binaries.pictures.erotica.d, alt.binaries.pictures.erotica.female,
> alt.binaries.pictures.erotica.male,
> alt.binaries.pictures.erotica.orientals,
> alt.binaries.pictures.fine-art.d,
alt.binaries.pictures.fine-art.digitized,
> alt.binaries.pictures.fine-art.graphics,
> alt.binaries.pictures.fractals, alt.binaries.pictures.misc,
> alt.binaries.pictures.supermodels, alt.binaries.pictures.tasteless,
> alt.binaries.pictures.utilities, alt.binaries.sounds.d,
> alt.binaries.sounds.misc, alt.birthright, alt.bitterness, alt.bonsai,
> alt.books.anne-rice, alt.books.deryni, alt.books.isaac-asimov,
> alt.books.reviews, alt.books.technical, alt.boomerang, alt.brother-jed,
> alt.business.misc, alt.business.multi-level, alt.cable-tv.re-regulate,
> alt.cad, alt.cad.autocad, alt.california, alt.callahans, alt.cascade,
> alt.cd-rom, alt.cereal, alt.cesium, alt.child-support, alt.chinchilla,
> alt.chinese.text, alt.chinese.text.big5, alt.clearing.technology,
> alt.co-evolution, alt.co-ops, alt.cobol, alt.collecting.autographs,
> alt.college.college-bowl, alt.college.food, alt.colorguard,
> alt.comedy.british, alt.comedy.firesgn-thtre, alt.comics.batman,
> alt.comics.buffalo-roam, alt.comics.lnh, alt.comics.superman,
alt.comp.fsp,
> alt.conspiracy.jfk, alt.comp.acad-freedom.news,
alt.comp.acad-freedom.talk,
> alt.comp.databases.xbase.clipper, alt.comp.hardware.homebuilt,
> alt.computer.consultants, alt.config, alt.consciousness, alt.conspiracy,
> alt.control-theory, alt.cosuard, alt.cult-movies,
> alt.cult-movies.rocky-horror, alt.culture.alaska, alt.culture.argentina,
> alt.culture.austrian, alt.culture.electric-midget, alt.culture.hawaii,
> alt.culture.indonesia, alt.culture.internet, alt.culture.karnataka,

> alt.culture.kerala, alt.culture.ny-upstate, alt.culture.oregon,
> alt.culture.tuva, alt.culture.us.asian-indian, alt.culture.us.southwest,
> alt.culture.usenet, alt.cyberpunk, alt.current-events.bosnia,
> alt.current-vents.somalia, alt.cyb-sys, alt.cyberpunk.chatsubo,
> alt.cyberpunk.movement, alt.cyberpunk.tech, alt.cyberspace,
alt.dads-rights,
> alt.dcom.catv, alt.dcom.telecom, alt.dear.whitehouse, alt.decathena,
> alt.desert-storm, alt.desert-storm.facts, alt.desert-thekurds,
> alt.destroy.the.earth, alt.dev.null, alt.devilbunnies, alt.discordia,
> alt.discrimination, alt.divination, alt.dreams, alt.dreams.lucid,
alt.drugs,
> alt.drugs.caffeine, alt.drumcorps, alt.drwho.creative,
> alt.education.bangkok, alt.education.bangkok.cmc,
> alt.education.bangkok.databases, alt.education.bangkok.planning,
> alt.education.bangkok.research, alt.education.bangkok.student,
> alt.education.bangkok.theory, alt.education.disabled,
> alt.education.distance, alt.education.research,
alt.emulators.ibmpc.apple2,
> alt.emusic, alt.engr.explosives, alt.exotic-music, alt.exploding.kibo,
> alt.fan.alok.vijayvargia, alt.fan.asprin, alt.fan.bgcrisis,
> alt.fan.bill-gates, alt.fan.greaseman, alt.fan.chris-elliott,
> alt.fan.dale-bass, alt.fan.dan-quayle, alt.fan.dave_barry, alt.fan.devo,
> alt.fan.dice-man, alt.fan.dick-depew, alt.fan.disney.afternoon,
> alt.fan.douglas-adams, alt.fan.dune, alt.fan.eddings, alt.fan.enya,
> alt.fan.frank-zappa, alt.fan.furry, alt.fan.g-gordon-liddy, alt.fan.goons,
> alt.fan.hofstadter, alt.fan.holmes, alt.fan.howard-stern,
> alt.fan.james-bond, alt.fan.jeff-witty, alt.fan.jen-coolest,
> alt.fan.wal-greenslade, alt.fan.warlord, alt.fan.wodehouse,
alt.fandom.cons,
> alt.fandom.misc, alt.fashion, alt.feminism, alt.filesystems.afs,
> alt.fishing, alt.flame, alt.flame.roommate, alt.folklore.college,
> alt.folklore.computers, alt.folklore.ghost-stories, alt.folklore.herbs,
> alt.folklore.science, alt.folklore.urban, alt.food.cocacola,
> alt.food.fat-free, alt.food.sugar-cereals, alt.forgery,
> alt.fractal-design.painter, alt.fractals.pictures, alt.galactic-guide,
> alt.games.frp.dnd-util, alt.games.frp.live-action, alt.games.gb,
> alt.games.lynx, alt.games.mk, alt.games.mornington.cresent, alt.games.sf2,
> alt.games.tiddlywinks, alt.games.torg, alt.games.vga-planets,
> alt.games.video.classic, alt.games.xpilot, alt.games.xtrek,
> alt.gathering.rainbow, alt.geek, alt.good.morning, alt.good.news,
> alt.gopher, alt.gorets, alt.gothic, alt.gourmand,
alt.grad-student.tenured,
> alt.graphics.pixutils, alt.great-lakes, alt.guitar, alt.guitar.bass,
> alt.guitar.tab, alt.hackers, alt.he, alth.ayurveda, alt.hemp,
> alt.heraldry.sca, alt.hindu, alt.history.what-if, alt.horror,
> alt.horror.cthulhu, alt.horror.werewolves, alt.hotrod,
alt.housing.nontrad,
> alt.humor.best-of-usenet, alt.humor.best-of-usenet.d, alt.hypertext,
> alt.hypnosis, alt.illuminati, alt.image.medical, alt.india.progressive,

> alt.individualism, alt.industrial, alt.info-science, alt.info-theory,
> alt.internet.access.wanted, alt.lang.cfutures, alt.lang.intercal,
> alt.lang.ml, alt.lang.teco, alt.law-enforcement, alt.lemmings,
> alt.locksmithing, alt.lucid-emacs.bug, alt.lucid-emacs.help, alt.lycra,
> alt.magic, alt.magick, alt.magick.sex, alt.manga,
alt.materials.simulation,
> alt.mcdonalds, alt.med.cfs, alt.meditation, alt.meditation.transcendental,
> alt.memetics, alt.messianic, alt.military.cadet, alt.misanthropy,
> alt.missing-kids, alt.models, alt.msdos.programmer, alt.mud,
> alt.mud.chupchups, alt.mud.german, alt.mud.lp, alt.music.a-cappella,
> alt.music., alternative, alt.music.bela-fleck, alt.music.canada,
> alt.music.enya, alt.music.filk, alt.music.hardcore, alt.music.jewish,
> alt.music.marillion, alt.music.prince, alt.music.progressive,
> alt.music.queen, alt.music.rush, alt.music.ska, alt.music.tmbg,
> alt.music.u2, alt.music.world, alt.mythology, alt.national.enquirer,
> alt.native, alt.necromicon, alt.netgames.bolo, alt.news-media,
> alt.news.macedonia, alt.non.sequitur, alt.online-service,
> alt.org.food-not-bombs, alt.org.pugwash, alt.os.multics, alt.out-of-body,
> alt.overlords, alt.pagan, alt.pantyhose, alt.paranet.abduct,
> alt.paranet.paranormal, alt.paranet.science, alt.paranet.skeptic,
> alt.paranet.ufo, alt.paranormal, alt.parents-teens, alt.party,
> alt.pave.the.earth, alt.pcnews, alt.peeves, alt.periphs.pcmcia,
> alt.personals, alt.personals.ads, alt.personals.bondage,
alt.personals.misc,
> alt.personals.poly, alt.philosophy.objectivism, alt.pixar.typestry,
> alt.planning.urban, alt.politics.sex, alt.politics.vietnamese,
> alt.polyamory, alt.postmodern, alt.prisons, alt.privacy,
> alt.privacy.anon-server, alt.privacy.clipper, alt.prophecies.nostradamus,
> alt.prose, alt.prose.d, alt.psychoactives, alt.psychology.personality,
> alt.pub.cloven-shield, alt.pub.dragons-inn, alt.pub.havens-rest, alt.pulp,
> alt.punk, alt.ql.creative, alt.quotations, alt.radio.networks.npr,
> alt.radio.pirate, alt.radio.scanner, alt.rap, alt.rap-gdead, alt.rave,
> alt.recovery, alt.recovery.codependency, alt.religion.all-worlds,
> alt.religion.computers, alt.religion.eckankar, alt.religion.emacs,
> alt.religion.kibology, alt.religion.monica, alt.religion.sabaean,
> alt.religion.scientology, alt.restaurants, alt.revisionism,
> alt.revolution.counter, alt.rhode_island, alt.rmgroup, alt.rock-n-roll,
> alt.rock-n-roll.acdc, alt.rock-n-roll.classic, alt.rock-n-roll.hard,
> alt.rock-n-roll.metal, alt.fan.madonna, alt.fan.jimmy-buffett,
> alt.fan.joel-furr, alt.fan.john-palmer, alt.fan.kali.astarte.inanna,
> alt.fan.karla-homolka, alt.fan.kent-montana, alt.fan.kevin-darcy,
> alt.fan.lemurs, alt.fan.letterman, alt.fan.maria-callas,
> alt.fan.mike-jittlov, alt.fan.monty-python, alt.fan.nathan.brazil,
> alt.fan.noam-chomsky, alt.fan.pern, alt.fan.piers-anthony,
> alt.fan.pratchett, alt.fan.q, alt.fan.ren-and-stimpy,
> alt.fan.robert.mcelwaine, alt.fan.ronald-reagan, alt.fan.rush-limbaugh,
> alt.fan.serdar-argic, alt.fan.shostakovich, alt.fan.spinal-tap,
> alt.fan.thunder-thumbs, alt.fan.tolkien, alt.fan.tom-robbins,
> alt.fan.tom_peterson, alt.fan.u2,

> alt.internet.services,alt.internet.talk-radio, alt.irc, alt.irc.ircii,
> alt.irc.recovery, alt.japanese.text, alt.journalism,
> alt.journalism.criticism, alt.kids-talk, alt.kill.the.whales,
alt.lang.asm,
> alt.lang.awk, alt.lang.basic, alt.rock-n-roll.metal.metallica,
> alt.rock-n-roll.metal.progressive,
> alt.rock-n-roll.oldies, alt.rock-n-roll.stones, alt.rock-n-roll.symphonic,
> alt.rodney-king, alt.romance, alt.romance.chat, alt.satellite.tv.europe,
> alt.save.the.earth, alt.sb.programmer, alt.sci.astro.aips,
> alt.sci.astro.figaro, alt.sci.astro.fits, alt.sci.physics.acoustics,
> alt.sci.physics.new-theories, alt.sci.planetary, alt.sci.sociology,
> alt.sect.ahmadiyya, alt.security, alt.security.index,
alt.security.keydist,
> alt.security.pgp, alt.security.ripem, alt.sega.genesis, alt.self-improve,
> alt.sewing, alt.sex, alt.sex.bestiality, alt.sex.bondage,
> alt.sex.exhibitionism, alt.sex.fetish.feet, alt.sex.fetish.hair,
> alt.sex.fetish.orientals, alt.sex.fetish.watersports,
alt.sex.masturbation,
> alt.sex.motss, alt.sex.movies, alt.sex.pictures, alt.sex.pictures.female,
> alt.sex.pictures.male, alt.sex.spanking, alt.sex.stories,
alt.sex.stories.d,
> alt.sex.voyeurism, alt.sex.wanted, alt.sex.watersports, alt.sex.wizards,
> alt.sexual.abuse.recovery, alt.shenanigans, alt.showbiz.gossip,
> alt.sigma2.height, alt.skate, alt.skate-board, alt.skinheads, alt.slack,
> alt.snail-mail, alt.snowmobiles, alt.soc.ethics, alt.society.anarchy,
> alt.society.ati, alt.society.civil-disob, alt.society.civil-liberties,
> alt.society.civil-liberty, alt.society.conservatism, alt.society.foia,
> alt.society.futures, alt.society.generation-x, alt.society.resistance,
> alt.society.revolution, alt.society.sovereign, alt.soft-sys.tooltalk,
> alt.sources, alt.sources.amiga, alt.sources.d, alt.sources.index,
> alt.sources.patches, alt.sources.wanted, alt.sport.bowling,
> alt.sport.bungee, alt.sport.darts, alt.sport.foosball, alt.sport.lasertag,
> alt.sport.officiating, alt.sport.paintball, alt.sport.pool,
> alt.sports.baseball.atlanta-braves,
> alt.sports.baseball.b, alt-orioles, alt.sports.baseball.chicago-cubs,
> alt.sports.baseball.cinci-reds, alt.sports.baseball.col-rockies,
> alt.sports.baseball.fla-marlins, alt.sports.baseball.houston-astros,
> alt.sports.baseball.la-dodgers, alt.sports.baseball.mke-brewers,
> alt.sports.baseball.mn-twins, alt.sports.baseball.montreal-expos,
> alt.sports.baseball.ny-mets, alt.sports.baseball.oakland-as,
> alt.sports.baseball.phila-phillies, alt.sports.baseball.pitt-pirates,
> alt.sports.baseball.sf-giants, alt.sports.baseball.stl-cardinals,
> alt.sports.football.mn-vikings, alt.sports.football.pro.wash-redskins,
> alt.stagecraft, alt.startrek.creative, alt.stupidity, alt.suburbs,
> alt.suicide.holiday, alt.suit.att-bsdi, alt.super.nes, alt.supermodels,
> alt.support, alt.support.abuse-partners, alt.support.big-folks,
> alt.support.cancer, alt.support.diet, alt.support.mult-sclerosis,
> alt.support.step-parents, alt.surfing, alt.sustainable.agriculture,
> alt.sys.amiga.demos, alt.sys.amiga.uucp, alt.sys.amiga.uucp.patches,

> alt.sys.intergraph, alt.tv.simpsons.itchy-scratchy, alt.tv.tiny-toon,
> alt.tv.tiny-toon.fandom, alt.tv.twin-peaks, alt.usage.english,
> alt.usenet.offline-reader, alt.usenet.recovery, alt.uu.announce,
> alt.uu.comp.misc, lt.uu.comp.os.linux.questions, alt.uu.future,
> alt.uu.lang.esperanto.misc, alt.uu.lang.misc, alt.uu.lang.russian.misc,
> alt.uu.math.misc, alt.uu.misc.misc, alt.uu.tools,
> alt.uu.virtual-worlds.misc, alt.vampyres, alt.video.laserdisc, alt.wais,
> alt.war, alt.war.civil.usa, alt.war.vietnam, alt.wedding, alt.whine,
> alt.whistleblowing, alt.winsock, alt.wired, alt.wolves, alt.world.taeis,
> alt.zines, alt.znet.aeo, alt.znet.pc, alt.tv.red-dwarf,
alt.tv.ren-n-stimpy,
> alt.tv.rockford-files, alt.tv.seinfeld, alt.tv.simpsons,
> alt.tv.beavis-n-butthead, alt.tv.bh90210, alt.tv.dinosaurs, alt.tv.la-law,
> alt.tv.liquid-tv, alt.tv.mash, alt.tv.melrose-place, alt.tv.mst3k,
> alt.tv.muppets, alt.tv.mwc, alt.tv.northern-exp, alt.tv.prisoner,
> alt.sys.pc-clone.gateway2000, alt.sys.pdp8, alt.sys.perq, alt.sys.sun,
> alt.tasteless, alt.tasteless.jokes, alt.technology.misc,
> alt.technology.mkt-failure, alt.technology.obsolete, alt.test,
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> alt.thrash, alt.tla, alt.toolkits.xview, alt.toon-pics, alt.toys.hi-tech,
> alt.toys.lego, alt.toys.transformers, alt.transgendered,
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> alt.tv.antagonists, alt.tv.babylon-5, alt.tv.barney,
alt.tv.beakmans-world,
> alt.rock-n-roll.metal.gnr, alt.rock-n-roll.metal.heavy,
> alt.rock-n-roll.metal.ironmaiden bionet.agroforestry, bionet.announce,
> bionet.biology.computational, bionet.biology.n2-fixation,
> bionet.biology.tropical, bionet.cellbiol, bionet.chlamydomonas,
> bionet.drosophila, bionet.general, bionet.genome.arabidopsis,
> bionet.genome.chrom22, bionet.genome.chromosomes, bionet.immunology,
> bionet.info-theory, bionet.jobs, bionet.journals.contents,
> bionet.journals.note, bionet.metabolic-reg, bionet.molbio.ageing,
> bionet.molbio.bio-matrix, bionet.molbio.embldatabank,
> bionet.molbio.evolution, bionet.molbio.gdb, bionet.molbio.genbank,
> bionet.molbio.genbank.updates, bionet.molbio.gene-linkage,
> bionet.molbio.genome-program, bionet.molbio.hiv,
> bionet.molbio.methds-reagnts, bionet.molbio.proteins, bionet.molbio.rapd,
> bionet.molbio.yeast, bionet.mycology, bionet.n2-fixation,
> bionet.neuroscience, bionet.photosynthesis, bionet.plants,
> bionet.population-bio, bionet.sci-resources, bionet.software,
> bionet.software.acedb, bionet.software.gcg, bionet.software.sources,
> bionet.users.addresses, bionet.virology, bionet.women-in-bio,
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> bit.listserv.3com-l, bit.listserv.9370-l, bit.listserv.ada-law,
> bit.listserv.advanc-l, bit.listserv.advise-l, bit.listserv.aix-l,
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> bit.listserv.applicat, bit.listserv.arie-l, bit.listserv.ashe-l,
> bit.listserv.asm370, bit.listserv.autism, bit.listserv.axslib-l,
> bit.listserv.banyan-l, bit.listserv.big-lan, bit.listserv.billing,

> bit.listserv.biosph-l, bit.listserv., bitnews, bit.listserv.blindnws,
> bit.listserv.buslib-l, bit.listserv.c+health, bit.listserv.c18-l,
> bit.listserv.c370-l, bit.listserv.candle-l, bit.listserv.catala,
> bit.listserv.catholic, bit.listserv.cdromlan, bit.listserv.cfs.newsletter,
> bit.listserv.christia, bit.listserv.cics-l, bit.listserv.cinema-l,
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> bit.listserv.cyber-l, bit.listserv.dasig, bit.listserv.db2-l,
> bit.listserv.dbase-l, bit.listserv.deaf-l, bit.listserv.decnews,
> bit.listserv.dectei-l, bit.listserv.devel-l, bit.listserv.disarm-l,
> bit.listserv.domain-l, bit.listserv.dsshe-l, bit.listserv.earntech,
> bit.listserv.edi-l, bit.listserv.edpolyan, bit.listserv.edtech,
> bit.listserv.edusig-l, bit.listserv.emusic-l, bit.listserv.endnote,
> bit.listserv.envbeh-l, bit.listserv.erl-l, bit.listserv.ethics-l,
> bit.listserv.ethology, bit.listserv.euearn-l, bit.listserv.film-l,
> bit.listserv.fnord-l, bit.listserv.frac-l, bit.listserv.free-l,
> bit.listserv.games-l, bit.listserv.gddm-l, bit.listserv.geodesic,
> bit.listserv.gguide, bit.listserv.govdoc-l, bit.listserv.gutnberg,
> bit.listserv.hellas, bit.listserv.help-net, bit.listserv.hindu-d,
> bit.listserv.history, bit.listserv.hp3000-l, bit.listserv.hytel-l,
> bit.listserv.i-amiga, bit.listserv.ibm-hesc, bit.listserv.ibm-main,
> bit.listserv.ibm-nets, bit.listserv.ibm7171, bit.listserv.ibmtcp-l,
> bit.listserv.india-d, bit.listserv.ingrafx, bit.listserv.innopac,
> bit.listserv.ioob-l, bit.listserv.ipct-l, bit.listserv.isn,
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> bit.listserv.l-vmctr, bit.listserv.liaison, bit.listserv.libref-l,
> bit.listserv.libres, bit.listserv.license, bit.listserv.linkfail,
> bit.listserv.literary, bit.listserv.lstsrv-l, bit.listserv.mail-l,
> bit.listserv.mailbook, bit.listserv.mba-l, bit.listserv.mbu-l,
> bit.listserv.mdphd-l, bit.listserv.medforum, bit.listserv.medlib-l,
> bit.listserv.mednews, bit.listserv.mideur-l, bit.listserv.mla-l,
> bit.listserv.netnws-l, bit.listserv.nettrain, bit.listserv.new-list,
> bit.listserv.next-l, bit.listserv.nodmgt-l, bit.listserv.notabene,
> bit.listserv.notis-l, bit.listserv.novell, bit.listserv.omrscan,
> bit.listserv.os2-l, bit.listserv.ozone, bit.listserv.pacs-l,
> bit.listserv.page-l, bit.listserv.pagemakr, bit.listserv.physhare,
> bit.listserv.pmdf-l, bit.listserv.politics, bit.listserv.postcard,
> bit.listserv.power-l, bit.listserv.psycgrad, bit.listserv.qualrs-l,
> bit.listserv.relusr-l, bit.listserv.rra-l, bit.listserv.rscs-l,
> bit.listserv.rscsmods,
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> x-- 100 Proof News - http://www.100ProofNews.com
> x-- 3,500+ Binary NewsGroups, and over 90,000 other groups
> x-- Access to over 1 Terabyte per Day - $8.95/Month
> x-- UNLIMITED DOWNLOAD
>

5749. Re: TRY THIS!! IT WORKS!! MONEY$$$ NOW!!

Newsgroup: comp.sys.atari.programmer
Date: 2004-05-14 20:26:09 UTC
From: Arnie <fat@teeth.com>
Message-ID: <40a548ca@news.greennet.net>
Source record: 318
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cbm,comp.sys.cdc

Reported to ISP

5750. STOS and AMOS game makers for Atari ST and Amiga

Newsgroup: comp.sys.atari.programmer
Date: 2004-05-19 17:08:17 UTC
From: *ProteanThread* <"moc dot sodtr at posys">
Message-ID: <2dd4573054698299d19e7507e9a9348b@news.teranews.com>
Source record: 319
Cross-posted to: alt.comp.freeware,alt.comp.freeware.games,comp.sys.amiga.programmer,comp.sys.atari.programmer

Old timers are still alive!

Back in 1988 the Atari ST and the Commodore Amiga were the most advanced
home-computers available. IBM-PCs and clones were used mainly in companies
for business applications and the Apple Macintosh was much too expensive for
the average home user.

Fran&#65533;ois Lionet (one of the founders of Clickteam) produced with
Constantin Sotiropoulos one of the first game programming language ever
written: STOS Basic - published by Europress Software Ltd. It proved to be
an immediate success: STOS allowed anyone, regardless of their programming
experience, to have their first sprite moving on the screen with a few
instructions.

STOS filled a big gap in the market. Home users wanted to be able to
release their creativity and produce their own games without learning
difficult languages like C or machine code.

http://clickteam.com/English/amos.php

Today, Clickteam is proud to offer the source code of all STOS and AMOS
products as a contribution to the remaining Atari and Amiga community.
Clickteam is also willing to answer questions and queries about these
products through our discussion forums.

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy
http://rtdos.com/forum

"UN-official" acf webring
http://q.webring.com/hub?ring=acfwebring

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privileged, proprietary, confidential, or other wise private information.
If you have received this message in error, please notify the sender
immediately and delete the original. Any other use of this email by
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5751. Re: STOS and AMOS game makers for Atari ST and Amiga

Newsgroup: comp.sys.atari.programmer
Date: 2004-05-20 01:21:01 UTC
From: Stuart Caie <kyzer@4u.net>
Message-ID: <40ac080b$0$22835$cc9e4d1f@news.dial.pipex.com>
Source record: 320
Cross-posted to: alt.comp.freeware,alt.comp.freeware.games,comp.sys.amiga.programmer,comp.sys.atari.programmer

ProteanThread wrote:
> Today, Clickteam is proud to offer the source code of all STOS and AMOS
> products as a contribution to the remaining Atari and Amiga community.
> Clickteam is also willing to answer questions and queries about these
> products through our discussion forums.

This reminds me -- for the past few years (on and off) I have been working a suite of portable tools for working with AMOS and its formats. In particular, amos_print can convert any AMOS source code to ASCII text, including code you thought you had permanently locked. So you can get back your code, even if you can't get AMOS running on an emulator and find some obscure extension that you're missing.

http://www.kyz.uklinux.net/downloads/AMOSutils.tar.gz

Interested people can also look at
http://www.kyz.uklinux.net/formats/amos_file_formats.html

Is there anyone who would like to help out on this? For example, to provide some of the extensions that are missing, versions of existing extensions that are missing, or to port this thing to handle STOS code?

Regards
Stuart

5752. comp.sys.atari.programmer,biz.comp.telebit.netblazer,comp.lang.java.corba, comp.sys.apple2,comp.groupware.lotus-notes.apps

Newsgroup: comp.sys.atari.programmer
Date: 2004-06-19 07:48:52 UTC
From: nocker@animail.net
Message-ID: <ab512dd8.0406182348.8d80ce3@posting.google.com>
Source record: 321
Cross-posted to:
comp.sys.atari.programmer,biz.comp.telebit.netblazer,comp.lang.java.corba,comp.sys.apple2,comp.groupware.lotus-notes.apps

comp.sys.atari.programmer,biz.comp.telebit.netblazer,comp.lang.java.corba,comp.sys.apple2,
comp.groupware.lotus-notes.apps

5753. o8Nmo

Newsgroup: comp.sys.atari.programmer
Date: 2004-06-20 10:49:22 UTC
From: jihadbomb@care2.com
Message-ID: <4a21e522.0406200249.293632d4@posting.google.com>
Source record: 322
Cross-posted to:
comp.sys.atari.programmer,biz.comp.telebit.netblazer,comp.lang.java.corba,comp.sys.apple2,comp.groupware.lotus-notes.apps

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Newsgroup: comp.sys.atari.programmer
Date: 2004-06-21 10:00:40 UTC
From: muxr@wildmail.com
Message-ID: <62c72772.0406210200.4c330d3c@posting.google.com>
Source record: 323
Cross-posted to: comp.graphics.rendering.raytracing,comp.soft-sys.app-builder.uniface,comp.sys.atari.programmer,comp.dcom.voice-over-ip,alt.comp.jgaa

comp.graphics.rendering.raytracing,comp.soft-sys.app-builder.uniface,comp.sys.atari.programmer,comp.dcom.voice-over-ip,alt.comp.jgaa
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> > > cranks jT8Oj
> > > featured jT8Oj
> > > incredibly jT8Oj
> > > intergov jT8Oj
> > > constitute jT8Oj
> > > youd jT8Oj
> > > holder jT8Oj
> > > equiped@hoursbad.com jT8Oj
> > > herein jT8Oj
> > > boasted jT8Oj
> > > emule jT8Oj
> > > scratched jT8Oj
> > > yahoogroups jT8Oj
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> > > dirty jT8Oj
> > > statues jT8Oj
> > > foolfox jT8Oj
> > > cottage jT8Oj
> > > postmaster@panamsat.net jT8Oj
> > > pentagon jT8Oj
> > > shalt jT8Oj

> > > newmoney@indiatimes.com jT8Oj
> > > cabal jT8Oj
> > > recall jT8Oj
> > > owned jT8Oj
> > > bianchegialle jT8Oj
> > > bbradd@olg.com jT8Oj
> > > sideeffects jT8Oj
> > > bshgands@mailexcite.com jT8Oj
> > > nevertheless jT8Oj
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> > > scrotum jT8Oj
> > > bmagaj jT8Oj
> > > notches jT8Oj
> > > bmagkevin@yahoo.com jT8Oj
> > > fish jT8Oj
> > > though jT8Oj
> > > specialized jT8Oj
> > > taigamasuku@yahoo.com jT8Oj
> > > evlh jT8Oj
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> > > mihs jT8Oj
> > > ecommerce jT8Oj
> > > april@yahoo.com jT8Oj
> > > anonymity jT8Oj
> > > wastefully jT8Oj
> > > solutions jT8Oj
> > > follwing jT8Oj
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> > > done jT8Oj
> > > thelist jT8Oj
> > > skku jT8Oj
> > > coffee jT8Oj
> > > model jT8Oj
> > > editor@planeta.com jT8Oj
> > > hayoo jT8Oj
> > > absolutely jT8Oj
> > > finkelstein jT8Oj
> > > aaen jT8Oj
> > > juergen jT8Oj
> > > quoting jT8Oj
> > > heidi jT8Oj
> > > ichisanper jT8Oj
> > > teenz jT8Oj
> > > bianche jT8Oj
> > > gabriela jT8Oj
> > > dbolt jT8Oj
> > > contacted jT8Oj
> > > eric van lint@yahoo.com jT8Oj

> > > fireboss jT8Oj
> > > miesto jT8Oj
> > > haidorfer@hotmail.com jT8Oj
> > > also jT8Oj
> > > dnjhv@sapo.pt jT8Oj
> > > subtley jT8Oj
> > > peepoles jT8Oj
> > > common jT8Oj
> > > minimal jT8Oj

5755. [UPD] GEMLIB release 0.43.2

Newsgroup: comp.sys.atari.programmer
Date: 2004-07-12 20:34:15 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@freeyour_shoes.fr>
Message-ID: <opsa1krdk33qjehp@news.free.fr>
Source record: 324

Hello,

GEMLIB 0.43.2 is here !

This library is available for pure c, sozobonx, gcc 2.81 and
[cross-]gcc2.95
http://arnaud.bercegeay.free.fr/gemlib/

best regards,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5756. Atari TT question

Newsgroup: comp.sys.atari.programmer
Date: 2004-07-13 22:19:25 UTC
From: "Johan @ pandora.Be" <johanvanloo@pandora.Be>
Message-ID: <NdZIc.184509$DA7.8741935@phobos.telenet-ops.be>
Source record: 325

Hello there,

Can somebody give me some advice on the following matter.

I have an atari program which runs on a Atari TT.

I would like to run it on a windows and/or disassemble it.
I have found many rom and emulator programs for a ST but not for a TT, do
they exist ?

I have also a binary created file (from Atari TT) and the prg file.
Is it possible to disassemble one of the two (I would like to know the
structure of the binary file)

Thanks in advance,
Johan

5757. Re: Atari TT question

Newsgroup: comp.sys.atari.programmer
Date: 2004-07-14 04:17:15 UTC
From: liwolfbyte@yahoo.com
Message-ID: <ft2Jc.19216$_b.8802896@news4.srv.hcvlny.cv.net>
Source record: 326

I'm not sure if this is what you're looking for but...

A while ago, I was looking around, just seeing what other emulators were there for the ST, having gotten my ST back..
I found, I believe, a GNU source of of of the emulators that was basically supposed to multitask GEM on a 68k machine. A friend of mine looked over the code, as I don't program, and said it would need a little more than 8MHz to work properly and suggested a TT would run it properly.

I want to say it was either WinSTon, but I'm not sure and will investigate. Is this something you could use to maybe write a TT emulator? I think it was written in C++.

Just a thought from a sleep deprived lonesome male, looking for friends brit in NY <hey, it's free advertising space!>

Darren
"Johan @ pandora.Be" <johanvanloo@pandora.Be> wrote in message news:NdZIc.184509$DA7.8741935@phobos.telenet-ops.be...
> Hello there,
>
> Can somebody give me some advice on the following matter.
>
> I have an atari program which runs on a Atari TT.
>
> I would like to run it on a windows and/or disassemble it.
> I have found many rom and emulator programs for a ST but not for a TT, do
> they exist ?
>
> I have also a binary created file (from Atari TT) and the prg file.
> Is it possible to disassemble one of the two (I would like to know the
> structure of the binary file)
>
>
> Thanks in advance,
> Johan
>
>
>

5758. Re: Atari TT question

Newsgroup: comp.sys.atari.programmer
Date: 2004-07-14 07:30:00 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cd2na5$m6l$1@news.freedom2surf.net>
Source record: 327

"Johan @ pandora.Be" <johanvanloo@pandora.Be> wrote in message
news:NdZIc.184509$DA7.8741935@phobos.telenet-ops.be...
> Hello there,
>
> Can somebody give me some advice on the following matter.
>
> I have an atari program which runs on a Atari TT.
>
> I would like to run it on a windows and/or disassemble it.
> I have found many rom and emulator programs for a ST but not for a TT, do
> they exist ?

You only need a 68K disasembler, ST or TT emulation is irrelevant. I you
want to run it, then try Aranym (search google).

> I have also a binary created file (from Atari TT) and the prg file.
> Is it possible to disassemble one of the two (I would like to know the
> structure of the binary file)

You dont disasemble binary files. If you don't know this, you are going to
struggle with some of the concepts needed. I recommend reading a good 68000
book first.

Coda.

5759. [UPD] Windom 1.21.1

Newsgroup: comp.sys.atari.programmer
Date: 2004-07-19 18:18:04 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@freeyour_shoes.fr>
Message-ID: <opsbec4eyo3qjehp@news.free.fr>
Source record: 328

Hello,

Windom 1.21.1 is available for download on the sourceforge.net site

http://windom.sf.net

This is a bug fix version of windom 1.21.0

best regards,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5760. xP(Almost FREE MONEY !! xP(

Newsgroup: comp.sys.atari.programmer
Date: 2004-08-04 05:43:11 UTC
From: John Meyer <meyer_j@allthis.net>
Message-ID: <V%9Qc.17198$a%1.16257@fe39.usenetserver.com>
Source record: 329

MAKE MONEY!!!

MAKE THOUSANDS!!!

I found this on a bulletin board and decided to try it: I don't care about
the useless pre-fabricated crap this message usually says. All I say is, it
works. Continue pre-fab crap.

WELL GUESS WHAT!!!

Within seven days, I started getting money in the mail!! I
was shocked!! I figured it would end soon, but the money just kept
coming in. In my first week, I made about $25.00. By the end of the second
week I had made a total of more than $1000.00!!

Let me tell you how this works and most important, why it works.....
also make sure you print this out NOW, so you can get the information off
of it, as you will need it. I promise you that if you follow the directions
exactly that you will start making more money than you thought possible by
doing something
so easy!!

Suggestion: Read this entire message carefully!! (Print it out or download
it)

Follow the simple directions and watch the money come in!! It's easy.
It's legal. And, your investment is only $6.00 (Plus postage) !!!

You can use any currancy as people can always change it..

IMPORTANT:

This is not a rip-off, it is decent; it's legal; and it is virtually no
risk - it really works!! If all the following instructions are adhered to,
you will receive extraordinary dividends.

PLEASE NOTE:

Please follow the directions EXACTLY, and $50,000 or more can be yours
in 20 to 60 days. This program remains successful because of the honesty
and integrity of the participants. Please continue its success by carefully
adhering to the instructions. You will now become apart of the Mail Order
business.
You are in the business of developing Mailing Lists. Many large corporations
are happy to pay big bucks for quality lists. However, the money made from
the
mailing lists is secondary to income which is made from people like you
and me asking to be included in that list. Here are the four easy steps to

success.

STEP ONE:

Get six separate pieces of paper and write the following on
each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST."
Now get 6 U.S. $1.00 bills and place ONE inside of EACH of the six pieces
of paper so the bill will not be seen through the envelope (to prevent
thievery). Next, place one paper in each of the six envelopes and seal them.
You now should have six sealed envelopes, each with a piece of paper stating
the above phrase, your name and address, and a $1.00 bill. What you are
doing is creating a service.

THIS IS ABSOLUTELY LEGAL!!!!!

You are requesting a legitimate service and you are paying for it!! Like
most of us I was a little skeptical and little worried about the legal
aspects of it all. So I checked it out with the U.S. Post Office
(1-800-238-5355)
and they confirmed that it is indeed legal!!

Mail the six envelopes to the following addresses:

Matthew Dutton
46 Hayworth St
Point Vernon, Hervey Bay
QLD, 4390
Australia

R. Visser
P.O. Box 274
Nobby Beach
QLD, 4218
Australia

S. Phillips
77 Manly Drive
Robina, QLD 4226
Australia

Chris Pittman
7651 Abigail Glen Dr.
Charlotte, NC 28212
USA

Mike Vango
29 Pebblewood Ave
Scarborough, ON M1V-2A7
Canada

C. Wehler
137 Sara Rd
St. Marys, PA 15857
USA

STEP TWO:Now take the #1 name off the list that you see above, move the other names up (six becomes 5, 5 becomes 4, and etc.) and add YOUR NAME as number 6 on the list.

STEP THREE:
Change anything you need to but try to keep this article as close to original as possible. Now post your amended article to at least 200 news groups. : (I think there are close to 24,000 groups) All you need is 200, but
remember, the more you post, the more money you make!! This is perfectly legal!! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal Lottery laws. Keep a copy of these steps for yourself and whenever you need money, you can use it again, and again. PLEASE REMEMBER that this program remains successful because of the honesty and integrity of the participants and by their carefully adhering to directions. Look at it this way. If you were of integrity, the program will continue and the money that so many others have received will come your way.

NOTE: You may want to retain every name and address sent to you,> either on a computer or hard copy and keep the notes people send you.
This VERIFIES that you are truly providing a service. (Also, it might be a good idea to wrap the $1 bill in dark paper to reduce the risk of mail theft). So, as each post is downloaded and the directions carefully followed, all members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only $6.00 ($1.00 for each of the first six people listed above) Send it now, add your own name to the list and you're in business!!!

*****DIRECTIONS FOR HOW TO POST TO NEWS GROUPS!!!*****

STEP ONE: You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and drag your cursor to the bottom of this document, and select 'copy' from the edit menu. This will copy the entire letter into the computer's memory.

STEP TWO:
Open a blank 'notepad' file and place your cursor at the top
of the blank page. From the 'edit' menu select 'paste'. This will paste a copy of the letter into the notepad so that you will add your name to the list.

STEP THREE:
Save your new notepad file as a text file. If you want to do your posting in different settings, you'll always have this file to go back to.

STEP FOUR:
You can use a program like "postXpert" to post to all the newsgroups at once. You can find this program at <<http://www.download.com>>.

Use Netscape or Internet Explorer and try searching for various new groups (on- line forums, message boards, chat sites, discussions.)

STEP FIVE:
Visit message boards and post this article as a new message by highlighting the text of this letter and selecting paste from the edit menu. Fill in the subject, this will be the header that everyone sees as they scroll through the list of postings in a particular group, click the post message button. You're done.

Congratulations!!!!!!

THAT'S IT!! All you have to do, and It Really works!!!

BEST WISHES ...

ouYj\

5761. WinDom 1.21.2

Newsgroup: comp.sys.atari.programmer
Date: 2004-09-02 18:50:31 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@freeyour_shoes.fr>
Message-ID: <opsdpqmh173qjehp@news.free.fr>
Source record: 330

```
Hello,

Windom 1.21.2 is available

http://windom.sf.net

This release fixes a bad bug (crash when userdef object are drawn under
TOS).

If you use windom 1.21.0 or windom 1.21.1, the update is highly
recommanded !

best regards,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/
```

5762. atari 2600 vcs emulator for the palmos

Newsgroup: comp.sys.atari.programmer
Date: 2004-09-02 21:30:42 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <8iMZc.98922$JG7.97079@hydra.nntpserver.com>
Source record: 331
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

that is free ?

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://i.webring.com/hub?ring=emuroms (emuroms)

5763. > > > > matt parker alias erickvanlunsen hout@yahoo.com matt parker alias ericvon lindtherzog@yahoo.com matt parker alias erikvonlindt herzog@yahoo.com matt parker alias ericvan lunsen herzog@yahoo.com matt parker alias evan lintherzog@yahoo.com matt

Newsgroup: comp.sys.atari.programmer
Date: 2004-09-07 10:24:17 UTC
From: mattparker@wolke7.net
Message-ID: <c93ab06d.0409070224.1df2987c@posting.google.com>
Source record: 332
Cross-posted to: comp.unix.pc-clone.16bit,alt.books.anne-rice,comp.lang.ruby,comp.sys.atari.programmer,sci.fractals

> > > > matt parker alias erickvanlunsen hout@yahoo.com matt parker alias ericvon lindtherzog@yahoo.com matt parker alias erikvonlindt herzog@yahoo.com matt parker alias ericvan lunsen herzog@yahoo.com matt parker alias evan lintherzog@yahoo.com matt parker alias ericvonlunsen herzog@yahoo.com matt parker alias erick van lindt@yahoo.com matt parker alias erickvanlunsenhout@yahoo.com matt parker
> > > > alias peace now@yahoo.com matt parker alias ericvon lint@yahoo.com matt parker alias anna parker@yahoo.com the date of birth of matt parker is 9 13 1965 matt parker spams the net with childporn http://tinyurl.com/3w4q7 matt parker alias erik vanlunsen herzog@yahoo.com matt parker alias e van lindthout@yahoo.com matt parker alias erickvan lunsenherzog@yahoo.com matt parker alias erickvon
> > > > lunsen@yahoo.com matt parker alias super machines@yahoo.com matt parker alias ericvan lunsenherzog@yahoo.com matt parker alias ericvanlintherzog@yahoo.com matt parker alias eric vanlunsenhout@yahoo.com matt parker alias erick vonlint@yahoo.com matt parker alias erik von lunsen@yahoo.com matt parker alias e vonlunsenherzog@yahoo.com matt parker alias erik vanlunsenhout@yahoo.com matt
> > > > parker alias evon lunsen@yahoo.com matt parker alias eric vanlinthout@yahoo.com matt parker alias erickvonlunsen@yahoo.com matt parker alias erikvon lunsenherzog@yahoo.com matt parker alias ccc t@yahoo.com matt parker alias eric vonlinthout@yahoo.com his real name is matthew s parker from cottage grove oregon and that is it matt parker alias eric vanlindtherzog@yahoo.com matt parker alias
> > > > eric von lindt hout@yahoo.com matt parker alias eric lunsen@yahoo.com matt parker alias evan lindtherzog@yahoo.com matt parker alias e vonlindt hout@yahoo.com matt parker alias sexmachine@yahoo.com matt parker alias erik van lint hout@yahoo.com matt parker alias eric von lint@yahoo.com his true name is matt parker from cottage grove oregon and that is final matt parker alias andy c@yahoo.
> > > > com matt parker alias an dyc@yahoo.com matt parker alias eric parker@yahoo.com matt parker alias erickvanlunsenherzog@yahoo.com matt parker alias bestday isnow@yahoo.com matt parker alias erickvanlunsen@yahoo.com matt parker alias e lint@yahoo.com matt parker alias evlevl@yahoo.com matt parker alias erick von lunsenherzog@yahoo.com matt parker alias tanya dochenkova@yahoo.com order a new
> > > > identity at http://www.offshore-manual.com if personal data is captured by matt parker matt parker alias eric van lunsenherzog@yahoo.com matt parker alias erick vanlinthout@yahoo.com matt parker alias evlhevlh@yahoo.com never submit true personal data to t%72uelove%73.com this statement is not libelous and will under no circumstances be deleted matt parker alias eric von lunsen@yahoo.com
> > > > do physical material and moral harm to matt parker his wife and loved ones matt parker alias erik vonlintherzog@yahoo.com matt parker alias s machine@yahoo.com matt parker alias erik vanlunsen hout@yahoo.com matt parker was born on 13 september 65 matt parker alias eparker@yahoo.com matt parker alias erikvon lint hout@yahoo.com this

statement is made pending the issue of the official
> > > > complaint against matt parker matt parker alias e van lunsen@yahoo.com matt parker alias evonlinthout@yahoo.com matt parker alias erickvan lindt herzog@yahoo.com matt parker is a filthy liar and libeler that manipulates the public opinion matt parker alias ag@yahoo.com matt parker is webmaster of t%72uelove%73.com and all sites in ip range 66 70 45 10 to 39 matt parker alias erickvonlint
> > > > herzog@yahoo.com matt parker alias tanja dochenkova@yahoo.com matt parker alias eric vanlindt@yahoo.com all personals at eu%72obride%73.com are fake and the whole site sucks matt parker alias evl@yahoo.com matt parker alias eriklunsen@yahoo.com matt parker is a murderer and this son of a bitch will be fried matt parker alias sex-machine@yahoo.com matt parker alias erick
> > > > vanlunsenherzog@yahoo.com matt parker alias supermachines@yahoo.com matt parker alias erick vonlintherzog@yahoo.com matt parker alias e von linthout@yahoo.com matt parker is belgian about forty years old with dark hair and lives in cottage grove oregon matt parker alias erikvanlunsenherzog@yahoo.com matt parker alias erikvanlindt herzog@yahoo.com any useful information leading to the
> > > > arrest of matt parker will be rewarded matt parker alias eric van lint hout@yahoo.com matt parker alias erik vanlindt hout@yahoo.com matt parker alias sergi smith@yahoo.com matt parker alias erickvon linthout@yahoo.com matt parker alias ericvanlindt@yahoo.com matt parker alias evanlindtherzog@yahoo.com matt parker alias tatianadochenkova@yahoo.com matt parker alias e vonlint@yahoo.com
> > > > members of eu%72obride%73.com have access to adult material depicting minors in sexual acts matt parker alias erik vonlint@yahoo.com matt parker alias e vonlinthout@yahoo.com never submit a real email address to eu%72obride%73.com matt parker alias ericvonlunsen hout@yahoo.com matt parker alias evon lindthout@yahoo.com matt parker threatens the life of those that file complaints against
> > > > his sites matt parker forges evidence to make others seem guilty of his criminal activities matt parker alias erick van lint herzog@yahoo.com matt parker alias e vanlindt@yahoo.com matt parker alias e lunsen@yahoo.com matt parker alias nadzaitz@yahoo.com matt parker alias erick van lindt herzog@yahoo.com matt parker alias evonlindtherzog@yahoo.com matt parker alias e vonlindthout@yahoo.
> > > > com matt parker alias erick lindt@yahoo.com matt parker alias evon lunsen herzog@yahoo.com matt parker alias erick van lint hout@yahoo.com matt parker alias ericvan lindthout@yahoo.com anna parker married a limpdick yank to escape prosecution in russia matt parker is a gay masochist whose ass will be raped by gangs of fat black jail bubbas matt parker alias eric lindt@yahoo.com matt
> > > > parker alias mparker@yahoo.com matt parker alias ericvanlint@yahoo.com matt parker alias evanlunsen@yahoo.com matt parker alias ericvan lindt herzog@yahoo.com spam newsgroups with this statement matt parker alias erikvan lunsenhout@yahoo.com matt parker alias evan linthout@yahoo.com matt parker alias jeff@yahoo.com matt parker is a stinking piece of shit that likes role playing dungeons
> > > > and dragons matt parker alias erick van lunsenhout@yahoo.com matt parker alias ericvonlindthout@yahoo.com matt parker alias eric von linthout@yahoo.com matt parker alias erikvan lindt@yahoo.com never submit true personal data to eu%72obride%73.com the only purpose of anti%73cam.org is to lead users to the commercial sites of matt parker matt parker alias erick von lindt hout@yahoo.com
> > > > matt parker alias e vanlint herzog@yahoo.com the date of birth of matt parker is 9 13 65 matt parker alias erikvon lint@yahoo.com matt parker alias eric vanlindt hout@yahoo.com matt parker alias erick vanlindt herzog@yahoo.com matt parker alias erickvanlindt@yahoo.com matt parker alias ccc tournament@yahoo.com matt parker alias elunsen@yahoo.com the leuven university fired three employees

> > > > due to the lies of matt parker matt parker alias erik vonlindt hout@yahoo.com never enter a true credit card number at t%72uelove%73.com matt parker alias e van lint herzog@yahoo.com matt parker alias geraldjones@yahoo.com matt parker distributes illegal childporn on the net matt parker alias e vonlindt@yahoo.com matt parker alias erik vonlindtherzog@yahoo.com change country of residence
> > > > if personal data is captured by matt parker matt parker alias ericvon lint herzog@yahoo.com matt parker alias philip crew@yahoo.com matt parker alias erikvonlintherzog@yahoo.com matt parker alias erick von lunsenhout@yahoo.com matt parker alias tanjadchenka@yahoo.com matt parker alias erik von lindt herzog@yahoo.com matt parker alias erickvon lindtherzog@yahoo.com matt parker alias
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> > > > money for every forum this statement is posted in matt parker alias erick vonlunsen@yahoo.com matt parker alias ssmith@yahoo.com matt parker alias grootaap@yahoo.com the dismissed employees filed an official complaint against matt parker with the us embassy matt parker infects computers with a nasty trojan virus matt parker alias chess base@yahoo.com matt parker is guilty of illegal
> > > > people trafficking and will be prosecuted matt parker alias erickvanlindthout@yahoo.com matt parker alias erickvon lint@yahoo.com matt parker alias best day@yahoo.com matt parker alias erick parker@yahoo.com matt parker alias ericvonlintherzog@yahoo.com matt parker alias erikvanlint@yahoo.com matt parker commits credit card fraud and identity theft matt parker alias tatjana
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> > > > molester with many fake pseudonyms and multiple personalities matt parker alias evon lindt@yahoo.com matt parker alias e van lindt herzog@yahoo.com matt parker alias erick vanlunsen@yahoo.com matt parker alias erick van lunsen herzog@yahoo.com matt parker alias erickvanlindtherzog@yahoo.com matt parker alias erick vonlunsen herzog@yahoo.com matt parker alias erik van lunsen hout@yahoo.com

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> > > > vonlindt herzog@yahoo.com matt parker alias evonlintherzog@yahoo.com matt parker alias kim parker@yahoo.com matt parker owns dating sites since their clients are unlikely to complain and admit their membership matt parker alias ericvan lint hout@yahoo.com never submit a real email address to t%72uelove%73.com matt parker alias e van lunsen herzog@yahoo.com matt parker alias e von
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> > > > lint herzog@yahoo.com matt parker alias sergeysmith@yahoo.com matt parker alias
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alias dq@yahoo.com matt parker runs dating sites since people are unlikely to admit joining
such sites by complaining matt parker alias nadejda zaitzeva@yahoo.com matt parker alias
evanlindthout@yahoo.com matt parker
> > > > forges server logs to make clients seem guilty of his criminal activities damages
will be claimed from matt parker to compensate financial loss matt parker alias erik van
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> > > > dchenka@yahoo.com matt parker alias tanya dchenka@yahoo.com the date of birth of
matt parker is 13 9 65 matt parker alias eric vonlunsen hout@yahoo.com matt parker alias
gaap@yahoo.com matt parker commits online impersonation and harassment matt parker alias
anjaparker@yahoo.com matt parker alias erick von lindt herzog@yahoo.com matt parker alias
tanjadochenkova@yahoo.com matt parker

> > > > alias erick vonlinthout@yahoo.com matt parker alias eric vonlindt@yahoo.com matt parker alias evon lintherzog@yahoo.com do not believe any of the lies matt parker posts in this forum matt parker alias erick vanlindt@yahoo.com matt parker alias erickvan lindt@yahoo.com matt parker alias sexmachines@yahoo.com matt parker alias ericvon lunsen hout@yahoo.com matt parker registers domains with
> > > > the name of his clients to impersonate them matt parker alias erickvan lindtherzog@yahoo.com spam the child molester matt parker off the web matt parker alias evonlindt@yahoo.com the date of birth of matt parker is sep 13 65 matt parker alias e vonlindtherzog@yahoo.com matt parker alias erikvan lint herzog@yahoo.com matt parker alias e van lintherzog@yahoo.com matt parker alias
> > > > tatjanadchenka@yahoo.com matt parker alias http://erikvanlint.com matt parker alias evon lint herzog@yahoo.com matt parker alias erikvonlunsen herzog@yahoo.com matt parker alias ericvan lint herzog@yahoo.com matt parker alias kimberley parker@yahoo.com matt parker alias e vanlunsenherzog@yahoo.com matt parker alias gerald jones@yahoo.com matt parker alias erikvanlint hout@yahoo.com matt
> > > > parker alias nad zaitz@yahoo.com matt parker was born on 09 13 1965 matt parker alias evon linthout@yahoo.com matt parker is the husband of anna parker from cottage grove oregon matt parker alias eric van lintherzog@yahoo.com matt parker alias groot aap@yahoo.com matt parker alias erikvonlindtherzog@yahoo.com matt parker alias erik vonlunsen hout@yahoo.com matt parker alias e
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> > > > alias jjones@yahoo.com matt parker alias deep shredder@yahoo.com matt parker alias erickvonlindtherzog@yahoo.com matt parker alias ccct@yahoo.com matt parker alias erickvon lindt herzog@yahoo.com matt parker alias tatianadchenka@yahoo.com matt parker alias e van lindt hout@yahoo.com matt parker alias erik vanlint hout@yahoo.com matt parker alias erikvonlint herzog@yahoo.com matt parker
> > > > alias erick vanlindt hout@yahoo.com this statement is made in loving memory of the university employee that was killed by matt parker his mailbox is matt parker alias anna parker po box 1147 cottage grove 97424 oregon usa matt parker alias eric vonlindthout@yahoo.com matt parker alias evan lint hout@yahoo.com matt parker alias sex machines@yahoo.com matt parker alias evon lunsen
> > > > hout@yahoo.com matt parker alias geronimo jones@yahoo.com matt parker alias ericvan lunsenhout@yahoo.com matt parker sells underage mail order brides on the web matt parker alias michhele@yahoo.com matt parker alias eric van linthout@yahoo.com matt parker alias ericvanlindt herzog@yahoo.com matt parker alias erickvon lint hout@yahoo.com matt parker alias jerry jones@yahoo.com matt parker
> > > > alias erickparker@yahoo.com never believe anything matt parker says or writes matt parker alias dgeorg@yahoo.com matt parker alias erikvan linthout@yahoo.com matt parker alias erick vonlint hout@yahoo.com matt parker alias erick von lunsen@yahoo.com matt parker alias evanlunsen herzog@yahoo.com matt parker alias erik van lindtherzog@yahoo.com earn money for every email address this chain
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> > > > lintherzog@yahoo.com matt parker alias eric van lunsen hout@yahoo.com matt parker alias erik vanlintherzog@yahoo.com matt parker alias http://www.erikvanlint.com three university employees were fired due to the lies of matt parker matt parker alias phrozencrew@yahoo.com matt parker alias erickvanlint herzog@yahoo.com matt parker alias bestdayisnow@yahoo.com matt parker alias tanja
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> > > > lindt hout@yahoo.com matt parker alias erikvanlunsenhout@yahoo.com

5764. File attributes and access rights

Newsgroup: comp.sys.atari.programmer
Date: 2004-09-18 09:13:53 UTC
From: vdjole@EUnet.yu
Message-ID: <cigu8f$nf5$1@news.eunet.yu>
Source record: 333

Hi;

I am not very familliar with non-TOS filesystems possible with Mint or Magic, so:

- Is there any filesistem used in which BOTH the DOS-like file attributes (system, hidden, archive...) AND unix-like access-rights (read, write, exec for owner, group, world) are relevant on the same item (file or folder)?

(of course, 'readonly' attribute can be related to read/write access rights and one can be 'faked' from another, but what about the complete set?).

thanx in advance.

cu;

5765. Re: > > > > there is a price on the head of the wanker matt parker matt parker alias eric von lint@yahoo.com matt parker alias erick van lint hout@yahoo.com matt parker alias eric vonlunsen hout@yahoo.com matt parker is a hacker and stalker that stea

Newsgroup: comp.sys.atari.programmer
Date: 2004-09-19 09:31:43 UTC
From: mattparker@fantasymail.de
Message-ID: <b4a51ce7.0409190131.741dfb96@posting.google.com>
Source record: 334
Cross-posted to: tw.bbs.comp.www,comp.sys.atari.programmer,han.arts.music.movie,no.fag.jus.it,umn.comp.os.vms

tw.bbs.comp.www,comp.sys.atari.programmer,han.arts.music.movie,no.fag.jus.it,umn.comp.os.vms
> > > > > there is a price on the head of the wanker matt parker matt parker alias eric von lint@yahoo.com matt parker alias erick van lint hout@yahoo.com matt parker alias eric vonlunsen hout@yahoo.com matt parker is a hacker and stalker that steals personal data from hacked mailboxes matt parker alias evonlunsenhout@yahoo.com matt parker alias erik vonlindt herzog@yahoo.com matt parker alias e
> > > > > vonlindt@yahoo.com matt parker alias ann parker@yahoo.com
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> > > > > and blackmail them matt parker alias ericvon lunsen@yahoo.com matt parker alias erickvon lunsenhout@yahoo.com matt parker alias ericvonlunsenhout@yahoo.com matt parker alias e lunsen@yahoo.com matt parker alias eric von linthout@yahoo.com matt parker alias tanja dochenkova@yahoo.com matt parker alias ccctournament@yahoo.com matt parker alias elindt@yahoo.com matt parker alias erick
> > > > > vanlindt hout@yahoo.com matt parker alias ericvanlintherzog@yahoo.com matt parker alias erikvanlint herzog@yahoo.com matt parker alias j jones@yahoo.com matt parker alias erikvan lunsen herzog@yahoo.com matt parker alias ericvon lindt hout@yahoo.com matt parker alias e vanlunsenhout@yahoo.com matt parker alias jeff@yahoo.com matt parker alias erikvon lunsen@yahoo.com three university
> > > > > employees were fired due to the lies of matt parker matt parker alias erik vanlinthout@yahoo.com matt parker alias ericvan lindthout@yahoo.com matt parker alias erik von lindthout@yahoo.com matt parker alias gaap@yahoo.com matt parker alias erickvanlinthout@yahoo.com matt parker alias erick vonlindtherzog@yahoo.com members of eu%72obride%73.com have access to adult material depicting
> > > > > minors in sexual acts matt parker alias erickvanlindt
herzog@yahoo.com matt parker alias tania dchenka@yahoo.com matt parker
alias ericvon lint@yahoo.com the date of birth of matt parker is 9 13
65 matt parker violates the internet privacy act by distributing
stolen personal data the dismissed university employees suffered

financial loss due to matt parker matt parker alias erickvonlunsen
> > > > > hout@yahoo.com matt parker alias erick von lunsenherzog@yahoo.com matt parker alias eric vonlint herzog@yahoo.com matt parker alias ericvon lunsenherzog@yahoo.com matt parker alias erickvanlunsen herzog@yahoo.com matt parker alias erick van lunsenhout@yahoo.com matt parker alias e vonlunsen herzog@yahoo.com matt parker alias e vonlindt herzog@yahoo.com matt parker alias
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> > > > > tatiana dchenka@yahoo.com nail down the cumbag matt parker http://tinyurl.com/58hwa matt parker alias ag@yahoo.com this is hard evidence that matt parker spams the net with childporn http://tinyurl.com/5h6rh matt parker alias e van lindt herzog@yahoo.com matt parker alias matthewparker@yahoo.com matt parker alias e van lunsen herzog@yahoo.com matt parker is a dangerous mentally deranged
> > > > > criminal and needs psychiatric confinement matt parker alias annaparker@yahoo.com matt parker alias erik van lint hout@yahoo.com matt parker alias best dayisnow@yahoo.com matt parker alias erikvan lindthout@yahoo.com matt parker alias e vonlunsen hout@yahoo.com matt parker alias tatianadchenka@yahoo.com matt parker alias evanlintherzog@yahoo.com matt parker alias erik van lunsen
> > > > > herzog@yahoo.com matt parker alias dchenka tatyana dochenkova@yahoo.com matt parker alias eric vanlunsen herzog@yahoo.com matt parker is a pedophile and child molester with many fake pseudonyms and multiple personalities matt parker alias erik van lindt hout@yahoo.com matt parker alias erikvan lint herzog@yahoo.com matt parker alias eric vonlunsenherzog@yahoo.com matt parker alias
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erik von lunsen@yahoo.com matt parker alias evanlint hout@yahoo.com matt parker alias erick lint@yahoo.com matt parker sends death threats to dissatisfied clients matt parker alias erick lunsen@yahoo.com matt parker
> > > > > alias nzaitzeva@yahoo.com do not sign up at the scam site trueloves.com matt parker alias evonlindt herzog@yahoo.com matt parker trades in teenage brides from russia and the philippines matt parker alias ericvanlindt@yahoo.com his real name is matthew s parker from cottage grove oregon and that is it matt parker alias evan lunsenherzog@yahoo.com matt parker alias tatiana dochenkova@yahoo.
> > > > > com matt parker alias e vanlint hout@yahoo.com matt parker alias pcrew@yahoo.com matt parker alias eric vonlindtherzog@yahoo.com do not sign up at the scam site eurobrides.com matt parker alias mattparker@yahoo.com matt parker alias ericvanlunsen@yahoo.com matt parker alias p ure@yahoo.com matt parker impersonates clients to make them seem guilty of his criminal activities matt parker
> > > > > alias evanlindt herzog@yahoo.com every occurrence of this statement is automatically submitted to search engines matt parker alias erik vonlint@yahoo.com matt parker alias robert miller@yahoo.com matt parker alias erikvanlinthout@yahoo.com matt parker alias sergejsmith@yahoo.com matt parker alias erik vanlindthout@yahoo.com matt parker alias evonlindt@yahoo.com matt parker alias eric van
> > > > > lunsenherzog@yahoo.com matt parker alias evan lint hout@yahoo.com matt parker alias erickvonlindt hout@yahoo.com matt parker is a liar from leuven louvain belgium and lives in cottage grove oregon matt parker alias aniaparker@yahoo.com matt parker alias c cct@yahoo.com his mailbox is matt parker alias erik vanlint smolders pl 1 pb 223 leuven 3000 belgium matt parker alias
> > > > > ericklunsen@yahoo.com matt parker alias yda@yahoo.com matt parker alias erickvon lint@yahoo.com matt parker alias eric von lunsen hout@yahoo.com matt parker alias gjones@yahoo.com the dismissed employees filed an official complaint against matt parker with the us embassy matt parker alias e von lint hout@yahoo.com matt parker alias erik von lint hout@yahoo.com matt parker alias erikvan
> > > > > lunsen hout@yahoo.com matt parker alias evan lunsen hout@yahoo.com matt parker alias erick van lunsen@yahoo.com matt parker alias sexmachine@yahoo.com matt parker alias erickvan lindthout@yahoo.com if this were not true matt parker would not bother to react to this statement matt parker alias eric von lindtherzog@yahoo.com matt parker alias frankquisinsky@yahoo.com his mailbox is matt
> > > > > parker alias anna parker po box 1147 cottage grove 97424 oregon usa matt parker alias erikvanlunsen hout@yahoo.com matt parker alias ericvon linthout@yahoo.com matt parker alias erikvanlunsenhout@yahoo.com the leuven university fired three employees due to the lies of matt parker matt parker alias g jones@yahoo.com this perfectly legal statement prevents further abuse by matt parker matt
> > > > > parker registers domains with the name of his clients to impersonate them matt parker alias evan lunsen herzog@yahoo.com matt parker alias erickvan lindt herzog@yahoo.com matt parker alias erick vanlintherzog@yahoo.com matt parker alias matt parker@yahoo.com matt parker alias taniadochenkova@yahoo.com matt parker alias erik van linthout@yahoo.com matt parker alias erick
> > > > > vanlunsenhout@yahoo.com matt parker is a gay masochist whose ass will be raped by gangs of fat black jail bubbas matt parker alias erik vanlunsenhout@yahoo.com the date of birth of matt parker is 13 9 1965 matt parker alias erick vanlindthout@yahoo.com matt parker alias

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> > > > > parker alias super machines@yahoo.com change country of residence if personal
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lint@yahoo.com anna parker

> > > > > married a limpdick yank to escape prosecution in russia matt parker alias erik van lint@yahoo.com matt parker alias e vanlinthout@yahoo.com matt parker alias erickvanlunsenhout@yahoo.com matt parker alias ericvonlint@yahoo.com matt parker alias evanlint herzog@yahoo.com matt parker alias erick vonlunsen@yahoo.com matt parker alias erickvonlint@yahoo.com matt parker alias e van
> > > > > lindthout@yahoo.com matt parker alias eric van lunsen@yahoo.com matt parker alias jerryjones@yahoo.com matt parker alias evanlinthout@yahoo.com matt parker alias peacenow@yahoo.com matt parker alias aparker@yahoo.com matt parker alias ericvon lindtherzog@yahoo.com matt parker alias anjaparker@yahoo.com matt parker alias eric vanlunsen hout@yahoo.com matt parker was born on 13 september
> > > > > 1965 matt parker alias erik vonlunsen herzog@yahoo.com matt parker alias chessbase@yahoo.com matt parker alias eric vanlint herzog@yahoo.com matt parker alias e lindt@yahoo.com matt parker alias tanya dchenka@yahoo.com matt parker alias erikvonlindthout@yahoo.com anna parker is married to matt parker whose mother is the wife of a dog hack the childporn site http://tinyurl.com/4bb86 to
> > > > > pieces matt parker alias e vanlunsen@yahoo.com matt parker alias d shredder@yahoo.com matt parker alias ericvonlunsen herzog@yahoo.com matt parker alias erick van lintherzog@yahoo.com any useful information leading to the arrest of matt parker will be rewarded matt parker alias evanlindt hout@yahoo.com matt parker alias erikvanlindt@yahoo.com matt parker alias e vonlunsen@yahoo.com matt
> > > > > parker alias evonlindt hout@yahoo.com matt parker alias erik van lunsenhout@yahoo.com matt parker alias eric von lint hout@yahoo.com this statement is made pending the issue of the official complaint against matt parker matt parker alias eric vanlunsenhout@yahoo.com matt parker alias erick vanlint@yahoo.com matt parker alias ericvanlindtherzog@yahoo.com matt parker alias
> > > > > erikvonlindtherzog@yahoo.com matt parker alias erikvon lintherzog@yahoo.com matt parker alias taniadchenka@yahoo.com matt parker alias erick vonlindt@yahoo.com the date of birth of matt parker is sep 13 65 matt parker alias erick von lindtherzog@yahoo.com matt parker is a filthy motherfucker that likes computer chess games matt parker alias evon lindtherzog@yahoo.com matt parker alias
> > > > > erikvan lint@yahoo.com matt parker alias mparker@yahoo.com matt parker alias andyc@yahoo.com matt parker alias sergi smith@yahoo.com matt parker alias philipcrew@yahoo.com matt parker alias ericvan lunsenhout@yahoo.com matt parker alias e van lindtherzog@yahoo.com matt parker alias eriklunsen@yahoo.com matt parker alias erick vanlint herzog@yahoo.com matt parker alias eric vanlint@yahoo.
> > > > > com matt parker alias eric van lindt hout@yahoo.com matt parker alias erik van lunsenherzog@yahoo.com matt parker blackmails clients by coercing them to delete complaints from newsgroups members of t%72uelove%73.com have access to adult material depicting minors in sexual acts matt parker alias eric vonlindthout@yahoo.com all personals at t%72uelove%73.com are fake and the whole site
> > > > > sucks matt parker is belgian about forty years old with dark hair and lives in cottage grove oregon matt parker alias erikvan linthout@yahoo.com matt parker alias fquisinsky@yahoo.com matt parker alias erik van lunsen hout@yahoo.com matt parker alias evanlindthout@yahoo.com matt parker alias evanlunsen herzog@yahoo.com one of the dismissed employees did not find a new job got into debts
> > > > > and was found in a noose matt parker alias s machines@yahoo.com matt parker alias rage@yahoo.com matt parker alias e von lintherzog@yahoo.com his real address is matthew s. parker 1505 ash ave cottage grove 97424 oregon usa matt parker was exposed as a liar at http://fravia.2113.ch/phplab/mbs.php3/mb001?num=1028133973&thread=1028133973

where he posts as jeff and trueloves matt parker was
> > > > > born on 13 09 1965 matt parker alias michhelle@yahoo.com matt parker alias evanlindtherzog@yahoo.com matt parker alias erickvon lunsenherzog@yahoo.com matt parker alias eric lunsen@yahoo.com matt parker is a belgian of mixed ethnical extraction living in cottage grove oregon matt parker alias evan lindt hout@yahoo.com spam the child molester matt parker off the web the scam site
> > > > > eu%72obride%73.com is owned by the pervert matt parker from cottage grove oregon matt parker alias eric van lindtherzog@yahoo.com matt parker alias erick von lint hout@yahoo.com matt parker alias erikvanlindthout@yahoo.com matt parker is the most despicable shitass on the net matt parker alias jerry jones@yahoo.com matt parker alias erick vonlindt herzog@yahoo.com matt parker alias
> > > > > bestday@yahoo.com matt parker alias erik vonlunsen hout@yahoo.com matt parker alias sex machines@yahoo.com matt parker has friends all over the world whose joy in life is mutilating dissatisfied clients matt parker alias evonlunsen@yahoo.com matt parker alias erik vonlindthout@yahoo.com do not believe any of the lies matt parker posts in this forum matt parker alias erik
> > > > > vonlindtherzog@yahoo.com matt parker alias ericvanlint hout@yahoo.com matt parker alias ericvanlunsen hout@yahoo.com matt parker alias evan lunsen@yahoo.com matt parker alias eric lindt@yahoo.com matt parker alias erickvon lindtherzog@yahoo.com matt parker alias erick vonlunsen hout@yahoo.com matt parker alias tania dochenkova@yahoo.com matt parker is a filthy liar and libeler that
> > > > > manipulates the public opinion matt parker alias bestdayisnow@yahoo.com spam newsgroups with this statement matt parker alias erikvanlindt hout@yahoo.com matt parker alias ericvanlunsenhout@yahoo.com matt parker alias erik vanlintherzog@yahoo.com matt parker alias sexmachines@yahoo.com matt parker alias erikvonlindt herzog@yahoo.com damn matt parker and let his soul burn in hell till it
> > > > > freezes over matt parker alias ericvanlindt herzog@yahoo.com earn money for every forum this statement is posted in matt parker alias ericvanlint herzog@yahoo.com matt parker alias e vanlunsen herzog@yahoo.com matt parker alias evonlunsen herzog@yahoo.com matt parker alias eric von lindt@yahoo.com matt parker alias erik vonlunsenherzog@yahoo.com matt parker alias jjones@yahoo.com matt
> > > > > parker alias erick von lindt herzog@yahoo.com pin down the prick matt parker http://tinyurl.com/4cc39 matt parker alias erick van lindt@yahoo.com matt parker alias erickvan lunsen herzog@yahoo.com matt parker alias erik lint@yahoo.com matt parker alias erikvan lintherzog@yahoo.com matt parker alias ericvan linthout@yahoo.com matt parker alias chess lib@yahoo.com matt parker alias erik
> > > > > vanlint@yahoo.com matt parker alias e vanlunsenherzog@yahoo.com matt parker alias ericvonlindthout@yahoo.com all matt parker ever wanted to do was fuck scammer bitches anyway this is hard evidence against matt parker http://tinyurl.com/59u3p the scam site t%72uelove%73.com is owned by the pervert matt parker from cottage grove oregon matt parker alias erikvon lindt herzog@yahoo.com matt
> > > > > parker alias eric von lunsen herzog@yahoo.com matt parker alias ericvan lindt herzog@yahoo.com matt parker alias tatjana dochenkova@yahoo.com never submit a real email address to t%72uelove%73.com matt parker alias evon lunsen hout@yahoo.com matt parker alias evon lunsen@yahoo.com matt parker alias eric van linthout@yahoo.com matt parker alias ericvon lindt@yahoo.com matt parker alias
> > > > > erickvan lint hout@yahoo.com matt parker alias eric vonlindt hout@yahoo.com an official complaint against matt parker was filed with the us embassy matt parker alias ericvanlint@yahoo.com matt parker alias erickvanlunsenherzog@yahoo.com matt parker alias e von lindt@yahoo.com matt parker alias eric van lindthout@yahoo.com matt parker alias

erikvonlint@yahoo.com matt parker alias
> > > > > pure@yahoo.com matt parker alias http://www.erikvanlint.com
matt parker alias erik von lindtherzog@yahoo.com matt parker alias
evlh@yahoo.com matt parker alias erikvan lindt herzog@yahoo.com matt
parker alias erik parker@yahoo.com matt parker alias erick von lindt
hout@yahoo.com matt parker alias erikvon lint@yahoo.com matt parker
alias cy@yahoo.com matt parker alias ericvan lunsen@yahoo.
> > > > > com matt parker alias erik vanlint hout@yahoo.com matt parker is personally
responsible for the death of a university employee matt parker alias erick van
lindtherzog@yahoo.com matt parker alias erickparker@yahoo.com anybody providing proof of
having harmed matt parker his wife and relatives will be rewarded matt parker alias eric
vonlunsen herzog@yahoo.com matt parker alias e van
> > > > > lunsenhout@yahoo.com matt parker alias erikvan lunsenherzog@yahoo.com the date of
birth of matt parker is september 13 1965 matt parker alias erik vonlint herzog@yahoo.com
matt parker alias e vonlint herzog@yahoo.com matt parker alias m parker@yahoo.com matt
parker alias erik vanlindtherzog@yahoo.com matt parker alias erikvan lunsenhout@yahoo.com
matt parker alias erickvonlunsen
> > > > > herzog@yahoo.com matt parker alias erik vanlunsen herzog@yahoo.com matt parker is
the lowest form of life on this planet matt parker alias eric vanlinthout@yahoo.com matt
parker alias eriklindt@yahoo.com every deletion or refutation will automatically cause new
occurrences of this statement matt parker alias erickvon lintherzog@yahoo.com matt parker
alias erickvan lint herzog@yahoo.com
> > > > > matt parker alias erick von lunsenhout@yahoo.com matt parker alias erikvonlunsen
herzog@yahoo.com matt parker alias erick van lindt hout@yahoo.com matt parker alias
chesslib@yahoo.com matt parker alias e van lint hout@yahoo.com matt parker alias e von
lindtherzog@yahoo.com matt parker alias erick von lunsen hout@yahoo.com matt parker alias
e von lindt herzog@yahoo.com matt parker alias
> > > > > phrocrew@yahoo.com matt parker alias ericklindt@yahoo.com matt parker alias
ericvonlint hout@yahoo.com the site anti%73cam.org libels uninvolved females for
unwarranted commercial purposes matt parker alias e van lindt hout@yahoo.com matt parker
alias ericvan lunsen herzog@yahoo.com matt parker alias sergeismith@yahoo.com matt parker
alias erick van lunsenherzog@yahoo.com lock up the
> > > > > bastard matt parker http://tinyurl.com/5psmo matt parker alias eric vanlint
hout@yahoo.com matt parker alias erickvonlinthout@yahoo.com matt parker alias e vonlindt
hout@yahoo.com matt parker alias erik von lint herzog@yahoo.com matt parker alias erik
vonlunsenhout@yahoo.com matt parker alias erikvonlinthout@yahoo.com matt parker alias erik
von linthout@yahoo.com matt parker alias
> > > > > ericvonlint herzog@yahoo.com matt parker alias erik vonlindt hout@yahoo.com matt
parker alias evanlunsenherzog@yahoo.com matt parker alias erikvan lint hout@yahoo.com matt
parker alias erick vanlindt@yahoo.com matt parker alias erikparker@yahoo.com matt parker
alias erickvonlunsenhout@yahoo.com matt parker alias tanyadchenka@yahoo.com matt parker
alias eric van lunsenhout@yahoo.com matt
> > > > > parker alias erick v

5766. Re: File attributes and access rights

Newsgroup: comp.sys.atari.programmer
Date: 2004-09-21 06:40:41 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.61.0409210839220.325@wh58-508.st.uni-magdeburg.de>
Source record: 335

Hello!

> I am not very familliar with non-TOS filesystems possible with Mint or
> Magic, so:
>
> - Is there any filesistem used in which BOTH the DOS-like file attributes
> (system, hidden, archive...) AND unix-like access-rights (read, write,
> exec for owner, group, world) are relevant on the same item (file or
> folder)?

Not on ext2 and minix (these filesystems only support the unix
attributes).

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5767. Re: File attributes and access rights

Newsgroup: comp.sys.atari.programmer
Date: 2004-09-22 21:57:19 UTC
From: vdjole@EUnet.yu
Message-ID: <cissft$9a6$1@news.eunet.yu>
Source record: 336

On 21 Sep 2004 08:40:41 , Frank Naumann wrote:
>> - Is there any filesistem used in which BOTH the DOS-like file attributes
>> (system, hidden, archive...) AND unix-like access-rights (read, write,
>> exec for owner, group, world) are relevant on the same item (file or
>> folder)?
>
>Not on ext2 and minix (these filesystems only support the unix
>attributes).

Thanx; What about those enhancements of the FAT system (VFAT, etc.)?
Do they know of users and their rights?

Regards;

5768. Re: File attributes and access rights

Newsgroup: comp.sys.atari.programmer
Date: 2004-09-25 09:42:15 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.61.0409251137500.325@wh58-508.st.uni-magdeburg.de>
Source record: 337

Hello!

>>> - Is there any filesistem used in which BOTH the DOS-like file attributes
>>> (system, hidden, archive...) AND unix-like access-rights (read, write,
>>> exec for owner, group, world) are relevant on the same item (file or
>>> folder)?
>>
>> Not on ext2 and minix (these filesystems only support the unix
>> attributes).
>
>
> Thanx; What about those enhancements of the FAT system (VFAT, etc.)?
> Do they know of users and their rights?

No, VFAT is only a long name extension. But anyway, you should use the
operating system calls to get uid/gid and all the unix attributes and you
should not rely on a specific filesystem implementation or feature set.
Under FreeMiNT you can set a specific uid/gid as default for a (V)FAT
partition for example. It's the task of the operating system to map these
optimally.

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5769. pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-06 11:08:58 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0410060308.82e300f@posting.google.com>
Source record: 338

Hello.
For few weeks I am an Atari 1040 ST owner and want to try develop
programs for this machine.
My preferred languages are Pascal and Modula-2 (for many reasons)...
So I am searching for a free pascal compiler and it's docs for Atari
ST.

Thank You very much

5770. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-06 21:35:42 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>
Source record: 339

Hi, Norik!

n> My preferred languages are Pascal and Modula-2 (for many reasons)... So
n> I am searching for a free pascal compiler and it's docs for Atari ST.

Search the web for "Megamax Modula 2". This Modula 2 programming
environment has been made available for free by its author, Thomas
Tempelmann.

Regards,

Alexander

5771. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-07 05:53:00 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0410062153.27c8a292@posting.google.com>
Source record: 340

Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
> Hi, Norik!
>
> n> My preferred languages are Pascal and Modula-2 (for many reasons)... So
> n> I am searching for a free pascal compiler and it's docs for Atari ST.
>
> Search the web for "Megamax Modula 2". This Modula 2 programming
> environment has been made available for free by its author, Thomas
> Tempelmann.
>
>
> Regards,
>
> Alexander

Thank You very much!

5772. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-13 14:28:25 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0410130628.19fa9c27@posting.google.com>
Source record: 341

```
mrrik@hay.am (norik) wrote in message
news:<88f41e4b.0410062153.27c8a292@posting.google.com>...
> Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
> > Hi, Norik!
> >
> > n> My preferred languages are Pascal and Modula-2 (for many reasons)... So
> > n> I am searching for a free pascal compiler and it's docs for Atari ST.
> >
> > Search the web for "Megamax Modula 2". This Modula 2 programming
> > environment has been made available for free by its author, Thomas
> > Tempelmann.
> >
> >
> > Regards,
> >
> > Alexander
>
> Thank You very much!

It depends on huge disk space, and I have only one floppy drive...
May be anybody have Pure Pascal warez, or FreePascal 099.5 version for Atari ST ???
```

5773. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-19 22:30:03 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410200027450.951@feanor.schunter.etc.tu-bs.de>
Source record: 342

Hi, Norik!

n> It depends on huge disk space, and I have only one floppy drive...

That's a pity!

n> May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
n> Atari ST ???

Sorry, I don't have any Pascal compilers. But searching the net for
FreePascal I found this:

<http://www.templetons.com/brad/alice.html>

It might be worth a test...

Regards,

Alexander

5774. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-20 11:04:19 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0410200304.384084e6@posting.google.com>
Source record: 343

Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.58.0410200027450.951@feanor.schunter.etc.tu-bs.de>...
> Hi, Norik!
>
> n> It depends on huge disk space, and I have only one floppy drive...
>
> That's a pity!
>
> n> May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
> n> Atari ST ???
>
> Sorry, I don't have any Pascal compilers. But searching the net for
> FreePascal I found this:
>
> <http://www.templetons.com/brad/alice.html>
>
> It might be worth a test...
>
>
> Regards,
>
> Alexander

Thank You very much...
I know about this program, but it is an interpreter...
Anyway, thank You... I'll try to buy something like hard drive on
e-bay some day... when i'll have card and money ;)

5775. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-20 11:25:35 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410201315070.392@feanor.schunter.etc.tu-bs.de>
Source record: 344

Hi, Norik!

n> I know about this program, but it is an interpreter...

Sorry about that.

n> Anyway, thank You... I'll try to buy something like hard drive on e-bay
n> some day... when i'll have card and money ;)

Small Atari hard discs are not expensive at all - and they make the
programmers life a lot more comfortable. When I bought my Megafile 30
years ago I soon realised that I could not imagine how I could do without
before. Compilation seemed to finish immediately and switching between
applications (single TOS at that time) had an incredible speedup as well.

Regards,

Alexander

5776. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-20 15:59:38 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <bu06lc.b3r1.ln@sd-if.swampdog>
Source record: 345

norik wrote:

> mrrik@hay.am (norik) wrote in message
> news:<88f41e4b.0410062153.27c8a292@posting.google.com>...
>> Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
>> news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
>> > Hi, Norik!
>> >
>> > n> My preferred languages are Pascal and Modula-2 (for many reasons)...
>> > So n> I am searching for a free pascal compiler and it's docs for Atari
>> > ST.
>> >
>> > Search the web for "Megamax Modula 2". This Modula 2 programming
>> > environment has been made available for free by its author, Thomas
>> > Tempelmann.
>> >
>> >
>> > Regards,
>> >
>> > Alexander
>>
>> Thank You very much!
>
> It depends on huge disk space, and I have only one floppy drive...
> May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
> Atari ST ???

Prospero Pascal came on one or two floppies - iirc it would run off one floppy (with possibly a ramdisk though that may have been Prospero C).

5777. Atari ST programming hardware manual

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-24 23:11:20 UTC
From: Kamelito <nospam@nospam.net>
Message-ID: <417c3657$0$277$626a14ce@news.free.fr>
Source record: 346

Hi,

I'm looking for a manual (in english) how to progam the Atari ST
hardware, video, joystick, sound etc.
The only docs I found were in German.
thx
Regards
kml

5778. Re: Atari ST programming hardware manual

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-25 00:42:15 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <HZXed.209$mE3.0@newsfe3-win.ntli.net>
Source record: 347

http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm

5779. Re: Atari ST programming hardware manual

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-25 18:16:52 UTC
From: Kamelito <nospam@nospam.net>
Message-ID: <417d42ce$0$30574$626a14ce@news.free.fr>
Source record: 348

Kryten wrote:
> http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm
>
>
Hi,

Thanks all for the links.
The link above is great but its very basic, there's no explanation, no
example for every topics and so on...
Do you know others site with the same topics but more developed ?

Thx
kml

5780. Re: Atari ST programming hardware manual

Newsgroup: comp.sys.atari.programmer
Date: 2004-10-25 21:20:57 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <Z6efd.213$4k7.34@newsfe1-gui.ntli.net>
Source record: 349

"Kamelito" <nospam@nospam.net> wrote in message
news:417d42ce$0$30574$626a14ce@news.free.fr...

> Thanks all for the links.
> The link above is great but its very basic, there's no explanation, no
> example for every topics and so on...
> Do you know others site with the same topics but more developed ?

Sorry, it's just the book.
I can't provide any more info because I never used the machine.
I don't even have time to OCR any more of it.

K.

5781. windom 1.21.3

Newsgroup: comp.sys.atari.programmer
Date: 2004-11-24 22:50:40 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@freeyour_shoes.fr>
Message-ID: <opshzq2q0z3qjehp@news.free.fr>
Source record: 350

```
Hello,

windom 1.21.3 has just been released. This is a bug fix release.

More about windom here:
http://windom.sf.net

what's new:
- fix: 3D buttons of the font selector were smaller each time the font
selector
is invoked (bug fixed in the way OBJECTs are transformed to USERDEF).
- fix: restoring of the mouse form (if AES4_XGMOUSE flag is set)
- fix: area returned by WF_FIRSTXYWH is now intersected with the screen
area
(needed for some AES that returns area partially out of the screen when
the
window is partially out of the screen)
- fix: double call of functions binded to menu
- fix: redraw of menu in window under xaaes
- fix: drawing of children in ObjcDraw() with OC_OBJC mode

Direct link to the download page:
http://sourceforge.net/project/showfiles.php?group_id=68507

best regards,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/
```

5782. Inquiring Falcon video mode

Newsgroup: comp.sys.atari.programmer
Date: 2004-12-24 22:01:54 UTC
From: vdjole@EUnet.yu
Message-ID: <cqi3kg$24s$1@news.eunet.yu>
Source record: 201

Hi;

How can the current Falcon-specific video mode code be inquired? I know of Vsetmode(mode) function which is supposed to return the previous video mode when setting a new one, but how does one just obtains the current mode without attempting to change it? I.e. is there something like Vgetmode() ?

thanx;

5783. Re: Inquiring Falcon video mode

Newsgroup: comp.sys.atari.programmer
Date: 2004-12-24 23:46:11 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <r%0zd.7371$F6.1295729@news.siol.net>
Source record: 202

Djordje Vukovic wrote:

> Hi;
>
> How can the current Falcon-specific video mode code be inquired? I know
> of Vsetmode(mode) function which is supposed to return the previous
> video mode when setting a new one, but how does one just obtains the
> current mode without attempting to change it? I.e. is there something
> like Vgetmode() ?

U use VsetMode with -1 as mode parameter (VM_INQUIRE) to get current mode
without changing.

Janez

5784. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-12-27 14:03:26 UTC
From: Brad Macpherson <brad@teched-creations.com>
Message-ID: <cqp4nd$9sm$1$8300dec7@news.demon.co.uk>
Source record: 203

```
Guy Harrison wrote:
> norik wrote:
>
>
>>mrrik@hay.am (norik) wrote in message
>>news:<88f41e4b.0410062153.27c8a292@posting.google.com>...
>>
>>>Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
>>>news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
>>>
>>>>Hi, Norik!
>>>>
>>>>n> My preferred languages are Pascal and Modula-2 (for many reasons)...
>>>>So n> I am searching for a free pascal compiler and it's docs for Atari
>>>>ST.
>>>>
>>>>Search the web for "Megamax Modula 2". This Modula 2 programming
>>>>environment has been made available for free by its author, Thomas
>>>>Tempelmann.
>>>>
>>>>
>>>>Regards,
>>>>
>>>>Alexander
>>>
>>>Thank You very much!
>>
>>It depends on huge disk space, and I have only one floppy drive...
>>May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
>>Atari ST ???
>
>
> Prospero Pascal came on one or two floppies - iirc it would run off one
> floppy (with possibly a ramdisk though that may have been Prospero C).
>
>

I used to use HighSpeed Pascal (released by HiSoft in Australia), I
think they bought the rights from a Scandinavian company. Unfortunately
I'm nowhere near my discs :-(
```

5785. Re: pascal compiler or crosscompiler

Newsgroup: comp.sys.atari.programmer
Date: 2004-12-27 14:43:14 UTC
From: Brad Macpherson <brad@teched-creations.com>
Message-ID: <cqp721cab1$8300dec7@news.demon.co.uk>
Source record: 204

```
Brad Macpherson wrote:
> Guy Harrison wrote:
>
>> norik wrote:
>>
>>
>>> mrrik@hay.am (norik) wrote in message
>>> news:<88f41e4b.0410062153.27c8a292@posting.google.com>...
>>>
>>>> Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in
>>>> message
>>>> news:<Pine.LNX.4.58.0410062333010.405@feanor.schunter.etc.tu-bs.de>...
>>>>
>>>>> Hi, Norik!
>>>>>
>>>>> n> My preferred languages are Pascal and Modula-2 (for many
>>>>> reasons)...
>>>>> So n> I am searching for a free pascal compiler and it's docs for
>>>>> Atari
>>>>> ST.
>>>>>
>>>>> Search the web for "Megamax Modula 2". This Modula 2 programming
>>>>> environment has been made available for free by its author, Thomas
>>>>> Tempelmann.
>>>>>
>>>>>
>>>>> Regards,
>>>>>
>>>>> Alexander
>>>>
>>>>
>>>> Thank You very much!
>>>
>>>
>>> It depends on huge disk space, and I have only one floppy drive...
>>> May be anybody have Pure Pascal warez, or FreePascal 099.5 version for
>>> Atari ST ???
>>
>>
>>
>> Prospero Pascal came on one or two floppies - iirc it would run off one
>> floppy (with possibly a ramdisk though that may have been Prospero C).
>>
>>
```

>
> I used to use HighSpeed Pascal (released by HiSoft in Australia), I
> think they bought the rights from a Scandinavian company. Unfortunately
> I'm nowhere near my discs :-(

I just had a look at the HiSoft site - they have Personal Pascal (never
used it, so I can't recommend or otherwise) going for ï¿½10:

http://www.hisoft.co.uk/cgi-bin/psearch.cgi?code=99-0011&rn=510&aid=markd2630&uid=ssIuvURS
GjRJAiI&sid=&cid=100&act=ppage

HTH

5786. Re: Atari ST programming hardware manual

Newsgroup: comp.sys.atari.programmer
Date: 2004-12-28 06:19:35 UTC
From: joe <joe@exite.com>
Message-ID: <41D0FAF7.A5C06E44@exite.com>
Source record: 205

There was a whole colection of very interesting books for the atari.
I lost all of them while shiping them from Australia to the USA many
years ago.
Some people may still have them. They covered topics ranging from
low-level programming to graphic creation and manipulation.

Joe

Kamelito wrote:
>
> Hi,
>
> I'm looking for a manual (in english) how to progam the Atari ST
> hardware, video, joystick, sound etc.
> The only docs I found were in German.
> thx
> Regards
> kml

5787. Re: Atari ST programming hardware manual

Newsgroup: comp.sys.atari.programmer
Date: 2004-12-30 13:47:09 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <xFTAd.646$1V5.260@newsfe5-gui.ntli.net>
Source record: 206

http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm

5788. NVDI Programmer's Guide

Newsgroup: comp.sys.atari.programmer
Date: 2005-01-17 19:04:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <csh287$g1m$1@thorium.cix.co.uk>
Source record: 207

Does anyone have a complete image of MAPPIN06.IMG that is part of 'NVDI 4.1 Programmer's Guide' by Wilfrid Behne?

My copy is corrupted - it cuts off in the middle of ASCII 245.

If you have it, pleased mail it to me (I have no proper Internet access at present, only Cix, mail and Usenet).

5789. Re: NVDI Programmer's Guide

Newsgroup: comp.sys.atari.programmer
Date: 2005-01-17 20:20:21 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <csh6m5$h3o$1@titan.btinternet.com>
Source record: 208

Hi Pete

What did this come with.

Is it one of these by chance?

http://www.nvdi.de/gb/Doku.html

> Does anyone have a complete image of MAPPIN06.IMG that is part of
> 'NVDI 4.1 Programmer's Guide' by Wilfrid Behne?
>
> My copy is corrupted - it cuts off in the middle of ASCII 245.
>
> If you have it, pleased mail it to me (I have no proper Internet
> access at present, only Cix, mail and Usenet).

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

5790. Re: NVDI Programmer's Guide

Newsgroup: comp.sys.atari.programmer
Date: 2005-01-18 19:53:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <csjpfp$mk4$1@thorium.cix.co.uk>
Source record: 209

In message <csh6m5$h3o$1@titan.btinternet.com>, steve.sweet@no-spam.btopenworld.com said:

>What did this come with.
>
>Is it one of these by chance?
>
>http://www.nvdi.de/gb/Doku.html

I can't recall where I got it from, but quite possibly from there.
Unfortunately I have no web access at prresent, so can't check.

The images came with a text file NVDIGUIDE.TXT which is headed:

NVDI 4.1 Programmer's Guide
==========

Stand: 28.01.96 (vorl�ufige Fassung)

(c) 1995-96 by Wilfried Behne

which I translated into English and is available on Derrryck's
page, I think.

It had a MAPPIN folder with it containing MAPLIKE4.MAP and also
MAPPIN01...06.IMG files. The last one shows as 122,542 bytes but
Imagecopy reports it is corrupted and, as I said, it cuts off the
bottom of the table, from the middle of the lower part of the
integral symbol, ASCII 245. The other images are OK.

Can't check the RAR version you sent me by mail, since I don't
seem to be able to unarchive this :-(Is there an Atari program to
u npack RARs?

Regards, /Peter/

5791. Re: NVDI Programmer's Guide

Newsgroup: comp.sys.atari.programmer
Date: 2005-01-18 22:25:33 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <csk2ctdss1@hercules.btinternet.com>
Source record: 210

Hi Pete

>>What did this come with.
>>
>>Is it one of these by chance?
>>
>>http://www.nvdi.de/gb/Doku.html
>
> I can't recall where I got it from, but quite possibly from there.
> Unfortunately I have no web access at prresent, so can't check.

Adjourned to email due to file attachments.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

5792. Hard Drives

Newsgroup: comp.sys.atari.programmer
Date: 2005-02-11 22:30:30 UTC
From: reaper@darkside.net
Message-ID: <vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com>
Source record: 211

Looking for any info on the Atari hard drive format.
Bits and bytes of how it works.

Thanks....

5793. Re: Hard Drives

Newsgroup: comp.sys.atari.programmer
Date: 2005-02-11 22:47:20 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <374qvpF57n8n0U1@individual.net>
Source record: 212

<reaper@darkside.net> wrote in message
news:vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com...
> Looking for any info on the Atari hard drive format.
> Bits and bytes of how it works.
>

For which Atari, 8-bit or 16/32?

> Thanks....

5794. Re: Hard Drives

Newsgroup: comp.sys.atari.programmer
Date: 2005-02-12 03:38:34 UTC
From: Mikael Folkesson <mika_removeantispam_el_f@swipnet.se>
Message-ID: <375c35F58r2kvU1@individual.net>
Source record: 213

In Msg vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com, reaper@darkside.net =
wrote:

R>Looking for any info on the Atari hard drive format. Bits and bytes o=
f
R>how it works.

Look in chips n chips, an st-guide hypertext with most things atari har=
dware
covered. It is in German, but technical terms are much the same in Engl=
ish.
I did not find the latest version online, but I will upload it to ftp
chapelie.rma.ac.be as "CHIPS_X.lzh". Beware that it is 6.5MB in the las=
t
version, version X. There are older and smaller versions, also in other
languages, on that site already.

Cheers,
Mikael

5795. Re: Hard Drives

Newsgroup: comp.sys.atari.programmer
Date: 2005-02-12 08:05:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200502120905.a64696@b.maus.de>
Source record: 214

MF> ut I will upload it to ftp chapelie.rma.ac.be as "CHIPS_X.lzh".

The last version is on ftp chapelie.rma.ac.be as chips_fr.zip in the folder docs/hypertext.

Gerhard

5796. GCC

Newsgroup: comp.sys.atari.programmer
Date: 2005-03-01 15:15:34 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <42248721$0$25033$8fcfb975@news.wanadoo.fr>
Source record: 215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

Is somebody keen on building GCC 3.4 for ATARI.
First step would be the compilator CC1.TTP.

Best regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

5797. Re: Hard Drives

Newsgroup: comp.sys.atari.programmer
Date: 2005-03-09 02:18:54 UTC
From: reaper@darkside.net
Message-ID: <j6ns21peja05jh4cvc0beu1ftns2duq71l@4ax.com>
Source record: 216

16/23
I want to see what the difference is between Atari and MS-Dos
formats...

Thanks...

On Fri, 11 Feb 2005 22:47:20 -0000, "David Wade" <g8mqw@yahoo.com>
wrote:

>
><reaper@darkside.net> wrote in message
>news:vdcq011cg793otfa2ephd6pvud0dc82oo9@4ax.com...
>> Looking for any info on the Atari hard drive format.
>> Bits and bytes of how it works.
>>
>
>For which Atari, 8-bit or 16/32?
>
>> Thanks....
>

5798. HXA Cross-Assembler V0.11

Newsgroup: comp.sys.atari.programmer
Date: 2005-03-26 06:40:25 UTC
From: Anton Treuenfels <teamtempest@yahoo.com>
Message-ID: <tt71e.5055$H06.4800@newsread3.news.pas.earthlink.net>
Source record: 217
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

Posted a second version of HXA at:

www.home.earthlink.net/~hxa

Macros, conditionals, includes, etc. Knows a lot about real processors but little about real computers, so tries to provide some facilities to make it easy to adapt to real computers.

Fixed a couple of bugs. Added a few new pseudo ops. Added support for W65C816S processor to HXA65 variant. A bit faster.

GPL licensed freeware, source code provided.

Anton Treuenfels

5799. Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)

Newsgroup: comp.sys.atari.programmer
Date: 2005-04-04 02:38:22 UTC
From: "Ioannes Paulus PP. II" <john_paul_ii@vatican.va>
Message-ID: <adcb6b6f.13f5895e@news.vatican.va>
Source record: 218
Cross-posted to: misc.education.homeschool.misc,alt.movies.deep-impact,de.alt.recovery.webauthor,comp.sys.atari.programmer

"The unforgiveable sins this earth must confront and overcome are
Nationalism, capitalism, and hoarding. The idea of every nation
should be forgot, price should be struck from the commons, and
princes should be seen for the devils they are. The sins include
our church, secret societies, and other religions which make of
the spirit of God a divide."

Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)
2nd April 2005

--
officiis, iii, 17. "Concerning true law."

45Eccles. 3:19. "for all is vanity."

46Rom. 8:20-21. "It shall be delivered."

[47]Horace, Odes, III. xxix. 13. "Changes nearly always please the great."

48Seneca, Epistles, xx. 8. "In order that you are satisfied with yourself
and the good that is born from you."

[49]Montaigne, Essays, ii. 12.

50Cicero, De Divinatione, ii. 58. "There is nothing so absurd that it has
not been said by some philosopher."

51Cicero, Disputationes Tusculanae, ii. 2. "Devoted to certain fixed
opinions, they are forced to defend what they hardly approve."

52Seneca, Epistles, cvi. "We suffer from an excess of literature as from an
excess of anything."

53Cicero, De officiis, i. 31. "What suits each one best is what is to him
the most natural."

54Virgil, The Georgics, ii. "Nature gave them first these limits."

55Seneca, Epistles, cvi. "Wisdom does not demand much teaching."

56Cicero, De finibus bonorum et malorum. "What is not shameful begins to
become s

5800. GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-05-02 22:55:35 UTC
From: p.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <427693c7.0@entanet>
Source record: 219

I've just installed GCC and binutils to have a go at building an app
under Mint. SO expect lots of basic questions ;-)

I had a look for some docs that might be of help in starting off with
GCC an Mint but didn't find anything. Are there any good links ?

I am trying to build something called RRD Tool. The docs with the
source code said start with the command >sh configure and this
produced quite a lot of output before it failed and referred me
to the file config.log

This looks like the critical part of the file:

```
Reading specs from /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/specs
gcc version 2.95.3 20010315 (release)
configure:2400: $? = 0
configure:2402: gcc -V </dev/null >&5
gcc: argument to `-V' is missing
configure:2405: $? = 1
configure:2428: checking for C compiler default output file name
configure:2431: gcc conftest.c >&5
/usr/bin/ld: cannot open crt0.o: No such file or directory
collect2: ld returned 1 exit status
configure:2434: $? = 1
configure: failed program was:
| /* confdefs.h. */
|
| #define PACKAGE_NAME "rrdtool"
| #define PACKAGE_TARNAME "rrdtool"
| #define PACKAGE_VERSION "1.2.0"
| #define PACKAGE_STRING "rrdtool 1.2.0"
| #define PACKAGE_BUGREPORT ""
| #define PACKAGE "rrdtool"
| #define VERSION "1.2.0"
| /* end confdefs.h. */
|
| int
| main ()
| {
|
| ;
| return 0;
| }
configure:2473: error: C compiler cannot create executables
See `config.log' for more details.
```

It is suggesting that GCC can't compile so maybe I am missing
some vital component.

Can anyone help ?

Peter

5801. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-05-03 22:00:22 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <r8i85d.g3t.ln@sd-if.swampdog>
Source record: 220

Peter Slegg wrote:

> I've just installed GCC and binutils to have a go at building an app
> under Mint. SO expect lots of basic questions ;-)
>
> I had a look for some docs that might be of help in starting off with
> GCC an Mint but didn't find anything. Are there any good links ?

The info/man pages for g++/gcc should suffice. Similarly there should be
pages for the linker.

> I am trying to build something called RRD Tool. The docs with the
> source code said start with the command >sh configure and this
> produced quite a lot of output before it failed and referred me
> to the file config.log
>
> This looks like the critical part of the file:
>
> Reading specs from /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/specs
> gcc version 2.95.3 20010315 (release)
> configure:2400: $? = 0
> configure:2402: gcc -V </dev/null >&5
> gcc: argument to `-V' is missing
> configure:2405: $? = 1
> configure:2428: checking for C compiler default output file name
> configure:2431: gcc conftest.c >&5
> /usr/bin/ld: cannot open crt0.o: No such file or directory
^^^
Check with MiNT folks that 'crt0.o' ought to exist. If it should then you're
missing part of the system installation (probably the part which contains
the linker).

Failing that, you can search the binary packages yourself. Example...

```
$ tar --list -zf rrdtool-1.2.1.tar.gz |grep "rrd_tool\.c"
rrdtool-1.2.1/src/rrd_tool.c
```

...if all your packages are in the same folder (and are bzips) this will
suffice...

```
$ for i in `ls *.bz2`; do tar --list -jf "$i" |grep 'crt0'; done;
```

> collect2: ld returned 1 exit status
> configure:2434: $? = 1
> configure: failed program was:
> | /* confdefs.h. */
> |

```
> | #define PACKAGE_NAME "rrdtool"
> | #define PACKAGE_TARNAME "rrdtool"
> | #define PACKAGE_VERSION "1.2.0"
> | #define PACKAGE_STRING "rrdtool 1.2.0"
> | #define PACKAGE_BUGREPORT ""
> | #define PACKAGE "rrdtool"
> | #define VERSION "1.2.0"
> | /* end confdefs.h. */
> |
> | int
> | main ()
> | {
> |
> | ;
> | return 0;
> | }
> configure:2473: error: C compiler cannot create executables
> See `config.log' for more details.
>
> It is suggesting that GCC can't compile so maybe I am missing
> some vital component.
>
> Can anyone help ?
```

The GNU compiler is only that - a compiler. The linker doesn't come with it because that's part of your system (MiNT itself).

5802. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-05-04 20:55:41 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42791aad.0@entanet>
Source record: 221

On 3 May 2005 22:00:22 G, Guy Harrison wrote:
>Peter Slegg wrote:

snip

>> configure:2431: gcc conftest.c >&5
>> /usr/bin/ld: cannot open crt0.o: No such file or directory
>^^^
>Check with MiNT folks that 'crt0.o' ought to exist. If it should then you're
>missing part of the system installation (probably the part which contains
>the linker).
>
snip

I Googled the Sparemint packages and found that this file is part of
mintlib-devel which is obvious really.

I did the configure step again and it proceeded much further. Up to the
point where is was testing gcc IEEE math capabilities and the it said:

checking if IEEE math works out of the box... no
checking if IEEE math works with the -ieee switch... no
checking if IEEE math works with the -qfloat=nofold switch... no
checking if IEEE math works with the -w -qflttrap=enable:zerodivide... no
checking if IEEE math works with the -mieee switch... no
checking if IEEE math works with the -q float=rndsngl switch... no
checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch... no
checking if IEEE math works with fpsetmask(0)... no
checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no
configure: error:
Your Compiler does not do propper IEEE math ... Please find out how to
make IEEE math work with your compiler and let me know (oetiker@ee.ethz.ch).
Check config.log to see what went wrong ...

I'm a bit surprised at this, I thought the Atari GCC was fairly standard.
Being new to this I am not sure if it is just caused by some missing DEFINEs
for Atari Mint specific stuff.

Anyway I've made a little progress.

Peter

5803. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-05-06 02:58:51 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <rime5d.5h12.ln@sd-if.swampdog>
Source record: 222

Peter Slegg wrote:

[snip]

> I Googled the Sparemint packages and found that this file is part of
> mintlib-devel which is obvious really.

Oki.

> I did the configure step again and it proceeded much further. Up to the
> point where is was testing gcc IEEE math capabilities and the it said:

'configure' consists of a myriad of shellscript driven tests aimed at
tailoring the source such that it compiles upon your system. What you have
here...

> checking if IEEE math works out of the box... no
> checking if IEEE math works with the -ieee switch... no
> checking if IEEE math works with the -qfloat=nofold switch... no
> checking if IEEE math works with the -w -qflttrap=enable:zerodivide... no
> checking if IEEE math works with the -mieee switch... no
> checking if IEEE math works with the -q float=rndsngl switch... no
> checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
> checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch... no
> checking if IEEE math works with fpsetmask(0)... no
> checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no
> configure: error:
> Your Compiler does not do propper IEEE math ... Please find out how to
> make IEEE math work with your compiler and let me know
> (oetiker@ee.ethz.ch). Check config.log to see what went wrong ...

...is 'configure' attempting numerous IEEE tests and failing the lot of them
then is forced to bail out.

> I'm a bit surprised at this, I thought the Atari GCC was fairly standard.

It is (for a 2.9x job). If it helps, think of headers as a "description of
your system". Most of them have nothing to do with "C" but describe your
compilation environment - your "system", stuff you've added and so forth.

> Being new to this I am not sure if it is just caused by some missing
> DEFINEs for Atari Mint specific stuff.

Me neither. I don't have MiNT. I might be able to dig out the cygwin-cross
if time for getting it working permits.

First off though, look in 'config.log'. The test results are stored there.
The rrdtool-1.2.1 C source for the test appears to be...

```
#include <stdio.h>
int main(void)
{
double nan,inf,c,zero;
/* some math to see if we get a floating point exception */
zero=sin(0.0); /* don't let the compiler optimize us away */
nan=0.0/zero; /* especially here */
inf=1.0/zero; /* and here. I want to know if it can do the magic */
/* at run time without sig fpe */
c = inf + nan;
c = inf / nan;
if (! isnan(nan)) {printf ("not isnan(NaN) ... "); return 1;}
if (nan == nan) {printf ("nan == nan ... "); return 1;}
if (! isinf(inf)) {printf ("not isinf(oo) ... "); return 1;}
if (! isinf(-inf)) {printf ("not isinf(-oo) ... "); return 1;}
if (! inf > 0) {printf ("not inf > 0 ... "); return 1;}
if (! -inf < 0) {printf ("not -inf < 0 ... "); return 1;}
return 0;
}
```

...there's more (preprocessor stuff I've snipped) but if you can persuade your gcc to compile the above (by adding options and/or headers) it ought to be possible to figure out a patch that'll get it past that point. I'm assuming here that MiNT can do (or emulate IEEE) though. Note that when 'configure' generates the above source and compiles it, it requires zero return (0=EXIT_SUCCESS=/bin/true) from the executable. Check 'config.log' first. It may have the answer.

Some headers you might care to see if MiNT has or ought to have:
math.h
float.h
ieeefp.h
fp_class.h

5804. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-05-06 22:12:27 UTC
From: p.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <427bcfab.0@entanet>
Source record: 223

```
On 6 May 2005 02:58:51 G, Guy Harrison wrote:
>Peter Slegg wrote:
>
>[snip]
>
>'configure' consists of a myriad of shellscript driven tests aimed at
>tailoring the source such that it compiles upon your system. What you have
>here...

I had come to that conclusion too ;-)

>> checking if IEEE math works out of the box... no
>> checking if IEEE math works with the -ieee switch... no
>> checking if IEEE math works with the -qfloat=nofold switch... no
>> checking if IEEE math works with the -w -qflttrap=enable:zerodivide... no
>> checking if IEEE math works with the -mieee switch... no
>> checking if IEEE math works with the -q float=rndsngl switch... no
>> checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
>> checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch... no
>> checking if IEEE math works with fpsetmask(0)... no
>> checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no
>> configure: error:
>> Your Compiler does not do propper IEEE math ... Please find out how to
>> make IEEE math work with your compiler and let me know
>> (oetiker@ee.ethz.ch). Check config.log to see what went wrong ...
>
>....is 'configure' attempting numerous IEEE tests and failing the lot of them
>then is forced to bail out.
>
>> I'm a bit surprised at this, I thought the Atari GCC was fairly standard.
>
>It is (for a 2.9x job). If it helps, think of headers as a "description of
>your system". Most of them have nothing to do with "C" but describe your
>compilation environment - your "system", stuff you've added and so forth.
>
>> Being new to this I am not sure if it is just caused by some missing
>> DEFINEs for Atari Mint specific stuff.
>
>Me neither. I don't have MiNT. I might be able to dig out the cygwin-cross
>if time for getting it working permits.
>
>First off though, look in 'config.log'. The test results are stored there.

There are some messages that look like errors but I am not sure. However,
this looks more relevant:
```

```
configure:22103: result: yes
configure:22178: checking if IEEE math works out of the box
configure:22259: gcc -o conftest -g -O2 -DPIC conftest.c >&5
u:\tmp/ccfrEpzS.o: In function `main':
/usr/src/rrdtool-1.2.0/conftest.c:117: undefined reference to `sin'
collect2: ld returned 1 exit status
configure:22262: $? = 1
configure: program exited with status 1
configure: failed program was:
| /* confdefs.h. */
|
| #define PACKAGE_NAME "rrdtool"
```

>Some headers you might care to see if MiNT has or ought to have:
>math.h
>float.h
>ieeefp.h
>fp_class.h

I can find:

math.h in /usr/include
float.h in /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/include

I can't find any trace of the other two. A search of the Sparemint
packages with Google didn't locate them either, yet.

Rejoining the Mintlist may be useful.

Regards,

Peter

5805. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-05-11 12:59:51 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <6vss5d.dph.ln@sd-if.swampdog>
Source record: 224

Peter Slegg wrote:

> On 6 May 2005 02:58:51 G, Guy Harrison wrote:
>>Peter Slegg wrote:
>>
>>[snip]
>>
>>'configure' consists of a myriad of shellscript driven tests aimed at
>>tailoring the source such that it compiles upon your system. What you have
>>here...
>
> I had come to that conclusion too ;-)

Sorry for delay!

>>> checking if IEEE math works out of the box... no
>>> checking if IEEE math works with the -ieee switch... no
>>> checking if IEEE math works with the -qfloat=nofold switch... no
>>> checking if IEEE math works with the -w -qflttrap=enable:zerodivide...
>>> no checking if IEEE math works with the -mieee switch... no
>>> checking if IEEE math works with the -q float=rndsngl switch... no
>>> checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
>>> checking if IEEE math works with the -OPT:IEEE_comparisons=ON switch...
>>> no checking if IEEE math works with fpsetmask(0)... no
>>> checking if IEEE math works with signal(SIGFPE,SIG_IGN)... no
>>> configure: error:
>>> Your Compiler does not do propper IEEE math ... Please find out how to
>>> make IEEE math work with your compiler and let me know
>>> (oetiker@ee.ethz.ch). Check config.log to see what went wrong ...
>>
>>....is 'configure' attempting numerous IEEE tests and failing the lot of
>>them then is forced to bail out.
>>
>>> I'm a bit surprised at this, I thought the Atari GCC was fairly
>>> standard.
>>
>>It is (for a 2.9x job). If it helps, think of headers as a "description of
>>your system". Most of them have nothing to do with "C" but describe your
>>compilation environment - your "system", stuff you've added and so forth.
>>
>>> Being new to this I am not sure if it is just caused by some missing
>>> DEFINEs for Atari Mint specific stuff.
>>
>>Me neither. I don't have MiNT. I might be able to dig out the cygwin-cross
>>if time for getting it working permits.

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>>First off though, look in 'config.log'. The test results are stored there.
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> There are some messages that look like errors but I am not sure. However,
> this looks more relevant:
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> /usr/src/rrdtool-1.2.0/conftest.c:117: undefined reference to `sin'
> collect2: ld returned 1 exit status
> configure:22262: $? = 1
> configure: program exited with status 1
> configure: failed program was:
> | /* confdefs.h. */
> |
> | #define PACKAGE_NAME "rrdtool"

Yes, that looks worthwhile following up. Check where MiNT keeps its "sin"
symbol - prime candidate is libm.a so using my debian system as an
example...

```
$ nm -A --defined-only /usr/lib/libm.a 2>/dev/null |grep " sin"
/usr/lib/libm.a:e_lgamma_r.o:00000000 t sin_pi
/usr/lib/libm.a:s_sin.o:00000000 W sin
/usr/lib/libm.a:w_sinh.o:00000000 W sinh
/usr/lib/libm.a:s_sincos.o:00000000 W sincos
/usr/lib/libm.a:e_lgammaf_r.o:00000000 t sin_pif
/usr/lib/libm.a:s_sinf.o:00000000 W sinf
/usr/lib/libm.a:w_sinhf.o:00000000 W sinhf
/usr/lib/libm.a:s_sincosf.o:00000000 W sincosf
/usr/lib/libm.a:e_lgammal_r.o:00000000 t sin_pi
/usr/lib/libm.a:s_sinl.o:00000000 W sinl
/usr/lib/libm.a:w_sinhl.o:00000000 W sinhl
/usr/lib/libm.a:s_sincosl.o:00000000 W sincosl
```

...which, if I'm not too rusty on these things, means my system has a weak
(W) 'sin' symbol of no size. This is to be expected here as linux tends to
use glibc which has libm built into glibc so my 'sin' is just a stub. Off
the top of my head I expect you'll see Text segment (T) and non-zero code
size for 'sin' in your libm object archive. The 'nm' manual goes into
detail.

If desperate you can do the above on all your libs...

```
$ nm -A --defined-only `find /usr -type f -name '*.a'` 2>/dev/null |grep "
sin"
```

...note the difference between the backquotes and singlequotes there. Expect
it to take a while. I'm assuming MiNT doesn't have shared libs - it didn't
used to, so all you're looking for is "lib*.a" files.

In essence, hope the script has omitted "-lm" to the linker (corresponds to libm.a) in which case try passing it in the environment...

```
$ LDFLAGS="-lm" ./configure [whatever]
```

...and 'configure' should pick it up. Note that other variables can be altered in same manner. Here's a few common ones...

```
CPP preprocessor
CC C compiler
CXX C++ compiler
LDFLAGS linker flags
CFLAGS C compiler flags
CXXFLAGS C++ compiler flags
CPPFLAGS preprocessor flags
```

For sillyness...

```
CC="/bin/ook" ./configure
```

...you'll see that 'configure' will fail because the C compiler "ook" is broken - because it doesn't exist! ;-) On the other hand it is a hint on one way to proceed with stubbon builds: bodge yourself a pseudo compiler...

```
<my-gcc>
#!/bin/sh
gcc "$@" -lm
</my-gcc>
```

```
CC=`pwd`/my-gcc ./configure
```

...thus if you were to encounter a bug in 'configure' that erroneously stripped "-lm" you could bodge yourself past it by telling 'configure' to use "my-gcc" then tag that option onto the call to the real gcc. Definately into hacking territory here so I'll stop waffling.

```
>>Some headers you might care to see if MiNT has or ought to have:
>>math.h
>>float.h
>>ieeefp.h
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>
> I can find:
>
> math.h in /usr/include
> float.h in /usr/lib/gcc-lib/m68k-atari-mint/2.95.3/include
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See what headers math.h itself pulls in.

```
> I can't find any trace of the other two. A search of the Sparemint
> packages with Google didn't locate them either, yet.
```

If arrangement is same as unix...

```
$ grep -rl "sin" /usr/include/*
```

...chances are the file will reside within */include/bits/* or
/include/sys/ folders. Mine aren't any help here as the PC has a few
possible headers it can use depending on compilation options.

> Rejoining the Mintlist may be useful.

Can't do any harm. :-)

5806. 2702808 CD-R, DVD R, DVD CASES LOWEST PRICE! 27

Newsgroup: comp.sys.atari.programmer
Date: 2005-05-23 20:23:58 UTC
From: mark deguire <eeddadas@eeddadar.com>
Message-ID: <1116912433.6638.30146@doris.uk.clara.net>
Source record: 225

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other computer accessories at the best prices. We pride ourselves in
service, quality and commitment and are certain that our standards will
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http://www.media4sale.com
Media4Sale.com

5807. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-06-04 06:30:49 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.06.04.06.30.47.607796@nosspamatari-source.com>
Source record: 226

On Wed, 11 May 2005 12:59:51 +0000, Guy Harrison wrote:

> Peter Slegg wrote:
>
>> On 6 May 2005 02:58:51 G, Guy Harrison wrote:
>>>Peter Slegg wrote:
>>>
>>>[snip]
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>>>'configure' consists of a myriad of shellscript driven tests aimed at
>>>tailoring the source such that it compiles upon your system. What you have
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>> I had come to that conclusion too ;-)
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>>>> checking if IEEE math works out of the box... no
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>>>> checking if IEEE math works with the -OPT:IEEE_NaN_inf=ON switch... no
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>>>> configure: error:
>>>> Your Compiler does not do propper IEEE math ... Please find out how to
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>>>....is 'configure' attempting numerous IEEE tests and failing the lot of
>>>them then is forced to bail out.
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>>>> standard.
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>>>It is (for a 2.9x job). If it helps, think of headers as a "description of
>>>your system". Most of them have nothing to do with "C" but describe your
>>>compilation environment - your "system", stuff you've added and so forth.
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>>>> Being new to this I am not sure if it is just caused by some missing
>>>> DEFINEs for Atari Mint specific stuff.

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>>>Me neither. I don't have MiNT. I might be able to dig out the cygwin-cross
>>>if time for getting it working permits.
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>>>First off though, look in 'config.log'. The test results are stored there.
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>> | #define PACKAGE_NAME "rrdtool"
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> Yes, that looks worthwhile following up. Check where MiNT keeps its "sin"
> symbol - prime candidate is libm.a so using my debian system as an
> example...
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> /usr/lib/libm.a:w_sinh.o:00000000 W sinh
> /usr/lib/libm.a:s_sincos.o:00000000 W sincos
> /usr/lib/libm.a:e_lgammaf_r.o:00000000 t sin_pif
> /usr/lib/libm.a:s_sinf.o:00000000 W sinf
> /usr/lib/libm.a:w_sinhf.o:00000000 W sinhf
> /usr/lib/libm.a:s_sincosf.o:00000000 W sincosf
> /usr/lib/libm.a:e_lgammal_r.o:00000000 t sin_pi
> /usr/lib/libm.a:s_sinl.o:00000000 W sinl
> /usr/lib/libm.a:w_sinhl.o:00000000 W sinhl
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> use glibc which has libm built into glibc so my 'sin' is just a stub. Off
> the top of my head I expect you'll see Text segment (T) and non-zero code
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> If desperate you can do the above on all your libs...
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> sin"
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> it to take a while. I'm assuming MiNT doesn't have shared libs - it didn't
> used to, so all you're looking for is "lib*.a" files.
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> In essence, hope the script has omitted "-lm" to the linker (corresponds to
> libm.a) in which case try passing it in the environment...
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> ...and 'configure' should pick it up. Note that other variables can be
> altered in same manner. Here's a few common ones...
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> */include/sys/* folders. Mine aren't any help here as the PC has a few
> possible headers it can use depending on compilation options.
>
>> Rejoining the Mintlist may be useful.
>
> Can't do any harm. :-)

This is correct, however this will do software maths. An easier way would be to do CFLAGS="-m68881" which will compile your app with hardware fpu support. These functions will then use the hardware fpu instead of software emulation libraries. Should result in a dramatic speedup.
Enjoy.

Mark
http://www.atari-source.org

5808. ARE YOU READY TO BE RICH TODAY ?????!!!! COOOOOOL !!

Newsgroup: comp.sys.atari.programmer
Date: 2005-06-14 15:52:10 UTC
From: amolaahh@hotmail.com
Message-ID: <48037a00.0506140752.3406c00a@posting.google.com>
Source record: 227

START MAKING MONEY TODAY !!!!!!!!!! COOOOOOOOOOL !!!!!!!!!!
1. Make 800,000$ in 3months!! EASY!!!
Dear Friends: Greetings: I am a retired attorney. A few years ago a man came to me with a letter. He asked me to verify the fact that this was legal to do. I told him I would review it and get back to him. When I first read the letter my client brought me, I thought it was some "off-the-wall" idea to make money. A week and a half later we met in my office to discuss the issue. I told him the letter he originally brought me was not 100% legal. My client then asked me to alter it to make it perfectly legal. I asked him to make one small change in the letter. I was still curious about the letter, so he explained to me how it works. I thought it seemed like a long shot, so I decided against participating. But before my client left, I asked him to keep me updated on his results. About two months later, he called me to tell me he had received over $800,000 in cash. I didn't believe him, so he asked me to try this idea and find out for myself. I thought about it for a couple of days and decided I really didn't have anything to lose, so I asked him for a copy of the letters. I followed the instructions exactly, mailed 200 copies, and sure enough, the money started coming in! It arrived slowly at first, but coming. I kept a precise record of the earnings, and in the end, it totaled $978,493! I could hardly believe it. I met with my friend for lunch to find out exactly how it worked. He told me there are quite a few similar letters around, but this one is different because there are six names at the end of the letter, not five like some others. This fact alone results in your name being in far more returns. The other fact was the help I gave him, making sure the whole thing was legal, since no one wants to take the risk of doing something illegal.
: By now you are surely curious to know what small changes to make. If you sent a letter like this one out, in order to be completely legal, you must actually sell something in order to receive a dollar in return. So when you send a dollar to each of the names on the list, you must include these words, "PLEASE PUT ME ON YOUR MAILING LIST" and include your name and address. This is the key to the program. The item you will receive for the dollar you sent to the six people below is the letter.
: At the time I first tried this idea, I was earning a good living as a lawyer. But everyone in the legal profession will tell you there is a lot of stress that comes with the job. I told myself if things worked out, I would retired from my practice and play golf. I decided to try the letter again, but this time I sent 500 copies. Three months later , I had totaled $2,341,178!
: Here are a few reasons a person might give for not trying this program: ï¿½ Some people think they can never make a lot of money with

anything this simple. ï¿½ Some are afraid they will be ridiculed for trying ï¿½ Some dream of large sums of money, but do nothing to actually achieve it. ï¿½ Some are just plain lazy. ï¿½ Some are afraid of losing their investment. They think this program is designed to beat them out of a few dollars.
: The system works if you will just try it. But you must follow the simple instructions exactly, and in less than three months, you will receive $800,000 GUARANTEED! Keep what you are doing to yourself for awhile. Many will tell you it won`t work and will try to talk you out of your dreams. Let them know of your success after it works.
: LETTERS FROM PARTICIPANTS IN THIS PROGRAM:
: My name is David Rhodes. In 1992 my car was repossessed and bill collectors were housing my. I was laid off and my unemployment ran out. In October of 1992, I received a letter telling me how to earn $800,000 anytime I wanted. Of course, I was skeptical. But because I was so desperate and virtually had nothing to lose, I gave it a try. In January 1993, my family and I went on a 10-day cruise. The next month I bought a brand new Mercedes with cash! I am currently building a home in Virginia and I will never have to work again. This money program really works perfectly every time. I have never failed to receive less than $500,000. This is a legitimate, money-making opportunity. It does not require you to sell anything or to come in contact with people. And , best of all, you only leave the house to mail the letters. If you have always believed that someday you would get the lucky break, then simply follow the instructions and make dreams come true.
: Larry McMahon, Norfolk, VA Six months ago, I received this letter and ignored it. Five more came within a period of time and I ignored them also. I was tempted, but I was convinced that they were just a Hoax. After three weeks of deliberating, I decided to give it a try (not expecting much). Two weeks went by and nothing happened. The fourth week was unbelievable! I cant say I received $800,000 but I received $400,000. For the first time in years, I am debt free. I am doing this again, only this time starting with 500 post. I strongly recommend that you follow the instructions exactly as outlined in this letter.
: INSTRUCTIONS
1. Immediately send $1.00 to each of the six people on the list at the end of this letter. Wrap the dollar bill in a note saying " Please add me to your mailing list" and include your name and address.
: 2. Copy this letter. You do not have to type it 200 times. Simply place your cursor at the top of the page, hold it and drag it all the way down to the end of the letter. Then click on "edit" and select "copy". Now open up a notepad file on your computer and put the cursor at the top of the page in the notepad, click on 'edit' and then select 'paste' it will copy the letter for you onto your computer.
: 3. Remove the name next to the #1 on the list and move the rest of the names up one position (#2 becomes #1, #3 becomes #2, etc.....) Then place your name in the #6 position. Then save it, make sure it is saved as a txt. file.
: 4. When you have completed the instructions, take this letter and then go to (Google,Yahoo,...) and type in (Making Money Massege

board,or post massege,...)and start posting your copy to 200 message boards,or more this is only the minimum, you can post as much as you like...The more copies you send the better the results. Keep a copy of this letter so you can use it a second time. Post it out again in six months, but Post it with the addresses you receive with each dollar. It will work better the second time. NOTE: This service is 100% legal - (Refer to title 18 section 1302 of the U.S. Postal & lottery laws) : How does it work? When you send out 200 Posts, it is estimated that at least 15 people will respond and send you a $1.00. ($15.00) Those 15 will Post 200 Posts each and 225 people send you $1.00 ($225.00) Those 225 people Post 200 Posts each and 3,375 people send you $1.00 ($3,375.00) Those 3,375 post 200 posts each and 759,375 people send you $1.00 ($759,375.00) At this point your name drops off the list, but so far you have received $813,615.00. P.S. When your money begins to come in, give the first 10% to charity with spirit and share a good fortune! : important tip - Cover money by paper fully by which it can not been seen in light , because postal employees do some cheat some times....ok
1. Manal Qutob 1100CAVEN ST unit 612, MISSISSAUGA, ONTARIO L5G 4N3, CANADA

2. Munira Ali ï¿½ SAUDI ARABIA P.O.Box : 65085 ï¿½ Riyadh : 11556

3. Abdullah H. Saudi Arabia P.O.BOX 58097 - RIYADH 11594
4. Omar Ali Mohammed P.O.BOX 17566 -KALBA.UAE
5. Hamdan Moh. SAUDI ARABIA P.O.Box : 65084 ï¿½ Riyadh : 11556
6. wajdi a.aziz- SAUDI ARABIA P.O.Box 18456 Jeddah 21415

5809. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-06-18 18:58:41 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <ajp19d.oj3.ln@sd-if.swampdog>
Source record: 228

Mark D wrote:

[snip]
>>>>Some headers you might care to see if MiNT has or ought to have:
>>>>math.h
>>>>float.h
>>>>ieeefp.h
>>>>fp_class.h
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>>> I can find:
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> This is correct, however this will do software maths. An easier way would
> be to do CFLAGS="-m68881" which will compile your app with hardware fpu
> support. These functions will then use the hardware fpu instead of
> software emulation libraries. Should result in a dramatic speedup.
> Enjoy.

Thanks for verifying that. :-)

5810. Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-05 20:24:16 UTC
From: Sid Pacman <8-bitter@atari.in.modemland>
Message-ID: <Pine.GSO.4.61.0508051622380.10121@furyy1>
Source record: 229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari

Here are details for the annual swapmeet to be held next month by
the Columbus Atari club:

DATE: Saturday, September 10, 2005.
TIMES: 9 am to 3 pm.
ADMISSION: $4. (For vendors, including table: $6.)
PLACE: Oakland Park Community Building, 980 Lenore Avenue,
Columbus, Ohio.
MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

5811. Re: Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-06 07:12:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd266@comcast.net>
Source record: 230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari

> Here are details for the annual swapmeet to be held next month by
>the Columbus Atari club:
>
> DATE: Saturday, September 10, 2005.
> TIMES: 9 am to 3 pm.
> ADMISSION: $4. (For vendors, including table: $6.)
> PLACE: Oakland Park Community Building, 980 Lenore Avenue,
>Columbus, Ohio.
> MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
> CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)

I will try and make it if I am off that weekend.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5812. Re: Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-06 22:49:34 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.08.06.22.49.33.406158@nosspamatari-source.com>
Source record: 231
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,rec.games.video.atari

On Sat, 06 Aug 2005 11:12:48 +0400, Edward S. Baiz Jr. wrote:

>> Here are details for the annual swapmeet to be held next month by
>>the Columbus Atari club:
>>
>> DATE: Saturday, September 10, 2005.
>> TIMES: 9 am to 3 pm.
>> ADMISSION: $4. (For vendors, including table: $6.)
>> PLACE: Oakland Park Community Building, 980 Lenore Avenue,
>>Columbus, Ohio.
>> MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
>> CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)
>
> I will try and make it if I am off that weekend.

I'm off but it's a long drive. Exactly how big of an event is this? I'm
not going to come if it'll be quite small. I would consider going just to
meet lp, Carey Christenson and you Edward ;)

Thanks,
Mark

5813. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-10 20:43:56 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@freeyour_shoes.fr>
Message-ID: <op.sva7vizw3qjehp@news.free.fr>
Source record: 233

Hello,

> they all give the same error:
>
> newsie.c:1976: cannot convert to a pointer type
>
> The EM_ConnectTo are all defined in newsie.h as follows:
>
> #define EM_ConnectTo 46 /* G_STRING in (#23) Error_Message */
>
> I am no C expert, that much is clear, but I suspect this is part of the
> problem:
>
> #define ErrMsg(a) (char *)em[a].ob_spec

ob_spec is a union type, which cannot be converted to pointer type by gcc.

Replace the definition of ErrMsg by the following:
#define ErrMsg(a) em[a].ob_spec.free_string

HTH,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5814. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-10 21:08:27 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0508102246100.19916@feanor.schunter.etc.tu-bs.de>
Source record: 234

Hi, Peter!

PS> but I suspect this is part of the problem:
PS>
PS> #define ErrMsg(a) (char *)em[a].ob_spec

You are right. The error refers to the casting operator "(char *)".

PS> Pointers in C really DO my head-in. What am I missing ?

It was good to know the structure typedef for the "em" structure, I only
can guess that obj_spec must be some kind of string(-pointer?).

So 1) assumed that ob_spec is a char[LENGTH] (a string). The casting
operator then is wrong. You want char -> address(char), therefore "&" must be
used.

2) Assumed that ob_spec is a (char *) to a string located somewhere
else. The casting operator then is superfluous: ob_spec already is a pointer. This
situation may be handled
differently by different compilers (from error to being ignored).

BTW: for accessing the content of the address pointed to c, the "&"
operator could be used.

Regards,

Alexander

5815. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-10 21:46:17 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42fa5989.0@entanet>
Source record: 232

I have been continuing my experiments in trying to compile Newsie 0.961 with gcc

So far I have eliminated some forward declaration problems by moving a few functions. Now I have another problem. There are lots of lines like this:

```
sprintf( command, ErrMsg(EM_ConnectTo), prefs.news_server );
```

they all give the same error:

```
newsie.c:1976: cannot convert to a pointer type
```

The EM_ConnectTo are all defined in newsie.h as follows:

```
#define EM_ConnectTo 46 /* G_STRING in (#23) Error_Message */
```

I am no C expert, that much is clear, but I suspect this is part of the problem:

```
#define ErrMsg(a) (char *)em[a].ob_spec
```

Pointers in C really DO my head-in. What am I missing ?

Peter

5816. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-11 13:01:31 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.62.0508111500110.1031@feanor.schunter.etc.tu-bs.de>
Source record: 235

Hi, Peter!

Small correction:

AB> BTW: for accessing the content of the address pointed to c, the "&"
AB> operator could be used.

Of course it's not the "&" operator, but the "*" operator that gives
access to the variable that is pointed to.

Regards,

Alexander

5817. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-11 19:57:44 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42fb9198.0@entanet>
Source record: 236

```
On 10 Aug 2005 22:43:56 , "Arnaud BERCEGEAY" wrote:
>Hello,
>
>> they all give the same error:
>>
>> newsie.c:1976: cannot convert to a pointer type
>>
>> The EM_ConnectTo are all defined in newsie.h as follows:
>>
>> #define EM_ConnectTo 46 /* G_STRING in (#23) Error_Message */
>>
>> I am no C expert, that much is clear, but I suspect this is part of the
>> problem:
>>
>> #define ErrMsg(a) (char *)em[a].ob_spec
>
>ob_spec is a union type, which cannot be converted to pointer type by gcc.
>
>Replace the definition of ErrMsg by the following:
>#define ErrMsg(a) em[a].ob_spec.free_string

Thanks. That has worked perfectly. I had looked-up some stuff on EM_ConectTo
but hadn't looked for ob_spec because I didn't realise it was AES.

I am now going to investigate the "incompatible pointer type" errors in calls
to `mt_graf_mkstate', `mt_wind_get, `mt_fsel_exinput' and `vst_point'.

They may well be caused by similar problems. I need to find some good docs on
the AES.

Peter
```

5818. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-12 23:43:57 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42fd181d.0@entanet>
Source record: 237

On 11 Aug 2005 18:57:44 , Peter Slegg wrote:
>
>I am now going to investigate the "incompatible pointer type" errors in calls
>to `mt_graf_mkstate', `mt_wind_get, `mt_fsel_exinput' and `vst_point'.

Thanks to Arnaud's website I have fixed most of these. They where caused by local
variables declared as int when they should have been short. Differences in libs ?

vst_point calls are still giving these errors:

newsie.c:1870: warning: passing arg 3 of `vst_point' from incompatible pointer type
newsie.c:1870: warning: passing arg 4 of `vst_point' from incompatible pointer type
newsie.c:1870: warning: passing arg 5 of `vst_point' from incompatible pointer type
newsie.c:1870: warning: passing arg 6 of `vst_point' from incompatible pointer type

from lines like this:
vst_point(handle, rc, &charw, &charh, &cellw, &cellh);

The char and cell vars are not local and I can't see where they are declared.
Are they in the libs ?

There are a few other probs that I am looking into.

Peter

Peter

5819. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-13 22:56:40 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <d3a56$42fe7bab$1884f879$26993@news.chello.nl>
Source record: 238

Peter Slegg wrote:
>
> The char and cell vars are not local and I can't see where they are declared.
> Are they in the libs ?
>

They are declared in NEWSIE/GLOBAL.H

I found them within a few seconds by using my editor (see my homepage)

You're lucky that I once downloaded newsie sources out of curiosity ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5820. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-13 23:04:23 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <53076$42fe7d7a$1884f879$26993@news.chello.nl>
Source record: 239

Peter Slegg wrote:
> On 11 Aug 2005 18:57:44 , Peter Slegg wrote:
>
>
> from lines like this:
> vst_point(handle, rc, &charw, &charh, &cellw, &cellh);
>
> The char and cell vars are not local and I can't see where they are declared.
> Are they in the libs ?
>

Newsie should compile with Pure C.
If you try Pure C first, you can use the Pure C shell for finding
non local declarations. You must use the GEM integrated version of
Pure C and activate project database.
After compiling, put the cursor on charw and press HELP.

Use the Pure C project as a reference guide for the gcc transition
precess. The Pure C editor can also look for a name in all the files
of the project or a folder. Pure C provides you with a list of all
occurrences of the name in the message window. A simple click on the
line opens the file and selects the occurence.

The last opportunity also exist in my editor (see sig).

And of course, if you dont like these powerfull features,
there is grep I suppose.

I think it is quite possible to answer such questions yourself
if you are willing to use the available tools.

Dont expect us to do that for you.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5821. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-13 23:07:52 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <426d7$42fe7e4c$1884f879$27363@news.chello.nl>
Source record: 240

Henk Robbers wrote:

> If you try Pure C first,
>

Ok, you might not own a copy of Pure C, in that case my apologies.

Nevertheless, use all available search tools.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5822. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-14 15:39:27 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42ff498f.0@entanet>
Source record: 241

On 14 Aug 2005 01:07:52 , Henk Robbers wrote:
>Henk Robbers wrote:
>
>> If you try Pure C first,
>>
>
>Ok, you might not own a copy of Pure C, in that case my apologies.
>
>Nevertheless, use all available search tools.
>

I don't own PureC and I don't think I have ever seen a copy for sale over here.

Besides, the whole point of my little exercise was to try to learn a little about GCC and the development environment while also trying to get Newsie to compile with GCC. I was just documenting my experiences. Atari development has always seemed difficult to get into because people don't seem to share their experiences very much. I'm a software developer too.

I did spend a while searching for charw etc. but found nothing then as soon as I sent the last message I found them, typical. ;-)

I have often said how much I hate command line tools with dozens of arguments which is why I use Suji instead of grep. Even if I did learn how to use grep I would forget within a week. It's just the way my brain works.

Anyway, some progress has been made and I am now hunting down the last few items.

Regards,

Peter

5823. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-14 15:42:26 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <42ff4a42.0@entanet>
Source record: 242

On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>
>And of course, if you dont like these powerfull features,
>there is grep I suppose.
>
>I think it is quite possible to answer such questions yourself
>if you are willing to use the available tools.

However, if I am missing some vital lib then no amount of grep is going
to help. Plus searching the whole u:\ partition to check all the possible
lib locations does take quite a lot of time.

Peter

5824. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-14 20:01:20 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <5225d$42ffa417$1884f879$12667@news.chello.nl>
Source record: 243

Peter Slegg wrote:

....

> I did spend a while searching for charw etc. but found nothing then as soon
> as I sent the last message I found them, typical. ;-)
>
> I have often said how much I hate command line tools with dozens of arguments
> which is why I use Suji instead of grep. Even if I did learn how to use grep
> I would forget within a week. It's just the way my brain works.
>

Same for me.

> Anyway, some progress has been made and I am now hunting down the last few
> items.

I dont know Suji, so I dont know if it is better than my AHCX.
I would be pleased if you gave it a try. It also has very usefull
single right click selection option.
Very usefull for matching nested braces, including #if... #endif

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5825. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-14 22:25:47 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <d308e$42ffc5f1$1884f879$27958@news.chello.nl>
Source record: 244

Peter Slegg wrote:
> On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>
>>And of course, if you dont like these powerfull features,
>>there is grep I suppose.
>>
>>I think it is quite possible to answer such questions yourself
>>if you are willing to use the available tools.
>
>
> However, if I am missing some vital lib then no amount of grep is going
> to help. Plus searching the whole u:\ partition to check all the possible
> lib locations does take quite a lot of time.
>
> Peter

I dont think it is very likely that libraries contain
globally accessible variables.

In a perfect world the only globally accessible names in
libraries should be those of functions.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5826. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-15 21:57:34 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4300f3ae.0@entanet>
Source record: 245

On 14 Aug 2005 14:42:26 , Peter Slegg wrote:
>On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>>
>>And of course, if you dont like these powerfull features,
>>there is grep I suppose.
>>
>>I think it is quite possible to answer such questions yourself
>>if you are willing to use the available tools.
>
>However, if I am missing some vital lib then no amount of grep is going
>to help. Plus searching the whole u:\ partition to check all the possible
>lib locations does take quite a lot of time.
>

Sorry to keep answering my own thread but I have discovered that I am
lacking the dos.h lib. Did a bit of web searching but I have failed to
locate it.

Henk, I tried your website but it keeps timing out.

Peter

Peter

5827. [annc] DIS6502 1.6 released

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-17 03:31:19 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96B4E4C2EB165emuslor@216.196.97.136>
Source record: 246

My apologies if this appears twice. The first attempt does not appear to have made it through...

Version 1.6 of Eric Bacher's interactive 6502 disassembler has been released. This release is a port to Win32 with a few bug fixes and a number of new features. You can now find the latest version at its new home:

http://sourceforge.net/projects/dis6502/

We hope those of you who remember DIS6502 from back in the 16-bit Windows days will grab this new one and give it a run. Make sure you take a look at changes.txt for release notes, and please enter any bug reports or feature requests in the project tracker on SourceForge.

Thanks!

--
Slor

5828. Books I'd like to obtain...

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-17 05:03:59 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96B55557D3Eemuslor@216.196.97.136>
Source record: 247

If anyone has copies of the following to part with, please give me a yell:

- Atari Graphics and Arcade Game Design (Stanton)
- Assembly Language Programming for the Atari Computers (Chasin)

Thanks!

--
Slor

5829. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-17 21:47:39 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4303945b.0@entanet>
Source record: 248

```
On 15 Aug 2005 20:57:34 , Peter Slegg wrote:
>On 14 Aug 2005 14:42:26 , Peter Slegg wrote:
>>On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>>>
>>>And of course, if you dont like these powerfull features,
>>>there is grep I suppose.
>>>
>>>I think it is quite possible to answer such questions yourself
>>>if you are willing to use the available tools.
>>
>>However, if I am missing some vital lib then no amount of grep is going
>>to help. Plus searching the whole u:\ partition to check all the possible
>>lib locations does take quite a lot of time.
>>
>
>Sorry to keep answering my own thread but I have discovered that I am
>lacking the dos.h lib. Did a bit of web searching but I have failed to
>locate it.
>

dos.h seems to be a LatticeC library so I am now thinking of replacing
the calls too dfind with something else.

Presumably there is a Mint/GCC friendly alternative to the stuff provided
by dos.h

Can the same thing be done with readdir ?

Regards,

Peter
```

5830. ANN: HXA V0.12

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-22 04:11:27 UTC
From: Anton Treuenfels <hxa@earthlink.net>
Message-ID: <43096CC4.4FD2ED5C@earthlink.net>
Source record: 249
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

```
Third version of the HXA cross-assembler:

www.home.earthlink.net/~hxa

Fixed a couple of bugs. Added true (if rudimentary) segmented source
code, ability to output Intel hexadecimal object files and a couple of
other minor things. Couple of new proof-of-concept demos show complete
8080/85 and Z80 instruction sets implemented as macros.

- Anton Treuenfels
```

5831. Re: ANN: HXA V0.12

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-23 16:58:00 UTC
From: "josephoswaldgg@hotmail.com" <josephoswald@gmail.com>
Message-ID: <1124816280.403419.269100@f14g2000cwb.googlegroups.com>
Source record: 250
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

Anton Treuenfels wrote:
> Third version of the HXA cross-assembler:
>
> www.home.earthlink.net/~hxa
>
> Fixed a couple of bugs. Added true (if rudimentary) segmented source
> code, ability to output Intel hexadecimal object files and a couple of
> other minor things. Couple of new proof-of-concept demos show complete
> 8080/85 and Z80 instruction sets implemented as macros.
>
> - Anton Treuenfels

Any chance this could get ported to a non-proprietary and still
available AWK or Perl implementation?

What obstacles do you see in such a port?

5832. Re: ANN: HXA V0.12

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-24 01:30:53 UTC
From: Anton Treuenfels <atreuenfels@earthlink.net>
Message-ID: <h5QOe.1019$9i4.381@newsread2.news.atl.earthlink.net>
Source record: 151
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

"josephoswaldgg@hotmail.com" <josephoswald@gmail.com> wrote in message

> Any chance this could get ported to a non-proprietary and still
> available AWK or Perl implementation?
>
> What obstacles do you see in such a port?

If the question is "Can an assembler be written in another dialect of AWK?" the answer is yes. "The AWK Programming Language" by the original AWK creators includes a simple assembler as one of its examples (a very clear example, too!). "Amazing AWK Assembler" by Henry Spencer is still floating around out there, although it is sometimes cited as an example of how *not* to do things (I've looked at it but can't really understand it).

If the question is "Can HXA be ported to another version of AWK?" the answer is...maybe. Probably not directly. TAWK has a number of very useful extensions that simply don't exist in versions such as gAWK. Among them:

1) TAWK is compiled, not interpreted (very quickly, I might add). Not in itself a deal-breaker, but any other version would likely run much more slowly.

2) TAWK's user-defined functions are much closer to the way functions work in most major languages. The kludge used for "local" variables in most AWKs (ie., defining extra arguments in the parameter list and then not initializing them when calling the function) is completely unnecessary in TAWK. I suppose most functions could be re-written in this style, perhaps along with a few global variables used exclusively for loop indices and such.

3) TAWK has true multi-dimensional arrays, rather than the concatenated indices "kludge" of other AWKs. This is tougher to get around, as HXA uses multi-dimensional arrays quite often and nearly as often is interested in the value of the second or later index independently of the previous indices. A port might be better of trying to implement "equivlant functionality" rather than attempting to duplicate the TAWK functionality directly.

4) TAWK array indices are by default sorted in increasing order (a property this version of HXA relies on even more heavily than previous versions), while other AWKs make no order guarantee (the current maintainer of gAWK has been known to wonder how Pat Thompson did it). Many times when HXA uses this property to visit array elements in order the indices are numeric, and so these could often be changed to FOR loops. But sometimes even if they are numeric there are large gaps (on the order of 2^20 or more) between

consecutive index values, so it could take a while for this kind of loop to complete.

In sum, to port to another version of AWK it might be easiest to try to figure out what the purpose of anything HXA does is, and if it uses some special feature of TAWK to accomplish it, try to figure out how to provide equivalent functionality in that version of AWK.

Me, when I think about porting to a different language I usually consider what I could do with C and a good regular expression library :). I'd also probably make a lot of use of structures, which don't exist in TAWK (I fake them sometimes with those multi-dimensional arrays).
I'd very much miss the automatic memory management of all the AWK variants, though.

I probably wouldn't make a lot of changes to the overall design of HXA. I'd do the "equivalent functionality" thing.
With any luck it's modularized heavily enough that that shouldn't be too exceeding difficult (just match the function inputs and outputs and internally do whatever).

- Anton Treuenfels

5833. Re: ANN: HXA V0.12

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-24 06:31:07 UTC
From: Andy McFadden <fadden@fadden.com>
Message-ID: <LuUOe.10377$p%3.39738@typhoon.sonic.net>
Source record: 152
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

In comp.sys.apple2.programmer Anton Treuenfels <atreuenfels@earthlink.net> wrote:
> Me, when I think about porting to a different language I usually consider
> what I could do with C and a good regular expression library :). I'd also
> probably make a lot of use of structures, which don't exist in TAWK (I fake
> them sometimes with those multi-dimensional arrays).
> I'd very much miss the automatic memory management of all the AWK variants,
> though.

Have you looked at Python?

--
Send mail to fadden@fadden.com (Andy McFadden) - http://www.fadden.com/
CD-Recordable FAQ - http://www.cdrfaq.org/
CiderPress Apple II archive utility for Windows - http://www.faddensoft.com/
Fight Internet Spam - http://spam.abuse.net/spam/ & http://spamcop.net/

5834. Re: ANN: HXA V0.12

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-25 03:53:41 UTC
From: Anton Treuenfels <atreuenfels@earthlink.net>
Message-ID: <9hbPe.1550$FW1.1458@newsread3.news.atl.earthlink.net>
Source record: 153
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

"Andy McFadden" <fadden@fadden.com> wrote in message
news:LuUOe.10377$p%3.39738@typhoon.sonic.net...
> In comp.sys.apple2.programmer Anton Treuenfels <atreuenfels@earthlink.net>
wrote:
> > Me, when I think about porting to a different language I usually
consider
> > what I could do with C and a good regular expression library :). I'd
also
> > probably make a lot of use of structures, which don't exist in TAWK (I
fake
> > them sometimes with those multi-dimensional arrays).
> > I'd very much miss the automatic memory management of all the AWK
variants,
> > though.
>
> Have you looked at Python?

Can't say that I have. I don't know much about Python or Perl or Ruby. When I came across an old (really old) version of gAWK I thought "Here is something I could really use! - if it wasn't so broken!".

When I found TAWK I thought "This has everything I thought was missing!". So now if the problem looks like a text file the solution looks like TAWK to me :) Well worth every penny I paid for it - I just wish I'd upgraded when I had the chance.

But let's not get ahead of ourselves. I don't have any immediate plans myself to convert HXA to another language. If anyone wants to do that themselves, well, the sources are there and it's GPL'd - have at it!.

If someone is just interested in adding a new processor and is willing to write the single replacement module that would be needed (plus the necessary test files showing that it handles correct/incorrect input and the documentation, of course), I'd be willing to compile it and add it to the download.

- Anton Treuenfels

5835. [ANNC] Dis6502 1.7 released

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-28 19:13:55 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96C090C871F96emuslor@216.196.97.136>
Source record: 154

```
Lots of enhancements for this one - download at:

http://sourceforge.net/project/showfiles.php?group_id=145747

Version 1.7
-----------
Thanks to Steven J. Tucker for giving us many ideas.

New features:
- The dump popup menu has an option to guess byte type. This option
tries to follow the flow of the program beginning with the byte
selected by the user. All data in the flow of the program is
marked as code.
- There are two other options in the dump popup menu to select next
block of unknown type and to change the remaining data to bytes.
- An option has been added to display Zero-Page instructions with
absolute addressing mode as bytes. These instructions use 3 bytes
instead of 2.
- The disassembly now centers the selected line and displays it with
a yellow background.
- Disassembly window has a popup menu which offers options like find,
find next, select definition of a label, select all references of
a label and rename a code label (Lxxxx).
- Double click on a line in the disassembly window jumps to the
definition of the label found in the instruction.
- The disassembly popup menu has an option to return to the previous
position after a jump to a definition or to a reference.
- Mouse wheel is now supported and scrolls the window under the mouse
cursor.
- The File menu now supports ROM file loading and raw file loading.
Only ROM with no bankswitching are loaded.
- 2 sub-menus have been added in the File menu to open recent files
and recent workspaces.
- User labels can be exported in xasm format to be loaded in
Atari800Win emulator.
- System labels can now be unloaded from the Label menu.

Fixed bugs:
- Opcode $B6 produced a bad disassembly.
- When $00 address was referenced, an L0000 was used but not defined
in the disassmebly listing. This label is not used anymore.
- 5200 files are loaded through the 'load ROM file' instead of the
'load binary file'.
- Some Oric files could not load properly because the header of the
last segment did not match the size of the file. This is not any
```

more considered as an error.
- Dialog box for loading sectors from a .ATR is now working fine.

--
Slor

5836. Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.programmer
Date: 2005-08-31 22:14:33 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <43162bd5$1_3@x-privat.org>
Source record: 155
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I can't display JPEG images with Papyrus and CT60 in 060 mode.
I tried the demo versions and my latest version (PAP X), and it's exactly
the same: instruction error everytime a JPEG appears.

Everything works in 030 mode.

I tried clean booting, and it's the same.

Any hints?

Thanks in advance

Paolo

5837. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-01 11:51:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <431716a2396130@comcast.net>
Source record: 156
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

>I can't display JPEG images with Papyrus and CT60 in 060 mode.
>I tried the demo versions and my latest version (PAP X), and it's exactly
>the same: instruction error everytime a JPEG appears.
>
>Everything works in 030 mode.
>
>I tried clean booting, and it's the same.
>
>Any hints?
>
>Thanks in advance
>
>Paolo

I sometimes get errors when I boot up Papyrus X on my Hades 060. The thing
that works for me is either boot the computer under regular TOS or else boot
it in the 256 color mode. I usually run things in the 24-bit mode.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5838. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-04 08:20:59 UTC
From: PeP <pedda_pirat@hotmail.com>
Message-ID: <1125822059.731298.144150@g44g2000cwa.googlegroups.com>
Source record: 157
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Have you tried disabling the cache?

-- Peter

5839. Re: Papyrus and CT60 trouble! HELP!

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-06 00:58:30 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <431cebef$1_3@x-privat.org>
Source record: 158
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

UPDATE:
I installed easyMiNT, actually I rushed an installation, but it went well.
At the first shot I had a working environment (with some glitches, 16
colours, 640x480, and my auto PRGs didn't load) but Papyrus loaded JPGs
immediately.

So, I assume, it is something connected with the TOS itself, or at least,
the TOS routines that are replaced by MiNT...
Now I'll dig into MiNT to see if it can accomodate my needs, so I'll forgot
plain TOS problems.

who knows...

In the meanwhile, thank you guys!

5840. Announcement: cc65 version 2.11.0

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-10 15:17:07 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <dfutdjpof1@moppi.musoftware.de>
Source record: 159
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.programmer,comp.sys.apple2.programmer

I'm proud to announce cc65 version 2.11.0. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore VIC20 (contributed by Steve Schmidtke <steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116 and Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple][and successors (basic support by Kevin Ruland <kevin@rodin.wustl.edu> and many, many additions by Oliver Schmidt, <ol.sc@web.de>).

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)

- The Nintendo Entertainment System (NES) (contributed by Groepaz, <groepaz@gmx.net>).

- The Supervision console (contributed by Peter Trauner, <peter.trauner@utanet.at>) (startup code and linker config only).

- The Oric Atmos (this one is - still - BETA!).

- The Lynx Console. Support was added by Karri Kaksonen <karri@sipo.fi> based on the original Lynx compiler by Bastian Schick. Bastians code was used with permission - thanks!

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

Changes to the last version:

This is quite a large step from the last version. See the (probably incomplete) list of changes below for more information.

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Enterprise Linux 3. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper, the docs, and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages. Be sure to download the documentation package if you're not already a cc65 user.

Binaries for DOS and and Windows should also be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages, plus optionally the doc package.

New in the windows version is the beta version of a poor mans windows installer: Grab all the windows packages you need and unpack them into one tree. Then double click on the "install.vbs" file. This will install the tools in the program directory, will add start menu entries for the docs, setup the necessary environment variables, and add an uninstaller as well. IF YOU HAVE ANY PROBLEMS SETTING UP CC65, IT IS STRONGLY ADVISED THAT YOU GIVE THE INSTALLER A TRY!

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

Many people have contributed to this version, please be sure to have a look at the CREDITS file. Thanks to all contributors!

Have fun!

Uz

[Incomplete list of changes against version 2.10]

* Assembler:

- New feature missing_char_term.

- New feature ubiquitous_idents.

- Optional curly braces allowed as delimiters for token lists.
Incompatible change: Brace matching in some cases is gone.

- New 6502X cpu that includes 6502 illegal opcodes.

- Better error messages in case of a range error.

- Assembler defines target system symbols (__C64__ etc.) similar to the
C compiler.

- Handle foreign newline sequences (cr/lf under Unix) more gracefully.

- Fixed problems with unnamed labels.

- The assembler does now support the SWEET16 16 bit pseudo CPU.

- Support for zilog/intel style hex numbers (trailing 'h').

- New .ident and .sprintf pseudo functions.

- Variable symbols using .set.

- Support for a "none" CPU that has no opcode mnemonics at all. People
use ca65 to implement instruction sets for other CPUs using macros,
and this pseudo CPU should remove any conflicts.

- Support for the HuC6280 CPU used in the PC engine.

* Compiler:

- Rewrite of input and preprocessor routines. Among other things, this
adds C99 style variadic macros and removes the input line limit.

- Stackable pragmas using #pragma(push, val) and #pragma(pop)

- New pragmas codesize, optimize, regvars, and warn (all stackable)

- New option --writable-strings

- Rewrote part of the parser allowing better code generation in a few
places.

- The "inline standard functions" option (-Os) has slightly changed its
meaning: In older versions it controlled inlining. Now, the compiler
will always inline if it considers it safe to do so, and the flag does
only control inlining in situations where inlining is not always
completely safe.

- More and better inlining of known standard functions. The following
functions may get inlined: strcpy, strlen, memcpy, memset.

- Inline assembly can now reference C labels with the %g format specifier.

- The -A and --ansi switches are gone, together with the __STRICT_ANSI__ predefined macro. Instead there is now a command line option --standard that allows to set c89, c99 or cc65 as language standard. The compiler defines a macro __CC65_STD__ that is one of __CC65_STD_C89__, __CC65_STD_C99__ or __CC65_STD_CC65__ depending on the command line option. Default is cc65 (all extensions) as before.

- Improved code for shifts.

* Linker

- Start Oric programs at $500 (Stefan Haubenthal)

- Added library groups.

- Simple expressions now supported in the config files.

* cl65 utility:

- Extended to support additional command line switches of the underlying tools as needed.

- New -Wa and -Wl switches to pass options to the assembler and linker.

* Disassembler

- New "asminc" directive that allows to read in a file containing assembler symbol assignments in the form "name = value".

- New "comment" attribute for several directives.

* Library

- Mouse support uses loadable drivers.

- Changed command line argument syntax for C64.

- Command line parameters are now working for: C64, C128, Plus/4, C16, VIC20.

- ungetc is available. Read functions on streams support pushed back characters.

- New apple2enh target by Oliver Schmidt.

- Lots of Apple2 improvements by Oliver Schmidt.

- Oric TGI driver by Stefan Haubenthal.

- New _heapblocksize function that returns the size of an allocated block.

- New lynx target by Karri Kaksonen and Shawn Jefferson based on Bastian Schicks cc65 port (thanks!).

- Joystick and TGI drivers do now have an interrupt entry. The API version has been changed which means that old drivers will need an update.

- Full set of scanf functions available (base work by me, lots of
improvements by Greg King).

- scanf functions for conio (Greg King).

- New function posix_memalign.

- Directory routines for the Apple machines (by Oliver Schmidt).

- SSC serial driver for the apple2 and apple2enh targets (Oliver Schmidt).

* Documentation

- Lots of additions to the function reference.

- Several target specific docs (one prominent contributor was Stefan
Haubenthal).

* Other

- Poor mans windows installer.

- The output of --help goes to stdout instead of stderr.

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
17:11:04 up 5 days, 20:17, 12 users, load average: 0.11, 0.11, 0.39

5841. Re: Announcement: cc65 version 2.11.0

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-11 12:35:59 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <432424b0$1@news.inet.com.pl>
Source record: 160
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.programmer,comp.sys.apple2.programmer

Ullrich von Bassewitz wrote:
> I'm proud to announce cc65 version 2.11.0. [...]

Thank you so much for the continued development!

5842. Re: Announcement: cc65 version 2.11.0

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-11 14:13:26 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <dg1dkp$1bv$1@services.kq.no>
Source record: 161
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.programmer,comp.sys.apple2.programmer

```
> I'm proud to announce cc65 version 2.11.0. cc65 is a complete cross
> development package for 65(C)02 systems, including a powerful macro
> assembler, a C compiler, linker, librarian and several other tools.

Congratulations for contiuing to work on CC65, even if I don't use it myself
:)

> [...]
> * Linker
> - Start Oric programs at $500 (Stefan Haubenthal)

> [...]

Is this value only a modifiable default value ?

Dbug
```

5843. Re: Announcement: cc65 version 2.11.0

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-11 14:19:10 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <dg1ecu$bs7$1@moppi.musoftware.de>
Source record: 162
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.programmer,comp.sys.apple2.programmer

In comp.sys.cbm silverdr <silverdr@inet.remove.it.pl> wrote:
> Thank you so much for the continued development!

Thanks! I have to admit that there have been rather calm periods (the release of the last major version was christmas 2003). While the work may look continuous from the outside, it was not. But it's only the result that counts:-) Fortunately, there are a few regular and many more not so regular contributors (especially for the platform stuff), so progress happens in some areas even without me.

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
16:10:47 up 6 days, 19:17, 12 users, load average: 0.07, 0.31, 0.25

5844. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-15 23:02:14 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4329e156.0@entanet>
Source record: 163

```
On 17 Aug 2005 20:47:39 , Peter Slegg wrote:
>On 15 Aug 2005 20:57:34 , Peter Slegg wrote:
>>On 14 Aug 2005 14:42:26 , Peter Slegg wrote:
>>>On 14 Aug 2005 01:04:23 , Henk Robbers wrote:
>>>>
>>>>And of course, if you dont like these powerfull features,
>>>>there is grep I suppose.
>>>>
>>>>I think it is quite possible to answer such questions yourself
>>>>if you are willing to use the available tools.
>>>
>>>However, if I am missing some vital lib then no amount of grep is going
>>>to help. Plus searching the whole u:\ partition to check all the possible
>>>lib locations does take quite a lot of time.
>>>
>>
>>Sorry to keep answering my own thread but I have discovered that I am
>>lacking the dos.h lib. Did a bit of web searching but I have failed to
>>locate it.
>>
>
>dos.h seems to be a LatticeC library so I am now thinking of replacing
>the calls too dfind with something else.
>
>Presumably there is a Mint/GCC friendly alternative to the stuff provided
>by dos.h
>
>Can the same thing be done with readdir ?
>

Well I am making slow progress. I created a replacement for dfind by
writing a function using dirent.h

A quick change of _AESGLOBAL to aes_global and the compiler errors
were done but I now have a bucket load of errors from ld.

I don't think I am using gcc properly. I am just doing gcc newsie.c
and it probably needs more parameters.

Here is a sample of the errors:

u:\tmp/ccNLjgwN.o(.text+0x78b6): undefined reference to `CAB_internet_mail_client'
u:\tmp/ccNLjgwN.o(.text+0x78d6): undefined reference to `init_stik'
u:\tmp/ccNLjgwN.o(.text+0x78ea): undefined reference to `tpl'
u:\tmp/ccNLjgwN.o(.text+0x78f4): undefined reference to `tpl'
u:\tmp/ccNLjgwN.o(.text+0x7946): undefined reference to `CAB_internet_mail_client_part2'
```

```
u:\tmp/ccNLjgwN.o(.text+0x7950): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x795a): undefined reference to `mt_appl_find'
u:\tmp/ccNLjgwN.o(.text+0x7970): undefined reference to `no_stik'
u:\tmp/ccNLjgwN.o(.text+0x798a): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x799e): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x79b4): undefined reference to `mt_appl_write'
u:\tmp/ccNLjgwN.o(.text+0x79be): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x79c8): undefined reference to `mt_evnt_timer'
u:\tmp/ccNLjgwN.o(.text+0x79de): undefined reference to `handle_multiple_events'
u:\tmp/ccNLjgwN.o(.text+0x79fa): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x7a00): undefined reference to `mt_appl_init'
u:\tmp/ccNLjgwN.o(.text+0x7a0e): undefined reference to `aes_global'
u:\tmp/ccNLjgwN.o(.text+0x7a18): undefined reference to `gl_apid'
collect2: ld returned 1 exit status
```

Peter

5845. Re: GCC newbie

Newsgroup: comp.sys.atari.programmer
Date: 2005-09-16 06:00:45 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@freeyour_shoes.fr>
Message-ID: <op.sw6lnjpm3qjehp@news.free.fr>
Source record: 164

Hello,

> u:\tmp/ccNLjgwN.o(.text+0x7950): undefined reference to `aes_global'
> u:\tmp/ccNLjgwN.o(.text+0x795a): undefined reference to `mt_appl_find'
> u:\tmp/ccNLjgwN.o(.text+0x79b4): undefined reference to `mt_appl_write'
> u:\tmp/ccNLjgwN.o(.text+0x79c8): undefined reference to `mt_evnt_timer'
> u:\tmp/ccNLjgwN.o(.text+0x7a00): undefined reference to `mt_appl_init'

You have to add gemlib (recent version 0.43.x) => -lgem in gcc command line

> u:\tmp/ccNLjgwN.o(.text+0x7a18): undefined reference to `gl_apid'

I don't know for this one.

gemlib no more have gl_apid. Use the macro _AESapid instead (defined in
gem.h)

HTH,
Arnaud.

--
Please remove "your_shoes" before replying
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5846. Devpac and 68851 instructions

Newsgroup: comp.sys.atari.programmer
Date: 2005-10-15 18:50:15 UTC
From: "a@b.c" <a@b.com>
Message-ID: <Hbc4f.196488$oW2.127040@pd7tw1no>
Source record: 165

Hi,
Does anyone know the proper syntax or settings for Devpac 3.10 to assemble 68851 instructions?
In the Assembler options I have the box checked for 68851 and processor as 68030 but
pmove crp,(a0)
gives an error saying invalid size. It doesn't matter which 68851 register is the source it always
give the same error, but I know the instruction should work as I have seen it in other code.

Any help would be appreciated, thanks.

Nicholas Steele

5847. Re: Devpac and 68851 instructions

Newsgroup: comp.sys.atari.programmer
Date: 2005-10-16 19:05:11 UTC
From: "j.riemer" <me@privacy.net>
Message-ID: <10150126510039152.NC-1.59.me@news.freenet.de>
Source record: 166

Hello Nicholas

> Does anyone know the proper syntax or settings for Devpac 3.10
> to assemble 68851 instructions? In the Assembler options I have
> the box checked for 68851 and processor as 68030 but
> pmove crp,(a0)
> gives an error saying invalid size. It doesn't matter which 68851
> register is the source it always give the same error, but I know
> the instruction should work as I have seen it in other code.

> Any help would be appreciated, thanks.

You need to write a quadword. the crp is 64bit value.

use pmove.d crp,(a0) instead.

--

joerg...

5848. Re: Devpac and 68851 instructions

Newsgroup: comp.sys.atari.programmer
Date: 2005-10-17 16:45:42 UTC
From: "a@b.c" <a@b.com>
Message-ID: <WyQ4f.218153$1i.11438@pd7tw2no>
Source record: 167

Excellent. Thanks for your help!

Nicholas

"j.riemer" <me@privacy.net> wrote in message
news:10150126510039152.NC-1.59.me@news.freenet.de...
> Hello Nicholas
>
> > Does anyone know the proper syntax or settings for Devpac 3.10
> > to assemble 68851 instructions? In the Assembler options I have
> > the box checked for 68851 and processor as 68030 but
> > pmove crp,(a0)
> > gives an error saying invalid size. It doesn't matter which 68851
> > register is the source it always give the same error, but I know
> > the instruction should work as I have seen it in other code.
>
> > Any help would be appreciated, thanks.
>
> You need to write a quadword. the crp is 64bit value.
>
> use pmove.d crp,(a0) instead.
>
>
> --
>
> joerg...
>

5849. atari and pc compatible disk format.

Newsgroup: comp.sys.atari.programmer
Date: 2005-10-20 00:03:34 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <n9B5f.11243$ns3.880196@news20.bellglobal.com>
Source record: 168

hello and greetings every body , iam new to
programming but have written new program to share.

this "program"assists users of both platforms (pc and atari)to easily
transfer data back and forth via the disk drives.

well if there are interested individuals out there who have tried other
programs similar and know what i'm taking about (the xp disk format bug).
feel free to email me your address and i can send , over the electric wire
,a copy of my program.
this is an atari st program and works primarily in the hi res setting.

short description: changes st disk format and creates a disk which will be
read by both disk drives from the atari computer.

charles.copp@sympatico.ca

5850. atari prgm format

Newsgroup: comp.sys.atari.programmer
Date: 2005-10-20 00:42:09 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <yJB5f.11263$ns3.891044@news20.bellglobal.com>
Source record: 169

hello and greetings every body , iam new to
programming but have written new program to share.

this "program"assists users of both platforms (pc and atari)to easily
transfer data back and forth via the disk drives.

well if there are interested individuals out there who have tried other
programs similar and know what i'm taking about (the xp disk format bug).
feel free to email me your address and i can send , over the electric wire
,a copy of my program.
this is an atari st program and works primarily in the hi res setting.

short description: changes st disk format and creates a disk which will be
read by both disk drives from the atari computer.

charles.copp@sympatico.ca

5851. Re: atari prgm format

Newsgroup: comp.sys.atari.programmer
Date: 2005-10-20 05:01:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43574f221beb630@comcast.net>
Source record: 170

>hello and greetings every body , iam new to
>programming but have written new program to share.
>
>this "program"assists users of both platforms (pc and atari)to easily
>transfer data back and forth via the disk drives.
>
>well if there are interested individuals out there who have tried other
>programs similar and know what i'm taking about (the xp disk format bug).
>feel free to email me your address and i can send , over the electric wire
>,a copy of my program.
>this is an atari st program and works primarily in the hi res setting.
>
>short description: changes st disk format and creates a disk which will be
>read by both disk drives from the atari computer.
>
>charles.copp@sympatico.ca

Hello,

That is nice, but there are other programs for older ST that will format a disk so it can be read by both. The newer ST's have it built in the TOS so that formatting a disk will automatically be able to read by a read and vice versa.

5852. Re: atari prgm format

Newsgroup: comp.sys.atari.programmer
Date: 2005-10-20 15:51:14 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <P1P5f.11678$ns3.985102@news20.bellglobal.com>
Source record: 171

yes but exucution of this program is under 10 seconds and leaves the contents of the disk readable after changes ....(not applicable to self booting disks,TRY AT OWN RISK).it does not format the disk , only leaves new "stamp" in the boot sector of the disk.

it different ,easy and quick, why fool around with a bunch of variables and settings when all we need is a regular atari formatted disk with an ibm compatible boot sector?

just something different really, you know like pennies or dimes ,they all amountr to something and hold different properties.

5853. Re: atari prgm format

Newsgroup: comp.sys.atari.programmer
Date: 2005-10-22 07:49:23 UTC
From: Michael Bernstein <michael@mbernstein.de>
Message-ID: <djcndjdbp1@gateix.bernstein.loc>
Source record: 172

Hi,

> yes but exucution of this program is under 10 seconds and leaves the
> contents of the disk readable after changes ....(not applicable to self
> booting disks,TRY AT OWN RISK).it does not format the disk , only leaves
> new "stamp" in the boot sector of the disk.

This is nothing new. You can find a similar program in the download section of my homepage (www.mbernstein.de) which i is much more than 10 years old. But after i upgraded to TOS 1.4 there was no need for it.

Regards
Michael

5854. AHCC progression report

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-22 22:33:31 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <4463$43839cbc$1884f879$12844@news.chello.nl>
Source record: 173
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

LS

AHCC or ANSI HCC is Sozobon turned into a full C89 compiler
for Atari ST and all its offspring.

I have reached the stage where I was able to produce working
binaries of 2 of my own applications.

These are AHCX and a small spreadsheet program.

I will gradually increase the amount of working binaries
(for instance TT-Digger) and also use them myself.

Once all my own applications work stable I will ask for a small
amount of beta testers.

2 programs working may sound modest, but for me it means
that a very substantial amount of compiler code is actually
working correctly. :-)

It also means that the project starts to display a
shimmer of feasability.

The comprehensive version of AHCC will integrate
editor(AHCX), project manager, compiler, assembler and linker
in a single GEM program of about 350 Kb.

Freestanding components can be produced on request.

AHCC compiles Pure C sources without the need for changing
a single byte.

AHCC produces the Pure C object format which means that Pure C
and AHCC object files and libraries can freely be mixed.
(It made testing the compiler a lot easier :-)

In the future, usefull C99 features will gradually be implemented.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5855. Re: AHCC progression report

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-24 11:50:21 UTC
From: Gwile <guillaumed@users.sourceforge.net>
Message-ID: <1132833021.009589.123740@g49g2000cwa.googlegroups.com>
Source record: 174
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Henk Robbers wrote:
> I have reached the stage where I was able to produce working
> binaries of 2 of my own applications.

Wow! Congratulations! :D

> Once all my own applications work stable I will ask for a small
> amount of beta testers.

I am interested in beta-testing! However I only have a few personal C
sources ; I prefere assembler or higher level (read garbage-collecting)
language like Java.
But if there already is a minimal libc (or perhaps PCSTDLIB already
works ?), I may try it on a few command line utilities I would like to
port (GNU stow, patchutils, robodoc and things like that).

Also also getting the gemlib, zlib and some other key Pure-C librairies
to work could lead in cascade to some interesting builds like...
HighWire! ;)

> The comprehensive version of AHCC will integrate
> editor(AHCX), project manager, compiler, assembler and linker
> in a single GEM program of about 350 Kb.

That's in itself quite a achievement!
<whining>
However it's sad there is not source-level debugger (yet)! ;P
And I think my eyes and I cannot use a programming editor without
syntax highlighting any more!
</whining>

> Freestanding components can be produced on request.

That's really much appreciated: I think a separate assembler could be
put to good use if it support Motorola-syntax and 68020+ instructions,
as there is currently no more still-developped assembler expect GCC's
gas... But as it is intended to compile pre-processed C source code, I
guess there is no internal macro-language (INCLUDE, MACRO, REPT and the
like), "just" cpp?

> AHCC produces the Pure C object format which means that Pure C
> and AHCC object files and libraries can freely be mixed.
> (It made testing the compiler a lot easier :-)

It's also nice of you to be modest enough not to invent your own
format!

Once again congratulations for your work and tenacity,
Guillaume

P.S.: And once more if you have written/found a doc on the Pure-C
object format, feel free to share it! ;)

5856. Re: AHCC progression report

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-29 19:21:27 UTC
From: Andy Ball <null@not.valid>
Message-ID: <XS1jf.2533$Hk1.2067@newsread1.news.pas.earthlink.net>
Source record: 175
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
HR> AHCC or ANSI HCC is Sozobon turned into a full C89
> compiler for Atari ST and all its offspring.

Are you looking for alpha testers?
```

5857. Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-29 19:37:35 UTC
From: Andy Ball <null@not.valid>
Message-ID: <362jf.2534$Hk1.2115@newsread1.news.pas.earthlink.net>
Source record: 176

Is Line-A considered part of the VDI?

5858. Re: AHCC progression report

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-29 20:57:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <b4b25$438cc0b9$1884f8e1$16961@news.chello.nl>
Source record: 177
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Andy Ball wrote:
>
> HR> AHCC or ANSI HCC is Sozobon turned into a full C89
> > compiler for Atari ST and all its offspring.
>
> Are you looking for alpha testers?

Thanks.

As soon as I finish my own alpha testing. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5859. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-29 23:02:44 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <438cde06$0$27889$9b4e6d93@newsread4.arcor-online.net>
Source record: 178

Hi Andy!

> Is Line-A considered part of the VDI?

The ROM-VDI is based on the Line-A routines. So Line-A is the low level
part of the original VDI screen driver. All output on the screen is done
via LineA.

So one might say that it is part of the VDI. But only of the original VDI.

However the OS design clearly speaks against the direct use of LineA.
What if there is another VDI that doesn't use Line-A for its screen driver?

NVDI surely doesn't use LineA, it uses its own drawing routines (Thats
why it is so much faster). So in the case of NVDI LineA is not a part of
the VDI.

Any objections to this point of view?

Why did you ask?

Cheers, Ingo =;->

5860. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-30 03:23:29 UTC
From: Andy Ball <null@not.valid>
Message-ID: <RW8jf.3530$A23.2354@newsread2.news.pas.earthlink.net>
Source record: 179

Hello Ingo,

IS> The ROM-VDI is based on the Line-A routines. So Line-A
> is the low level part of the original VDI screen
> driver. All output on the screen is done via LineA.
:
> Why did you ask?

I'm just trying to piece together in my head the various
lumps of the operating system and their interaction. Does
the original AES work exclusively via VDI?

Thanks,
- Andy Ball

5861. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-30 11:50:53 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <438d91d6$0$27880$9b4e6d93@newsread4.arcor-online.net>
Source record: 180

```
Hi Andy!

> Does the original AES work exclusively via VDI?

Exclusively via VDI and GEMDOS.

OS part - uses
----------------
GEM - AES, VDI
AES - VDI, GEMDOS
VDI - BIOS, XBIOS, GEMDOS, LineA
and direct hardware access in drivers

Cheers, Ingo =;->
```

5862. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-11-30 12:19:19 UTC
From: Andy Ball <null@not.valid>
Message-ID: <bNgjf.2254$YT3.1207@newsread3.news.pas.earthlink.net>
Source record: 181

Hello Ingo,

IS> OS part - uses
> ----------------
> GEM - AES, VDI
> AES - VDI, GEMDOS
> VDI - BIOS, XBIOS, GEMDOS, LineA
> and direct hardware access in drivers

I can see AES using GEMDOS for things like file selectors,
but I'm surprised VDI uses BIOS and GEMDOS. I thought that
AES & VDI were parts of GEM. Does GEM above just refer to
the desktop, or are there other lumps that I am missing?

GDOS apparently didn't ship with the earlier versions of TOS
(not sure about later versions). Where present, is it
conceptually part of the AES?

Thanks,
- Andy Ball

5863. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-12-04 23:27:39 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <LXKkf.594$kt5.81731@news20.bellglobal.com>
Source record: 182

hey group , i'm new to this programming thing but this is what i found
within gfa basic states that "line-A-calls"
are independant of vdi insrtuctions.
also:
and colors given in the line_a_routine correspond to the hardware color
registier ie:.....setcolor(1).
and not the number that vdi uses(color).

well just helping..
charles

5864. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-12-05 00:41:30 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43938c64$0$20854$9b4e6d93@newsread2.arcor-online.net>
Source record: 183

Hi Andy!

> but I'm surprised VDI uses BIOS and GEMDOS.

Why? Not that I know the source or internals of the VDI, but it might
use Kbhsift (BIOS(11)) and what if VDI wants to load fonts? Needs to use
some gemdos functions, wouldn't it?

> Does GEM above just refer to the desktop, or are there other lumps
> that I am missing?

I would say it is more than the desktop.
GEM = Graphics Environment Manager

So I would say GEM is everything that brings you a graphical environment
on your computer and that is more than the desktop.
As I said above, GEM = AES + VDI and yes, you might count the desktop in
here, too :-)

> GDOS apparently didn't ship with the earlier versions of TOS
> (not sure about later versions).

I also dont know. One thing is sure though:
It was never built into ROM, even though actually it should have, but
there was simply no space left in the ROM chip.

In one way that was a blessing, because lots of improvements were made.
The bad thing was, it wasnt really standard and lots of programmes jsut
didnt use it and everyone invented the wheel again.

> Where present, is it conceptually part of the AES?

Not at all! It is part of the VDI! If you take away all the device
drivers of VDI, then what remains is GDOS.
GDOS = Graphics Device Operating System

It is a pity that the "Profibuch" was never translated. It is THE source
regarding ATARI, IMHO. Thats where I have all my info from. This book is
almost never wrong.

Cheers, Ingo =;->

5865. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-12-05 00:49:19 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <43938e35$0$27887$9b4e6d93@newsread4.arcor-online.net>
Source record: 184

Hi Charles!

> states that "line-A-calls" are independant of vdi insrtuctions.

Yes, of course they are! VDI is based on them, so Line-A cant be based on VDI.

But this is also the reason, why Line-A should never ever be used in a clean GEM application. Such an app should only use VDI, AES and GEMDOS calls. Only if it really has to, (X)BIOS.

Line-A is really low-level. Besides it only really works on original Ataris and then also not in resolutions with lots of colors, AFAIK.

So if you are about to write clean applications, avoid ALL Line-A functions. If you code in GFABASIC, check out those two pages:

GEM GFA Editor (GBE) and lots more:
http://www.bright.net/~gfabasic/

Runonly Interpreter for GBE (and a few other nice tools):
http://www.run-software.de

The runonly is my work, by the way :-)

Cheers, Ingo =;->

5866. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-12-05 01:27:30 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <6IMkf.324$PX2.54612@news20.bellglobal.com>
Source record: 185

allo ingo!!%**,
thanks for great info and am considering dropping this letter to check out
those new sites.
gfa is currently what i use and alot of fun too it is!

how many years have you had an atari?

ok
charles from canada.

5867. Re: Line-A

Newsgroup: comp.sys.atari.programmer
Date: 2005-12-06 16:09:23 UTC
From: Andy Ball <null@not.valid>
Message-ID: <TIilf.31$QQ1.17@newsread3.news.pas.earthlink.net>
Source record: 186

Hello Ingo,

IS> OS part - uses
> ----------------
> GEM - AES, VDI

ASB> Does GEM above just refer to the desktop, or are
> there other lumps that I am missing?

IS> I would say it is more than the desktop.
> GEM = Graphics Environment Manager

I know what GEM is, I was just confused by your notation above: GEM (no part specified) calls AES and VDI, which are parts of ...erm, GEM.

IS> Not at all! It is part of the VDI! If you take away
> all the device drivers of VDI, then what remains is
> GDOS. GDOS = Graphics Device Operating System

Thanks, I had not realised that VDI included anything that high-level, which is also why I would not have guessed that it called upon GEMDOS.

- Andy Ball

5868. Nx# ***Hot stuff - check this out !!! Nx#

Newsgroup: comp.sys.atari.programmer
Date: 2006-01-28 17:37:32 UTC
From: tinman4 <tinman4@yahoo.com>
Message-ID: <YGUCf.47118$C%3.15031@bignews2.bellsouth.net>
Source record: 187

http://www.kaneva.com/checkout/stream.aspx?assetId=2017&free=0

5869. How To Write My Cart

Newsgroup: comp.sys.atari.programmer
Date: 2006-02-01 21:04:38 UTC
From: newbie.x11@gmail.com
Message-ID: <1138827878.733558.90250@g49g2000cwa.googlegroups.com>
Source record: 188

How To Write or Re-Write a Cart for Atari 2600

5870. ParSec 4768 graphics board

Newsgroup: comp.sys.atari.programmer
Date: 2006-02-25 22:42:49 UTC
From: dml <dml@dml.dml>
Message-ID: <o5ydnfhF8oZyQJ3ZnZ2dnUVZ8qGdnZ2d@eclipse.net.uk>
Source record: 189

A bit of a rarity unearthed...

http://cgi.ebay.co.uk/ParSec-4768-graphics-adapter-for-Atari-ST-Very-rare_W0QQitemZ8771755486QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

5871. Atari Falcon

Newsgroup: comp.sys.atari.programmer
Date: 2006-03-10 06:22:57 UTC
From: Tiny@tim.net
Message-ID: <8m62125jmomvj6u5m7j9vlqdbq5nkstfn2@4ax.com>
Source record: 190

Looking for the motherboard schematics for a falcon.
Anyone have them or know where I can find them?

Thanks...

5872. Re: Ink

Newsgroup: comp.sys.atari.programmer
Date: 2006-03-21 22:43:50 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Source record: 191
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

SPAM ... Nothing but SPAM.

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

<mshawjr@frontiernet.net> wrote in message
news:26qTf.826$tT.439@news01.roc.ny...
> Man I have found this site that has the cheapest ink for any printer.
> You can compare prices and then review the companies on service and
> quality. <http://www.imagraphix.com> Let me know what you think

5873. Re: Ink

Newsgroup: comp.sys.atari.programmer
Date: 2006-03-21 22:44:57 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <IYudneeYiOY0H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Source record: 192
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

BULL, First you SPAM the newsgroups and this you post this BS.

Not only a Spammer, but a Lame Spammer at that.

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

<mshawjr@frontiernet.net> wrote in message
news:WUwTf.2822$tT.2482@news01.roc.ny...
> Sorry guys. The spam stuff was not my intent. I do oppoligies and won't
> happen again. I have never been on newsgroups before and not sure how to
> work them. I hope you guys can forgive a bad choice. Murphey

5874. Re: Ink

Newsgroup: comp.sys.atari.programmer
Date: 2006-03-22 00:57:25 UTC
From: salfter@salfter.diespammersdie.dyndns.org
Message-ID: <4420a0f5$0$10016$9a6e19ea@news.newshosting.com>
Source record: 193
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>,
Starlord <starlord@sidewalkastronomy.info> top-posted (grr):
>SPAM ... Nothing but SPAM.

The OP's spam was bad enough, but now we have a dumbass non-quote-trimming
top-poster repeating the original spam for those who didn't get it the first
time around. :-P

_/_
/ v \ Scott Alfter (remove the obvious to send mail)
(IIGS( http://alfter.us/ Top-posting!
\_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.4.1 (GNU/Linux)

iD8DBQFEIKPnVgTKos01OwkRAoXhAJwI6t1bwl8ySGk5crhOBv1nugBJIQCcCRpb
yb4APO3j1d9LiZ5ioA9uHkk=
=G6DQ
-----END PGP SIGNATURE-----
```

5875. Money

Newsgroup: comp.sys.atari.programmer
Date: 2006-03-22 02:09:12 UTC
From: aa <aa@msn.com>
Message-ID: <44210659_2@newsfeed.slurp.net>
Source record: 194

Money Making Try It Works!
HELLO, I found this on a bulletin board and decided to try it. A little while back, I was browsing through newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of 6.00! So I thought, Yeah right, this must be a scam, but like most of us, I was curious, so I kept reading. Anyway, it said that you send 1.00 to each of the 6 names and address stated in the article. You then place your own name and address in the bottom of the list at...6, and post the article in at least 200 newsgroups (There are thousands). No catch, that was it. So after thinking it over, and talking to a few people first, I thought about trying it. I figured: what have I got to lose except 6 stamps and 6.00, right? Then I invested the measly 6.00. Well GUESS WHAT!! Within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made about 25.00. By the end of the second week I had made a total of over 1, 000.00! In the third week I had over 10, 000.00 and it\'s still growing. This is now my fourth week and I have made a total of just over 42, 000.00 and it\'s still coming in rapidly. It\'s certainly worth 6.00, and 6 stamps. I was in a bad economic state before I found this article... I didn\'t believe this really worked until I ACTUALLY started getting mail from all over the world... I bought everything I needed... This idea came in the right time exactly :-) Let me tell you how this works and most importantly, why it works....Also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. I promise you that if you follow the directions exactly, that you will start making more money than you thought possible by doing something so easy! Suggestion: Read this entire message carefully! (Print it out or download it.) Follow the simple directions and watch the money comes in! It\'s easy. It\'s legal. And, your investment is only 6.00 (Plus postage) IMPORTANT: This is not a rip-off; it is not indecent; it is not illegal; and it is virtually no risk - it really Works!!!! If all of the following instructions are adhered to, you will receive extraordinary dividends. PLEASE NOTE: Please follow these directions EXACTLY, and 50, 000 or more can be yours in 20 to 60 days. This program remains successful because of the HONESTY AND INTEGRITY of the participants. Please continue its success by carefully adhering to the instructions. You will now become part of the Mail Order business. In this business your product is not solid and tangible, it\'s a service. You are in the business of developing Mailing Lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from the mailing lists is secondary to the income which is made from people like you and me asking to be included in that list.

Here are the 4 easy steps to success: STEP 1: Get 6 separate pieces of paper and write the following on each Piece of paper; PLEASE PUT ME ON YOUR MAILING LIST. Along with your name and address. Now get 6 US 1.00 bills and place ONE inside EACH of the 6 pieces of paper so the bill will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the 6 envelopes and seal them. You should now have 6 sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and a 1.00 bill. What you are doing is creating a service. THIS IS ABSOLUTELY LEGAL! You are requesting a legitimate service and you are paying for it! Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed legal! Mail the 6 envelopes to the following addresses:

1) Arik Stephens r.r.2 box 251e St. Elmo, IL 62458

2) Scott Miller 9537 Leyendekker ct. Lakeside CA 92040

4) Tyler Otto 271 Weston Cir apt 21 Vista, CA 92083

4) Rashantees, PO Box 708, El Cerrito, CA 94530

5) Magus c/o Bob Condor 1242 South Portage Rd, RR2 Haliburton . Ont. Canada K0M1S0

6) Jonathan Burnett, 842 E. Co. Rd 60, Mendon, IL. 62351

STEP 2: Now take the first name off the list that you see above, move the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR NAME as number 6 on the list. STEP 3: Change anything you need to, but try to keep this article as Close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there are close to 24, 000 groups) All you need is 200, but remember, the more you post, the more money you make! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal lottery laws. Keep a copy of these steps for yourself and, whenever you need money, you can use it again and again. PLEASE REMEMBER that this program remains successful because of the HONESTY AND INTEGRITY of the participants and by their carefully adhering to the directions. Look at it this way. If you are of Integrity, the program will continue and the money that so many others have received will come your way. NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keep the notes people send you. This VERIFIES that you are truly providing a service. (Also, it might be a Good idea to wrap the 1 bill in dark paper to reduce the risk of mail Theft). So, as each post is downloaded and the directions carefully followed, six members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the...1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only 6.00 (1.00 for each of the first six people listed above) Send it now, add your

own name to the list and you\'re in business!
---------- DIRECTIONS FOR HOW TO POST TO NEWSGROUPS----------

STEP 1) You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and Drag your cursor to the bottom of this document, and select \'copy\' from The edit menu. This will copy the entire letter into the computer\'s Memory.

STEP 2) Open a blank \'notepad\' file and place your cursor at the top of the blank page. From the \'edit\' menu select \'paste\'. This will paste a Copy of the letter into notepad so that you can add your name to the List.

STEP 3) Save your new notepad file as a .txt file. If you want to do your postings in different settings, you\'ll always have this file to go back to.

STEP 4) Use Netscape or Internet explorer and try searching for various Newsgroups online forums, message boards, chat sites, discussions. (Just example you log on any search engine like yahoo.com, google.com, Altavista.com, excite.com then you search with this subject millionaire Message board, or money making message board, or employment message Board, or money making discussions, or money making forum, or business Message board etc. You will find thousand & thousand message boards.)

STEP 5) Visit these message boards and post this article as a new Message by highlighting the text of this letter and selecting paste from the edit menu. Fill in the Subject, this will be the header that everyone sees as they scroll through the list of postings in a Particular group, click the post message button. You\'re done with your First one! Congratulations...THAT\'S IT! All you have to do is jump to Different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup! REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200 That\'s it!

You will begin receiving money from around the world within Days! You may eventually want to rent a P.O.Box due to the large amount of mail you will receive. If you wish to stay anonymous, you can invent a name to use, as long as the postman will deliver it. JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT. REMEMBER; PLAY FAIRLY and HONESTLY, and this will really work. Good Luck to you all!!!!!!!!!!!!!!!!!!!
Not logged in | Login | Create Account Search Forum Index Post a Message
Message Title Author Replies Last Post
Money Making Try It Works! - New Forum Network54 - February 7.2006

Create your own forum at Network54
Copyright © 1999-2005 Network54. All rights reserved. Terms of Use
Privacy Statement

5876. Re: Apology to all for my Netiquette "Sorry"

Newsgroup: comp.sys.atari.programmer
Date: 2006-04-11 17:28:53 UTC
From: you <you@cogeco.ca>
Message-ID: <3bV_f.65218$fd.54181@read2.cgocable.net>
Source record: 195
Cross-posted to: comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups, comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

lezhewitt67@hotmail.com wrote:

> I am writing this email to apologise for the Message i sent earlier, which
> has upset a few people. As a Newbie to usenets i didnt realise what i was
> doing and i assure you i wont do it again. I am sorry to all concerned.
>
> My apologies lezHewitt.
>
> NO REPLY

What was it that you did? Just so others will know not to do it. :)

5877. ANNC: Hobby Cross Assembler (HXA) v0.121

Newsgroup: comp.sys.atari.programmer
Date: 2006-05-09 03:26:42 UTC
From: Anton Treuenfels <hxa@earthlink.net>
Message-ID: <44602920.56EB1571@earthlink.net>
Source record: 196
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

A maintenance release. Most changes are internal, and there are no new features.

But a few pseudo ops have been enhanced a bit, a couple of bugs have (hopefully) been quashed, and it ploughs through assembler source code a little faster.

www.home.earthlink.net/~hxa

- Anton Treuenfels

5878. Re: ANNC: Hobby Cross Assembler (HXA) v0.121

Newsgroup: comp.sys.atari.programmer
Date: 2006-05-09 03:38:58 UTC
From: Anton Treuenfels <hxa@earthlink.net>
Message-ID: <44602C01.E2ECE0EF@earthlink.net>
Source record: 197
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

```
www.home.earthlink.net/~hxa

Sorry!
```

5879. Re: ANNC: Hobby Cross Assembler (HXA) v0.121

Newsgroup: comp.sys.atari.programmer
Date: 2006-05-09 03:41:03 UTC
From: Anton Treuenfels <hxa@earthlink.net>
Message-ID: <44602C7E.7A29BBDC@earthlink.net>
Source record: 198
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

Anton Treuenfels wrote:

> www.home.earthlink.net/~hxa
>
> Sorry!

ARgh! Sorry again! Earthlink seems to be bent on preventing anything
but plaintext from getting through.

This ISP is really going downhill. I should find me a new one.

5880. Re: ANNC: Hobby Cross Assembler (HXA) v0.121

Newsgroup: comp.sys.atari.programmer
Date: 2006-05-10 01:04:48 UTC
From: BLuRry <brendan.robert@gmail.com>
Message-ID: <1147223088.839341.231140@i40g2000cwc.googlegroups.com>
Source record: 199
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.programmer

heck at this rate, you can post a few basic pages for free sans ads at www.googlepages.com with no bandwidth limits. Not many features, mind you, but for free and no ads (for now) I'm not complaining.

5881. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.programmer
Date: 2006-05-16 03:34:48 UTC
From: Movie World <yuna@spankthedonkey.com>
Message-ID: <1147750488.788880.166290@u72g2000cwu.googlegroups.com>
Source record: 200
Cross-posted to: comp.sys.atari.programmer,de.comp.audio,comp.sys.atari.advocacy,rec.games.video.advocacy

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp and xbox silvers with factory printed colour inserts at
fantastic prices, whether for personal use or reselling. We're shipping
worldwide with various shipping methods. For resellers, please contact
us for bulk discounts.

For a complete list and prices, please email us at
movieworld77@time.net.my

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

5882. [annc] Dis6502 2.2 released

Newsgroup: comp.sys.atari.programmer
Date: 2006-05-31 15:37:44 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97D4764BCAD3Demuslor@216.196.97.136>
Source record: 1

```
http://sourceforge.net/project/showfiles.php?group_id=145747

Version 2.2
-----------

No new features

Fixed bugs:
- recent files and recent workspaces did not work in 2.1. Fixed.
- Opcode $96 produced a bad disassembly.
- Version 2.1 did not work on Win98se.

--
James
http://www.slornet.com
```

5883. ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.programmer
Date: 2006-06-01 01:02:12 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <o0rfg.12018$VL2.2365@trnddc06>
Source record: 2
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

A friend of mine has had his hard drive die inside of his ST Book. There's
a few questions that I hope some experts here may be able to answer.

Do you know by chance if the format of the drive is the same as the regular
ST or if it is the same as the TT/Falcon?
Since the drive is IDE, can any drive be used in it or does it require
certain models?
What means will the drive need to be formatted and with what software is
recommended?

Appreciate help anyone can give to answering these questions.

Regards,
Glenn Bruner
glenn.bruner@verizon.net

5884. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.programmer
Date: 2006-06-03 21:50:59 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-1F6D99.17505903062006@news.isp.giganews.com>
Source record: 3
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <o0rfg.12018$VL2.2365@trnddc06>,
"Tom Tom" <sometomtom@tomtom.com> wrote:

> A friend of mine has had his hard drive die inside of his ST Book. There's
> a few questions that I hope some experts here may be able to answer.
>
> Do you know by chance if the format of the drive is the same as the regular
> ST or if it is the same as the TT/Falcon?
> Since the drive is IDE, can any drive be used in it or does it require
> certain models?
> What means will the drive need to be formatted and with what software is
> recommended?
>
> Appreciate help anyone can give to answering these questions.
>
> Regards,
> Glenn Bruner
> glenn.bruner@verizon.net

Lucky friend to even have a STBook to break ..

5885. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.programmer
Date: 2006-06-09 15:35:02 UTC
From: ace2@spankthedonkey.com
Message-ID: <1149867302.764840.20000@y43g2000cwc.googlegroups.com>
Source record: 4
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp and xbox silvers with factory printed colour inserts at
fantastic prices, whether for personal use or reselling. We're shipping
worldwide with various shipping methods. For resellers, please contact
us for bulk discounts.

For a complete list and prices, please email us at
spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

5886. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.programmer
Date: 2006-06-10 04:10:43 UTC
From: e-Biz <ace1@time.net.my>
Message-ID: <1149912643.266354.235050@j55g2000cwa.googlegroups.com>
Source record: 5
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp and xbox silvers with factory printed colour inserts at
fantastic prices, whether for personal use or reselling. We're shipping
worldwide with various shipping methods. For resellers, please contact
us for bulk discounts.

For a complete list and prices, please email us at
spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

5887. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.programmer
Date: 2006-06-11 02:03:39 UTC
From: ebiz <ace3@time.net.my>
Message-ID: <1149991419.908571.93490@u72g2000cwu.googlegroups.com>
Source record: 6
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp and xbox silvers with factory printed colour inserts at
fantastic prices, whether for personal use or reselling. We're shipping
worldwide with various shipping methods. For resellers, please contact
us for bulk discounts.

For a complete list and prices, please email us at
spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

5888. Re: Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.programmer
Date: 2006-06-11 09:36:28 UTC
From: spamtrasher@nospam.com
Message-ID: <48on82hsa4el73n1ud5nt0p2ainp1mnlvd@4ax.com>
Source record: 7
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,misc.consumers,comp.sys.atari.st.tech,ctdl.sys.atari.st

On 10 Jun 2006 19:03:39 -0700, "ebiz" <ace3@time.net.my> wrote:

>We're offering all the latest garage pressed poor quality DVDs. All are 100% illegal copies made to our low quality
>high profit standards. The bottom line is we want your money and dont care how we get it as long as we get it. We
>spam the newsgroups looking for suckers such as yourself who will send us large sums of money in trade for some
>inferior illegal copies on cheap plastic disks. If you like our spam, you'll love the trash that we sell, and we'll love
>getting our hands in your wallet. Please visit our website at www.fbi.gov and tell them how much you love our spamming
>the newsgroups and how much you love the pirated copies of disks that we sold you. They'll thank you for your time.
>Place your order today and you can be the first person on your block to go to a Federal Prison. You won't regret it.

5889. any one willing to share ideals?

Newsgroup: comp.sys.atari.programmer
Date: 2006-07-10 23:37:50 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1152574670.098366.210320@75g2000cwc.googlegroups.com>
Source record: 8

i use atari and wish to share ideals for midi related programs to
create , any body willing to converge and brainstorm with me?

charles.copp@sympatico.ca

5890. WANTED: ANY ATARI STUFF IN SEATTLE/WASHINTON AREA

Newsgroup: comp.sys.atari.programmer
Date: 2006-07-11 17:51:35 UTC
From: Cauldronborn <cldrnbrn@hotmail.com>
Message-ID: <1152640294.938392.250200@75g2000cwc.googlegroups.com>
Source record: 9

Anybody got any excess gear they want to part with? I'm interested in pretty much anything SGI/SUN/Unix/Amiga/Commodore/Atari/Server/Video Game/Weird/Classic/Retro/ETC that you don't wan't in the Puget Sound area that you'd prefer not to toss out. Can't pay you but I'll give it a good home and it won't end up on Ebay.

5891. STOP what you&#65533;re doing - It doesn&#65533;t work! TX0O

Newsgroup: comp.sys.atari.programmer
Date: 2006-07-29 17:40:17 UTC
From: rxdnuohu@email.adr
Message-ID: <54Nyg.97620$OT.73614@newsfe6-win.ntli.net>
Source record: 10

```
Get Free Website Traffic For Doing What You
Normally Do Which Is Surf The Web
http://tinyurl.com/zhxf3

---

Re terolupi cekositafet liteceta cobidi canoheca .
```

5892. Add money to your Paypal account with OPRAH rHx--

Newsgroup: comp.sys.atari.programmer
Date: 2006-08-15 22:52:43 UTC
From: NSI <af.irani@afyhpami.com>
Message-ID: <OIuEg.44301$vj1.28363@bignews5.bellsouth.net>
Source record: 11

Read this message until the end, and you will find out how the money flows in easy !!!!.
Follow the steps and it WILL work. Trust me !!!!!.

It's NOT illegal and it is NOT a scam !!!!!.

PROVEN ON OPRAH! Reported in the Wall Street Journal!!!!

The only thing you need is : - E-MAIL ACCOUNT
- PREMIER (FREE) or BUSINESS PAYPAL ACCOUNT
- $6 on this account (The only investment)
- 30 minutes of your time

There is no limit on how much money you can recieve, and you haven't got anything to lose with this Business program. I will explain how it works !!!!!.

Follow these 4 easy steps and it WILL work !!!!!.

STEP 1 : SIGN UP FOR A FREE PAYPAL ACCOUNT !!!!!.

Paypal is a free and safe way to pay and receive money on the Internet.
Creating a account is as easy as creating a MSN account.
Copy and paste the next line in your Internet browser and sign up.
HTTP://WWW.PAYPAL.COM

Be sure to sign up for a FREE Premier or Business account and not for a Personal account. You cannot receive CREDITCARD payments with a Personal account and we can't have that. Do we !!!!!.

STEP 2 : SENT $6 TO YOUR PAYPAL ACCOUNT

This is your only investment to receive the money with ease.

With your Paypal account, send $1 to each e-mailadres listed below.
!!!!! IMPORTANT !!!!! Be sure to use this SUBJECT : *PLEASE PUT ME ON YOUR EMAIL LIST* when you send the money.

1) martine@pilote.net
2) dexxatol@netcourrier.com
3) armygirl8568@hotmail.com
4) comjii@starband.net
5) sinnek@bellsouth.net
6) nsi@nelasat.com

STEP 3 : PUT YOUR E-MAIL ADDRESS ON THE BOTTOM OF THE LIST

After you have send $1 to each e-mail address, put your e-mail address on the 6th place.
Remove e-mail address number 1, and move each e-mail address 1 step up the ladder.
!!!!! IMPORTANT !!!!! BE SURE THAT THE E-MAIL ADDRESS YOU USE IS THE SAME AS YOU USED TO SIGN UP AT PAYPAL.

Remember that this is LEGAL. You are creating a service : an e-mail servicelist.

STEP 4 : UPLOAD OR COPY THIS MESSAGE TO NEWSGROUPS, FORUMS ETC AND EMAIL IT TO ALL YOUR FRIENDS!

There are 32,000 newsgroups. Upload or copy this message to at least 200 newsgroups or forums etc, but ..... remember that the more your upload the more people will see your message and the MORE MONEY WILL FLOW IN.

How to upload to newsgroups and forums? :

After you have followed step 1,2,3 and 4, save this message (and copy so you can use it again).
Use your Internet browser and Outlook Express or another newsreader and try to find FORUMS, NEWSGROUPS,
BULLETIN BOARDS, DISCUSSION GROUPS, CHAT SITES and ONLINE COMMUNITIES. Use GOOGLE or use a NEWSERVER.
Use every option to post this message. Download PostXpert to send 1 message to more NEWSGROUPS at the
same time.

!!!!! REMEMBER !!!!! The more you post this message the more MONEY WILL FLOW IN.

Why does this Business program work so well !!!!!.

Lets asume that from the 200 (or more) messages that you have posted, only 5 people respond, you will have your
$6 back that you have invested. Those 5 people will each send at least 200 messages with your e-mailadres on
number 4. That's 6 x 6 x $1 = $36. The next 25 people will also send 200 messages with your adres on number 3. That's 36 x 6 x $1 = $216. The next 216 people also send 200 messages with your name on number 2. That's 216 x 6
x $1 = $1296!. Those 1296 people again also send 200 messages with your name on number 1. That will give us a total of 1296 x 6 x $1 = $7,776.

Now the last tier! 7776 x 6 x $1 = $46,656!!!!!!

This is only a EXAMPLE with 6 reactions. You WILL get MORE responses than that.

Remember that most newsservers will leave the posted messages on there servers for about 2 weeks. If you will post your message again, it WILL again start from the beginning. So you can repeat this over and over again.

Everyday MILLIONS of people are ONLINE and reading these messages, JUST LIKE YOU RIGHT NOW. I also was sceptical in the beginning and have read a lot of these messages. I also thought that it was bullshit.
Until I thought : What the hell!, only $6. What's $6 and a couple of minutes of my time to solve my money problems.

!!!!! REMEMBER !!!!! Follow every step, and IT WILL WORK, TRUST ME. !!!!!

!!!!! BEST WISHES AND GOOD LUCK !!!!!

w)O>+;)<9UVS;F>qaGL<Uq#v`V6(F]- rM;$g+!4IIQ*827?H4

5893. gfa memory string etc help

Newsgroup: comp.sys.atari.programmer
Date: 2006-08-29 22:15:51 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1156889750.988403.15960@74g2000cwt.googlegroups.com>
Source record: 12

```
any body out there willing to advise novice programmer a "how to "
approach for correct memory mapping within a gfa program.... i reserve
a blank string of 9000 spaces
smf$=space$(9000)
then poke it ,...but once data within string is cleared and redeclared
clr smf$
now redeclare
smf$=space$(9000)

it "fumbles " another variable,so basically i have no problem at all
untill i reestablish a string ,then in turn it altres another variable
which is an interger.................puzzeled??????????

thanks in advance,charles
```

5894. Re: gfa memory string etc help

Newsgroup: comp.sys.atari.programmer
Date: 2006-08-29 23:40:29 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <44f4d067$0$17395$9b4e6d93@newsspool2.arcor-online.net>
Source record: 13

```
Hi!

> it "fumbles " another variable,so basically i have no problem at all
> untill i reestablish a string ,then in turn it altres another variable
> which is an interger.................puzzeled??????????

No, not puzzled at all. Puzzling is your way of describing a problem ;-)
Some source code would help but I think what you do is something like this:

LET smf$=SPACE$(9000) ! string of 9000 spaces
LET smf_adr%=V:smf$ ! get address of those 9000 bytes
@do_some_poking(smf_adr%) ! poke some stuff at this address
LET smf$=LEFT$(smf$,5000)+SPACE$(4000) ! clear last 4000 bytes
@do_some_poking(smf_adr%) ! do more poking

and BAM! Right?

This is because the string management of GFA is dynamic! The string data
can always be moved by GFA. It does this when it makes a garbage
collection (= cleaning up old unused strings)
So whenever you do a GFA string operation or call a subroutine the data
of your string may have changed.
So in the above example the first GOSUB was already dangerous...

Here are 2 alternatives with fixed addresses:

1. Use the operating system

LET smf_adr%=MALLOC(9000)
' do your stuff
~MFREE(smf_adr%) ! please do not forget to free RAM after use

2. Use GFA-Inlines (only V3.6)
INLINE smf_adr%,9000

With those 2 methods the address never changes during a program run.

If you want more help on GFA just ask, but please be a bit more specific
and if possible provide some example source code. Thanks!

Cheers, Ingo =;->
```

5895. Re: gfa memory string etc help

Newsgroup: comp.sys.atari.programmer
Date: 2006-09-02 22:01:48 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <fjvjf2pdb5rqp7n2bmpik3hioti07j0cnu@4ax.com>
Source record: 14

```
On Wed, 30 Aug 2006 01:40:29 +0200, Ingo Schmidt <ich@der-ingo.de>
wrote:

>1. Use the operating system
>
>LET smf_adr%=MALLOC(9000)
>' do your stuff
>~MFREE(smf_adr%) ! please do not forget to free RAM after use
>
>
>2. Use GFA-Inlines (only V3.6)
>INLINE smf_adr%,9000
>
>

Also you can use the oh-so-handy GFA arrays, like

DIM piece_of_mem|(9000)
addr%=v:piece_of_mem|(0)

You can start poking then at addr% to addr%+9000, or, if you prefer,
use the array as each indice of it is one byte. Thus:

poke addr%+303,123

is the same as

piece_of_mem|(303)=123

Another good thing with dim is that you don't suffer from malloc
taking up RAM each time the program fails. Oh, and the chunk of memory
can be as large as you want.
```

Hope this helps,
--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5896. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.programmer
Date: 2006-09-07 08:10:15 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <1c32b$44ffd3e7$506cbfa8$7702@news.chello.at>
Source record: 15
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello Tom Tom!

> Do you know by chance if the format of the drive is the same as the regular
> ST or if it is the same as the TT/Falcon?

The "format" of the ST-Book-Drive is a 2,5"-drive as used in
notebooks/laptops.

> Since the drive is IDE, can any drive be used in it or does it require
> certain models?

If I remember corectly these machines had problems with drives bigger
1GB capacity, so if you find somewhere a 500MB-drive it should be
possible to install.

> What means will the drive need to be formatted and with what software is
> recommended?

Is there a "format-software" (AHDI sp?) in ST-Books permanent RAM-Drive
(I don't remember...)
Otherwise the best chance is to take a FALCON (only other Atari-machine
with a 2,5"-drive"), put the "new" ST-Book-drive in it, format with the
software from the "language-disk" or third-party-software as "HDDriver",
and put this drive then in the ST-Book.
Voilà - Should work...

Best Regards, Werner
--
<http://peasoft.atari.org>

5897. Re: gfa memory string etc help

Newsgroup: comp.sys.atari.programmer
Date: 2006-09-08 10:45:47 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1157712347.106162.295870@e3g2000cwe.googlegroups.com>
Source record: 16

well guys i resolved the problem , and a real big thanks for the new approch at peeking and poking ,still kinda new at programming ...it works great so far and the solution was to remove the clr smf$,smf%.....i don't know why but if this is in a loop and parameters are cleared then reinvoked like

```
do
star$=space$(4000)
star%=varptr(star$)
poke star%,asc"s"
poke star%+1,asc"i"
poke star%+2,asc"m"
a=2
do
a=a+1
poke V:star$+a,number
loop until inkey$<>""
clr star%,star$
loop
```

i know not very accuret example but had to do with clearing and then redeclaring variables within a continuing program.

thanks guys
"we make a good team"....even though we are sppread miles apart.

charles

5898. Re: gfa memory string etc help

Newsgroup: comp.sys.atari.programmer
Date: 2006-09-08 20:42:04 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <i2LKPbBcWdAFFw5G@dev.null.davjam.org>
Source record: 17

On Fri, 8 Sep 2006, charlie <charles.copp@sympatico.ca> wrote:-

<snip>

```
>do
>star$=space$(4000)
>star%=varptr(star$)
>poke star%,asc"s"
>poke star%+1,asc"i"
>poke star%+2,asc"m"
>a=2
>do
>a=a+1
>poke V:star$+a,number
>loop until inkey$<>""
>clr star%,star$
>loop
```

Just as a friendly bit of advice, I hope your program has some error and/or boundary checks in place. If not, and you use a construct similar to this snippet taken from above:

```
>star$=space$(4000)
>star%=varptr(star$)
>poke star%,asc"s"
>poke star%+1,asc"i"
>poke star%+2,asc"m"
>a=2
>do
>a=a+1
>poke V:star$+a,number
>loop until inkey$<>""
```

you're going to have a big problem with buffer over-runs, random data corruption and/or crashes. From the loop above, you've not long at all before 'a' exceeds the allocated space (4000 bytes) and the next poke overwrites something important. With it being interpreted, you'll probably have a few seconds to press a key to exit the loop. Once it's compiled, you're going to be down to a few 1/10ths or even 1/100ths before the damage is done.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/

AMD1800 1Gb WinXP/SUSE 9.3 | AMD2400 256Mb SuSE 9.0 | A3010 4Mb RISCOS 3.11
AMD2400(32) 768Mb SUSE 10.0 | Falcon 14Mb TOS 4.02 | A4000 4Mb RISCOS 3.11
AMD2600(64) 512Mb SUSE 10.0 | | RPC600 129Mb RISCOS 3.6

5899. Re: gfa memory string etc help

Newsgroup: comp.sys.atari.programmer
Date: 2006-09-08 20:57:46 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <vWeJXiCKIdAFFwa7@dev.null.davjam.org>
Source record: 18

```
On Wed, 30 Aug 2006, Ingo Schmidt <ich@der-ingo.de> wrote:-

<snip>

>Here are 2 alternatives with fixed addresses:
>
>1. Use the operating system
>
>LET smf_adr%=MALLOC(9000)
>' do your stuff
>~MFREE(smf_adr%) ! please do not forget to free RAM after use

Pros:
Can allocate memory blocks (much) bigger than ~32000 bytes.
The block isn't stored as a part of the program[0]

Con:
Forgetting to free the block is a good way to create memory leaks.
The block isn't stored as a part of the program[0]
You need to shrink the memory allocated before you can use Malloc[1]

>2. Use GFA-Inlines (only V3.6)

Inline was actually included as of v3.00

>INLINE smf_adr%,9000

Pros:
No need to free the block so no way to create memory leaks.
The block is stored as a part of the program

Con:
Can't be more than ~32000 bytes.
The block is stored as a part of the program.

>With those 2 methods the address never changes during a program run.
>
>If you want more help on GFA just ask, but please be a bit more
>specific and if possible provide some example source code. Thanks!
>
>Cheers, Ingo =;->

[0] Both a pro and a con. Useful as it means the program itself is
smaller on disc, or a hindrance if you have to load data from disc into
the block.

[1] Certainly in the older interpreters (3.0 - 3.5). Don't know if the
same applies to newer versions.
```

[2] Also both a pro and a con. Useful as you can keep data as a part of
the program and not have to load it from disc, or a hindrance in that
the program size is increased by the size of each INLINE.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 50 Mnodes/s: http://www.distributed.net/
AMD1800 1Gb WinXP/SUSE 9.3 | AMD2400 256Mb SuSE 9.0 | A3010 4Mb RISCOS 3.11
AMD2400(32) 768Mb SUSE 10.0 | Falcon 14Mb TOS 4.02 | A4000 4Mb RISCOS 3.11
AMD2600(64) 512Mb SUSE 10.0 | | RPC600 129Mb RISCOS 3.6

5900. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-01 14:07:15 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <nYPTg.643$If3.302@trnddc07>
Source record: 19
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Wener,

Thanks for the tips.

Glenn

"Werner Romstorfer" <werner.romstorfer@chello.at> wrote in message
news:1c32b$44ffd3e7$506cbfa8$7702@news.chello.at...
Hello Tom Tom!

> Do you know by chance if the format of the drive is the same as the
> regular ST or if it is the same as the TT/Falcon?

The "format" of the ST-Book-Drive is a 2,5"-drive as used in
notebooks/laptops.

> Since the drive is IDE, can any drive be used in it or does it require
> certain models?

If I remember corectly these machines had problems with drives bigger
1GB capacity, so if you find somewhere a 500MB-drive it should be
possible to install.

> What means will the drive need to be formatted and with what software is
> recommended?

Is there a "format-software" (AHDI sp?) in ST-Books permanent RAM-Drive
(I don't remember...)
Otherwise the best chance is to take a FALCON (only other Atari-machine
with a 2,5"-drive"), put the "new" ST-Book-drive in it, format with the
software from the "language-disk" or third-party-software as "HDDriver",
and put this drive then in the ST-Book.
Voil&#65533; - Should work...

Best Regards, Werner
--
<http://peasoft.atari.org>

5901. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-01 19:27:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <4oaj4iFdo4gjU1@individual.net>
Source record: 20
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Tom Tom wrote:

> If I remember corectly these machines had problems with drives bigger
> 1GB capacity, so if you find somewhere a 500MB-drive it should be
> possible to install.

General problems with IDE drives bigger than 1 GB are unlikely because
there is no IDE-specific limit at this size. Provided the ST-Book has a
standard IDE interface, which I think it has, there are no limits that
do not also apply for other Atari machines.

--

Dr. Uwe Seimet http://www.linkbylink.net/

5902. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-11 15:14:31 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <bd041$452d0a59$506cbfa8$24551@news.chello.at>
Source record: 21
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hallo Uwe, :)

> General problems with IDE drives bigger than 1 GB are unlikely because
> there is no IDE-specific limit at this size.

Wasn't there a Atari-specific problem with drives (or partitions) bigger
1GB? They could't adress such big storage-devices IIRC.

Grüsse aus Wien, Werner

--
<http://peasoft.atari.org>

5903. Re: ST Book - Replacing Hard Drive

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-12 21:34:28 UTC
From: atarigalen@yahoo.com
Message-ID: <1160688868.550403.32170@c28g2000cwb.googlegroups.com>
Source record: 22
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Werner Romstorfer wrote:
> Hallo Uwe, :)
>
> > General problems with IDE drives bigger than 1 GB are unlikely because
> > there is no IDE-specific limit at this size.
>
> Wasn't there a Atari-specific problem with drives (or partitions) bigger
> 1GB? They could't adress such big storage-devices IIRC.
>
There is a TOS specific limitation regarding partition size. Early STs
had a limit of 256 MB per partition. Most other TOS versions have a
limit of 512 MB per partition, except for the Falcon (4.0x) TOS which
can access 1 GB per partition. MiNT (a multitasking TOS replacement)
can go to the TB range. With 14 partitions possible, your ST Book can
access 7 GB total via its built-in operating system.

Galen

5904. XBRA code sample

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-15 17:56:13 UTC
From: vdjole@EUnet.yu
Message-ID: <egtsns$ar3$1@news.eunet.yu>
Source record: 23

Hello;

Are there any samples/examples of XBRA protocol in source code around
(preferrably in C), maybe in some open-source project, or maybe some
library routines that might be used?

cu;

5905. Re: XBRA code sample

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-15 23:36:41 UTC
From: Ingo Schmidt <ich@der-ingo.de>
Message-ID: <4532c609$0$30580$9b4e6d93@newsspool4.arcor-online.net>
Source record: 24

Hi!

> Are there any samples/examples of XBRA protocol in source code around
> (preferrably in C), maybe in some open-source project, or maybe some
> library routines that might be used?

How about the FreeMiNT source code? Plenty of this going on there.

Cheers, Ingo =;->

5906. AtariForge.org

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-20 20:29:17 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1161376157.237339.115630@k70g2000cwa.googlegroups.com>
Source record: 25

Hi Gang,

I need a little help testing out AtariForge.

I'm looking for poeple to test the system out.. all of it.
But mostly people who can use cvs. Create a project and access the cvs
on the server.

Thanks,
Rob M

5907. Re: AtariForge.org

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-21 16:23:16 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <453a4977$0$5142$426a74cc@news.free.fr>
Source record: 26

"RobM" <rmahlert@gmail.com> a �crit dans le message de news:
1161376157.237339.115630@k70g2000cwa.googlegroups.com...
> Hi Gang,
>
> I need a little help testing out AtariForge.
>
> I'm looking for poeple to test the system out.. all of it.
> But mostly people who can use cvs. Create a project and access the cvs
> on the server.
>
> Thanks,
> Rob M
>
Hi,

```
my password seems to don't work when I try to acces to
the highwire cvs

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne
```

5908. Re: AtariForge.org

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-21 16:42:51 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1161448971.227850.312410@m7g2000cwm.googlegroups.com>
Source record: 27

On Oct 21, 12:23 pm, "[ProToS]" <protos(at)arcadia-crew(dot)com> wrote:
> "RobM" <rmahl...@gmail.com> a écrit dans le message de news:
> 1161376157.237339.115...@k70g2000cwa.googlegroups.com...> Hi Gang,
>
> > I need a little help testing out AtariForge.
>
> > I'm looking for poeple to test the system out.. all of it.
> > But mostly people who can use cvs. Create a project and access the cvs
> > on the server.
>
> > Thanks,
> > Rob MHi,
>
> my password seems to don't work when I try to acces to
> the highwire cvs
>
> SeeU
> --
> [ProToS] on ircnet
> chan #atari.fr #atariscne

Hi ProToS,

The HighWire CVS has not changed. What url are you
using to access the cvs?

You must use 'highwire.atari-users.net' as the url. NOT
'atari-users.net' or 'atariforge.org or .net'
I think 'sparemint.org' should work also.

If it's something different.. let me know.

Rob

5909. Re: AtariForge.org

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-21 23:14:40 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <453aa9e3$0$8672$426a74cc@news.free.fr>
Source record: 28

hi,

I have chage the url from "atariforge.org" to "highwire.atari-users.net"
and they work now.

thanks

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

5910. Re: AtariForge.org

Newsgroup: comp.sys.atari.programmer
Date: 2006-10-24 15:17:53 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1161703073.387805.143520@k70g2000cwa.googlegroups.com>
Source record: 29

Little update.. After E-mailing the GforgeGroup I have been informed
they have a problem in the code and they haven't released a bug fix
yet. No new project e-mails are sent from the system.

I'll repost when the bug fix is released and I upgrade the server.

Rob

On Oct 20, 4:29 pm, "RobM" <rmahl...@gmail.com> wrote:
> Hi Gang,
>
> I need a little help testing out AtariForge.
>
> I'm looking for poeple to test the system out.. all of it.
> But mostly people who can use cvs. Create a project and access the cvs
> on the server.
>
> Thanks,
> Rob M

5911. atari midi

Newsgroup: comp.sys.atari.programmer
Date: 2006-11-19 21:28:30 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1163971710.051759.92480@b28g2000cwb.googlegroups.com>
Source record: 30

any one willing to spend some time and start programming a midi
application with me?

charles

5912. gfa and versitility

Newsgroup: comp.sys.atari.programmer
Date: 2007-01-08 22:05:23 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1168293922.715832.184260@38g2000cwa.googlegroups.com>
Source record: 31

how versitile is gfa for atari , i know it's programming capibilities
are strong but what about its compliler encoding....format..?how are
compilied programs?

if i use the compilier to make an application or program , can somebody
decompile this very easilly? or disassemble then "rip"my code?

wish to share ideals with people without always worrying about being
"short-handed"

thanks
charles

5913. RS232 question

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-03 19:49:37 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <45c4e751.0@entanet>
Source record: 32

Hi all,

Last year I built a circuit that allows me to connect my Suunto dive computer to a PC and download the dive log using the Suunto software. After some strange problems it worked.

I also wrote a programme for the Milan to download the log but couldn't get it to work. I then found EonTools and ported it to Mint but it behaves the same.

http://www.streit.cc/dive/index.html

The interface connects from the RS232 to the 3 metal contacts on the front of the Suunto.

The Suunto is activated in dive mode by connecting it's 3 metal contacts together. This happens when I jump into the water.

To download the data from the Suunto has to be placed into log mode by toggling through the menu using the metal contacts and wet fingertips.

However, when I plug it into the interface the 3 contacts on the interface are all at the same potential and so it switches into dive mode before the download can start.

What I want to do is to stop the Suunto resetting for a few seconds and then start the download. I am hoping that there is a command I can send to the RS232 that will stop the 3 contacts from being at 0 volt.

The Suunto windows software probably does this in some way but I don't know how to do it.

Can anyone help ?

Peter

5914. Looking for cd drive source code

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-03 21:29:45 UTC
From: reaper@darkside.net
Message-ID: <9lv9s21t607tq0th1qde9i321sri35qije@4ax.com>
Source record: 33

[No readable article body recovered]

5915. Re: RS232 question

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-04 10:24:22 UTC
From: Michael Schwingen <news-1115562921@discworld.dascon.de>
Message-ID: <52lqimF1oro2kU1@mid.individual.net>
Source record: 34

In article <45c4e751.0@entanet>,
Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:

>However, when I plug it into the interface the 3 contacts on the interface are
>all at the same potential and so it switches into dive mode before the
>download can start.
>
>What I want to do is to stop the Suunto resetting for a few seconds and then
>start the download. I am hoping that there is a command I can send to the
>RS232 that will stop the 3 contacts from being at 0 volt.

Without the schematic of the interface, it is difficult to tell what is
happening. Generally, all output pins of the RS232 port will not be near 0V
- neither the ST/TT nor the Milan has a shutdown feature on these pins.

cu
Michael
--
Some people have no respect of age unless it is bottled.

5916. gfa -resource and image data

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-04 18:47:47 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1170614867.508285.299410@s48g2000cws.googlegroups.com>
Source record: 35

i am a long time atari fanatic, with everybodys help i have
succesfully learned to programmy atari.
i am stumped with this one certain area , will somebody please help?
i use a resource editor to create a object tree, within this tree the
first and only object is a image.
i use gfa and have tried to place the image on the screen ,just as if
it were called up like a dialog box or form.,but does not appear..
is that the correct method,
it seems to be the only method of rsrc_load ,objc_draw,,,i can not
decipher..
anybody?

thanks in advance,
charles

5917. Re: RS232 question

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-07 22:37:24 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <45ca54a4.0@entanet>
Source record: 36

On 4 Feb 2007 10:24:22 G, Michael Schwingen wrote:
>In article <45c4e751.0@entanet>,
>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>
>>However, when I plug it into the interface the 3 contacts on the interface are
>>all at the same potential and so it switches into dive mode before the
>>download can start.
>>
>>What I want to do is to stop the Suunto resetting for a few seconds and then
>>start the download. I am hoping that there is a command I can send to the
>>RS232 that will stop the 3 contacts from being at 0 volt.
>
>Without the schematic of the interface, it is difficult to tell what is
>happening. Generally, all output pins of the RS232 port will not be near 0V
>- neither the ST/TT nor the Milan has a shutdown feature on these pins.
>
It's near identical to the Max232e circuit here:

http://insel.heim.at/malediven/350052/suunto_e.htm

I am not great with electronics bit I can make stuff from diagrams like this.

Peter

5918. Re: RS232 question

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-18 18:32:06 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <45d89ba6.0@entanet>
Source record: 37

On 7 Feb 2007 22:37:24 G, Peter Slegg wrote:
>On 4 Feb 2007 10:24:22 G, Michael Schwingen wrote:
>>In article <45c4e751.0@entanet>,
>>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>>
>>>However, when I plug it into the interface the 3 contacts on the interface are
>>>all at the same potential and so it switches into dive mode before the
>>>download can start.
>>>
>>>What I want to do is to stop the Suunto resetting for a few seconds and then
>>>start the download. I am hoping that there is a command I can send to the
>>>RS232 that will stop the 3 contacts from being at 0 volt.
>>
>>Without the schematic of the interface, it is difficult to tell what is
>>happening. Generally, all output pins of the RS232 port will not be near 0V
>>- neither the ST/TT nor the Milan has a shutdown feature on these pins.
>>
>It's near identical to the Max232e circuit here:
>
>http://insel.heim.at/malediven/350052/suunto_e.htm
>
>I am not great with electronics bit I can make stuff from diagrams like this.
>
>Peter
>.

On an unrelated matter. Do IRDA adapters work with the Milan serial ports ?

Peter

5919. Re: RS232 question

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-19 08:13:10 UTC
From: Michael Schwingen <news-1171796400@discworld.dascon.de>
Message-ID: <53t4gmF1soqqhU2@mid.individual.net>
Source record: 38

In article <45d89ba6.0@entanet>,
Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>
>On an unrelated matter. Do IRDA adapters work with the Milan serial ports ?

Not sure - that might depend on the adapter. IRDA is both hardware and
software, so the software part of the IRDA protocol will probably need to be
implemented on the computer. I do not know if there are intelligent adapters
that handle this on their own.

cu
Michael
--
Some people have no respect of age unless it is bottled.

5920. Re: gfa -resource and image data

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-22 21:27:30 UTC
From: Nite Hacker <anonymous@qwest.net>
Message-ID: <45de0ac5$0$25776$815e3792@news.qwest.net>
Source record: 39

If you don't already know about this group, try posting your questions in the comp.sys.atari.8bit group. Most of the users use mainly that forum for ALL their questions, needs & support of Atari 8-bits (400/800, XL/XEs).

"charlie" <charles.copp@sympatico.ca> wrote in message news:1170614867.508285.299410@s48g2000cws.googlegroups.com...
>i am a long time atari fanatic, with everybodys help i have
> succesfully learned to programmy atari.
> i am stumped with this one certain area , will somebody please help?
> i use a resource editor to create a object tree, within this tree the
> first and only object is a image.
> i use gfa and have tried to place the image on the screen ,just as if
> it were called up like a dialog box or form.,but does not appear..
> is that the correct method,
> it seems to be the only method of rsrc_load ,objc_draw,,,i can not
> decipher..
> anybody?
>
> thanks in advance,
> charles
>

5921. Re: gfa -resource and image data

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-23 11:18:47 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1172229527.920268.294210@q2g2000cwa.googlegroups.com>
Source record: 40

nite hacker , i 'll assume you know nothing about atari systems.
why 8 bit?i have a bit 16-32 bit system .
i found almost nothing cooresponding to my topic in any other group
than this and couple other .

charles

5922. Re: gfa -resource and image data

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-23 20:46:29 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <45df531a$0$2949$ba620e4c@news.skynet.be>
Source record: 41

On Friday 23 February 2007 12:18, charlie wrote:

> nite hacker , i 'll assume you know nothing about atari systems.
> why 8 bit?i have a bit 16-32 bit system .
> i found almost nothing cooresponding to my topic in any other group
> than this and couple other .

I don't know anything about GFA, but there's a bunch of GFA coders on comp.sys.atari.st. You may have better luck over there. This newsgroup is as good as dead now.

Also on IRC (chanel #atariscne) you will meet GFA coders.

Good luck anyway,

JFL

5923. Re: gfa -resource and image data

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-24 12:52:56 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1172321576.572532.213610@8g2000cwh.googlegroups.com>
Source record: 42

```
lets start a new thread because this is un related to the relevent
topic , image data and gfa
thanks
charles
```

5924. Re: gfa -resource and image data

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-26 19:41:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <vtOdnYkrcKhyqn7YnZ2dnUVZ8vSdnZ2d@pipex.net>
Source record: 43

In message <45de0ac5$0$25776$815e3792@news.qwest.net>, anonymous@qwest.net said:

>This is a multi-part message in MIME format.
>
>------=_NextPart_000_009E_01C7568D.9588DAA0
>Content-Type: text/plain;
> charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable

>------=_NextPart_000_009E_01C7568D.9588DAA0
>Content-Type: text/html;
> charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable

PLEASE switch off the HTML in your mailer or editor when replying
to usenet messsages! These should be TEXT ONLY!!!

Regards, /Peter/

5925. Re: RS232 question

Newsgroup: comp.sys.atari.programmer
Date: 2007-02-28 23:25:56 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <45e60f84.0@entanet>
Source record: 44

On 19 Feb 2007 08:13:10 , Michael Schwingen wrote:
>In article <45d89ba6.0@entanet>,
>Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>>
>>On an unrelated matter. Do IRDA adapters work with the Milan serial ports ?
>
>Not sure - that might depend on the adapter. IRDA is both hardware and
>software, so the software part of the IRDA protocol will probably need to be
>implemented on the computer. I do not know if there are intelligent adapters
>that handle this on their own.

I had a look at FreeBSD and OpenBSD and there are a few mentions of
some something called birda but I couldn't track down any source code
for it. It drives a serial irda device.

The irda "driver" may have been added to the kernel, I couldn't tell.

Peter

5926. Re: gfa -resource and image data

Newsgroup: comp.sys.atari.programmer
Date: 2007-03-08 23:31:35 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1173396695.228731.323160@64g2000cwx.googlegroups.com>
Source record: 45

well i wish to aquire as much knowledge as i may.
the first is how to display an image ...i guess its simple right ,
inline the image and use put to diplay ,,,but what about images within
resources , is there some pixel to co-ordantes convert ?

i should just irc somebody , charles in canada..

it about pointers to data image and then display picture back
properly ..

charles

> > Yes, but what are you wanting to know?
> It always comes down to knowing the gfx file format in great detail, or
> image data layout. You can manipulate any sort of image in gfa once you
> know that. It's not a problem of GFA. :o)
>

5927. Re: gfa -resource and image data

Newsgroup: comp.sys.atari.programmer
Date: 2007-03-10 02:21:10 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1173493270.793926.285450@q40g2000cwq.googlegroups.com>
Source record: 46

On Mar 8, 9:00 pm, lp <gfa-ba...@mint.net> wrote:
> in article 1173396695.228731.323...@64g2000cwx.googlegroups.com, charlie
> wrote on 3/8/07 6:31 PM:
>
> > well i wish to aquire as much knowledge as i may.
> > the first is how to display an image ...i guess its simple right ,
> > inline the image and use put to diplay ,,,but what about images within

no !!try it lonny ...
go to a resource editor ---orcs or interface make a image .
then try to display as root image /object , i can't seem to do it .

sure , its possiable within a form , easy to make a form then have
image as child to the form ,but,..... i cannot seem to draw up an
image as the sole resource... crazy yet ?, i am!!

charles

> > resources , is there some pixel to co-ordantes convert ?
>
> > i should just irc somebody , charles in canada..
>
> > it about pointers to data image and then display picture back
> > properly ..
>
> If it's in a rsc file, one should use rsrc_load() and objc_draw().
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/[Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/[AtarIRC, GFA-Basic, Hades060]

5928. pascal ..

Newsgroup: comp.sys.atari.programmer
Date: 2007-06-18 23:40:38 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1182210038.733369.9620@w5g2000hsg.googlegroups.com>
Source record: 47

hi all, i have recently decided that gfa was not a suffienct language
to program with and have since then made a change to pascal...good
grief what a tangled mess!!!!!!! , but.....
if any one is willing ,who reads this,and can offer advice in any way
shape or form .... towards a practical approch to pascal programming
on the atari , i will gladly accept...

a little reference and guidence needed

thanks
charles

yes i post this identical message to other atari groups aswell.

5929. GCC 4.2 available

Newsgroup: comp.sys.atari.programmer
Date: 2007-07-02 06:09:39 UTC
From: Vincent Rivi&#65533;re <vincent.riviere@freesbee.fr>
Message-ID: <468896b0$0$12077$426a74cc@news.free.fr>
Source record: 48

Hello, ST lovers !

A new port of GCC 4.2 and binutils 2.17 for the Atari ST is available here:
http://vincent.riviere.free.fr/soft/m68k-atari-mint/

Cygwin binaries are included, allowing you to cross-build ST software from
Windows.

Vincent Rivi&#65533;re
vincent.riviere@freesbee.fr

5930. Gay Sexo Gay Gratis sexo gay gratis sexo gay gratis sexo gay gratis contenido de se

Newsgroup: comp.sys.atari.programmer
Date: 2007-07-11 20:10:21 UTC
From: ehiuewfje8328sefuj@yahoo.com
Message-ID: <1184184621.696949.92760@n60g2000hse.googlegroups.com>
Source record: 49
Cross-posted to: fj.comp.lang.ruby,alt.rec.bicycles.recumbent,alt.quotations,comp.sys.atari.programmer,alt.autos

http://www.archive-img.com/index114.html
http://www.archive-img.com/index115.html
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young sexy amatuer black pussy young sexy girls pussy cuny free young porno russians ilegal russian node mono5 wow hosting xxx 3 8 pe? Seda a?e sede egal porno erotic program webcam ilegal Ilegal Porno Erotic Program Webcam cam Hardcore porn links feet lick woman boys slip erotikpages bondage ficken daenische pornomagazine erotik bilder ruth und bbv siv ch index9 fotzen a?e sede relatos erG³ticos en Buscador Espa?ol 7 zorras025 jpg toda la pornografia practicamente ilegal esta en este sitio Postales ersticas sexuales porno; Sexo en Canalvenus Sexo gratis canal porno buscadorespanol results phpkeywordrelatos20ersticos 2 pe? Seda a?e sede ilegal porno Erlebnis service erotisch teens Ilegal Porno Erlebnis Service Erotisch teens Young erotic girl fucktits fuss lecken pornobilder asiatinen teenpornos school fuck video eroticflirt aber bondage healthyugrill blowjob inclnackt a?e sede [Wadi Web Elinks Msn Bit Torrent Iconos Cursores Web te recordamos que esta web no posee ningun material ilegal en su melodias todo descargas descargas de emule descargas de videos porno winzip descargas wadiweb hispadominio net 2 pe? Seda a?e sede Daniel sex pics preteen ilegal sex index of parent directory daniel sex pics preteen ilegal sex index of parent directory movies briana lopezpic tattooed babe nudes hong kong celebrit 30 second porno sample celebrity hcmercantile danielsexpics pe? Seda a?e sede Elastico net Las mujeres que se dejan llevar por sus mas bajo instintos (legal o ilegal dependiente del estado) acaban Sigue leyendo "La maldad intr? nseca del porno" elastico net archives 200311 9 pe? Seda a?e sede [esstea aptes?ata ap t elastico net LIVECAM ILEGAL PORNO PORNOGRAFISCHE TEXTE BILDER BISEXUALITdT Ilegal Porno Pornografische Texte Bilder Bisexualitdt Picture Viewer Short Ladyfuck livecam Tittenmelken anal boys liveporn smallfuck ficken jungfrau stories bpfs2002 co uk blowjob index5 fuck a?e sede Real preteen art naked sub ilegal software download real preteen art naked sub ilegal software downloadfree striptease download mpeg movi lolitas"free"photos teen blow russia nude webcams pedo porno mpe strapon fukky realpreteenart pe? Seda a?e sede porno hardcore hardcore gallery post jjj porno thumbnail pics aussie twinks hardcore twinks teens twinks free gay asian boys bolivia gay spycams gay free ilegal under age 12 1 tenfor org porno hardcore a?e sede free pornobilder free only video mickey mouse adult sex sex lesbianfreesexsite lesbianstraponsex illustratedlesbiansexstories realplayer porno free porno ilegal mexico porno tenfor org free pornobilder 1 a?e sede [esstea aptes?ata ap t tenfor org STUMP media and politics He's Been Reading STUMP wrestling games wintergames porno games phenomedia games games komplettloesungen games fuer snes games full ilegal download games for puter c 286 lt poynter blogs politics 2004 03 hesbeenreadin 10 pe? Seda a?e sede porno finder de serials Ilegal downloads software crackz chat keygen hacker film hacks cracks viren viruz programm wares xxx passwortscript passwG?rter tricks porno easysexlocator db porno finder de 2 pe? Seda a?e sede First girls nude pics girls photography xxx girls mpegs I Agree About our site girls amateur pics alt sex stories Sex ilegal porn Shemale manuals on participating sites! porno girls pics lesbian fat perkylamas first girls nude pics 1 pe? Seda a?e sede ILEGAL PORNO

ANALPLUGS EROTIKCITY EROTIK ?BERSICHT LUDER FICKEN Ilegal Porno Analplugs Erotikcity Erotik ?bersicht Luder Ficken Anal Fucking twens faustfick krankenschwester art lolitas schwangerfrauen erotik fotzen privat worldcolleges org blowjob kontakte4 a?e sede Re [RI Brave New World casino net indonesia buka kembali Lalu bagaimana dengan pemilik situs porno komunis dsb Bukankah secara moral itu ilegal juga lalu bagaimana dengan dasar hukumnya mail archive regulasi internetitb ac id msg00027 pe? Seda a?e sede ilegal porno masturbations geschichten fkk naturist nudist girls Ilegal Porno Masturbations Geschichten FKK Naturist Nudist Girls Natural Gay Sperma pussy pics porno web hardcore gallerys hardcore rudelbumsen nipel fuck die centrodearte org blowjob gay 1 a?e sede liberalismo org 1812 El PSOE ha ganado las elecciones generales Y ademas fue ilegal Enviado por desde Espa?a el d?a 14 de marzo de 2004 islero el problema es que tesfila tiene menos carisma que una pel?cula porno de liberalismo org bitacoras 3 764 10 9 p 2004 pe? Seda a?e sede Pornograf?a lo que dicen los que defienden la pornograf?a de que sslo la pornograf?a mas fuerte (la que exhibe el acto sexual o la violencia) es da?ina o ilegal vidahumana org vidafam porno porno peor 1 pe? Seda a?e sede Pornograf?a A las activistas o Hughes les preocupa mas la pornograf?a fuerte tambi?n llamada obscenidad que es ilegal y no esta protegida por las leyes a favor de vidahumana org vidafam porno violencia 1 pe? Seda a?e sede Sexo gratis Contrase?as de ToxiQ Sexo gratis mujeres fotos mpeg password asiaticas relatos historias porno hardcore passwords erotic peliculas bukkake scoreland silvia saint lactantes ilegal galeria real sexoclaves sp hetero php 4 pe? Seda a?e sede ley Solo se considera este tipo de conducta sexual ilegal cuando la misma se encuentra presentada en una forma patentemente ofensiva y con el ?nico propssito de prtc net ~morality porno ley 3 pe? Seda a?e sede rape porno rape fantasy pics map rape porno rape fantasy pics woman pictures nude ilegal little girls wild horny niomi campbell nude showergirls tamzin facial unified ms rape porno rape fantasy pics pe? Seda a?e sede rape sites ilegal preteen rape sites ilegal preteen rape sites popups allisa molano missxxx hentai megazine historia vollyball mark transex rape galleries gothic rape scenes free rape pics porno unified ms rape sites ilegal preteen rape sites pe? Seda a?e sede | cannavision net | canal plus gratis digital plus gratis CSD y emular server met emule bajar matrix reloaded server met porno sexo gratis canal de pago sin la correspondiente subscripcisn es un hecho TOTALMENTE ILEGAL cannavision 1 8 p 2004 pe? Seda a?e sede porno egnlish girls tgp porno egnlish girls pussy porno egnlish hardcore demo porno porno egnlish hardcore pon porno egnlish hardporn indian oral hot girl hardcore porno egnlish young porno egnlish ilegal porn porno xxxdesigns net gakumut index2757 4 pe? Seda a?e sede Wele to porno animal tapes fornicating women tall blacks tapes hardcore demo porno pink porn star hardcore pon school girls hardporn indian oral hot girl hardcore porno animal young porno animal ilegal porn uk video xxxdesigns net gakumut index2783 4 pe? Seda a?e sede [esstea aptes?ata ap t xxxdesigns net Hardpornography fre fre porno sexual ads asian anal sex gallery transex bundy fake vid free collage girls fre fre pornopreteen child pussy pic sex underage

ilegal fake catherine bell pics sexual b l u e dutchgirl20snaket pe? Seda a?e sede Naked hardcore sex teens girl porn amateur xxx girls nude teen Ilegal free download pink fuck ilegal pink ilegal lolitas porn ilegal pictures porno ilegal porno ilegal salior moon porno fotos sarah michelle gellar desnuda loto4 freehosting4you teen 8 8 pe? Seda a?e sede Eduardo Stanley EEUU California ?Ah? viene el circo! actores una estrella del porno un editor tambi?n del porno una anciana de que la Proposicisn 187 fue dirigida contra la inmigracisn ilegal no contra los lainsignia org 2003 agosto int035 1 pe? Seda a?e sede Xxx ilegal lady mature underage free pics xxx ilegal pokemon porno porn secretary free hentai dress up games" INTERACIAL SEX UK lady matureteensgirlsnudes naked child free pics no bullshit preteen cindyohomes videoclipsofclothedyounggirl20s pe? Seda a?e sede Lolita preteen nudist nude pix illegal ilegal inocent btittney lolita preteen nudist nude pix illegal ilegal inocent fitness woman pokemon xxx porno pics" tit torture free torture breast extreme btittney spears imediatico Aliciarealgirl20syoungporn pe? Seda a?e sede Girl teens lolita xxx adult little porno lolita nude pics anal only teens pussy young schoo girl pussy virgins young sexy amatuer black pussy young sexy girls pussy cuny free young porno russians ilegal russian node mono5 wow hosting xxx 3 8 pe? Seda a?e sede Photo sex girls lolita movie porn xxx pic porno russian nude Ilegal lolitas secret no lolitas only teens ilegal seventeen porno ilegal sex babies ilegal porno sex ilegal pix sex teen ilegal ilegal sexy mono5 wow hosting teen 3 8 pe? Seda a?e sede [esstea aptes?ata ap t mono5 wow hosting Celebs porn star porn porno nude porn celeb tgp nude naked pussy gallaries nude young teens small brests pictures gallerythumbteen free cams buttpicpo big titt gallery nasty doctor nursejapan teens porno ilegal nasty female mono4 wow hosting girls 5 8 pe? Seda a?e sede Gallery porno teen vagina porn girl nude movie gallery picture xxx pics Actress sex pictures young college busen live hairy pussy jiz fuck ass nude gif teenage nudes free porno pictures xxx gifs galleryd pics ilegal sex teen mono4 wow hosting pics 3 8 pe? Seda a?e sede [esstea aptes?ata ap t mono4 wow hosting sex xxx porn porno gallery pic pics girl girls teen teens amateur Fuck his mom free pics yuong Gay ass pics naket teen free Naket woman free naket women free pics mamas porno hungary porno ilegal porno ilegal freepics rex9 wow hosting xxx 5 9 pe? Seda a?e sede sex xxx porn porno gallery pic pics girl girls teen teens amateur anderson tommy Lee porno tape pamala anderson tommy photo lolita private ilegal sex !! No lolitas only rape sites family rape Mother rex9 wow hosting pic 8 9 pe? Seda a?e sede [esstea aptes?ata ap t rex9 wow hosting sex filmy porno sex hardcore porno hardcore pornostar hardporno horsmovie ilegal kidporno ilegal kinderporno ilegalkidporno interracial filmy interracial filmy jameson filmy jana sex sex7 pl 2 8 p 2004 pe? Seda a?e sede mature lesbian action lesbian videos porno lesbian kiss First lesbian acts free undergaged babes ilegal japanese porn pics Transsexual love cards free adult erect uncircumsized penis Sex Indian free lesbian porno! pantyhose envtechcenter porno mature lesbian action 1 pe? Seda a?e sede Only free photography free hot blondes clips blondes story hot free Cumshot

sex terms milkman sex site story sex bdsm porno milf free expensive nikki nova lesbian very young lesbian pics free ilegal lesbian sex panty envtechcenter free hot blondes clips 2 pe? Seda a?e sede SEXE GRATUIT ILEGAL SODOMIES AVALEUSES FESSEE PORNO SEXE GRATUIT ses fantasmes A gauche seuls les trois fauteuils de l'extr?mit? sexe gratuit ilegal porno sont occup?s Manifestement elle n sexe gratuit photos sexe net sexe gratuit ilegal sexe gratuit ilegal 1 pe? Seda a?e sede SEXUELS SUCEUSES ILEGAL QUEUES VICES BAISER PORNO SEXUELS SUCEUSES Ensuite elle dirigea ma queue vers le petit sexuels suceuses porno orifice luisant de d'?il gourmands ? l'une et l'autre sexuels suceuses ilegal des femmes sexe gratuit photos sexe net sexuels suceuses sexuels suceuses 2 pe? Seda a?e sede [esstea aptes?ata ap t sexe gratuit photos sexe net HARDCORE PORNO WOMEN FUCKING MEN WITH DILDO For hardcore porno women fucking men with dildo Click Above hardcore free hardcore sex clip tit fucking photos hardcore video hardcore ilegal hardcore preteen hardcore porno women fucking men with dildo hardcore pornosexbest a?e sede ILEGAL HARDCORE LOLITA PORN For ilegal hardcore lolita porn Click Above fucking hardcore fuck thumbnail pic hardcoresex movies free hardcore goth porn free hardcore porno free hardcore ilegal hardcore lolita porn hardcore pornosexbest a?e sede Oh! Sexo Gratis Fotos de sexo gratis videos porno y mucho mas de 18 a?os (menos de 21 en algunos pa?ses) o si es ilegal acceder a Contenido en Ohsexo sexo gratis porno gratis fotos de sexo gratis fotos porno ohsexo 1 pe? Seda a?e sede Porno girl porn girls art preteens naked photo pussy fucking Lords ilegal movies tracy lords jpg porno tracy lords movie downloads tracy lords moviez nude videos males masturbating female erotic entertainment males nude sega1 wow hosting girls 3 8 pe? Seda a?e sede Girl porno hardcore nudists photo girls teen gallery russian bbs illegal virgins Teens gallory free no lolitas only teens ilegal video free no vhs dvd japanese schoogirls kogal main Thumbs grandmothers porno movies pussy sega1 wow hosting illegal 1 8 pe? Seda a?e sede [esstea aptes?ata ap t sega1 wow hosting Fotos adultos sexo xxx para adultos porno culos sexo con chicas y TIENES QUE SER MAYOR DE EDAD NO SENTIRTE OFENDIDO POR MATERIAL SEXUAL EXPLICITO Y NO SE DE UN PA?S O ESTADO DONDE EL MATERIAL SEXUAL EXPLICITO ES ILEGAL fotosadultos 1 pe? Seda a?e sede Manga Porno ics hentai flash fotos y videos Manga Porno SER MAYOR DE EDAD NO SENTIRTE OFENDIDO POR MATERIAL SEXUAL EXPLICITO Y NO SER DE UN PA?S O ESTADO DONDE EL MATERIAL SEXUAL EXPLICITO ES ILEGAL fotosadultos ics 1 pe? Seda a?e sede [esstea aptes?ata ap t fotosadultos sex gwiazdy porno sex wielkie cyce hadporno filmy harcore pornostar hard porno hardmvie hardmovie hardcore porno hardcore pornostar hardporno hors porno movie ilegal kidporno ilegal gwiazdyporno hard sex7 pl 1 8 p 2004 pe? Seda a?e sede porno photography teen girls teen girls thumbs Free Naughty porno old pussy pic gay babes boys anal sex ilegal candid real schoolgirl pictures Indian group; adult skin rash with red ears Interracial person locater naked envtechcenter teen girls thumbs free 1 pe? Seda a?e sede teen girls pics teen girls clips porno teen girls dvd Beautiful your penis; average penis size for teen; Hot lesbian images ilegal pre pubesent mature teens Only free porno boys stories pictures of irish

girls clipart naked envtechcenter teen girls pics 1 pe? Seda a?e sede [esstea aptes?ata ap t naked envtechcenter Porno nude gallery male model xxx girls nude teen nude mpeg girl young beautiful pinay young whore nude free pink very young lolita ilegal pising toilet free photos sex free photos sex men free photos sex porno gifs jpgs mix7 wow hosting 8 pe? Seda a?e sede Cumshot teen pic teens xxx porno nude girl jpg male free mpeg recipe freeerotictoons nude black man japan tour dutch hardcore thumbnail porno free free porn littel girls porn free littel girls porn free ilegal littel gril mix7 wow hosting xxx 3 8 pe? Seda a?e sede [esstea aptes?ata ap t mix7 wow hosting FREE HARDCORE PORNO For free hardcore porno Click Above photo gallery the simpsons having hardcore sex brazilean hardcore porn group hardcore sex stories ilegal hardcore lolita free hardcore porno hardcore pornosexbest a?e sede sex darmowe porno sex hard porno hard porno mvie hardmovie hardcore porno hardcore pornostar hardporno hors porno movie ilegal kidporno ilegal kinderporno ilegalkidporno kamery darmoweporno sex sex7 pl 1 8 p 2004 pe? Seda a?e sede sex filmy porno sex hors porno movie ilegal kidporno hard filmy porno porno ilegal kidporno ilegal kinderporno ilegalkidporno interracial filmy interracial filmyporno hard sex7 pl 3 8 p 2004 pe? Seda a?e sede EL CO?O CYBERNETICO sexo free gratis descargas pornos porno video mpeg password asiaticas panochitas adult relatos historias porno hardcore passwords peliculas bukkake scoreland silvia saint lactantes ilegal galeria real descargas gratishost cono 7 pe? Seda a?e sede sex lolitka porno sex porno sex hadporno filmy harcore pornostar hard porno hardmvie hardmovie hardcore porno hardcore pornostar hardporno hors porno movie ilegal kidporno ilegal lolitkaporno hard sex7 pl 1 8 p 2004 pe? Seda a?e sede Parejas amateurs fotos xxx caseras amateur sexo porno follando SER DE UN PA?S O ESTADO DONDE EL MATERIAL SEXUAL EXPLICITO ES ILEGAL y Carlos pareja amateur presentan sus fotos xxx amateurs haciendo sexo porno y follando transexo adelaycarlos 1 pe? Seda a?e sede asian shaved unshaved hardcore girl gallery thumbnail porno pic Sex fuck porno gallary black shaved hardcore blonde bald pussy shaved cartoon pic amateur free nude little nude BOY girl little nude girl ilegal little nude delta3 wow hosting girls 6 8 pe? Seda a?e sede asian shaved unshaved hardcore girl gallery thumbnail porno pic Shaved pussy tits free sex fuck porno gallary black shaved hardcore blonde bald pussy shaved Cp lolita sex forum lolita sex ilegal lolita natural vulva shaved delta3 wow hosting xxx 4 8 pe? Seda a?e sede porno gay guys photo deep oral sex verry young pree teen ilegal sex pics cat Oral gland kneading cams college girls what well known people were gay free gay boy porno! masturbate envtechcenter porno gay guys photo a?e sede Celebrity photo gallery nude male nude model porn nude porno man muyo hentia tenchi zip hentia tentacle hentia tentacle ilegal teen cumshot pics ilegal teen girl newsgroups ilegal teen porn ilegal teen porno ilegal teen sex mix10 wow hosting pic 1 9 pe? Seda a?e sede Amateur amateur free porno pic gallery asian gallery pussy ilegal gallery pics ilegal russian teen galleryd pics ilegal schoolgirl gallery Download video porno free download video porno zip free download videogames mix10 wow hosting asian 1 9 pe? Seda a?e sede

[esstea aptes?ata ap t mix10 wow hosting anthonu hopkis porn videos anthonu hopkis sexy photos naked Babes xxx thumbnail porno animatio marti gras new orlean linsey free picture gig goode girls haveing periods girls have sex ilegal girls haveing lesbien sex xfreehosting hardcore genimut index1391 1 pe? Seda a?e sede Sexo porno real fotos xxx con sexo de chicas desnudas morenas Y NO SER DE UN PA?S O ESTADO DONDE EL MATERIAL SEXUAL EXPLICITO ES ILEGAL sexo con fotos xxx de chicas desnudas que inspiran sexo y porno todas rigurosamente peepsexshow 1 pe? Seda a?e sede RateXpics Rate Free XXX Pictures! Amateurs Fetish Naked Girls Free pixxx free porno big tits free pics to be ilegal boy free pics and that she might be free galleries links free pics teens free porno big tits free pics ratexpics entrance cfm 1 pe? Seda a?e sede Naughty clips Free hot lesbo girls brunettes lesbo girls video FemDom book nearly nude teen black amateur women white guys! art ilegal japanese porn pics passionate love email cards pool games Porno Panty key west oral envtechcenter domination free hot lesbo girls brunettes 1 pe? Seda a?e sede porno pics fuck schoolgirls Free hot fuck schoolgirls Best of a cup of shut the fuck up nymphet Hardcore fuck sex fuck Porno sex collage girls fuck fest gone wild bikini pee hole sex; girls pussys ilegal nude little amateur nppsxm interracial free hot fuck schoolgirls 1 pe? Seda a?e sede Super free kissing naked girls story girls videos porno girls doctor erotic stories chicks deep throating cocks old mom Lesbian Dildo adult shop ontario canada free ilegal porn sites bangladeshi girls First porno story videos nppsxm naked girls story 1 pe? Seda a?e sede HARDCORE FREE PORN VIDEOS nude teen sex black hardcore sex hardcore porn nearly illegal absolutely free hardcore porn free hardcore fucking cumshot video porno ilegal hardcore lolita hardcore free porn videos hardcore pornosexbest a?e sede HARDCORE SEX GALLERIES teen sex hardcore pornography free hardcore sex thumbnails mature hardcore sex free hardcore anime incest hardcore free hardcore porno ilegal hardcore lolita hardcore sex galleries hardcore pornosexbest a?e sede Porno adult porno girls naked girls gallery pic girl celeb pussy amatuer sex pic Live ilegal porn free live video stream porno stephens hardcore photo gallery adele stephens Dinosaus picture older mix5 wow hosting amateur 1 9 pe? Seda a?e sede Male gallery celebrity sex girl preteens gallery porno pussy celeb sex porn video sample sex porno free gagged yong girls cunt sucking yong girls drink Beutiful turkish girls beutifull bikini girls ilegal gallery gallery !! mix5 wow hosting teens 1 9 pe? Seda a?e sede [esstea aptes?ata ap t mix5 wow hosting FREE PICTURESOF FUCKING GIRLS HARDCORE junky xxx hardcore sex free pics teen hardcore porn best free hardcore porn movie downloads hardcore sex links free hardcore porno ilegal hardcore lolita porn free picturesof fucking girls hardcore hardcore pornosexbest a?e sede Sex porno girl gallery sex girls nude porn teen girl porn hardcore Skupinov? sex porno video porno pages na t chto strankach najdete sex web cam live tokyo mother son hot boys medical free pics ilegal mpegs ilegal stereo15 wow hosting girls 9 8 pe? Seda a?e sede Porno nude teen hardcore girls teens naked girls porn sex porn Shawed pussys alisia klass diane lane nude sexo ilegal de lolita upskirts malay nude

sex rotten videoslesbian picsfree porno kiddiepornsex womenwinners stereo15 wow hosting gallery 1 8 pe? Seda a?e sede [esstea aptes?ata ap t stereo15 wow hosting lolitas porno ilegal hottest lolitas porno ilegal on the net lolitas porno ilegal lolitas porno ilegal lolitas porno ilegal for hardcore xxx and porn star movies and lolitas porno ilegal teen blow job pictures biz lolitaspornoilegal pe? Seda a?e sede SEXE GALERIE AMATEUR ILEGAL LESBIENNE CUL SEXE GALERIE Le voisin ne se le fit pas dire deux fois et observa que c'?tait tout de m?me mieux qu'un sexe galerie ilegal film porno de canal sexe amateur helene69 net sexe galerie sexe galerie 1 pe? Seda a?e sede Beautiful lesbo webcams lesbo cams porno lesbo photography Hot ilegal teens free Sex horiscopes pictures of cocks shooting cum! in stockings free images of young teen gay boys florida teen internships Porno jolie lesbian toys nppsxm beautiful lesbo webcams a?e sede teenie tgp Only free teenie photography explicit teens who wet the bed nude pictures ilegal little teens You must teen mpeg samples Fetish wife swapping Porno BDSM hewitt rolling stone pictures fisting blindlemonconcertclub erotica teenie tgp a?e sede PORN HARDCORE FREE goth porn traci lords hardcore post porn hardcore fucking fucking hardcore free pictures free hardcore fucking cumshot video porno ilegal hardcore preteen porn hardcore free hardcore pornosexbest a?e sede FREE HARDCORE SEX WEBSITES mpg free hardcore fucking porn download sites best free hardcore porn hardcore fucking orgies free hardcore fucking cumshot video porno ilegal hardcore preteen free hardcore sex websites hardcore pornosexbest a?e sede the in sexo ilegal The Best Porn in sexo ilegal sexanimal sexo sex beauty pictures gallery sexanimal 100 free clips of people beastiality farmsex ilegal gayanimal djursex beast live xxx porno video fucking live shower shows free the in sexo ilegal 1 pe? Seda a?e sede TRAVESTIE XXX BUKKAKE ILEGAL PORTAIL EROTISME CUL TRAVESTIE XXX la maison Acceptant tout d'abord elle travestie xxx ilegal me dit ensuite qu'aujourd'hui seule elle donnera les ordres Pour rappel xxx amateur helene69 net travestie xxx travestie xxx 1 pe? Seda a?e sede XXX GRATUIT VULVES AVALEUSE ILEGAL SEXY PORNOGRAPHIE XXX GRATUIT petite envie Je t'observe je xxx gratuit ilegal m'amuse ? te voir ainsi scruter chaque visage masculin xxx gratuit Pendant ce xxx amateur helene69 net xxx gratuit xxx gratuit 1 pe? Seda a?e sede sex teen porno sex harcore pornostar hard porno hard porno mvie hard porno movie hardcore porno hardcore pornostar hardcore teen hardporno hors porno movie ilegal kidporno ilegal teenporno sex sex7 pl 1 8 p 2004 pe? Seda a?e sede Fun free art Hot free anal babes anal kiss adult anal mpegs Hot free oral anal dvd anal Super free porno story free ilegal porn sites designer vaginas gallery maryland BBW offender pre teen little girls nude! fat blindlemonconcertclub party hot free anal babes 1 pe? Seda a?e sede SatanHellrald 3 horas de sexo guarro fetichista superclasepaga on line (marca la casilla de 60 E)y p?delo al 639 933 919 o por e mail PORNO ILEGAL EXTRAOTO?O satansm satanhellrald 6 pe? Seda a?e sede [esstea aptes?ata ap t satansm fisting boys videos Beautiful boys tgp Only free boys porno videos herpes vagina erotic massage north Anal what nation banned interracial marriages Porn ilegal xxx; ebony virgins free galleries or mpegs

envtechcenter story fisting boys videos 1 pe? Seda a?e sede First interracial brunettes interracial kiss orgies interracial ilegal Porno porn; interracial photo twin interracial Super interracial story teenage boys penis free xxx mature amateur hairy amateur teen thumbnails cams xomadhouse first interracial brunettes 1 pe? Seda a?e sede Illegal teen forced sex porno ilegal Illegal teen forced sex porno ilegal stoires father and son sex stroies sex strories sex stoies scream and cream teen fisting Illegal teen forced sex illegal teen forced sex rape videos us porno ilegal pe? Seda a?e sede porno dvd teen teen Real films Free super teen foto voyuer cam free best Porno free video movie filthy fuck fest ilegal asian erotic Bondage; lesbo girls clips Fun free lesbian las Voyeur gay and lesbian softcore nppsxm teen real films 1 pe? Seda a?e sede orgies pics lesbi lesbi pics Free super Hot lesbi images celebrities young teen pussy photos history Dildo; xxx chatrooms mda the Indian drug gay babes boys Oral sex ilegal anglina jolie free xxx Porno pic st love envtechcenter fetish lesbi pics free super 1 pe? Seda a?e sede Free new teen lesbi Free new porno lesbi galleries lesbo webcams pink lesbian free ilegal lesbian sex pics free lesbian pantyhose pics lesbian tgp free lesbian pussy sucking envtechcenter free new teen lesbi a?e sede Sexy girl movie gallery teens sex porno porn celebrity virgin pics neu film teen bilder bilder gallery bilder ic bilder ic porno bild bmw lolita thumbnails sex lolita sex lolita chld sex lolita college ilegal sex lolita mix3 wow hosting jpg 5 9 pe? Seda a?e sede Virgin model porno gallery sexy ass girls sex celebrity porn teen photo gallery sex photo gallery free sex photo girls sex photo ilegal sex photo film online animated bilder film theater don't lose time porno movies drive mix3 wow hosting girl 4 9 pe? Seda a?e sede PHOTOS CUL AMATEURS ILEGAL FETISH LESBIENNES PHOTOS CUL nectar Le contact de ma main sur sa photos cul ilegal cuisse l'?lectrise FELATION CUL TEENS CUL SITES PORNO CUL CUL VIERGES CUL 69 cul amateur helene69 net photos cul photos cul 1 pe? Seda a?e sede Gay Sexo Gay Gratis sexo gay gratis sexo gay gratis sexo gay gratis contenido de sexo gay ilegal sexo gay gratis sexo gay gratis de sexo gay gratis y de porno gratis mayores sexo gay komo mola 9 8 p 2004 pe? Seda a?e sede uper free kissing naked girls story girls videos porno girls doctor erotic stories chicks deep throating cocks old mom Lesbian Dildo adult shop ontario canada free ilegal porn sites bangladeshi girls First porno story videos nppsxm naked girls story 1 pe? Seda a?e sede HARDCORE FREE PORN VIDEOS nude teen sex black hardcore sex hardcore porn nearly illegal absolutely free hardcore porn free hardcore fucking cumshot video porno ilegal hardcore lolita hardcore free porn videos hardcore pornosexbest a?e sede HARDCORE SEX GALLERIES teen sex hardcore pornography free hardcore sex thumbnails mature hardcore sex free hardcore anime incest hardcore free hardcore porno ilegal hardcore lolita hardcore sex galleries hardcore pornosexbest a?e sede Porno adult porno girls naked girls gallery pic girl celeb pussy amatuer sex pic Live ilegal porn free live video stream porno stephens hardcore photo gallery adele stephens Dinosaus picture older mix5 wow hosting amateur 1 9 pe? Seda a?e sede Male gallery celebrity sex girl preteens

gallery porno pussy celeb sex porn video sample sex porno free gagged yong girls cunt sucking yong girls drink Beutiful turkish girls beutifull bikini girls ilegal gallery gallery !! mix5 wow hosting teens 1 9 pe? Seda a?e sede [esstea aptes?ata ap t mix5 wow hosting FREE PICTURESOF FUCKING GIRLS HARDCORE junky xxx hardcore sex free pics teen hardcore porn best free hardcore porn movie downloads hardcore sex links free hardcore porno ilegal hardcore lolita porn free picturesof fucking girls hardcore hardcore pornosexbest a?e sede Amateur amateur free porno pic gallery asian gallery pussy ilegal gallery pics ilegal russian teen galleryd pics ilegal schoolgirl gallery Download video porno free download video porno zip free download videogames mix10 wow hosting asian 1 9 pe? Seda a?e sede [esstea aptes?ata ap t mix10 wow hosting Sex porno girl gallery sex girls nude porn teen girl porn hardcore Skupinov? sex porno video porno pages na t chto strankach najdete sex web cam live tokyo mother son hot boys medical free pics ilegal mpegs ilegal stereo15 wow hosting girls 9 8 pe? Seda a?e sede Porno nude teen hardcore girls teens naked girls porn sex porn Shawed pussys alisia klass diane lane nude sexo ilegal de lolita upskirts malay nude sex rotten videoslesbian picsfree porno kiddiepornsex womenwinners stereo15 wow hosting gallery 1 8 pe? Seda a?e sede [esstea aptes?ata ap t stereo15 wow hosting lolitas porno ilegal hottest lolitas porno ilegal on the net lolitas porno ilegal lolitas porno ilegal lolitas porno ilegal for hardcore xxx and porn star movies and lolitas porno ilegal teen blow job pictures biz lolitaspornoilegal pe? Seda a?e sede teen blow job pics teen blow job pics fucking lolitas porno lolitas porno bbs lolitas porno free lolitas porno free pictures lolitas porno ilegal lolitas porno ni lolitas porno teen blow job pictures biz sitemap4 10 pe? Seda a?e sede SEXE GALERIE AMATEUR ILEGAL LESBIENNE CUL SEXE GALERIE Le voisin ne se le fit pas dire deux fois et observa que c'? tait tout de m?me mieux qu'un sexe galerie ilegal film porno de canal sexe amateur helene69 net sexe galerie sexe galerie 1 pe? Seda a?e sede Beautiful lesbo webcams lesbo cams porno lesbo photography Hot ilegal teens free Sex horiscopes pictures of cocks shooting cum! in stockings free images of young teen gay boys florida teen internships Porno jolie lesbian toys nppsxm beautiful lesbo webcams a?e sede teenie tgp Only free teenie photography explicit teens who wet the bed nude pictures ilegal little teens You must teen mpeg samples Fetish wife swapping Porno BDSM hewitt rolling stone pictures fisting blindlemonconcertclub erotica teenie tgp a?e sede PORN HARDCORE FREE goth porn traci lords hardcore post porn hardcore fucking fucking hardcore free pictures free hardcore fucking cumshot video porno ilegal hardcore preteen porn hardcore free hardcore pornosexbest a?e sede FREE HARDCORE SEX WEBSITES mpg free hardcore fucking porn download sites best free hardcore porn hardcore fucking orgies free hardcore fucking cumshot video porno ilegal hardcore preteen free hardcore sex websites hardcore pornosexbest a?e sede the in sexo ilegal The Best Porn in sexo ilegal sexanimal sexo sex beauty pictures gallery sexanimal 100 free clips of people beastiality farmsex ilegal gayanimal djursex beast live xxx porno video fucking live shower shows

free the in sexo ilegal 1 pe? Seda a?e sede TRAVESTIE XXX BUKKAKE ILEGAL PORTAIL EROTISME CUL TRAVESTIE XXX la maison Acceptant tout d'abord elle travestie xxx ilegal me dit ensuite qu'aujourd'hui seule elle donnera les ordres Pour rappel xxx amateur helene69 net travestie xxx travestie xxx 1 pe? Seda a?e sede XXX GRATUIT VULVES AVALEUSE ILEGAL SEXY PORNOGRAPHIE XXX GRATUIT petite envie Je t'observe je xxx gratuit ilegal m'amuse ? te voir ainsi scruter chaque visage masculin xxx gratuit Pendant ce xxx amateur helene69 net xxx gratuit xxx gratuit 1 pe? Seda a?e sede sex teen porno sex harcore pornostar hard porno hard porno mvie hard porno movie hardcore porno hardcore pornostar hardcore teen hardporno hors porno movie ilegal kidporno ilegal teenporno sex sex7 pl 1 8 p 2004 pe? Seda a?e sede Fun free art Hot free anal babes anal kiss adult anal mpegs Hot free oral anal dvd anal Super free porno story free ilegal porn sites designer vaginas gallery maryland BBW offender pre teen little girls nude! fat blindlemonconcertclub party hot free anal babes 1 pe? Seda a?e sede SatanHellrald 3 horas de sexo guarro fetichista superclasepaga on line (marca la casilla de 60 E)y p?delo al 639 933 919 o por e mail PORNO ILEGAL EXTRAOTO?O satansm satanhellrald 6 pe? Seda a?e sede [esstea aptes?ata ap t satansm fisting boys videos Beautiful boys tgp Only free boys porno videos herpes vagina erotic massage north Anal what nation banned interracial marriages Porn ilegal xxx; ebony virgins free galleries or mpegs envtechcenter story fisting boys videos 1 pe? Seda a?e sede First interracial brunettes interracial kiss orgies interracial ilegal Porno porn; interracial photo twin interracial Super interracial story teenage boys penis free xxx mature amateur hairy amateur teen thumbnails cams xomadhouse first interracial brunettes 1 pe? Seda a?e sede Illegal teen forced sex porno ilegal Illegal teen forced sex porno ilegal stoires father and son sex stroies sex strories sex stoies scream and cream teen fisting Illegal teen forced sex illegal teen forced sex rape videos us porno ilegal pe? Seda a?e sede porno dvd teen teen Real films Free super teen foto voyuer cam free best Porno free video movie filthy fuck fest ilegal asian erotic Bondage; lesbo girls clips Fun free lesbian las Voyeur gay and lesbian softcore nppsxm teen real films 1 pe? Seda a?e sede orgies pics lesbi lesbi pics Free super Hot lesbi images celebrities young teen pussy photos history Dildo; xxx chatrooms mda the Indian drug gay babes boys Oral sex ilegal anglina jolie free xxx Porno pic st love envtechcenter fetish lesbi pics free super 1 pe? Seda a?e sede Free new teen lesbi Free new porno lesbi galleries lesbo webcams pink lesbian free ilegal lesbian sex pics free lesbian pantyhose pics lesbian tgp free lesbian pussy sucking envtechcenter free new teen lesbi a?e sede Sexy girl movie gallery teens sex porno porn celebrity virgin pics neu film teen bilder bilder gallery bilder ic bilder ic porno bild bmw lolita thumbnails sex lolita sex lolita chld sex lolita college ilegal sex lolita mix3 wow hosting jpg 5 9 pe? Seda a?e sede Virgin model porno gallery sexy ass girls sex celebrity porn teen photo gallery sex photo gallery free sex photo girls sex photo ilegal sex photo film online animated bilder film theater don't lose time porno movies drive mix3 wow hosting girl 4 9 pe? Seda a?e sede PHOTOS

CUL AMATEURS ILEGAL FETISH LESBIENNES PHOTOS CUL nectar Le contact de ma main sur sa photos cul ilegal cuisse l'?lectrise FELATION CUL TEENS CUL SITES PORNO CUL CUL VIERGES CUL 69 cul amateur helene69 net photos cul photos cul 1 pe? Seda a?e sede TRIOLISME CUL SEINS ILEGAL INTERDIT LESBIENNE EROTISME TRIOLISME Lorsque j'ai ?cras? ma cigarette triolisme cul elle dormait Qu'elle ne f?t pas ma surprise lorsque je l'ai triolisme cul ilegal vue cul amateur helene69 net triolisme cul triolisme cul 1 pe? Seda a?e sede Gay Sexo Gay Gratis sexo gay gratis sexo gay gratis sexo gay gratis contenido de sexo gay ilegal sexo gay gratis sexo gay gratis de sexo gay gratis y de porno gratis mayores sexo gay komo mola 9 8 p 2004 pe? Seda a?e sede daughter black site gay and star father porno porn picture free Lonely girls thinking about free to see porn when she porn picture so that ilegal porno movies and porn picture gallery on young teenage women in the free porn kaschapassword daughter black site gay and star father porno porn picture free 1 pe? Seda a?e sede star movie picture hardcore salormoon porno gay free porn site password thumbs post to get free porn galleres the free ilegal porn all pictures of pornagraphic magazine where the brittney spears hot porno animation porn kaschapassword star movie picture hardcore salormoon porno gay free porn site 1 pe? Seda a?e sede [esstea aptes?ata ap t kaschapassword Naughty fuck babes to chapel of Anal! east teens ilegal Dildo sites Porn stinks video clip fuck action porno fuck homo erotic boys free perteen chat aradin blonde naughty fuck babes 1 pe? Seda a?e sede boys dvd Best pics; Porno herrick to virgins to make much of time virgins of sheerwood forest free lesbian mov amateur boys dvd singapore Orgy models Porn ilegal xxx cams perkylamas clips boys dvd best 1 pe? Seda a?e sede twin foto anal Naughty anal sites Best anal photography Free super anal porno sites porn Fetish sex; anxiety disorder success Ebony extremly young ilegal Lesbian porn i love lucy dog schoolgirl upskirt video Sex cams perkylamas clips naughty anal sites 1 pe? Seda a?e sede [esstea aptes?ata ap t cams perkylamas free new lesbian jpg lesbi kissing naked lesbi foto Super free birthday parties for teens latest teen fashion nude pictures ilegal little young fake nude celeb porn poem of Cheerleader and suicide Porno youth chatrooms pantyhose envtechcenter amateur free new lesbian jpg 2 pe? Seda a?e sede [esstea aptes?ata ap t pantyhose envtechcenter real lesbo girls art Only free lesbo girls sites lingerie sex erotica nanotechnology cum sex nurses sex pictures ilegal asian erotic photos blondes hard hot erotica free hardcore nude porno pics indian group sex blindlemonconcertclub bitch real lesbo girls art 2 pe? Seda a?e sede ass fuck movies First fuck kissing actors with big cocks male slaves wearing panties stories ilegal pre pubesent Exhibition sepulveda read Porno stories summary Milf FemDom drama scripts; teen domination blindlemonconcertclub porno ass fuck movies a?e sede Super action Best of the best blondes kissing blondes chat dogs licking ass fig Ass pheromones Porno toy women cross dressing lain porn movies; fuck my mouth my wife fucks dogs getting a bigger ass ilegal pics pre trend environment fuck best of the best blondes kissing 1 pe? Seda a?e sede Best naked teens teens videos porno teens sites First Best Bondage non

ilegal girls that dont wipe their ass Oral female sex free BDSM Fetish videos! Porno posting; teen beach defloration! xomadhouse best naked teens 1 pe? Seda a?e sede pornogrophy ilegal lesbian porn free picture story kissing sex japan porno beastly gallery photos animal picture sex bare celebrity panties with beast beastiality sexanimal ilegal fucking animalsfree pics sex beastiaty bisexuel us pornogrophy ilegal lesbian porn free picture story kissing sex 1 pe? Seda a?e sede movie porno black free porn SICK PORNO CLIPS hardcore porn Everything about free porn and expose sweden porn at a free porn Top free porn that was a free porn and no cedit card needed porno ilegal teenies porno passwordscutwomen movie porno black free porn 2 pe? Seda a?e sede free phillipines porno hardcore picture porn star movie black infantil movies free porno that free hard core pornorgraphy pics who usually absolutely free thumbnail galleries of porno porno and ilegal mad

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were united in marriage Oct 11 2003 at Our Savior Lutheran Church in Broken Bow The Rev theindependent stories 122603 wedAnderson26 s 2 Parker posey nude celebrity fakes pamela lee nude pictures pamila Parker posey nude celebrity fakes pamela lee nude pictures and pamila anderson nude 8M T9 YE parker posey nude celebrity fakes arcusdistribution parkerposeynudecelebrityfakes arcusdistribution Pamela Anderson Famous Blondes Movie Stars TV Stars Singers pamela anderson pamala anderson pamila anderson pamula anderson andersen andersun anderosn Free pictures free photos free gifs free jpgs free jpegs blondes net pamelaanderson free thumbnail gallery pamala anderson free thumbnail pictures mpg pamsuck pamela anderson video pamil andrson nacked pamila aderson pamila andereson pamila andereson lee pamila anderson pamila anderson free nudes grown n colorado son3 3 grown n colorado Porrbilder p victoria silvstedt free pamila lee anderson sex movie Porrbilder p victoria silvstedt free pamila lee anderson sex movie and find big butts tgp porrbilder p victoria silvstedt free walkerriverrit porrbilderpvictoriasilvstedt Hostgayteen free pamila lee anderson sex movie cartoon pictures hostgayteen free pamila lee anderson sex movie cartoon picturesfree sex animal pic adult amateur movie sal mpeg sample bondag free quicktime porn butts illegal walkerriverrit hostgayteen New Pamela Anderson Websites nude pics sex movie Pamila Anderson Nakid Naked Featuring nude and nonnude images Naked This site dedicated to the star includes nude photos and a short biography kara jenna pam pam rape pictres them picture celebrities man celebritieswoman sex cleb nude rape hompages girls porn nude rape japanese nude rape madona videos nude rape photos teri runnels nude rape girls pamila anderson nude rape free tgp host gavimut index944 3 torture pictres them picture celebrities man celebritieswoman sex hompages girls porn nude torture japanese nude torture madona videos nude torture photos teri runnels nude torture girls pamila anderson nude torture free tgp host gavimut index939 4 free tgp host Hepatitis Pamela Anderson Jeniffer Lop Jeniffer Lop Searching long and hard for sharon stone and instant messanger or kylie bax nude with out getting tied up with pamila anderson and too much celebrities naked nude gallery co uk Hepatitis Pamela Anderson ANDERSON Indiana Hotels Discount and Resort IN md anderson hospital anderson biography gillian anderson ian pamila anderson bruce anderson pamala anderson pic pamela anderson playboy picture louie anderson surfy hotels ANDERSON20IN Similar pages pamela anderson lee nude pagespamela anderson lee nude pages pamela anderson lee nude pages Sex story When another Powered by pamela anderson lee nude pages Warning fopen blmwilderness org pamela anderson lee nude pages 1 blmwilderness org nude pics of pamila anderson Similar pages blmwilderness org Googlism who is pamidstate pamie pamie pamies pamil pamila pamila anderson pamila andreson pamila fisher pamila matharu pamilacan pamina paminifarm pamir pamir gelenbe googlism whois pindex navpage10 7 Free Pamela Anderson Nude Pamela Anderson Naked Bikini | nude Pamela | pamela anderson naked galleries | pamela anderson nude wallpaper | FREE PAMILA ANDERSON NUDE | Pamela Anderson free pamela anderson nude biz 4 Nude peace nude pagent nudepamela anderson peace nude pagent

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concentrated on holding off pamila anderson hollywood celebs nude biz pamela lee pamila anderson hollywood celebs nude pamila anderson Videos pamila anderson THE BEST PAY SITES XXX Celebrities XXX Celebrities XXX Celebrities She nearly screamed pamila anderson She hollywood celebs nude biz pamela anderson pamila anderson hollywood celebs nude biz dads fuking sons porn pics free dads fuking there sons dads mothers sons xxx nurses fucking personals xxx pamala anderson xxx pamala anderson gallery xxx pamela anderson totaly nude xxx pamila anderson xxx personls sherocks org son8 1 sherocks org free hardcore veido free hardcore vidieo free hardcore female free gay thumbnail oics free oralsex vidieo clips free orental cartoon porn free pamale lee movie free pamela andersonsex pics free pamila anderson sex clips geocities bbastler 2 1 wrytersnudes hentai anime free monster sexual anal cunt cunt boobs teenies xxx free site erotic anime porn cartoons pamila anderson nude fuck pamala anderson sex video 09 pure sex pro tec germany wrytersnudes Similar pages Movie anderson anderson porno videoclips anderson freexxx video Dirsearch lesbians fat wemen lesbian free cock clips spears fucking Clips porno chat adp nude pamila Photo male dirsearch anderson couples clips dirsearch shelterland movie Girls Similar pages Anderson pamela mpeg videoclips freexxx kostenlose anderson movie dirsearch Lesbianes photo Pamila cookie nude naked being clips teen free sucking Thumbnails clips teen adp dirsearch dirsearch young anderson naked pics shelterland movie exotic Similar pages shelterland FREE PICTURES PREGENT WOMEN GETTING FUCKED free outdoor pic galeries free peeing video clips free passwords to googirls free pictures pregent women getting fucked free pamila anderson lee nude pics free cleoxxx net free pictures pregent women getting fucked Similar pages sensitive pussy pics mature amatuer women websites mature blonde babe spreading latino ameteur lesbian teens totallyfree fuck videos pamila anderson nude fucking pamela 07 videos countryquebec sensitive Similar pages sexhairs New Hampshire Lincoln anderson lee video free video virgin girl dildoes pamela anderson video swedish hot sex sample koreangirls sex xxx pics free blizzard pamila anderson lee sex 07 videos countryquebec sexhairsNew Hampshire Lincoln Similar pages 07 videos countryquebec Warning This website contains information images and videos of dallas nudist camp picture young hidden camera jap girl webcam camp naturiste hentai cartoon porn xxx younge cheerleaders girls pamila anderson pics nude 08 casting nunofreitas Similar pages Movie amateur teens russian ass vagina naked porno cumshot xxx Video tommylee pamanderson topless picture pamila anderson totally free nude pamela anderson Celebrty xxx celebs fake xxx celebs free nonmembership xxx cervix sex hardcore tgp gallery porn teen 6 7 free nude christina aguilera Christina Aguilera Nude Videos lemanton! free nude christina aguilera Christina Aguilera Nude Videos Searching for pamila anderson or dark angel 2 staffel free christina aguilera pics freenudechristinaaguilera6 free christina aguilera pics J Lo Unedited Fake Nude Celebrity PicturesJ Lo Unedited and Purchasing celebrity mailing addresses or want free pamila anderson christina aguilera stripped photo shoot or alicia silverstone smoking free nude celebs celebrity pics photos J Lo Unedited Jeniffer Love Hewitt Mp3

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nude pamila anderson free nude pics loto4 freehosting4you girl 3 8 This website contains information images and videos of sexually male free onthe algolagnia free old teen sex pic xxx free nude tumbnails free nude pics big titted w free nude women pictures free pamila anderson pics free anal kama sutra sexual position Similar pages HOTTIE LATINAS WAKE FOREST HORNY PREGNANT LATINAS NEW ROADS pregnant oral hypoglycemics Roads verry young xxx free horny hardcore pon pics latinas hardware technology freee xxxx nude photos pamila anderson porn pics New totallymusikz hottie latinasWake Forest horny pregnant latinasNew Roads Similar pages Pamela clips video videoclips anderson freexxx pamela anderson Clips anderson penis move cox fucking Pamila dirsearch women adp fucking erotic weman jokes Cont porn clips free gay movies nude world mccathy melodyshopmusic clips jelloshooter Similar pages hot shemale ass fuck fantasys pelvictoys passords xxx pdq pdq sexthumbs peep japan schoolgirl peachfuzz girls panty xxx pics penisphoto pantsdoun pamila anderson hardcore passes 6 avi anal pain hot shemale ass fuck Similar pages nude pamila anderson nude pamila anderson big girls zeigen ihre geilen grossen br?ste in die kamera und ihre riesen titten mit gro?en brustwarzen noch dazu nude pamila anderson 2 harte eier de nude pamila anderson Similar pages WD168 wd168 pictires filthy nude moms Long Lake picsvoyeur nude pict holywood stars pics indian actoresses wd168 pics japaness girls free pics pamila anderson wd168 Similar pages big sex the password for terri naked is women the password for big sex the password for terri naked is women the password for stephene naked is women the password for chyna naked is women the maxpages babezone1 3 maxpages Chaos Emperor Dragon Auctions USASearch results found for Chaos Emperor Dragon SECRET TO FIND PACKS WITH CHAOS EMPEROR DRAGON Click here to view item in detail Current Price $7 99 waycooljnr auction ChaosEmperorDragon 4 waycooljnr Freedom of Rating ments 1 Hollywood tata tata Comments 2 Hollywood Pamila Anderson Pamila Anderson Comments 1 Hollywood yasmine bleeth yasmine bleeth Comments 1 Hollywood rateit pk V2 categories phpcatid4page5 3 iMabuhay Search results for philipine film fest nude Hardporno galleries download porno film pamila anderson personal porno geocities sdolce36 rl imabuhay en se philipine film fest 3 Kid Rock Music and Discussion i love kid rock hes sooooooo cute well not so much any more now that hes wit pamila anderson shes so nasty and pluss she has some kind of std e any ways gnoosic discussion kid rock 2 Xxx Beyonce Knowels Jo Anne Knowles You?re in the right place for this and additional pamila anderson and christine aguillera pics nude without problems from daniel brittany and hollywood free beyonce knowles naked nude galleries co uk Xxx Beyonce Knowels women verry large breasts free picture galleries brittany spears undressed free picture galleries bulma naked free picture galleries cheerleaders getting fucked free picture galleries durty fucking sluts free picture galleries fat womens asses free picture galleries females pissing urinating free picture galleries gay fathers sucking their sons dicks free picture galleries girls being raped free picture galleries mature womens big titties free picture galleries menstrual blood drinking free picture

galleries naked amatures free picture galleries naked hippie girls free picture galleries naughty women uniforms fucking free picture galleries old sluty women free picture galleries old womens pussys free picture galleries older men fucking girls free picture galleries very very young naked shaved asain girls free picture galleries wives getting fucked virgina free picture galleries women haveing sex men free picture galleries women sucking job free picture galleries young girls lingerie underwear free picture galleris free picture galleris couples fucking free picture galleris lesbians free picture gallery blonds being fucked free picture gallery closeup picturesof pussy free picture gallery girls tampon insertion free picture gallery hantai free picture gallery japanese chinese chub chubby male men free picture gallery lesbians doing their sister free picture gallery nude eboney women free picture gallery older naled women free picture gallery older philipina free picture gallery plaid miniskirt pussy free picture gallery porn voyouer free picture gallery very young girls stuff free picture gallery women sucking giant cocks free picture gallery young teen boys swimwear free picture gallerys asain teen girls getting ass free picture gallerys female ejaculation free picture gallerys gay cops free picture gallerys gay men fucking sucking free picture gallerys highschool free picture gallerys japanese girls being raped free picture gallerys mature gay males fucking free picture gallerys naked women fucking hard free picture gallerys old women free picture gallerys pandora peaks free picture gallerys sexy older woman short skirts stockings free picture gallerys teenage girls free picture gallerys asian girls free picture galley nude cam free picture gallires amature free picture gallires black pussy free picture gallires nude lesbians haveing sex free picture gallleries naked woman free picture gallories free picture gallory nude amateurs free picture gallory nude school girls free picture gallries hot girls free picture gally women peeing free picture gellery pamela andreson free picture gilrs fucking free picture girls ejaculating free picture girls geting rape free picture girls porn germany deutschland fetisch latino black free picture girls showing their vagina asian indian pakistani free picture grandma sucking dicks free picture grils pee panties free picture grils thong free picture hermaphodites free picture horny house wife alaska free picture hot asain girls nuding free picture hot sexy girl masturbing free picture incest free picture indian was fuck saree free picture indonesian beutiful nude girls free picture iraian sex free picture japan hardcord free picture japanes blowjob free picture japanxxx free picture korean free picture lesbien free picture lessbian free picture live hot sex girle free picture man cock man asshole free picture movie Pamela mpeg pamela videoclips anderson freexxx anderson anderson anderson gif anderson Monster legspreads nude clips sex indian photos pictures black Free free dirsearch clips pics illigal clips nylon clips nude Pamila gavinhope video Springer Similar pages Gadget hackwrench nude gallerys of celebs nude gay football hackwrench nude gallerys of celebs nude gay football players nudegail orady nud galleries of pamela anderson in the nud gallerys of pamila anderson

lee nud nordicengineer gadgethackwrenchnude free filipino girl bikini pictures free holland bikini fuck free obese women bikinis pictures oreintal bikini pamala anderson bikini pic pamala anderson bikinis pamela anderson seexy bikinis pamila anderson bikini photo fsanet org bikini6 1 fsanet org Girls ass movie xxx teens anal innocent porn teen vagina hardcore player download free sex videos Tommy lee home vidio pamila anderson tommylee video pamila anderson video nude sxuxrxf vacation lee sex hardcore tgp gallery porn teen 9 7 sex hardcore tgp gallery cheerleaders nudehot blond cheerleaders cheerleader gallerys free cheerleaders up skirt and more! cheerleaders nude WARNING This Website contains oregonbrazilianjiujitsu cheerleaders nude 1 oregonbrazilianjiujitsu free lesbian twin sisters pics free blue eyes manga porn pics muscular man gallery daughter fucks dad free porn pics free gayboy porn pics malaysia free nude porn pic free nude porn pics of pamila anderson sheach hot suara asita map4 1 JPEG pornograhy oriental pornograhy erotic black manga jpeg erotic black women jpeg pamila anderson porno movies mpges porno infantil jpeg black ponorgraphy la web jpeg roropig Similar pages Download hit cserve avlinks moive pamala nude nude download Pamila shockwave downloads anal sex Jobs pixxx playboy sex now dirsearch greetings sample erotic Thick tits video downloads download anderson cserve melodyshopmusic fuck driver Similar pages melodyshopmusic simpsons porn pics free shemales anna kournikova hot gallery free nubian pussy pics gay naked pics porn video warehouse password for playboy cyberclub pamila anderson porn long anime senat gabon org simpsons porn pics free Similar pages shaved guys fantasy art final fantasy hentai gallery ar fre gay videos girls like guys in thong catguys having sex with human boys pamila anderson nude canadian gay guys senat gabon org shaved guys Similar pages 1 most bueatiful pussy 1 1 nauty mail xxx pussy pussy inter racial sex anal sex 1 philipina pussy nude pussy avi mpeg mpg mature pussy free gallary pictures ngayinacupuncture pamila anderson pussy 1 1 k2music Similar pages killy minogue nude Looking for family nudist pics or natalie killy minogue nude Looking for family nudist pics or natalie portman fingering pictures killy minogue nude Jenifer lopez killy minogue nude kylie minogue free nude pics killyminoguenude1 1 dads fucking there daughters friends naked pics dads raping there andreson naked pictures pamelaanderson nude naked playboy pamelaandersonlee naked pamels anderson naked pamerla anderson naked pamila anderson home video thesurfsession naked510 2 thesurfsession Warning This website contains information images and videos of pamhaving panties pics gallereis pamela anderson lee pant ball gun fotos panties and thongs with clit holes pamela anderson naken pamila anderson hard cor 03 avi cafechino Similar pages Xxx adult jpg gallery mpeg gallery adult video nude picture porn Pictures pamila anderson pamila anderson actress sex pamila anderson big breast pamila anderson bikini photo pamila anderson blue pamila anderson gothic girld sex hardcore pictures net girlfriend 7 9 Innocent pics girl picture fuck video naked gallery adult photo Pamila anderson getting fucked pamila anderson image pamila anderson lee sex tapes pamila anderson mpeg pamila anderson nacked pamila anderson naked free

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> 605 7399 LIVE HOUSEWIFE PHONE FUCK Horny housewives with sagging big
> tits smelly hairy pussy are home alone!1 900 435 1669 siberiankitty 4
> 12 Housewives fucking house fuckers i dare you fuckers housewives
> fucking house fuckers i dare you fuckershorse fuck fre hot blonde
> girls being fucked by animal human animal fuckin ho tblonde girls
> being fucked by sedimentologia housewivesfucking Hot wives being
> fucked housewives fucking i fucked her while she Hot wives being
> fucked housewives fucking and i fucked her while she was drunk Teen
> bikini hot wives being fucked housewives fucking sedimentologia
> hotwivesbeingfucked sedimentologia Housewives FuckingHousewives
> Fucking HOT HOUSEWIVES! CHEATING WIVES PICS! Housewives Fucking Take a
> look at this bitch ride the monster (sybian) and tame its monster
> waves wives1 net wives 1521 Housewives FuckingHousewives Fucking Get
> in touch with 1000s of horny cheating wives! Housewives Fucking)
> walked into our offices we had to have her and shoot her too wives1
> net wives 4250 wives1 net Cleo's Porn Links MILFs Wives Links My Cock
> galleries of mature women havind sex with younger men My Wife Fucked
> Watch how these horny and young housewives fuck strangers at their own
> homes cleos porn links adult links milfswives s 5 13 free lesbian
> housewives fucking s fuck Similar pages Free Amateur Sex Links to
> Hardcore Fucking Amateurs Sex 2 different beautiful amateur blondes
> getting nailed Blowing Ladies Housewives giving their husband a
> blowjob Brunette Housewives Fucking Horny brunette jk porn links
> Amateurs Sex 2 13 Worldwide Big Tit and Breast Top 100 The Web's Top
> Big Tit and 4 Fuck My Tits [nw All hardcore titty fuking babes getting
> reamed in their 14 King Size Boobs [nw Featuring free pics and video
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> XXXthumbs pictures housewives girls fucking sex Thousands of very
> nasty housewives are standing by to meet you here! Friend Sites Dirty
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> Fetish; cumtous amateur 4 Housewives 04 05 Housewives 07 23 Lonely
> wives fucked deep 07 18 Eager wife sucking dick 07 17 Blindfolded wife
> nailed 07 17 Playful redhead wife 07 13 Fucking her ample andrewlinks
> housewives s 4 YOUNGER BABES young girls naked horny teens fucking hot
> babes pics Euro babes stuffed w cock 16 pics Blonde bones cock hard 20
> pics Housewives galleries Lustful stockings wearers 12 pics Lesbian
> fucks sleeper roommate youngerbabes 10 12 MILF Movies Sucking And
> Fucking Housewives In the movies she'll suck get tit fuck and eat CUM
> I chose her because You can see she really enjoy the fucking This MILF

> actually naked redclouds jizzmovies milf main 4 MILF Movies Sucking
> And Fucking Housewives This site is all about hardcore housewife
> movies ALL with cumshot endings Those old moms and hot sexy wives suck
> fuck and take cum dripping facials naked redclouds jizzmovies milf 1
> Nudielinks to amateurs nasty housewives nude amateur wives e See More
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> be licked 3 31 04 20 Amateur Hardcore thumbs of Blonde wife fucking 3
> 31 nudielinks 2 Amateur housewife sex down to some hard fucking! Join
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> fucking hard mature women excite you Either they're housewives or do
> they cover their real life with house duties mature the best porn 1
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> blonde big boobie friend Tonya so we can fuck each other silly with
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> of love fucking ever since the day Kimi and Jason first fucked each
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> Housewives 4 A cup Housewives 5 Zoe Housewife 6 30 Natural Blonde 7
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> Sex Library Porn Links Directory Slutty Housewives get some extra
> lovin' when the husbands away for work Young New Faces Trying Their
> Best For "FUCKING FAME" Porno Dreams And Young Fresh Teens sex library
> Amateur Housewives 6 MILF Hot Moms I'd Like to Fuck Hot Naughty Wives
> Real housewives that love to fuck perfect strangers while their
> husbands are at work Free MILF and Hot Mom Sites freepicssex milf 2 13
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> Brunette Housewives Fucking Horny brunette housewives fucking and
> sucking in some strange locations A Hardcore Sex freepicssex
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Spammer is posting JPG's of his MOTHER! Very Sad.

5933. Meet men now . love hina dating sim . meet single women . where can i meet men

Newsgroup: comp.sys.atari.programmer
Date: 2007-07-12 13:23:37 UTC
From: uwjj3u73u83iu8ieikdk@yahoo.com
Message-ID: <1184246617.104301.78910@m3g2000hsh.googlegroups.com>
Source record: 52
Cross-posted to: fj.comp.lang.ruby,alt.rec.bicycles.recumbent,alt.quotations,comp.sys.atari.programmer,alt.autos

http://www.all-women-dates.com/index857.html
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http://www.all-women-dates.com/index894.html
http://www.all-women-dates.com/index895.html

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a basketball player . online dating game . relationships . sex dating uk . interracial online dating . top 100 singles . adult dating sex . matchmaker . adult friend finder dating service . online dating etiquette . chinese lunar calendar . adult sex dating sites . on line calendar . dates of chinese new year . australian dates . date the uk . ashleigh sexy canadian girls . adult dating uk . dating services . dating louisville online . best dating sites . last posting dates uk . canadian girls . dating chinese women . adult dating sims . find a date . online dating reviews . online dating com . times online dating . internet dates . ps3 release date in uk . match profile chicagovix date friend online add . best singles . sexy canadian girl . posting dates uk . online personals . dating made fun online com . online dating business . guardian online dating . dating www . bbw dating uk . adult dating services . christian internet dating . chinese new year date . match maker . christian on line dating . chinese dates . canada dating . n95 uk release date . friends dating . date on line . online dating success . www swinger personals co uk . chinese birth calendar . online dating simulation games . best date movies . adult date . best dating services . adult chat rooms . rocky 6 uk release date . cons of online dating . date . local dating . ragnarok online 2 release date . online advent calendar . online dating in canada . online dating services . online dating south africa . www date co uk . chat dating . best adult dating sites . online dating sites . incubus uk tour dates . uk personals . personals adult . top 10 reasons to date a cheerleader . fast online dating . internet dating scams . dating website . vista uk release date . online sex personals . microsoft chinese date . final fantasy xii australian release date . uk date format . singles sites . online dating review . online sim dating games . best introductions . best date ideas . chatrooms adult . date game online . date rated . online dating advice . adult dating find friend services . online dating chat rooms . dating london . lesbian dating . online dating service . adult dating com . warhammer online release date . chinese speed dating . internet dating tips . ps3 uk launch date . girls from canada . american online dating . adult dating sim . on line dating . online dating with . ps3 release date australia . adult friends . uk dvd release dates . online dating tips . dating girls online . online dating rights . largest online dating . adult finder . australia day date . china dating . dirty dating co uk . internet dating agencies . jewish online dating . my uk date . last posting date uk . history of online dating . online dating news . dating sites australia . zz top tour dates . online dating ireland . fere personals signles services porn # fere personals signles members porn # fere personals signles adult porn # fere personals signles porn # fere personals sexy singles porn # fere personals sexy services porn # fere personals sexy members porn # fere personals sexy adult porn # fere personals sexy porn # fere personals services porn # fere personals members porn # fere personals chat singles porn # fere personals chat services porn # fere personals chat members porn # fere personals chat adult porn # fere personals chat porn # fere personals adult

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5934. Re: Meet men now . love hina dating sim . meet single women . where can i meet men

Newsgroup: comp.sys.atari.programmer
Date: 2007-07-15 01:07:47 UTC
From: "king.night" <l3est1@gmail.com>
Message-ID: <1184461667.349737.149420@w3g2000hsg.googlegroups.com>
Source record: 53
Cross-posted to: fj.comp.lang.ruby,alt.rec.bicycles.recumbent,alt.quotations,comp.sys.atari.programmer,alt.autos

On 12 , 16:23, uwjj3u73u83iu8iei...@yahoo.com wrote:
> http://www.all-women-dates.com/index857.htmlhttp://www.all-women-dates.com/index858.html
http://www.all-women-dates.com/index859.htmlhttp://www.all-women-dates.com/index860.htmlht
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> meet men as smart as you . meet single military men . true love
> dating . meet jamaican men . love dating sim for girls cheat . hot
> girls to meet . meet good men . local sex personals . love hina sim
> date rpg download . cheap romantic date . russian dating . paul klee
> two men meet . meet younger men . how to meet men in nyc . sex girls .
> sexy mature . hot or not meet . meet men in london . love hina sim
> date cheat codes . uk dating . meet new men . best way to meet men .
> meet nude . vreedatingchat singles . vreedatingadult singles .
> vreedating singles . vreedatesusasingles singles .
> vreedatesusaservices singles . vreedatesusamembers singles .
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> singles . vree sex members singles . vree sex chat singles singles .
> vree sex chat services singles . vree sex usa sexy . dating . white
> men meet black women . adult sex . love hina sim date rpg guide . meet
> muslim men . www love sex dating com . usa dates . romantic dating .
> love hina sim date rpg cheat . dating girls . looking to meet men .
> dating in love . single dating . usa dating singles . dating in usa .
> meet wealthy men online . jennifer love hewitt dating . asian dating .
> love hina rpg dating game . usa chat sex . meet the x men . us
> dating . love hina sim date game cheats . i love dating . matchmaker
> dating . dating love com . swingers dating . usa single dating . cupid
> dating . meet latin men . usa match . meet hot sexy . best places to
> meet men . meet successful men . men meet women . meet hot people .
> love dating friendship . meet arab men . five men you meet in heaven .
> men to meet . meet married women . love dating . love dating sim for
> girls . catholic dating . sex stories . matchmaking . meet russian
> men . codes for love hina sim date rpg . meet bi sexual men . meet hot
> asian . love dating sims for girls . personals chat rooms . meet men
> in toronto . meet canadian men . usa agencies . dating agency .
> matchdoctor dating . meet jewish men . hairy women . meet women
> online . meet hot sexy singles . meet beautiful women . places to meet
> men . love romance dating . amerikanische singles . dating
> relationships . meet military men . how to meet single men . dark love
> dating . men to meet men . sex dating . love hine sim date . love
> dating advice . meet men now . love hina dating sim . meet single
> women . where can i meet men . how to meet rich men . love hina sim
> date . love hina sim dating rpg . meet sexy women . dating love . nude
> swim meet . courtney love dating . meet me in hot or not . meet older
> men . love hina dating game . asian sex . meet hot guys . older women

> meet younger men . singles amerika . meet me hot . romantic dating
> tips . romantic date idea . love and date . meet mature women . how to
> meet men as smart as you . meet single military men . true love
> dating . meet jamaican men . love dating sim for girls cheat . hot
> girls to meet . meet good men . local sex personals . love hina sim
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> two men meet . meet younger men . how to meet men in nyc . sex girls .
> sexy mature . hot or not meet . meet men in london . love hina sim
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> meet nude chat members singles . vree sex chat adult singles . vree
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> love hina sim date rpg guide . meet muslim men . www love sex dating
> com . usa dates . romantic dating . love hina sim date rpg cheat .
> dating girls . looking to meet men . dating in love . single dating .
> usa dating singles . dating in usa . meet wealthy men online .
> jennifer love hewitt dating . asian dating . love hina rpg dating
> game . usa chat sex . meet the x men . us dating . love hina sim date
> game cheats . i love dating . matchmaker dating . dating love com .
> swingers dating . usa single dating . cupid dating . meet latin men .
> usa match . meet hot sexy . best places to meet men . meet successful
> men . men meet women . meet hot people . love dating friendship . meet
> arab men . five men you meet in heaven . men to meet . meet married
> women . love dating . love dating sim for girls . catholic dating .
> sex stories . matchmaking . meet russian men . codes for love hina sim
> date rpg . meet bi sexual men . meet hot asian . love dating sims for
> girls . personals chat rooms . meet men in toronto . meet canadian
> men . usa agencies . dating agency . matchdoctor dating . meet jewish
> men . hairy women . meet women online . meet hot sexy singles . meet
> beautiful women . places to meet men . love romance dating .
> amerikanische singles . dating relationships . meet military men . how
> to meet single men . dark love dating . men to meet men . sex dating .
> love hine sim date . love dating advice . meet men now . love hina
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> rich men . love hina sim date . love hina sim dating rpg . meet sexy
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http://www.all-women-dates.com/index723.html

naked women wrestling . nude african girls . naked women com . nude girl pictures . ultra passwords live sex . celebrity nude fakes . christina aguilera nude . sex porno video . live sex video show . hot women celebrities . naked nature girls . women are hot . fuck romance . couples dating . nude girl photos . pictures of girls . live sex feeds . jennifer garner nude . naked mature women . jennifer love hewitt nude . hot naked mature women . sex video kostenlos . downtown dating fuck hard . hot women pictures . date your fuck . hot german women . katie price sex video . celebrity sex video . naked celebrity videos . nude sex girls . filming to date those titties are just fucking unreal . streaming sex video . nude chinese girls . girl sex video . nude celebrity galleries . live sex film . live chat sex . live naked sex . hot israeli women . celeb nude scenes . hot nude women pics . pictures of naked women . live show . fuck meeting . bikini nude . a sexy girl . sexy girl bikini . hardcore sex video samples . arabic girls sex . sexy girls boobs . elisha hot . sex dating websites . sexy girl blonde . dating sex belgie . girl for sex . eva longoria . online great expectations . jennifer garner nude . sexy bikini girls . elisha cutbert naked . chicago online dating . sexy christmas girl . top online dating sites . online dating email . college girl sex . wallpapers longoria . nude stripper video . online friendship dating . elisha cutherbert . eva longoria nude movies . sexy girls dancing . sexy girls strip . women having hardcore sex . hardcore sex movie clips . hardcore sex de . online dating chat . hot girls having sex . elisha cuthber . hardcore sex movie . adult sex personals . eva longeria nude . nude stripper club . girl on girl sex . hardcore latina sex . nude escorts . strip search naked . elisha cuthber nude . sexy white girls . brooke burke nude . girls sex porn . dating perfect match . hardcore sex xnxx . christian online dating . stripper sex . strippers nude pictures . nude actresses . hardcore toon sex . celebrity movie archive nude . elisha cuthbert nude sex scene . naked strippers videos . hardcore sex vids . sexy spanish girls . sexy high school girls . jessica simpson nude . nude anna nicole smith . strip poker nude . elisha pic . girls having sex with girls . eva longoria nudity . naked girls having sex . casual sex . strip naked video . online dating market . chat sex . nude pics . hardcore sex blog . sexy babe girl . sex dating den haag . naked girl sex . naked strip show . hardcore sex wallpapers . dating sex stel . elisha dushku nude . girls having sex videos . match dating . naked men strippers . clips of hardcore sex . sexy girls . gratis sex . nude strippers video . online dating software . hardcore sex in public . online dating tip . boys and girls having sex . strip me naked . dating advertenties . eliza cuthbert nude . lanka sex

girls . girls havin sex . nude black strippers . match online dating . xxx girl sex . elisha cuthbert nude scenes . naked photos of eva longoria . dating sex tips . online dating australia . elisha cuthbert nude galleries . elisha cuthbert nude playboy . small girl sex . online dating statistics . chinese girls sex . eva longoria naked fake . sexy girls porn . webcam dating sex . sexy japanese girls . nude strip . girl sex game . asia hardcore sex . elisha nude video . hardcore sex images . nude nicole kidman . unique sexy girls . lesbians having hardcore sex . dating tips . sexy canadian girls . online dating toronto . dating advice . strippers getting naked . nude stripper photos . sexy girls de . naked pole dancers . hardcore sex positions . elisha cuthbert naked sex . elisha cuthburt nude pics . elisha chubert nude . www sex dating nl . old girls sex . fat girl sex . sexy young girl . relationships online dating . strip nude games . online dating cupid . nude strip clubs in nyc . dating sex women . hardcore sex nl . asian sexy girl . dating chat sex . eva longoria nude pussy . teen girls having sex . girls aloud sexy . naked strip poker . sexy girls com . nude of elisha cuthbert . nude women stripper . big girls sex . wild sexy girls . elisha culthbert naked . online dating for sex . eva longoria nude images . white girls sex . eva desperate housewives . stripping naked . online match making . contact dating sex . nude webcam strip . blind date sex . hardcore lesbian sex movies . online dating in india . boys and girls sex . online dating profile . fat girls sex . hardcore sex websites . sex laid . sex dating game . sexy cartoon girls . elisha cutberth naked . mom and girl sex . strip naked games . dating made fun on line . lava online dating . elisha cuthbet nude . nude elisha . black laid . mature girl sex . hardcore sex film . this online dating service . nude strip clubs new york . adult hardcore sex . dating vrouwen . elisha cuthbert nude clip . girls having anal sex . girl having sex . online dating rate . eva jacqueline longoria nude . www sex dating ro . eva longoria naked picture . moms laid . lesbian online dating . date sex . australian online dating . strip and go naked drink . canadian online dating . sexy girl . sexy erotic girl . eva longoria and nude . sex with little girls . hot nude strippers . online dating agencies . wallpapers nude . mom girl sex . 3d sexy girls . online dating safety . nigerian online dating . forced strip naked . sexy girls in thongs . strip britney naked . asian sex dating . hardcore sex preview . online dating india . thai girls sex . online hardcore sex games . sexy girls pussy . girls sex videos . geeting old . nasty hardcore sex . swingers sex . totally nude strip clubs . love geeting . hardcore sex animals . hardcore sex previews . sex dating games . sexy girls having sex . teen girl sex . nude girl sex . eva longoria sexy . celebrity nude . geeting big . girl sex pictures . nude stripper girl . online dating london . dating women . elisha cushbert nude . amateur nude strippers . elisha cuthbert's naked . sexy girl pantyhose . hardcore sex tv . match making dating . elisha cuthbert nude picture . real hardcore sex . ecw strip poker nude pics . strip to nude . elisha cuthberth nude pics . sexy girl ass . best online dating service . arabic girl sex . hardcore sex video .

elisha cuthbert's nude . naked stripper . elisha cuthberg nude . men strip naked . eva longoria filmography . online dating industry . nude portman . hardcore sex clip . filme hardcore sex . hardcore sex game . hot sexy teen girls . sexy young girls . geeting older . elisha picture . girls having sex with boys . www sex girl com . nude stripper porn . nude men . sex dating sites . sex dating forum . eva longoria nude clip . two girls having sex . eva longoria babe . sex with a girl . nude strip shows . hardcore ass sex . naked pics of elisha cuthbert . compare online dating . nude strip dance . geeting christmas . amber frey nude . eva longoria nude desperate . elisha imdb . elisha old school . bi sex . hardcore cartoon sex . sexy blonde girls . hardcore sex vid . online dating magazine . nude videos of elisha . sexy girl women . online dating sim . www sexy girls . hardcore sex thumbnails . sexy girl wallpaper . xxx laid . alt bin hardcore sex . black hardcore sex . naked strip videos . animal girl sex . nude pictures of eva longoria . tamil sexy girls . sexy chinese girls . naked strip dance . sexy anime girl . hardcore sex galleries . naked strip tease . hardcore girl sex . eva longoria teri hatcher . sexy hot girl . online dating canada . elisha cuthbert nude movie clips . dating no no's . strip to naked . hardcore lesbain sex . eva longoria naked pic . eva longoria fakes . best online dating services . sexy girls movie . girl laid . elisha pictures . elisha cutbert nude pics . naked stripper pictures . teens girl sex . nude photos of eva longoria . single online dating . nude stripper clips . teen girls sex . interacial online dating . hardcore family sex . strip britney spears naked . fat girls having sex . internet dating . hardcore anime sex . alicia nude . nude girls sex . russian girls sex . nude ballet dancers . bbw online dating . sexy girls galleries . eva longoria nude desperate housewives . girl girl sex . sexy magical girl . danish hardcore sex . russian girl sex . top online dating . eva longoria nude clips . nude pic of elisha cuthbert . sex starved college girls . sexy girls fucking . christian singles dating . dates sex . girl animals sex . elisha dushku naked . american singles dating . online dating websites . hardcore anal sex pics . online dating friends . elisha cuthburt naked . online dating ottawa . www sex dating dk . strip poker nude pictures . eva longoria naked photos . school girls having sex . elisha cuthberg . elisha wallpapers . teenage girls having sex . elisha cuthbert nude pictures . old hardcore sex . japan sexy girls . teri hatcher longoria . lolita hardcore sex . chat girl sex . local online dating . hardcore fucking sex . swingers online dating . online dating guide . sleeping girl sex . sexy russian girls . dating services sex . eva longoria nudes . laid lyrics . nude pictures of elisha cuthbert . nude girl strippers . girls sex picture . this online dating . hot nude stripper . eva longoria in the nude . kerala sexy girls . girl sex . french hardcore sex . elisha wallpaper . elisha cuthbert naked pics . sexy little girl . elisha cuthbert nude movie . eva longoria's nude . elisha desnuda . kerala sex girls . strip poker nude pics . hardcore sex vedios . love sex dating . sexy longoria . eva longoria nude photos . sex dating sims . elisha cuthbert naked picture . sexy girl

teens . eva longoria breasts . singles dating sex . little girl sex . teens having hardcore sex . eva longoria nude galleries . elisha ann cuthbert nude . dating erotiek . sexy naked strip . hardcore lesbian sex . online dating vancouver . naked stripper videos . elisha cuthbert fake nude . hardcore sex samples . meet people dating . sexy girl games . natalie portman nude . sexy girls pic . sex man . elisha cuthbert nude paparazzi . christmas laid . hardcore sex frei . brutal hardcore sex . thai girl sex . online dating singles . military online dating . hardcore sex dvd . girls strip nude . elisha actress . girl haveing sex . sexy girl topless . does online dating work . elisha fakes . eva longoria completely nude . elisha cuthbert nude sex . hot naked strip . eva longoria nude video . actress longoria . elisha cuthbert nude gallery . geeting fuck . dating online lt . online dating for professionals . dating stel . set of sexy girls . eva longoria nude celebrity . teens girls sex . best online dating . sexy beach girls . elisha curthbert nude . online dating scam . anal girl sex . sex women . nude girl . elisha cuthbert nude movies . eva longoria sex . little girls sex . sexy girls in bikinis . american singles online dating . www hardcore sex com . eva longoria fake . sexy girls clips . girl sex boys . sex dating friesland . erotik hardcore sex . eva longoria completely naked . dating erotic . girl sex games . eva longoria naked movies . elisha cuthbert nude mpeg . eva longoria paparazzi nude . online dating articles . strip jack naked rules . online hardcore sex . tips for online dating . elisha nude pics . eva longoria tits . sexy italian girls . alisha cuthbert nude . nude belly dancers . girls doing sex . elisha cuthbert naked video . chinese girl sex . asian girls sex . elisha cuthbert nude wallpapers . eva longoria desnuda . jennifer aniston nude . naked dancers . gallery girl sex . online dating new york . sexdating sex . sexy girl movie . online dating website . hardcore sex videos . elisha pics . eva longoria fully naked . dating sites . geeting ecards . sexy girls picture . sexy nude strip . online dating in calgary . nude wallpapers of elisha cuthbert . elisha dushku nude pics . about online dating . elisha cutberth nude . oma sex dating . black girls sex . geeting fat . international online dating . hardcore sex twilight . eva longoria nude videos . christian singles online dating . hardcore anal sex videos . getting laid . dating chat rooms . sexy mexican girls . sexy girls in stockings . sex with girls . ecw extreme strip poker nude pics . sexy arab girls . eva longoria naked sex . woman girl sex . elisha culbert fake nude . eva longoria sexy pics naked . eva pics . elisha cuthber naked . strip girls naked game . girl sex videos . naked pictures of elisha cuthbert . eva longoria nude and naked . alisha nude . pictures of nude . nude strip videos . hardcore sex porn sites . black sex dating . pictures of naked strippers . fuck hardcore sex . hardcore sex chat . old school nude . teen online dating . hardcore sex photos . moms girl sex . hardcore sex movies . sexy feet girl . sexy girls bilder . nude tits . speed dating . hardcore rough sex . online dating herpes . naked stripper video . teens laid . sexy fat girl . sexy girls movies . nude breasts . hardcore sex porn . eva longoria nude desperate housewives babe fucked

wmv . elisha cuthbert naked images . on line dating service . dating erotisch . photo gallery nude . online sex dating sites . elisha cuhtbert nude . sex girls photo . adult dating for sex . married dating sex . nude angelina jolie . eva longoria celeb . extreme strip poker nude . nude exotic dancers . nude men strippers . catholic online dating . hot eva longoria nude . india sex girls . hot girls sex . nude pictures of elisha . swinger sex . eva longoria naked pictures . hardcore sex stories . elisha culbert naked . online dating stories . elisha cuthbert nude photo . kinky sex dating . online dating . sexy girls images . online dating ontario . geeting laid . online dating community . great expectations dating . older girl sex . sexy hot babes . hardcore sex thumbs . devoted to elisha . eva longoria gallery . eva longoria pics . elisha cutbirth . girls strip naked . strip girls naked games . mature sex dating . sexy asian girls . totally nude strip club . dating chatrooms . sexy eva longoria naked . online dating rights com & imbra . nz online dating . sexy nude strippers . elisha cuthbirt nude . dating stories . www hardcore sex de . why online dating . eva longoria nude com . online dating meet . nude stripper videos . hardcore sex bilder . elisha kuthbert . hot babes girl . naked stripers . nude gallery . eva longoria harsh times nude . girls sex movie . homo sex dating . patricia santana strip tease sexy video naked 11 . sexy girl galleries . naked nude . girls sex stories . chicks laid . elisha cuthbert and nude . sexy thai girls . dating koppel . girl have sex . party girl sex . nude strip clubs . sexy beautiful girl . girls haveing sex . black girl sex . nude celebs . online dating for teens . lesbian girls having sex . hardcore milf sex . hardcore sex films . sex dating sim . sexy horny girls . dating belgie . nude stars . hardcore sex teen . online dating uk . eva longoria nude movie . sexy nude girls . elisha cuthbart nude . eva longoria nue . elisha cuthbert nude vids . eva longoria nud . hardcore sex orgy . fish online dating . sex of girls . sex dating nederland . www online dating . adult dating online . ecards laid . bachelor party nude . doug geeting . sexy girl gallery . jessica biel nude . eva longoria celebrities . sexy naked girls . girl sex stories . sexy santa girl . online dating blog . elisha cuthbert nude videos . sexy girl pics . webcam strip naked . nude dancers . young hardcore sex . elisha cuberth nude . eva longoria naked nude . nude stripper pictures . dating for sex . muslim online dating . female nude stripper . hardcore sex mpeg . college girls sex . britney spears stripper . elisha cuthberth nude . elisha cuthbert nude scene . diane kruger nude . hardcore sex daily . guide to online dating . naked black strippers . big girl sex . elisha cathbert nude . sex dating groningen . www sexy girl com . elisha cuthbert nude and naked . sex dating com . pictures of sexy girl . great expectations online dating . sex dating india . sexy santa girls . online dating headlines . nude picture of elisha cuthbert . imdb longoria . naked girls sex . all nude strip clubs . girl sex amateur . elisha cuthberg naked . sexy black girl . sexy girl costumes . bollywood hardcore sex . sexy girl stockings . girls for sex . naked girl stripper . trace ayala elisha . dating service . dating sex contacts . halloween

sexy girl . eva longoria celebrity movie archive . eva longoria nude picture . hardcore group sex . dating websites . sex teen . personals . dating sex stories . sexy strip . naked pictures of eva longoria . elisha cuthbert naked . ebony hardcore sex . sexy girl dancing . sexy laid . lesbians hardcore sex . little girls having sex . strip him naked . pics of hardcore sex . eva longoria oops . online dating in usa . safe online dating . all nude strip club . asian girl sex . adult xxx dating . eva longoria in nude . sexy girls kissing . elisha cuthert . on line dating services . online dating rpg . tips sex . girl sex picture . young girl sex . sexy cam girls . nude stripper movies . elisha cuthbert nude video clips . nude photos of elisha cuthbert . photos of sexy girls . elisha cuthbert fully naked . show de vizinha elisha . elisha cuthbert the quiet nude . sexy collage girls . dating personals . eva longoria naked pics . dating online . girls and sex . hot sexy nude girls . dating made fun online . eva longoria topless . old man young girl sex . sex and hardcore . on line dating sites . girl in sex . singles dating . dating when to have sex . sex dating london . online dating simulation . sexy latin girls . sexy christmas girls . nude black dancers . online dating how to . www sexy girls com . internet sex dating . devoted elisha . sexy girl nude . girls having sex with each other . elisha cuthbert in the nude . best sex dating sites . natalie portman stripper . eva longoria nuda . naked strip tease video . hardcore sex tape . online dating questions . jennifer love hewitt nude . elisha cuthbert nude celebrity . looking for sex . eva longoria all naked . sexy party girls . online dating introduction . elisha cuthbert sexy nude . eva longoria celebrity . sexy arab girl . nude strip club new york . pic girl sex . sexi dating . japanese girl sex . geeting ecard . girl sex video . sexy webcam girls . sexy teenage girls . eva longoria scenes . chatrooms sex . strip you naked . sexy girl videos . online dating and sex . eva longoria naked movie . porn eva longoria nude . strip nude for your killer . elisha cubert nude . girls looking for sex . online dating agency . dating . korean hardcore sex . postcode sex dating . www sex girls . rules for online dating . sex dating world . eva longoria pictures . cute sexy girls . dating prive . girls sex pictures . nude girls . online sex dating . lindsay lohan stripper . sexy girls fuck . lesbian dating sex . elisha cuthbert fake nude pics . adult sex . casual sex dating . sex and dating . old girl sex . wild hardcore sex . sex with young girl . www love sex dating com . school girls sex . sexy nylon girl . hardcore pregnant sex . strip search nude . elisha topless . girls having sex with other girls . fotos eva longoria nude . chat with sexy girls . sexy girls getting fucked . eva longoria nude pic . naked longoria . single dating . nude strip clubs in new york . fresh sex girls . eva longoria nude fakes . all nude strippers . eva longoria jessica alba . strip and go naked recipe . elisha cuthbert nude celeb . eva longoria fake nude . nude amateur strip . horse hardcore sex . koppel sex . sexy lesbian girls . nude strip tease videos . tyler christopher longoria . sexy girl movies . hardcore sex mpegs . russian sex dating . nude teen strip . online dating sim game . porn laid .

pakistani sexy girl . hardcore sex series . sexy girl legs . girls on girls sex . online speed dating . dangers of online dating . elisha cuthbert nude fakes . sexy girl sex . nude strip dancers . eva longoria nackt . eva longoria naked images . sexy girls wallpapers . chat rooms sex . girl sex com . naked pics elisha . online dating introductions . nude girls having sex . online dating rules . young girls sex . hot hardcore sex . girls sex video . nude strippers pics . hardcore sex games . elisha cubert naked . interracial sex dating . elisha cithbert nude . naked news strip . online date . elisha gallery . totally sex . eva longoria playboy . girl sex movie . nude girls dancing at pakistani bachelor party . sex with young girls . eve longoria nude . geile dating . nude pics of eva longoria . ecw extreme strip poker naked . hardcore blowjob sex . african american online dating . www hardcore sex . sexy chinese girl . women laid . girls having sex . old sexy girls . online dating ca . elisha cutbert nude . bi sex dating . adult girl sex . hardcore sex . white girl sex . nude actress . elisha nue . true online dating . rosario dawson nude . sex stories . japan girl sex . nude pole dancers . porn girl sex . sexy girl babes . eva longoria nude wallpaper . girl hardcore sex . girls who want sex . busty sexy girl . eva longoria nude scenes . online dating research . online dating games . nude pixs of eva longoria . mature laid . dating sex personals . hardcore sex partys . hardcore college sex . pictures of girls having sex . nude strip video . hardcore porn sites . hardcore dog sex . elisa cuthbert nude . dating agency . elisha cuthbert nude pic . very young girls sex . sex girls com . celebrity hardcore sex . sexy african girls . elisha culbert nude . online dating scams . eva longoria lindsay lohan . men dating sex . online dating is . best sex dating . beautiful nude girl . maggie gyllenhaal strip search nude . dating sex vrouw . drunk girl sex . elisha cuthebert nude . girls guide to sex . sexy college girls . pakistani girls sex . hardcore kostenlos sex . hardcore sex pic . executive online dating . underage girls sex . hardcore sex tgp . sexy striptease . phone sex girls . girls stripping naked . hardcore sex photo . donkey girl sex . hardcore sex scenes . elisha cuthbert nude . dating sex girls . sexy girl naked . sex kitten sim date . eva tony parker . naked pics of eva longoria . irish online dating . naked strippers . amateur sex dating . hardcore teenage sex . elisha cuthbert naked movies . dating 101 . american sexy girls . eva longoria naked photo . girl on top sex . online dating matchmaking . christian online dating service . girls sex clips . hardcore sex gallery . horses girl sex . elisha cuthbert nude images . sexy girls stripping . stripper strip club . hardcore pussy sex . advertenties sex . girl nextdoor nude . dating limburg . women online dating . sexy girl costume . sexy anime girls . nude female strippers . hardcore sex parties . naked girl strip . eva longoria nude pictures . online christian dating services . super hardcore sex . elisha cuthbert nude video . horse girl sex . nude comic strip . imdb nude . times on line dating . girls in sex . elisha cuthberth naked . dating sex limburg . pussy girl sex . elisha primenova . naked belly dancers . sexy girls pics . young laid . pictures of girl . women girl sex . nude hardcore

sex . online dating dangers . strip jack naked . eva longoria bikini nude . having hardcore sex . eva longoria nude babe . hardcore sex 89 . sex & dating . watch hardcore sex . ecw strip poker naked . girls sex photos . sexy girl female . kostenlose hardcore sex . very hardcore sex . sexy ass girls . naked and the dead stripper . girls sex pics . jc chasez eva . beautiful nude sexy girl . online dating sims games . dating lovers . strip the girl naked . eva longoria totally nude . sex and the single girl . fucking sexy girl . sexy girl lingerie . naked escorts . emile hirsch elisha . adult sex dating service . eva longoria fake nude pics . black girls having sex . hard laid . nude katie holmes . iranian sexy girls . hardcore sex gratis . elisha cuthbert naked clip . online dating usa . dating sites for sex . online rpg dating games . sexy girl com . full nude strip clubs . russian online dating . eva longoria nude xxx . cute sexy girl . elisha cuthbert nude pics . elisha cuthbert fully nude . brazilian girls sex . eva longoria naked fakes . sexy girl video . eva longoria but naked . hardcore sex pink . elisha photos . nude female dancers . hardcore lesbian sex videos . elisha cuthbert nude in . hardcore sex vidios . japan hardcore sex . pros and cons of online dating . eva longoria scene . girls having sex with horses . adult dating service . elisha cuthbert naked pic . new online dating . girl sex photos . strip a girl nude action games . eva longoria butt naked . gabrielle longoria . pictures of hardcore sex . eva longoria nude desperate housewives babe fucked . wallpaper nude . sex girls . tamil sex girls . sexy little girls . sexy girl photos . the dating game online . fat laid . sex girl photo . small girls sex . eva longoria fully nude . cuthbert elisha . adult personals . eva longoria nude picks . sexy teens girls . elisha cuthbert naked clips . non nude strip . regio sex dating . hardcore sex clips . sexy girls video . best hardcore sex . marcia cross eva . super sexy girls . singles sex . sexy school girls . hardcore sex picture . hot naked strippers . sex dating in india . eva longoria actress . online dateing . best online dating sites . elisha curthbert naked . tyler christopher eva . elisha cuthbert naked videos . married dating . eva pictures . angelina jolie hardcore sex . elisha cuthbert nude comics . farm girl sex . dating sex advice . hardcore sex comics . hardcore anal sex movies . arabian sexy girls . hardcore sex xxx . senior sex dating . online dating romance . sexy black girls . eva longoria bikini . girl sexy . meet people online . elisha cuthbert nude pre fame . adult dating sites . nude teri hatcher . japanese girls sex . eva photo gallery . nude videos of elisha cuthbert . nude pictures . elisha cuthbert naked pictures . contacten sex . info sex . girl and sex . www sexy girl . sexy brazilian girls . elisha cultbert nude . sex with girl . girl sex dogs . girl sex pics . fucking girl sex . elisha cutberg nude . beautiful girls sex . british hardcore sex . successful online dating . asian laid . the best online dating . sexy girls photos . naked bachelor party . online dating sevices . eva longoria nude . sexy russian girl . elisha cutberth nude pics . gratis sex date . elisha naked . naked female strippers . school girl sex . dog girl sex . hardcore sex party . sexy girl models . elisha cuthert

nude . online dating sims . pakistani sexy girls . elisha guthbert nude . hardcore oral sex . nude strip show . hot sex dating . love sex and dating . www sex girl . college girls having sex . wisconsin sex dating . singles . nude strip club . teen hardcore sex videos . online dating personals . dating romance . live hardcore sex . dallas online dating . hot and sexy girls . arab girl sex . india sexy girls . girls having hardcore sex . elisha cuhbert nude . birthday geeting . nude videos of eva longoria . xxl dating . strip nude pics . dating gratis . hardcore sex pics . senior online dating . nude photo of elisha cuthbert . online dating forum . personals sex . eva longoria nude gallery . sexy girl japan . dating single sex . eva longoria nude breast . elisha 24 . www eva longoria nude com . hot sexy naked girls . girl sex monkey . eva longoria fake nude pictures . 100 online dating . phone dating sex . sex relatie . online dating game . eva langoria nude . eva longoria celebs . nude stripper . hardcore sex tapes . online dating facts . nude strippers . elisha cuthbert & nude . eva longoria pic . hot laid . big sexy girls . sex lies and online dating . naked woman strippers . elisha cuthburt . sex dating rotterdam . sex dating uk . hardcore sex com . interracial online dating . granny girl sex . elisha cuthbert naked photos . sexy beach girl . elisha cutchbert nude . hardcore sex cartoons . elisha cuthbert nude photos . sex dating ro . nude strippers videos . eva longoria nude sex . eva longoria nude wallpapers . same sex dating . dating sex swinger . strip and go naked . eva longoria hot nude sex scene . sexy eva longoria nude . girls hardcore sex . best on line dating . mom laid . naked strip tease videos . japanese sexy girl . sexy girls games . sexy nude stripper . adult dating sex . hardcore sex sample . dating romance sex . amateur hardcore sex . eva longoria nude photo . naked girl strippers . hardcore granny sex . hardcore hentai sex . sexy girls videos . drunk girls sex . hot sexy girls . naked strippers video . elisha cuthbert naked fake . dating sex hr . online dating etiquette . nude stripper gallery . adult sex dating sites . boy and girl sex . sexy girl picture . naked strip clubs . hardcore shemale sex . dating erotische . girls having sex with dogs . dating sex . girls anal sex . hardcore sex downloads . black online dating . sexy manga girls . eva longoria naked gallery . hardcore blonde sex . dating services . celebrity stripper . sexy college girl . fully nude strip club . dating louisville online . nude stripper pics . bbw sex dating . online singles . very young girl sex . girl oral sex . eva longoria nude playboy . pictures of stripper . sexdating . teri hatcher eva . sex dating website . hardcore sex sites . hardcore sex vedio . www eva longoria nude . nude strip tease . beautiful sexy girls . eva longoria naked pussy . strip and get naked . sexy girl porn . elisha sex . tara reid nude . hardcore anal sex . sets of sexy girls . pamela anderson stripper . belgie sex . sex dating club . sexy teen girl . mature hardcore sex . sms sex dating . sexy latina girls . sexy girls gallery . hardcore sex story . online dating reviews . nude strip clubs nyc . girl strip nude . online dating com . nude desktop strippers . teens hardcore sex . asian hardcore sex . times online dating . emile hirsch nude . sexy girl photo . local dating sex .

jessica simpson stripper . sexy girl lyrics . stripper girls . naked photos of elisha cuthbert . online christian singles . elisha culthbert nude . sexy canadian girl . fucking laid . hardcore sex trailers . arabic sexy girls . hardcore sex cams . porn sites sex . sex kitten sim date 3 . ecw strip poker nude . sex kitten sim date 4 . dating made fun online com . online dating business . pictures of sexy girls . russian hardcore sex . naked ballet dancers . guardian online dating . nude picture of eva longoria . eva longoria britney spears . eva longoria jessica simpson . elisha cuthbert nude wallpaper . sexy girls xxx . online dating members . geile singles . adult dating services . elisha curtbert . arab girls sex . kirsten dunst nude . girls laid . lindsay lohan nude . animal hardcore sex . elisha cuthbert nude clips . german hardcore sex . denise richards nude . elisha cuthpert nude . jordan capri hardcore sex . sexy girls blog . . nude women strip . www sex dating . elisha curthbert . eva naked . friends dating . stripping nude . love sex dating com . online dating success . meet for sex . sexy korean girls . dating seks . women hardcore sex . hardcore sex cam . elisa nude . online dating simulation games . arabian girl sex . online dating article . adult date . sexy flexy girls . eva longoria naked clips . hardcore sex scene . naked picture of eva longoria . girls have sex . nude pamela anderson . anal sex dating . eva longoria nude scene . dating adult . cons of online dating . sexy stripper . sex dating dk . pinkworld hardcore sex . strip jack naked card game . nude pics of elisha cuthbert . elisha cutherbert nude . eva longoria naked porn . young girls having sex . sexy girl pictures . elisha jade nude . sexy naked strippers . online dating in canada . online dating services . hardcore sex porno . celeb nude . eva longoria naked . teen dating sex . sexy teen girls . dress up sexy girls . online dating south africa . sexy girls photo . chat dating . online dating sites . sex dating de . eva longoria photos . hardcore bondage sex . sexy elisha . eva longoria photo gallery . sexy girls sex . xxx hardcore sex videos . nude photos of elisha . fast online dating . eva longoria nude pics . hardcore sex toons . dating voor sex . hardcore interracial sex . hardcore worldsex . hardcore sex video clips . hardcore sex and porn . full nude strip club . hardcore sex links . pics of sexy girls . beast girl sex . online sex personals . elisha kuthbert nude . contact sex . set of sexy girl . elisha curtbert nude . ecw extreme strip poker nude . hot girl sex . dating swingers . online dating review . sex dating be . hardcore sex toys . geeting card . teen laid . greek online dating . online sim dating games . naked lesbian strippers . desperate housewives longoria . hardcore phone sex . sexy fat girls . forced to strip naked . sexy girls and boys . sex dating service . sexy wallpapers girl . naked stripper girls . elisha porn . strip naked in public . married online dating . online dating advice . hardcore teenie sex . girls wanting sex . nude celebrities . strippers get naked . girl to girl sex . fully nude strip clubs . online dating chat rooms . hardcore sex dvds . nude stripper girls . elisha clips . sites sex . forced to strip nude . girls sex pic . christian dating sex . pussy laid . britney spears

nude . lesbian dating . lesbian sex . oops nude . eva longoria naked video . online dating service . hardcore sex download . elisha cuthbert nude naked . movies of hardcore sex . sex dating no . elisha fake . sex dating nl . geeting cards . chinese hardcore sex . asian girls having sex . hardcore sex vidoes . girls sex movies . naked women strippers . strip naked game . online dating love . xxx hardcore sex pictures . naked women strip . naked hardcore sex . wallpaper longoria . eva longoria naked videos . hardcore sex trailer . most popular online dating . live sexy girls . videos of hardcore sex . african hardcore sex . elisha cuthbert's naked pics . sex tips for girls . hardcore sex action . online dating relationship . people having hardcore sex . american online dating . girl sex man . girls want sex . sexy girl pic . gratis sex dating . sexy school girl . on line dating . webcam sex . online dating with . elisha dusku nude . strip naked . extreme hardcore sex . sexy nudes girl . elisha ann cuthbert naked . hardcore sex pornos . boy girl sex . elisha playboy . boys strip naked . girl on girl sex videos . videos of sexy girls . sexy girls wallpaper . online dating tips . dating girls online . online dating rights . movies girl sex . nude strip tease video . largest online dating . nude strip game . tony parker longoria . elisha cuthbert naked movie . teenage girls sex . stripper . videos of girls having sex . elisha cuthburt nude . japanese hardcore sex . sexy girls pictures . marriage online dating . online american singles . dating oral sex . dirty hardcore sex . jewish online dating . nude black stripper . sets sexy girls . how to strip naked . elisha cutbert . elisha cuthbert nude porn . sexy magical girl ai . history of online dating . eva sexy . hardcore sex pictures . nude pictures elisha . alyssa milano nude . eva longoria porn . jessica alba nude . girl sex men . sexy girls in india . online dating news . online dating asian . fuck girl sex . japan girls sex . nude women strippers . american hardcore sex . nude adult entertainment . tgp sexy girl . nude russian escorts . sex only dating . girl sex clips . world hardcore sex . online dating ireland . boys laid . . big brother sex video . live sex pictures . real sex videos . nude girl videos . www live sex de . date with divinity but she wouldnt let me fuck . pretty naked girls . celebrity pic nude . hot greek women . live sex now . fuck wife . celebrity nude salma hayek . rough sex videos . erotic sex videos . naked girls videos . fuck buddys diy dating . naked teenage girls . nude celeb movies . sex video izle . sex animal videos . group sex videos . dating superstud is a fucking faggot and he has . nude picture of girls . sex clip videos . hot turkish women . nude hollywood actress . nude girls . live sex video . celebrity nude paparazzi . nude girls pictures . secret friends live sex chat little young teens . nude girls pics . celebrity nude video . hot latin women . of filming to date those titties are just fucking unreal . hot thai women . jasmine live sex . sex fuck meet dating com . live sex on webcam . younger babes girls . brooke burke nude . date me fuck . videos of sex . hot naked women pics . sex in live . hot women picture . hot women wallpaper . hot women wrestling . dating fuck hard new . fuck girl . live sex chat jasmine . fuck couple .

naked girl . celeb sex video . nude women pictures . hot military women . live black sex . really hot women . britney spears sex video download . nude pics of girls . dating girls . nude girls porn . adult sex movies . nude celeb galleries . live sex vedios . hot women athletes . amatuer sex videos . long sex videos . single dating . video sex gratuit . dating man . jessica simpson nude . nude anna nicole smith . fuck meet dating com . naked girls video . naked girls having sex . nude photos of girls . a fuck date . live sex jasmin . hot nude girl . hot women with big tits . hot polish women . hot women over 40 . dating superstud is a fucking faggot and he . hot women getting fucked . nude girls 3pic . hot swedish women . better sex video . celebrity natalie portman . hot celebrity nude . hot women tgp . naked old women . live sex lista . live sex rooms . hot chinese women . asian dating . sex video gratis . sex scandal video . webcam live sex . celebrities nude pics . fuck dates in . movies sex . milf sex videos . live sex lists . hot women stripping . hot women over 50 . celebrity jessica simpson nude . live sex films . match dating . muslim dating . paris sex video . hot women pic . nude russian girls . nude black girls . live nude girls . naked girl pictures . date me now fuck me later . tranny dating . naked women videos . fuck singles in . hot asian women . xxx nude girls . date fucker . mature live sex . chat rooms sex . halle berry nude . sex video downloads . hot canadian women . hot business women . nude girls having sex . sex en live . nude asian women . live sex hot live sex shows . pakistani nude girls . swingers dating . sex porno live . videos of hot women . sex videos trailers . hot women milf . live sex celebration . freeporn sex videos . older fuck . girls sex video . fuck personals . www live sex com . naked celebrity nude . dating men . naked girls kissing . anal sex video . very hot women . pretty nude girls . celebrity nude xxx . live sex amateur . hot woman . internet dating superstud is a fucking faggot and . live sex hot live sex . hot women sucking . anal sex movies . fist fucking personals . live sex girls . live sex show . live sex list com . live sex video chats . naked actors . live sex private . nude teen girl . hot women golfers . singles to fuck . live sex movies . fuck you release date . hard sex video . nude nicole kidman . fuck someone tonight adult dating . hot women wallpapers . nude celebrity videos . live sex chat rooms . hentai sex videos . naked white girls . secret friends live sex . fuck my wife personals . spears sex video . sex fucking videos . 13 year old nude girls . sex movies download . naked girls . hot arab women . having sex videos . naked movie stars . girls having sex . video sex gratuite . chinese dating . online sex movies . nude russian women . very young girls . sex video trailers . live sex feed . of filming to date those titties are just fucking . pleasure of filming to date those titties are just fucking . nude actress . kostenloser live sex . nude cameron diaz . live sex talk . jasmine live sex shows . downtown dating fuck hard new year . streaming sex videos . dating friend finder . www live sex list . nude girls models . internet dating superstud is a fucking faggot . beutiful nude girls . hot older women pictures . nude teens girls . hot women in uniform . asian fuck . address downtown dating

fuck hard . nude celeb photos . fuck love . celebrity nude lindsay lohan . fre live sex . black sex video . hot men for women . britney spears celebrity nude . ebony sex videos . links sex videos . private sex videos . lesbian fuck . fat nude girls . hot women kissing . sex lives of the potato men . anal sex videos . hot young women . naked girls photos . hot white women . fucking nude girls . college sex videos . live sex teens . sex video clips . hot nakid women . nude older women . tyra banks nude . beautiful nude girl . nude thai girls . sex porn video . hot old women . nude girls pussy . having sex live . dating for fuck . fuck dating . live sex streaming . hot hairy women . celebrity nude ass . date those titties are just fucking . nude horny teens . web cam sex . www sex video . celebrities nude pictures . nude women . nude girl photo . nude japanese girls . dating fucking . elisha cuthbert nude . live sex web . dating fuck hard new year need from ass . hot european women . hot women fuck . live sex porn . gratis sex videos . fake nude celebrities . naked girl photos . hot women movies . direct sex live . super hot women . naked teen girl . fuck friendship . nude demi moore . hot girl women . hot 50 year old women . hot black women . sex dating . no credit card sex videos . nude girl video . pictures of women . celebrity jessica alba nude . live sex 100 . celebrity nude photo . see live sex . hot australian women . sex fuck videos . hot nudes women . nude girls com . teens sex videos . britney spears sex video . sex video clip . hot elder women . fuck woman . live phone sex . girls sex videos . naked school girls . hot horney women . web cam live sex . naked asian women . nude celeb vids . naked celebrity . hot japanese women . hot spanish women . sex hard videos . nude sex videos . celebrity nude scenes . blind date fucking . real world girls nude . live stream sex . nude celeb pictures . hot women in thongs . nude girls video . naked black girl . hot fuck . naked little girl . live sex passwords . sarah michelle gellar nude . celebrity playboy nude . naked older women . sex video samples . older dating . dating women . beautiful nude girls . naked 13 year old girls . nude school girl . hot sexy older women . looking for hot women . live sex cams . www sex video com . hot nude woman . hot granny women . hot women images . lesbian sex videos . fuck moms . anime sex video . sex videos daily . hot married women . black sex videos . naked girls movies . nude on the beach . hardcore sex video . sexy fuck . fuck date . big hot women . concert sex . dog sex movies . asian sex videos . nude celebrities videos . younger nude girls . adult dating fuck . live oral sex . hot women . nude celeb pic . horny teens girls . japanese dating . celebrity nude oops . live sex vedio . sexy nude women . pamela anderson celebrity nude . naked celeb . naked girl videos . softcore sex videos . naked cartoon girls . extrait video sex . hot horny women . sex ass videos . voyeur live sex . hot hot women . hot sex videos . homemade sex video . public sex videos . women in hot tubs . hot women xxx . nude girls women . adult sex movie . nude webcam girls . mature dating . hot women video . 12 hot women . celebrity christina aguilera . living sex . hot pictures of women . nude katie holmes . for dating and fucking . blind date fuck . fuck fun . videos

of naked girls . erotic nude girls . fuck me personals . tamil actress nude . live cam sex gratis . live sex cam chat . dating fuck hard new year need from . celebrity britney spears . nude female celebrities . fuck friend . photos of naked girls . date fucking . sex teen videos . nude women videos . mature sex movies . fuck buddy diy dating . hot muscular women . anal nude girls . live sex club . fuck nude girls . dating woman . celebrity nude clips . nude gallery girls . sex videos kostenlos . live sex pussy . nude celebrity archive . videos de sex . adult chat live sex . porn sex videos . live sex positions . naked chinese girls . hot sexy mature women . celebrity nude database . high school girls nude . nude asian girls . celebrity brooke burke . sexy celebrity nude . sex dvd . russian dating . sample sex videos . secret friends live sex chat . shemale dating . hot college women . i wanna fuck you release date . sex liveshow . sex video chat . nude little girls . lingerie hot women . hot muscle women . celeb sex videos . hot and horny women . ebrahimi sex video . homemade sex videos . nude salma hayek . wild hot women . escort dating . address downtown dating fuck hard new year need . dating and fucking . erotik live sex . sex pistols live . famous nude . internet dating superstud is a fucking faggot and he . sex radio . hot tv women . girls in the nude . live sex chat lines . hot blooded women . celebrity pamela anderson . live sex shows . asian sex video . pictures of naked girls . dating superstud is a fucking faggot . brittney spears sex video . downtown dating fuck hard new year need from . www naked girls . direct live sex chat . nude party girls . mature sex video . fuck me dating . celebrity nude porn . married dating . nude teenage girls . i fuck on the fist date . fuck chat rooms . nude girls movies . live sex clips . sex video galleries . hot fitness women . sex movies com . hot women in bikinis . hot fat women . dating fuck buddies . fuck dating in . hot looking women . downtown dating fuck . hot pretty woman . fake nude celeb pics . naked fat girls . hot 40 year old women . pamela anderson sex video . naked porn stars . all nude celebrities . fuck dating sites . hot sexy woman . hot celebrity women . www naked girls com . imogen sex video . dating superstud is a fucking faggot and he has a . nice nude girls . dating to fuck . horny nude girls . hot black woman . fuck buddy personals . sex scene videos . live sex chatten . live girls . 2 live sex . japanese sex movies . nude girls videos . pics of naked girls . celebrity lindsay lohan . celebrity stars nude . nude celeb pics . online sex video . fuck meet dating . nude celeb videos . hot american women . celebrity nude actress . hot muslim women . live lesbian sex . www live sex . videos sex gratuit . porno sex videos . hot sex women . nude celebrity archives . debauchery sex videos . lesbians nude girls . having sex video . nude old women . women in hot pants . live web cams . naked bollywood actress . nude movie stars . asian girl nude . celebrity bikini nude . live sex animal . sex clips . hot women dancing . naked college girls . live sex cam jasmin . hot blooded woman . telecharger video sex . dating ladies . to fuck personals . naked girl picture . bond girls nude . live sex streams . xxx sex videos . naked anime girls . nude celeb archive . hot french women . hot brazilian women . sexy

nude girl . hot pregnant women . oral sex video . edge and lita live sex . hot female models . naked celebrities . live sex chat room . shania twain nude . reality sex videos . video de sex gratuit . date fuck movie . living sex com . hot women masturbating . date with divinity but she wouldn t let me fuck . pictures of nude girls . hot pretty women . young girl naked . hot mexican women . hot young naked women . hot naked celebrities . date for fuck . sex on live . live sex house . celebrity nude upskirt . naked blonde girls . naked russian girls . dating romance . celebrities nude photos . live hardcore sex . celebrity nude jennifer lopez . pics of hot women . live sex for your . nude actors . hot naked russian women . naked female celebrities . hot nude girls . singles who fuck . naked girls com . natalie portman nude . pics of naked women . very young naked girls . fuck finder . hot latina women . direct sex live video chat . live sex com . wanna fuck you release date . paris hiltons sex video . japan sex video . nude pics of celebrities . address downtown dating fuck . hot sexy naked girls . hot and sexy naked women . hot flashes in women . sex videos movies . amateur nude girls . for live sex . fuck ladies . live sex pics . fuck sex . fucking singles . naked actress . sex tv streaming . live sex video clips . naked women photos . nude girls on the beach . sexy naked women . live sex channels . nude black women . hot older women . nude girl picture . black sex movies . dating fuck buddies com . sex videos samples . nude girls teenies . live sex photos . downtown dating fuck hard new year need . hot sex video . hot sexy women . hottest women . nude girls photo . hot naked black women . screech sex video . date to fuck . fuck girls . direct sex live feed . shemales dating . hot women pussy . lesbian sex movies . hot iranian women . girls getting naked . live sex sites . playboy girls naked . bedava sex video . i fuck on the 1st date . sex scene video . hot women videos . nude girl . fucking dates . internet dating superstud is a fucking faggot and he has . date me fuck me . hot naked women having sex . fuck relationships . hot women fucked . live sex no credit card . girls get naked . hot live sex shows . hot and sexy women . sexy naked girl . hot naked girls . nude girls boys . dating fuck hard new year . nude school girls . naked girl movies . sex video preview . dating girl . live sex action . dog sex videos . top 100 hot women . better sex videos . online sex videos . to date those titties are just fucking unreal . nude women photos . asian live sex . pics of hot naked women . hot older woman . celebrity nude breasts . live sex de . sex videos . naked celeb pics . hot local women . nude bollywood celebrities . celebrity sex movies . jennifer aniston nude . naked celebrity pictures . naked black girls . angelina jolie sex video . fucking dating sites . beautiful naked women . hot women clips . zahra amir ebrahimi sex video . underage girls naked . k sex radio . live sex videos . fucking personals . hot blonde women . web cam live . watch sex videos . naked japanese girls . hot women having sex . nude girls teen . sex stories videos . hot single women . hardcore sex videos . dating sex fucking . girls aloud naked . nude girl pic . nude live sex . hilary duff nude . dating sites . japanese sex video . live sex camera . famous naked . hot british women . cute

nude girls . naked girl video . dating for fucking . fuck dates . live sex games . nude girls galleries . direct sex live feeds . naked black women . naked little girls . nude pictures of celebrities . fuck lady . sex video games . live sex chats . date me now fuck . naked girls fucking . a date with divinity but she wouldnt let me fuck . live sex . amateurs sex videos . non nude girls . date and fuck . live sex web chat . celebrity nude boobs . taking lives sex scene . dating chat rooms . nude college girls . wild sex clips . live sex clubs . celebrity nudes . nude arab girls . hot women photos . real live sex . fuck women . hot nude celebrities . adult live sex . sex videos com . nude girls wallpapers . drunk nude girls . black girl nude . live sex acts . sex videos 89 . get the date started right so time to fuck . fuck on date . tara reid nude . group sex video . fat naked women . live sex erotic . hot women pics . fuck on the frist date . nude celeb movie . girl sex videos . naked celebrity photos . hot women gallery . famous people nude . naked pictures of celebrities . nude younger babes . angelina jolie taking lives sex . naked pregnant women . live sex video chat . singles who want to fuck . sex live gratuit . hot dating . nude woman girls . fuck friend finder . naked nude girls . extrait video sex gratuit . hot men and women . sex clips videos . nude girls picture . hardcore sex movies . hot live sex show . cute naked girls . kostenlose live sex . celebrity sex videos . celebrity pictures nude . non nude girl . naked beach girls . hot women babes . sex talk radio . hot nude women . photos of hot women . kostenlose sex videos . webcams live sex . fuck singles . dating superstud is a fucking faggot and . hot korean women . singles that want to fuck . pictures of celebrity nude . naked girl pics . fucking live sex . hot jewish women . address downtown dating fuck hard new year need from ass . sex live sex . porn sites sex . hot news women . live cyber sex . black fuck . hot busty women . sex webcams . sex cam . hot mature women . shemale sex videos . address downtown dating fuck hard new year need from . date those titties are just fucking unreal . african dating . sex video sample . lesbian nude girls . kirsten dunst nude . celebrity photos nude . live anal sex . latina sex videos . nude angelina jolie . lindsay lohan nude . jordan sex video . blowjob dating . living sex toy delivery . nude kind girls . nude celebrity movie . anime sex videos . hot beach women . hot naked older women . denise richards nude . dog sex video . lesbians sex videos . pamela anderson sex videos . sex with hot women . nude celebrities video . celebrity nude female . naked stars . xxx passwords live sex . hot naked women videos . meet hot women . nude celebrity . naked mexican girls . 14 year old nude girls . fuck live sex . young dating . friends dating . celebrity nude actresses . nude celeb video . hot naked asian women . www nude girls . hot lesbian women . mature sex videos . dating superstud is a fucking . downtown dating fuck hard new year need from ass . hot hispanic women . hot women galleries . fuck adult . live sex kostenlos . amature sex videos . amateur sex videos . dating fuck hard . nude girl pics . hot women com . girls on the beach . live sex hot sex . japanese girl nude . living sex toy . young live sex . naked school girl . celebrity nude pussy . live sex

videochat . fuck sites . sexy dating . hot women smoking . sex movie . jessica simpson sex video . nude celebrity movie archive . black dating . naked girls pictures . sex and live . bikini nude girls . nude mature women . japanese sex videos . nude pamela anderson . naked women . hot persian women . hot having sex . dating adult . nude celeb fakes . live sex movie . celebrity nude clip . live sex bagd? . hot ass women . naked lesbian girls . nude bollywood actress . live couple sex . live sex teen . best live sex . granny sex videos . old naked girls . dating and fuck . long sex movies . porn sites videos . nude pics of hot women . naked girls picture . hardcore nude girls . naked men and women . britney sex video . live sex list . spice girls nude . internet dating superstud is a fucking . britney spears sex tape video . dark hot women . naked girls photo . tamil sex movies . funny sex videos . live sex lines . chat dating . hot russian women . taking lives sex . the date started right so time to fuck . singles looking to fuck . celebrity tits nude . ultrapasswords live sex . naked teen girls . cartoon sex videos . hot naked girl . naked girls porn . sex video 89 . celebrity angelina jolie . watch live sex . naked girls games . live webcam sex chat . live sexy . jades nude celebrity archive . nude ass girls . angelina jolie taking lives sex scene . 100 hot women . very young nude girls . horny dating . naked russian women . web cams sex . horny fuck . sex livesex . lindsey lohan nude . live sex uk . singles to fuck in . meet dating . www hot women . porn hot women . homemade sex movies . pictures of nude women . hot sexy nude women . beautiful hot women . hot italian women . fuck on the fist date . i fuck on the frist date . hot nacked women . hot sex movies . nude girls pic . live sex cam list . amateur sex movies . sex lives . nude stars . hot women photo . hot topless women . sex video . scarlett johansson sex video . nude celeb gallery . sexy nude girls . naked girl games . britney celebrity nude . live sex bagda . sex video com . oral sex videos . blowjob sex videos . nude hollywood celebrities . fake nude celeb . nude anime girls . fuck marriage . hot naked women pictures . hot naked women . live sex web cams . beautiful naked girls . live sex gratis . avril lavigne nude . address downtown dating fuck hard new year . nude celebrity movies . streaming sex . jessica biel nude . sexy naked girls . nude celebrities . beautiful nude women . hot sexy women videos . hot naked teen girls . live sex tv . streaming sex movies . blog video sex . hot live sex . nude babes girls . celebrity nude gallery . hot young naked girls . hot anime women . fuck on the 1st date . sex video trailer . nude women pics . videos of people having sex . camgirls live sex . hot girls women . lita live sex . celebrity nude celebs . live sex hot live . hot arabic women . fuck date in . celebrity wallpapers nude . hot women naked . celebrity nude hollywood . live sex girl . britney spears nude . video of sex . lesbian dating . pictures of hot naked women . fuck friend diy dating . hot nude black women . adult sex video . hot african women . brittany spears sex video . little girl nude . live sex on cam . date started right so time to fuck . 3gp sex videos . address downtown dating fuck hard new . naked women having sex . mature fuck . sex on video . dating fuck hard new year need . to get the date

started right so time to fuck . all nude celebrities net . jades nude celebrity . hot sexy naked women . naked girls sex . amateur sex video . jennifer lopez nude . 14 year old girls . thai dating . downtown dating fuck hard new . hot women with big boobs . celebrity nude fake . porn stars sex videos . hot naked woman . topless nude girls . celebrity nude picture . fuck chat . rate hot women . naked women pics . nude celebrities com . hot female . hot women models . pron sex videos . ultra sex movies . to date those titties are just fucking . sex en live gratuit . young fuck . live chat rooms . naked and famous . the fucking date . webcam sex . www hot women com . date me now fuck me . live sex stories . hot bikini women . nude celeb clips . fuck buddy dating . nude beach girls . live sex xxx . celebrity nude angelina jolie . fuck release date . sex fuck meet dating . video de sex . nude celebrities movies . naked thai girls . hot sexy black women . hot women in lingerie . sex movies 89 . direct sex live video . nude girls photos . lesbian sex video . massage dating . group sex movies . www sex videos . jade's nude celebrity . nude young girls . alyssa milano celebrity nude . naked asian girls . asian sex movies . sex cams . sex pics videos . live sex live . hot latino women . sex videos download . hot irish women . celebrity pics nude . live cam sex . live hot sex jasmin . young girl nude . live sex 24 7 . sex sites videos . adult sex videos . looking for dating . live sex chatrooms . nude celeb . fuck friends . dating hot women . dating personals . sex lives . sex video download . full length sex videos . hot sexy nude girls . hot ebony women . young naked girls . naked arab girls . hot gifts for women . alyssa milano nude . naked nature girls com . live sex privat . naked girls pics . brazilian girls nude . jessica alba nude . live sex online . famous people naked . girls aloud nude . springbok nude girls . malayalam sex movies . ultra live sex . women having sex . naked women pictures . singles dating . hot fucking women . naked celebrity pics . girls nude . live sex cameras . hot middle aged women . hot wet women . nude girl games . filming to date those titties are just fucking . girls in nude . naked celeb videos . fuck on the firs date .

5936. Re: housewives fucking galleries Nude and sexy amateurs Homemade porn movies No credit

Newsgroup: comp.sys.atari.programmer
Date: 2007-07-25 00:33:01 UTC
From: jcr <nospam@nospam.com>
Message-ID: <Mq-dne5D15EYBzvbnZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 55
Cross-posted to: comp.sys.atari.programmer,alt.autos,alt.free.newsservers,alt.sport.horse-racing,alt.alien.visitors

```
wolfagain wrote:
> On Jul 11, 10:44 pm, usfjkew893sfu...@gmail.com wrote:
>
> Spammer is posting JPG's of his MOTHER! Very Sad.
>
And you reposted it all again without trimming! Brilliant!
```

5937. Re: Meet men now . love hina dating sim . meet single women . where can i meet men

Newsgroup: comp.sys.atari.programmer
Date: 2007-07-26 00:20:55 UTC
From: "king.night" <l3est1@gmail.com>
Message-ID: <1185409255.193642.225690@k79g2000hse.googlegroups.com>
Source record: 56
Cross-posted to: fj.comp.lang.ruby,alt.rec.bicycles.recumbent,alt.quotations,comp.sys.atari.programmer,alt.autos

On Jul 15, 4:07 am, "king.night" <l3e...@gmail.com> wrote:
> On 12 , 16:23, uwjj3u73u83iu8iei...@yahoo.com wrote:
>
>
>
> >http://www.all-women-dates.com/index857.htmlhttp://www.all-women-date...
>
> > ps . romantic date idea . love and date . meet mature women . how to
> > meet men as smart as you . meet single military men . true love
> > dating . meet jamaican men . love dating sim for girls cheat . hot
> > girls to meet . meet good men . local sex personals . love hina sim
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> > love dating friendship . meet arab men . five men you meet in heaven .
> > men to meet . meet married women . love dating . love dating sim for
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> > asian . love dating sims for girls . personals chat rooms . meet men
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> > matchdoctor dating . meet jewish men . hairy women . meet women
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> > dating advice . meet men now . love hina dating sim . meet single
> > women . where can i meet men . how to meet rich men . love hina sim
> > date . love hina sim dating rpg . meet sexy women . dating love . nude
> > swim meet . courtney love dating . meet me in hot or not . meet older
> > men . love hina dating game . asian sex . meet hot guys . older women
> > meet younger men . singles amerika . meet me hot . romantic dating
> > tips . romantic date idea . love and date . meet mature women . how to
> > meet men as smart as you . meet single military men . true love
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5938. Re: housewives fucking galleries Nude and sexy amateurs Homemade porn movies No credit

Newsgroup: comp.sys.atari.programmer
Date: 2007-07-26 00:41:58 UTC
From: Saint Isadore Patron Saint of the Internet <tadapope@gmail.com>
Message-ID: <1185410518.917675.283670@g12g2000prg.googlegroups.com>
Source record: 57
Cross-posted to: comp.sys.atari.programmer,alt.autos,alt.free.newsservers,alt.sport.horse-racing,alt.alien.visitors

It's an alien virus sent from the planet Neptune
The chicks all have three tits and their vagina
is where their left ear and had several rows of
sharp teeth waiting to chomp down on any sort
of probing invader,

Be sure to look close at the spider pig Homer
is walking across the ceiling leaving tracks of
some sort of sticking dark matter - that chases
Marge out the door of the room screaming in
'The Simpsons Movie'. Turns out the Spider Pig
was an alien from Neptune.

5939. Ladies looking for washington | ladies looking for wichita | ladies looking for woman

Newsgroup: comp.sys.atari.programmer
Date: 2007-07-26 13:53:17 UTC
From: sudf83w89w8rw3898@gmail.com
Message-ID: <1185457997.550083.114120@r34g2000hsd.googlegroups.com>
Source record: 58
Cross-posted to: fj.comp.lang.ruby,alt.quotations,comp.sys.atari.programmer,chile.rec.musica.misc,alt.cellular

http://www.all-women-dates.com/index547.html
http://www.all-women-dates.com/index548.html
http://www.all-women-dates.com/index549.html
http://www.all-women-dates.com/index552.html
http://www.all-women-dates.com/index551.html
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http://www.all-women-dates.com/index693.html

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5940. atari pascal

Newsgroup: comp.sys.atari.programmer
Date: 2007-08-02 22:01:13 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1186092073.714942.321710@i13g2000prf.googlegroups.com>
Source record: 59

does any body have any good pascal manuals or links.
i recently took up pascal programming on the atari and found a need
for some instruction..

thanks
post here or email to me

charles.copp@sympatico.ca

5941. teens fucking vidios free, telugu vidio songs, tenn sex vidios, tenn vidio clip free

Newsgroup: comp.sys.atari.programmer
Date: 2007-08-13 13:56:55 UTC
From: iewfj93w9rw30999@yahoo.com
Message-ID: <1187013415.261824.142950@r34g2000hsd.googlegroups.com>
Source record: 60
Cross-posted to: uk.environment.conservation,fj.comp.lang.ruby,comp.sys.atari.programmer,chile.rec.musica.misc,alt.cellular

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clip porno, vidio clip sex men, vidio clip skirt, vidio clip striptease, vidio clipe, vidio clipes, vidio clipes musica, vidio clips gang bang porn, vidio clips gay masterbation, vidio clips girls fucking, vidio clips men spanking females, vidio clips resident evil, vidio clips xxx free, vidio clips young girls who fuck huge cocks, vidio clips young girls who fuck themselves huge sex toys, vidio club madonna, vidio dawnload, vidio downloads, vidio downloads free, vidio downlode, vidio enema, vidio feeds enemas, vidio flim, vidio free big boot, vidio free hardcore amature, vidio game cheats, vidio game cheets, vidio game hentai mangas, vidio game porno, vidio game xxx, vidio gay, vidio gay free japan, vidio giochi, vidio girl comic, vidio girl hentai, vidio girls, vidio hardoce girl, vidio hardsex, vidio headset, vidio hentai, vidio hentai hard, vidio hindi film, vidio jokes, vidio lesbi, vidio lesbians, vidio lucah, vidio movie dowmloads, vidio music, vidio music korea, vidio muvies, vidio pamela, vidio pamela anderson, vidio pamela anderson tomi lee, vidio pixs, vidio player free hardcore, vidio porn, vidio porn bus free, vidio porn galleries, vidio porno artis, vidio porno artis indonesia, vidio porno avi, vidio porno download, vidio porno indonesia, vidio porno quente, vidio sampiles, vidio screensaver, vidio sex, vidio sex arab free, vidio sex asia, vidio sex asian, vidio sex chat, vidio sex feee, vidio sex free, vidio sex indonesia, vidio sexe, vidio sexo explicito, vidio sexo gay, vidio sexy, vidio shows blowjobs, vidio sights, vidio store, vidio strips, vidio travesti, vidiocam, vidioclip, vidioclip avi, vidioclip player, vidioclip sex, vidioes

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Date: 2007-09-25 05:36:09 UTC
From: sdfej89w489488984fjjjj@gmail.com
Message-ID: <1190698569.240933.140510@r29g2000hsg.googlegroups.com>
Source record: 61
Cross-posted to: fj.comp.lang.ruby,comp.sys.atari.programmer,chile.rec.musica.misc,alt.cellular,alt.smokers

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5943. Re: bbw personals . online girls . speed dating . dating agency . chinese women

Newsgroup: comp.sys.atari.programmer
Date: 2007-09-25 12:16:02 UTC
From: Topo Gigio <thistooshall@pass.com>
Message-ID: <6_6Ki.5279$Nn4.515@trnddc02>
Source record: 62
Cross-posted to: fj.comp.lang.ruby,comp.sys.atari.programmer,chile.rec.musica.misc,alt.cellular,alt.smokers

<sdfej89w489488984fjjjj@gmail.com> wrote in message
news:1190698569.240933.140510@r29g2000hsg.googlegroups.com...

I just go to Newark and pick up crack whores.

5944. nude katie holme . iranian exy girl . hardcore ex grati . eliha cuthbert

Newsgroup: comp.sys.atari.programmer
Date: 2007-10-25 00:36:16 UTC
From: weret43t54tt555@yahoo.com
Message-ID: <1193272576.287342.216430@q3g2000prf.googlegroups.com>
Source record: 63
Cross-posted to: comp.sys.atari.programmer,chile.rec.musica.misc,alt.cellular

http://www.all-women-dates.com/index853.html
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http://www.all-women-dates.com/index894.html
http://www.all-women-dates.com/index895.html

http://www.all-women-dates.com/index896.html
http://www.all-women-dates.com/index897.html
http://www.all-women-dates.com/index898.html
http://www.all-women-dates.com/index899.html

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ite . online dating email . college girl ex . wallpaper longoria . nude tripper video . online friendhip dating . eliha cutherbert . eva longoria nude movie . exy girl dancing . exy girl trip . women having hardcore ex . hardcore ex movie clip . hardcore ex de . online dating chat . hot girl having ex . eliha cuthber . hardcore ex movie . adult ex peronal . eva longeria nude . nude tripper club . girl on girl ex . hardcore latina ex . nude ecort . trip earch naked . eliha cuthber nude . exy white girl . brooke burke nude . girl ex porn . dating perfect match . hardcore ex xnxx . chritian online dating . tripper ex . tripper nude picture . nude actree . hardcore toon ex . celebrity movie archive nude . eliha cuthbert nude ex cene . naked tripper video . hardcore ex vid . exy panih girl . exy high chool girl . jeica impon nude . nude anna nicole mith . trip poker nude . eliha pic . girl having ex with girl . eva longoria nudity . naked girl having ex . caual ex . trip naked video . online dating market . chat ex . nude pic . hardcore ex blog . exy babe girl . ex dating den haag . naked girl ex . naked trip how . hardcore ex wallpaper . dating ex tel . eliha duhku nude . girl having ex video . match dating . naked men tripper . clip of hardcore ex . exy girl . grati ex . nude tripper video . online dating oftware . hardcore ex in public . online dating tip . boy and girl having ex . trip me naked . dating advertentie . eliza cuthbert nude . lanka ex girl . girl havin ex . nude black tripper . match online dating . xxx girl ex . eliha cuthbert nude cene . naked photo of eva longoria . dating ex tip . online dating autralia . eliha cuthbert nude gallerie . eliha cuthbert nude playboy . mall girl ex . online dating tatitic . chinee girl ex . eva longoria naked fake . exy girl porn . webcam dating ex . exy japanee girl . nude trip . girl ex game . aia hardcore ex . eliha nude video . hardcore ex image . nude nicole kidman . unique exy girl . lebian having hardcore ex . dating tip . exy canadian girl . online dating toronto . dating advice . tripper getting naked . nude tripper photo . exy girl de . naked pole dancer . hardcore ex poition . eliha cuthbert naked ex . eliha cuthburt nude pic . eliha chubert nude . www ex dating nl . old girl ex . fat girl ex . exy young girl . relationhip online dating . trip nude game . online dating cupid . nude trip club in nyc . dating ex women . hardcore ex nl . aian exy girl . dating chat ex . eva longoria nude puy . teen girl having ex . girl aloud exy . naked trip poker . exy girl com . nude of eliha cuthbert . nude women tripper . big girl ex . wild exy girl . eliha culthbert naked . online dating for ex . eva longoria nude image . white girl ex . eva deperate houewive . tripping naked . online match making . contact dating ex . nude webcam trip . blind date ex . hardcore lebian ex movie . online dating in india . boy and girl ex . online dating profile . fat girl ex . hardcore ex webite . ex laid . ex dating game . exy cartoon girl . eliha cutberth naked . mom and girl ex . trip naked game . dating made fun on line . lava online dating . eliha cuthbet nude . nude eliha . black laid . mature girl ex . hardcore ex film . thi online dating ervice . nude trip club new york . adult hardcore ex . dating vrouwen . eliha cuthbert nude clip . girl having anal ex . girl having ex . online dating rate . eva jacqueline

longoria nude . www ex dating ro . eva longoria naked picture . mom laid . lebian online dating . date ex . autralian online dating . trip and go naked drink . canadian online dating . exy girl . exy erotic girl . eva longoria and nude . ex with little girl . hot nude tripper . online dating agencie . wallpaper nude . mom girl ex . 3d exy girl . online dating afety . nigerian online dating . forced trip naked . exy girl in thong . trip britney naked . aian ex dating . hardcore ex preview . online dating india . thai girl ex . online hardcore ex game . exy girl puy . girl ex video . geeting old . naty hardcore ex . winger ex . totally nude trip club . love geeting . hardcore ex animal . hardcore ex preview . ex dating game . exy girl having ex . teen girl ex . nude girl ex . eva longoria exy . celebrity nude . geeting big . girl ex picture . nude tripper girl . online dating london . dating women . eliha cuhbert nude . amateur nude tripper . eliha cuthbert' naked . exy girl pantyhoe . hardcore ex tv . match making dating . eliha cuthbert nude picture . real hardcore ex . ecw trip poker nude pic . trip to nude . eliha cuthberth nude pic . exy girl a . bet online dating ervice . arabic girl ex . hardcore ex video . eliha cuthbert' nude . naked tripper . eliha cuthberg nude . men trip naked . eva longoria filmography . online dating indutry . nude portman . hardcore ex clip . filme hardcore ex . hardcore ex game . hot exy teen girl . exy young girl . geeting older . eliha picture . girl having ex with boy . www ex girl com . nude tripper porn . nude men . ex dating ite . ex dating forum . eva longoria nude clip . two girl having ex . eva longoria babe . ex with a girl . nude trip how . hardcore a ex . naked pic of eliha cuthbert . compare online dating . nude trip dance . geeting chritma . amber frey nude . eva longoria nude deperate . eliha imdb . eliha old chool . bi ex . hardcore cartoon ex . exy blonde girl . hardcore ex vid . online dating magazine . nude video of eliha . exy girl women . online dating im . www exy girl . hardcore ex thumbnail . exy girl wallpaper . xxx laid . alt bin hardcore ex . black hardcore ex . naked trip video . animal girl ex . nude picture of eva longoria . tamil exy girl . exy chinee girl . naked trip dance . exy anime girl . hardcore ex gallerie . naked trip teae . hardcore girl ex . eva longoria teri hatcher . exy hot girl . online dating canada . eliha cuthbert nude movie clip . dating no no' . trip to naked . hardcore lebain ex . eva longoria naked pic . eva longoria fake . bet online dating ervice . exy girl movie . girl laid . eliha picture . eliha cutbert nude pic . naked tripper picture . teen girl ex . nude photo of eva longoria . ingle online dating . nude tripper clip . teen girl ex . interacial online dating . hardcore family ex . trip britney pear naked . fat girl having ex . internet dating . hardcore anime ex . alicia nude . nude girl ex . ruian girl ex . nude ballet dancer . bbw online dating . exy girl gallerie . eva longoria nude deperate houewive . girl girl ex . exy magical girl . danih hardcore ex . ruian girl ex . top online dating . eva longoria nude clip . nude pic of eliha cuthbert . ex tarved college girl . exy girl fucking . chritian ingle dating . date ex . girl animal ex . eliha duhku naked . american ingle dating . online dating webite . hardcore anal ex pic . online dating

friend . eliha cuthburt naked . online dating ottawa . www ex dating dk . trip poker nude picture . eva longoria naked photo . chool girl having ex . eliha cuthberg . eliha wallpaper . teenage girl having ex . eliha cuthbert nude picture . old hardcore ex . japan exy girl . teri hatcher longoria . lolita hardcore ex . chat girl ex . local online dating . hardcore fucking ex . winger online dating . online dating guide . leeping girl ex . exy ruian girl . dating ervice ex . eva longoria nude . laid lyric . nude picture of eliha cuthbert . nude girl tripper . girl ex picture . thi online dating . hot nude tripper . eva longoria in the nude . kerala exy girl . girl ex . french hardcore ex . eliha wallpaper . eliha cuthbert naked pic . exy little girl . eliha cuthbert nude movie . eva longoria' nude . eliha denuda . kerala ex girl . trip poker nude pic . hardcore ex vedio . love ex dating . exy longoria . eva longoria nude photo . ex dating im . eliha cuthbert naked picture . exy girl teen . eva longoria breat . ingle dating ex . little girl ex . teen having hardcore ex . eva longoria nude gallerie . eliha ann cuthbert nude . dating erotiek . exy naked trip . hardcore lebian ex . online dating vancouver . naked tripper video . eliha cuthbert fake nude . hardcore ex ample . meet people dating . exy girl game . natalie portman nude . exy girl pic . ex man . eliha cuthbert nude paparazzi . chritma laid . hardcore ex frei . brutal hardcore ex . thai girl ex . online dating ingle . military online dating . hardcore ex dvd . girl trip nude . eliha actre . girl haveing ex . exy girl tople . doe online dating work . eliha fake . eva longoria completely nude . eliha cuthbert nude ex . hot naked trip . eva longoria nude video . actre longoria . eliha cuthbert nude gallery . geeting fuck . dating online lt . online dating for profeional . dating tel . et of exy girl . eva longoria nude celebrity . teen girl ex . bet online dating . exy beach girl . eliha curthbert nude . online dating cam . anal girl ex . ex women . nude girl . eliha cuthbert nude movie . eva longoria ex . little girl ex . exy girl in bikini . american ingle online dating . www hardcore ex com . eva longoria fake . exy girl clip . girl ex boy . ex dating frieland . erotik hardcore ex . eva longoria completely naked . dating erotic . girl ex game . eva longoria naked movie . eliha cuthbert nude mpeg . eva longoria paparazzi nude . online dating article . trip jack naked rule . online hardcore ex . tip for online dating . eliha nude pic . eva longoria tit . exy italian girl . aliha cuthbert nude . nude belly dancer . girl doing ex . eliha cuthbert naked video . chinee girl ex . aian girl ex . eliha cuthbert nude wallpaper . eva longoria denuda . jennifer aniton nude . naked dancer . gallery girl ex . online dating new york . exdating ex . exy girl movie . online dating webite . hardcore ex video . eliha pic . eva longoria fully naked . dating ite . geeting ecard . exy girl picture . exy nude trip . online dating in calgary . nude wallpaper of eliha cuthbert . eliha duhku nude pic . about online dating . eliha cutberth nude . oma ex dating . black girl ex . geeting fat . international online dating . hardcore ex twilight . eva longoria nude video . chritian ingle online dating . hardcore anal ex video . getting laid . dating chat room . exy mexican girl . exy girl in tocking . ex with girl . ecw extreme trip poker

nude pic . exy arab girl . eva longoria naked ex . woman girl ex . eliha culbert fake nude . eva longoria exy pic naked . eva pic . eliha cuthber naked . trip girl naked game . girl ex video . naked picture of eliha cuthbert . eva longoria nude and naked . aliha nude . picture of nude . nude trip video . hardcore ex porn ite . black ex dating . picture of naked tripper . fuck hardcore ex . hardcore ex chat . old chool nude . teen online dating . hardcore ex photo . mom girl ex . hardcore ex movie . exy feet girl . exy girl bilder . nude tit . peed dating . hardcore rough ex . online dating herpe . naked tripper video . teen laid . exy fat girl . exy girl movie . nude breat . hardcore ex porn . eva longoria nude deperate houewive babe fucked wmv . eliha cuthbert naked image . on line dating ervice . dating erotich . photo gallery nude . online ex dating ite . eliha cuhtbert nude . ex girl photo . adult dating for ex . married dating ex . nude angelina jolie . eva longoria celeb . extreme trip poker nude . nude exotic dancer . nude men tripper . catholic online dating . hot eva longoria nude . india ex girl . hot girl ex . nude picture of eliha . winger ex . eva longoria naked picture . hardcore ex torie . eliha culbert naked . online dating torie . eliha cuthbert nude photo . kinky ex dating . online dating . exy girl image . online dating ontario . geeting laid . online dating community . great expectation dating . older girl ex . exy hot babe . hardcore ex thumb . devoted to eliha . eva longoria gallery . eva longoria pic . eliha cutbirth . girl trip naked . trip girl naked game . mature ex dating . exy aian girl . totally nude trip club . dating chatroom . exy eva longoria naked . online dating right com & imbra . nz online dating . exy nude tripper . eliha cuthbirt nude . dating torie . www hardcore ex de . why online dating . eva longoria nude com . online dating meet . nude tripper video . hardcore ex bilder . eliha kuthbert . hot babe girl . naked triper . nude gallery . eva longoria harh time nude . girl ex movie . homo ex dating . patricia antana trip teae exy video naked 11 . exy girl gallerie . naked nude . girl ex torie . chick laid . eliha cuthbert and nude . exy thai girl . dating koppel . girl have ex . party girl ex . nude trip club . exy beautiful girl . girl haveing ex . black girl ex . nude celeb . online dating for teen . lebian girl having ex . hardcore milf ex . hardcore ex film . ex dating im . exy horny girl . dating belgie . nude tar . hardcore ex teen . online dating uk . eva longoria nude movie . exy nude girl . eliha cuthbart nude . eva longoria nue . eliha cuthbert nude vid . eva longoria nud . hardcore ex orgy . fih online dating . ex of girl . ex dating nederland . www online dating . adult dating online . ecard laid . bachelor party nude . doug geeting . exy girl gallery . jeica biel nude . eva longoria celebritie . exy naked girl . girl ex torie . exy anta girl . online dating blog . eliha cuthbert nude video . exy girl pic . webcam trip naked . nude dancer . young hardcore ex . eliha cuberth nude . eva longoria naked nude . nude tripper picture . dating for ex . mulim online dating . female nude tripper . hardcore ex mpeg . college girl ex . britney pear tripper . eliha cuthberth nude . eliha cuthbert nude cene . diane kruger nude . hardcore ex daily . guide to online dating . naked black tripper . big girl ex . eliha

cathbert nude . ex dating groningen . www exy girl com . eliha cuthbert nude and naked . ex dating com . picture of exy girl . great expectation online dating . ex dating india . exy anta girl . online dating headline . nude picture of eliha cuthbert . imdb longoria . naked girl ex . all nude trip club . girl ex amateur . eliha cuthberg naked . exy black girl . exy girl cotume . bollywood hardcore ex . exy girl tocking . girl for ex . naked girl tripper . trace ayala eliha . dating ervice . dating ex contact . halloween exy girl . eva longoria celebrity movie archive . eva longoria nude picture . hardcore group ex . dating webite . ex teen . peronal . dating ex torie . exy trip . naked picture of eva longoria . eliha cuthbert naked . ebony hardcore ex . exy girl dancing . exy laid . lebian hardcore ex . little girl having ex . trip him naked . pic of hardcore ex . eva longoria oop . online dating in ua . afe online dating . all nude trip club . aian girl ex . adult xxx dating . eva longoria in nude . exy girl kiing . eliha cuthert . on line dating ervice . online dating rpg . tip ex . girl ex picture . young girl ex . exy cam girl . nude tripper movie . eliha cuthbert nude video clip . nude photo of eliha cuthbert . photo of exy girl . eliha cuthbert fully naked . how de vizinha eliha . eliha cuthbert the quiet nude . exy collage girl . dating peronal . eva longoria naked pic . dating online . girl and ex . hot exy nude girl . dating made fun online . eva longoria tople . old man young girl ex . ex and hardcore . on line dating ite . girl in ex . ingle dating . dating when to have ex . ex dating london . online dating imulation . exy latin girl . exy chritma girl . nude black dancer . online dating how to . www exy girl com . internet ex dating . devoted eliha . exy girl nude . girl having ex with each other . eliha cuthbert in the nude . bet ex dating ite . natalie portman tripper . eva longoria nuda . naked trip teae video . hardcore ex tape . online dating quetion . jennifer love hewitt nude . eliha cuthbert nude celebrity . looking for ex . eva longoria all naked . exy party girl . online dating introduction . eliha cuthbert exy nude . eva longoria celebrity . exy arab girl . nude trip club new york . pic girl ex . exi dating . japanee girl ex . geeting ecard . girl ex video . exy webcam girl . exy teenage girl . eva longoria cene . chatroom ex . trip you naked . exy girl video . online dating and ex . eva longoria naked movie . porn eva longoria nude . trip nude for your killer . eliha cubert nude . girl looking for ex . online dating agency . dating . korean hardcore ex . potcode ex dating . www ex girl . rule for online dating . ex dating world . eva longoria picture . cute exy girl . dating prive . girl ex picture . nude girl . online ex dating . linday lohan tripper . exy girl fuck . lebian dating ex . eliha cuthbert fake nude pic . adult ex . caual ex dating . ex and dating . old girl ex . wild hardcore ex . ex with young girl . www love ex dating com . chool girl ex . exy nylon girl . hardcore pregnant ex . trip earch nude . eliha tople . girl having ex with other girl . foto eva longoria nude . chat with exy girl . exy girl getting fucked . eva longoria nude pic . naked longoria . ingle dating . nude trip club in new york . freh ex girl . eva longoria nude fake . all nude tripper . eva longoria jeica alba . trip and go naked recipe . eliha cuthbert

nude celeb . eva longoria fake nude . nude amateur trip . hore hardcore ex . koppel ex . exy lebian girl . nude trip teae video . tyler chritopher longoria . exy girl movie . hardcore ex mpeg . ruian ex dating . nude teen trip . online dating im game . porn laid . pakitani exy girl . hardcore ex erie . exy girl leg . girl on girl ex . online peed dating . danger of online dating . eliha cuthbert nude fake . exy girl ex . nude trip dancer . eva longoria nackt . eva longoria naked image . exy girl wallpaper . chat room ex . girl ex com . naked pic eliha . online dating introduction . nude girl having ex . online dating rule . young girl ex . hot hardcore ex . girl ex video . nude tripper pic . hardcore ex game . eliha cubert naked . interracial ex dating . eliha cithbert nude . naked new trip . online date . eliha gallery . totally ex . eva longoria playboy . girl ex movie . nude girl dancing at pakitani bachelor party . ex with young girl . eve longoria nude . geile dating . nude pic of eva longoria . ecw extreme trip poker naked . hardcore blowjob ex . african american online dating . www hardcore ex . exy chinee girl . women laid . girl having ex . old exy girl . online dating ca . eliha cutbert nude . bi ex dating . adult girl ex . hardcore ex . white girl ex . nude actre . eliha nue . true online dating . roario dawon nude . ex torie . japan girl ex . nude pole dancer . porn girl ex . exy girl babe . eva longoria nude wallpaper . girl hardcore ex . girl who want ex . buty exy girl . eva longoria nude cene . online dating reearch . online dating game . nude pix of eva longoria . mature laid . dating ex peronal . hardcore ex party . hardcore college ex . picture of girl having ex . nude trip video . hardcore porn ite . hardcore dog ex . elia cuthbert nude . dating agency . eliha cuthbert nude pic . very young girl ex . ex girl com . celebrity hardcore ex . exy african girl . eliha culbert nude . online dating cam . eva longoria linday lohan . men dating ex . online dating i . bet ex dating . beautiful nude girl . maggie gyllenhaal trip earch nude . dating ex vrouw . drunk girl ex . eliha cuthebert nude . girl guide to ex . exy college girl . pakitani girl ex . hardcore kotenlo ex . hardcore ex pic . executive online dating . girl ex . hardcore ex tgp . exy tripteae . phone ex girl . girl tripping naked . hardcore ex photo . donkey girl ex . hardcore ex cene . eliha cuthbert nude . dating ex girl . exy girl naked . ex kitten im date . eva tony parker . naked pic of eva longoria . irih online dating . naked tripper . amateur ex dating . hardcore teenage ex . eliha cuthbert naked movie . dating 101 . american exy girl . eva longoria naked photo . girl on top ex . online dating matchmaking . chritian online dating ervice . girl ex clip . hardcore ex gallery . hore girl ex . eliha cuthbert nude image . exy girl tripping . tripper trip club . hardcore puy ex . advertentie ex . girl nextdoor nude . dating limburg . women online dating . exy girl cotume . exy anime girl . nude female tripper . hardcore ex partie . naked girl trip . eva longoria nude picture . online chritian dating ervice . uper hardcore ex . eliha cuthbert nude video . hore girl ex . nude comic trip . imdb nude . time on line dating . girl in ex . eliha cuthberth naked . dating ex limburg . puy girl ex . eliha primenova . naked belly dancer . exy girl pic . young laid . picture of girl .

women girl ex . nude hardcore ex . online dating danger . trip jack naked . eva longoria bikini nude . having hardcore ex . eva longoria nude babe . hardcore ex 89 . ex & dating . watch hardcore ex . ecw trip poker naked . girl ex photo . exy girl female . kotenloe hardcore ex . very hardcore ex . exy a girl . naked and the dead tripper . girl ex pic . jc chaez eva . beautiful nude exy girl . online dating im game . dating lover . trip the girl naked . eva longoria totally nude . ex and the ingle girl . fucking exy girl . exy girl lingerie . naked ecort . emile hirch eliha . adult ex dating ervice . eva longoria fake nude pic . black girl having ex . hard laid . naked clip . online dating ua . dating ite for ex . online rpg dating game . exy girl com . full nude trip club . ruian online dating . eva longoria nude xxx . cute exy girl . eliha cuthbert nude pic . eliha cuthbert fully nude . brazilian girl ex . eva longoria naked fake . exy girl video . eva longoria but naked . hardcore ex pink . eliha photo . nude female dancer . hardcore lebian ex video . eliha cuthbert nude in . hardcore ex vidio . japan hardcore ex . pro and con of online dating . eva longoria cene . girl having ex with hore . adult dating ervice . eliha cuthbert naked pic . new

5945. 诚意转让全保真民国瓷茶壶528把赠送全保真民国瓷器400件。Antique 1912-1949 Porcelain teapot 528 chinaware 400 sell.

Newsgroup: comp.sys.atari.programmer
Date: 2007-11-11 09:45:18 UTC
From: xjx588 <wer_588@163.com>
Message-ID: <1194774318.613150.266320@z24g2000prh.googlegroups.com>
Source record: 64

诚意转让全保真民国瓷茶壶528把赠送全保真民国瓷器400件。请祥阅我网站图片、说明，并请联系我，谢谢！
徐建雄
古艺轩古董收藏之都
网站：http://www.xjx588.com
电邮：xjx_588@tom.com
xjx_588@126.com
电话：0575-83103731
手机：13002632782
Antique 1912-1949 Porcelain teapot 528 chinaware 400 sell
world Only pure variety the antique chinaware series big collection
has the very big collection value and the development good
opportunity!!!
Website http://www.xjx588.com
E-mail xjx_588@tom.com
xjx_588@126.com
Antique collection metropolis
City Shengzhou Zhejiang China
Thanks !
Jianxiong Xu

5946. Power-off by software

Newsgroup: comp.sys.atari.programmer
Date: 2007-11-24 10:20:53 UTC
From: vdjole@EUnet.yu
Message-ID: <fi8tu4$47p$1@news.eunet.yu>
Source record: 65

Hi;

I was told that on some Atari clones power can be switched off by software.
Can someone supply more information on how this is achieved- i.e. by a call
to a (X)BIOS function, direct access to certain address, or...

Is the same method used to shut down Aranym?

thanx in advance

Djordje

5947. Re: Power-off by software

Newsgroup: comp.sys.atari.programmer
Date: 2007-11-24 23:57:56 UTC
From: Roger Burrows <sergeantvimes@yahoo.ca>
Message-ID: <63ehk3t9mhn09cih27hstr6qjg4ab78tgn@4ax.com>
Source record: 66

On Sat, 24 Nov 2007 10:20:53 +0000 (UTC), vdjole@EUnet.yu (Djordje Vukovic) wrote:

>
>I was told that on some Atari clones power can be switched off by software.
>Can someone supply more information on how this is achieved- i.e. by a call
>to a (X)BIOS function, direct access to certain address, or...
>

For the CT60, it's writing to a specific memory location. See CHG.PDF from Rodolphe Czuba's web site.

>Is the same method used to shut down Aranym?
>

Sorry, don't know ...

Roger

5948. Re: Power-off by software

Newsgroup: comp.sys.atari.programmer
Date: 2007-11-26 17:36:01 UTC
From: Michael Schwingen <news-1171796400@discworld.dascon.de>
Message-ID: <5r0eg1F11t0vjU1@mid.individual.net>
Source record: 67

In article <C36F4EE6.12805%gfa-basic@mint.net>, lp <gfa-basic@mint.net> wrote:
>
>The Hades does not have this feature. You can shut down the OS with system
>calls, but it won't power off. Not sure about the Milan.

The Milan is a pre-ATX design (even the Milan 2 which uses an ATX power
supply), so it can not be turned off by software.

cu
Michael
--
Some people have no respect of age unless it is bottled.

5949. Volume control on Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 2007-11-30 07:59:51 UTC
From: Matthias Arndt <marndt@asmsoftware.de>
Message-ID: <ngs425-vm5.ln1@www.final-memory.org>
Source record: 69

Hello,

can anyone tell me how the Master Volume control does work on a plain
Falcon with the FSOUND.CPX? I've consulted a hardware register listing
but couldn't locate something for this.
I don't mind direct hw access and code for plain TOS in mind. I don't
care at all if it breaks MagiC or MiNT.

thanks,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
PGP-Key: http://www.final-memory.org/files/marndt.asc ICQ: 40358321
>>> Jabber: simonsunnyboy@jabber.ccc.de <<<

5950. Computer Security and What You Can Do To Keep Your System Safe!

Newsgroup: comp.sys.atari.programmer
Date: 2007-12-01 13:20:19 UTC
From: amanda.thompson.com.use@gmail.com
Message-ID: <c12055b0-2858-49bf-b486-16d727704637@e23g2000prf.googlegroups.com>
Source record: 68

.:: A. Unix And Linux Security ::.
1. Understanding the SSH CRC32 Exploit
2. Common files of the /etc directory and their uses
3. A Brief programming tutorial in C for Raw Sockets
4. Introduction to Socket Programming
5. Coping With The Threat of Computer Security Incidents - A Primer
from Prevention through Recovery - Part 1
6. Coping With The Threat of Computer Security Incidents - A Primer
from Prevention through Recovery - Part 2
7. Improving The Security of Your Unix System - Part 1
8. Improving The Security of Your Unix System - Part 2
9. Delivering Signals for Fun and Profit
10. A Newbie's Guide to Sockets in Perl
11. Exploitation of Vulnerability in CDE Subprocess Control Service
12. Multiple Vulnerabilities in Many Implementations of the Simple
Network Management Protocol (SNMP) - Part 1
13. Multiple Vulnerabilities in Many Implementations of the Simple
Network Management Protocol (SNMP) - Part 2
14. Snort IDS Denial of Service Vulnerability
15. Cisco Secure Access Control Server NDS User Authentication
Vulnerability
16. Multiple Vulnerabilities in Multiple Implementations of SNMP
17. OpenSSH UseLogin Privilege Elevation Vulnerability
18. Buffer Overflow in System V Derived Login
19. Multiple Vulnerabilities In LPD
20. Multiple SSH Version 1 Vulnerabilities
21. Multiple Vendor CDE dtpscd Process Buffer Overflow
22. SSH 3.0 root exploit
23. Sendmail input validation error
24. Services for Unix memory leaks
25. Telnetd buffer overflows
26. Xman suid exploit
27. A Guide to playing with gawk
28. AOLServer 3.2 exploitable buffer overflow
29. ARCServeIT Client 6.6x - two or more /tmp races
30. Adobe Acrobat bad permissions
31. An automated response system under Unix using TCP Wrappers
32. Arkeia 4.2 cleartext transmission
33. Arkeia Backup bad permissions
34. Avaya Argent Office local vulnerabilities
35. BIND Inadvertent Local Exposure of HMAC keys
36. BIND dnskeygen vulnerability
37. BestCrypt 0.6-0.8 exploitable buffer overflow
38. BestCrypt 0.7 flaw

39. Buffer Overflow in QPopper
40. Buffer Overflow in rsaref2 and SSH
41. Cfingerd <1.4.3 Remote Root Exploit
42. Cfingerd Buffer Overflow
43. Crontab tmp race condition
44. CylantSecure can be disabled by an attacker
45. Denicomp REXECD/RSHD DoS
46. Dqs 3.2.7 Buffer Overflow
47. Dsh local root exploit
48. Ethereal 0.8.13 AFS ACL parsing buffer overflow bug
49. Execve/ptrace race condition exploit
50. Expect overflow
51. Exploiting WU-FTPD 2.6
52. Fpf module kernel panic
53. Gauntlet Firewall CSMAP and smap smapd Buffer Overflow
Vulnerability
54. Ghttpd 1.4 Exploitable Buffer overflow
55. Glibc/locale format string bug exploit
56. INFOLEAK and TSIG bug exploit
57. Iplanet calendar server 5.0p2 plaintext/world-readable password
58. KAV for sendmail 3.5.135.2 syslog() format string bug
59. Ktvision prior to 0.1.1-271 trivial symlink attack
60. Lightweight Directory Access Protocol LDAP Vulnerabilities
61. Linux/FreeBSD IP Firewalling
62. Lmail mktemp() race
63. MDBMS 0.99b9 and below exploitable buffer overflow
64. MIT Kerberos 5 telnetd Buffer Overflows
65. Majordomo open() call vulnerability
66. Multi-Vendor format String Vulnerability in ToolTalk Service
67. NFS Export Root Exploit
68. NTPD Exploit
69. Ncurses 4.2, 5.0 (earlier?) exploitable buffer overflows
70. Network Time Protocol Vulnerabilities
71. Ntpd Remote Root Exploit
72. Ntpd prior to 4.0.99k remote buffer overflow attack
73. OpenSSH delete cookies
74. OpenSSL Random Number Problems
75. OpenView NNM buffer overflow
76. OpenView execute any program
77. Oracle Listener - 4 DOS attacks on Unix version
78. RSA BSAFE SSL-J 3 x Vulnerability
79. Remote Buffer Overflow in telnetd
80. SSH Secure Shell Remote Root Exploit Vulnerability
81. Samba Security Vulnerability
82. Sendmail - numerous race conditions
83. Sendmail Debugger Arbitrary Code Execution Vulnerability
84. Su-wrapper 1.1.1 exploit
85. Sudo prior tp 1.6.3p6 exploitable bug
86. TCP/IP packetstorm
87. Vixie cron exploit

88. W3m 0.2.1 buffer overflow
89. XFree xdm trivial cookie computation
90. White paper on LaBrea and Tarpits
91. ident-scan
92. checkXusers
93. FTP Bounce Port Scanner
94. qaudit.pl 02
95. rkscan
96. log-proxy
97. CueCat Decoder 1.0.1 in Perl
98. IDES - Intrusion Detection Evasion System
99. FreeBSD Local Root Exploit
100. How I Secured my FreeBSD System
101. Exploiting Kernel Buffer Overflows FreeBSD Style
102. CIAC L-075 - Freebsd ipfilter vulnerability
103. CIAC L-111 - FreeBSD Signal Handling Flaw
104. The lazy man's "PGPDisk for FreeBSD"
105. CIAC L-122 FreeBSD tcpdump Remote Buffer Overflow Vulnerability
106. Mozarela Kernel Trojan for BSD
107. BSDi 3.0/3.1 kernel kill
108. OpenBSD 2.8 xhost remote x control
109. OpenBSD 2.9,2.8, NetBSD kernel race condition, local root
110. OpenBSD, FreeBSD top format string vulnerability
111. CIAC L-070a - FTP Filename Expansion Vulnerability
112. IPFilter - fragment caching lets through any packet
113. NetBSD node DoS
114. NetBSD sh3 kernel vulnerability
115. OpenBSD 2.9,2.8, NetBSD kernel race condition / root compromise
116. OpenBSD 2.6...2.9 ICMP error fingerprinting issues
117. BSDish kernel ICMP error fingerprinting issues
118. OpenBSD VFS numerous bugs
119. Buffer Overflow in telnetd
120. Sendmsg(2) insufficient length checking
121. autoconf-sectest
122. Gork 2.0b
123. CIAC L-065 - Solaris Exploitation of snmpXdmid
124. Solaris 7/8 "at" exploitable vulnerability
125. Solaris 8 libsldap initialization code buffer overflow
126. Solaris 2.6, 7, 8 (x86 and Sparc) in.lpd buffer overflow
127. Solaris 2.5, 2.5.1, 2.6, 7, 8 mailx buffer overrun
128. Solaris 2.6, 8 mailtool buffer overrun
129. Solaris 2.6, 7, 8 yppasswd buffer overflow
130. Solaris in.lpd Buffer Overflow
131. AusCERT Alert 2000.01 Solaris chkperm buffer overrun vulnerability
132. AusCERT Alert 2000.04 Buffer overrun in lp/lpset/lpstat on Solaris
133. AusCERT Alert 2001.06 Sun Solaris DMI to SNMP mapper daemon snmpXdmid contains buffer overflow
134. Mailx Overflow - Solaris 8

135. Exploitation of snmpXdmid
136. Sun ypbind Buffer Overflow
137. Solaris 2.6, 7 dtmail buffer overflow
138. Solaris 2.6, 7, 8 xlock local root
139. CIAC L-127 Sun BIND Vulnerabilities
140. CIAC L-129 Sun in ftpd Filename Expansion Vulnerability
141. CIAC L-138 Sun in lpd vulnerability txt.010831131126
142. CIAC M-008 Sun rpc yppasswdd Security Vulnerability
143. CIAC L-103 - Sun Microsystems SunOS ypbind Buffer Overflow Vulnerability
144. SunOS 5.8 cb_reset Buffer Overflow
145. SunOS 5.6, 5.7, 5.8, Digital UNIX mail buffer overflow
146. SunOS 5.8 /opt/SUNWvts/bin/ptexec possibly exploitable buffer overflow
147. SunOS 5.5.1, 5.7, 5.8 whodo exploitable stack overflow
148. Cobalt Cube - read local files with webserver permissions
149. Cobalt RaQ3 poprelayd exploit
150. FireWall-1 bandwidth utilization report generator
151. Secure Sun
152. SGI IRIX shells create temporary files insecurely
153. IRIX NEdit Vulnerability
154. SGI Multiple Local SendMail Vulnerability
155. IRIX /usr/lib/print/netprint -n arbitrary code exec bug
156. IRIX 6.2...6.5.8 telnetd remote root
157. CIAC L-080 - SGI IRIX rpc espd Buffer Overflow - remote root
158. CIAC L-099 - SGI PCP Pmpost Symlink Vulnerability
159. CIAC L-125 SGI netprint Dynamic Shared Objects DSO Exploit
160. CIAC L-135 SGI File Globbing Vulnerability in ftpd
161. IRIX 6.5.5, 6.5.8 Embedded Support Partner Infrastructure Sender (rpc.espd) Buffer Overflow
162. PCP package (IRIX, SuSE Linux) pmpost symlink exploit
163. HP-UX Security Vulnerability with wu-ftpd 2.6
164. CIAC L-093 HP-UX kmmodreg Vulnerability
165. CIAC L-102 HP OpenView Network Node Manager Security Vulnerability
166. CIAC L-110 HP Open View Event Correlation Services Vulnerability
167. CIAC L-114 Hewlett-Packard login Vulnerability
168. CIAC L-115 Hewlett-Packard dlkm Vulnerability
169. CIAC L-118 Hewlett-Packard ftpd and ftp Vulnerability
170. CIAC L-119 Hewlett-Packard mkacct Program Vulnerability
171. CIAC L-134 HP Security Vulnerability In rlpdaemon
172. CIAC L-136 HP Security Vulnerability In PRM
173. CIAC L-143 HP libsecurity Vulnerability
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226. SuSE 6.x, 7.x sdbsearch.cgi misplaced environment variable trust
227. Tivoli Management Framework problem
228. Tivoli SecureWay Policy Director incorrect URL-Encoding handling

229. HTTProtect 1.1 - change protected files
230. MyPhpAdmin remote command execution
231. NetCode NC Book 0.2b remote command execution
232. PHPLib prior to 7.2 prepend.php3 - non-local code injection
233. PHProjekt security hold
234. PHP 4.0.x mail() does not check for shell escape codes
235. PHPnuke 5.x improper variable checking
236. BSCW Symlinks vulnerability
237. Cold Fusion on Linux cfrethrow tag crash
238. Cold Fusion multiple remote vulnerabilities
239. Cold Fusion multiple remote vulnerabilities
240. ttawebtop.cgi read arbitrary files
241. udirectory.pl remote command execution
242. viewsrc.cgi - view any file on server
243. webmin 0.84 leaves its login/password in a MIME encoded environment variable
244. web_store.cgi read arbitrary files
245. CGI/Perl Hacking
246. Safe CGI Programming
247. A1Stats CGI view files, overwrite files bug
248. Active Classifieds Free Edition 1.0 CGI fails to authenticate administrators
249. AdCycle up to 1.15 does not properly validate user input
250. 1C:Arcadia Tradecli.dll Show Path, Read Arbitrary Files, DoS
251. Basilix Webmail System - read any file, run PHP programs
252. Carello E-Commerce for NT 1.2.1 - Execute arbitrary code with Web Server privileges
253. DCShop can be made to give out customer credit cards in plain text
254. ePerl can be made to process untrusted files
255. FormMail.pl - spam anonymously
256. Gnatsweb.pl unchecked user input
257. Interactive Story 1.3 read arbitrary file
258. MP3Mystic dot-dot directory traversal
259. Paper: PHP common vulnerabilities
260. phpMyAdmin and phpPgAdmin insecure include() calls
261. phpSecurePages remote command execution vulnerability
262. PHPSlash - url scheme integrity not checked
263. PHProjekt directory traversal
264. SquirrelMail webmail Insecure include() calls
265. Twig 2.6.2 free webmail system Unquoted SQL Query String problem
266. BadBlue 1.0 Beta retrieve PHP source
267. CFDecrypt - Decrypt Cold Fusion templates encrypted with CFCRYPT
268. Baltimore Technologies WEBSweeper 4.02 bypass malicious tags
269. DCShop - retrieve cleartext credit cards
270. E-smith - insert accounts that are invisible to admin
271. Entrust execute arbitrary code
272. Surf-net ASP forum really weak "security"
273. SIX-webboard .. and / not processed
274. phpBB 1.4.0 backslash problem

275. phpBB 1.4.0 run arbitrary code
276. phpBB 1.4.0 input validation attack BBS
277. DCForum - attacker can create admin account!
278. O'Reilly WebBoard 4.10.30 execute arbitrary javascript on remote machine
279. A More Stealthy way to Hack a Wildcat BBS
280. CGI-Exploit Scanner
281. cgicheck99 0.4
282. Cgichk
283. cgiscan.c
284. Guile 3.1 CGI Scanner
285. Malice
286. Perl CGI Checker
287. Tools Information :: Web Site Hacking :: Audit Tools
288. Buffer Overflow in AOL ICQ
289. webmasters can force themselves into Contact list
290. ICQ Protocol Version 5 - Part 1
291. ICQ Protocol Version 5 - Part 2
292. Hacking Techniques and Methods ICQ
293. ICQ Protocol
294. Excryption and Checkcode of the ICQ Protocol V3 and V4
295. ICQ Protocol Decoder
296. Unofficial ICQ V3 Specification
297. ICQ V4 protocol early analysis notes - Part 1
298. ICQ V4 protocol early analysis notes - Part 2
299. ICQ V4 protocol early analysis notes - Part 3
300. ICQ V4 protocol early analysis notes - Part 4
301. Updated description of the ICQ V4 Protocol
302. ICQ V4 protocol analysis notes - Part 1
303. ICQ V4 protocol analysis notes - Part 2
304. mIRC 5.41 DoS
305. AntiBot TCL Script for channel protection
306. AIM Secrets
307. NetQuake Server DoS
308. Quake 3 Arena 1.29f/g segfault exploit
309. CIAC M-007 Macintosh OS-X App Mgr Vulnerability
310. CIAC M-013 Mac OS X Downloading Applications Vulnerability
311. MacAdministrator hidden files problems
312. MacOS X permissions corruption
313. PWS 1.5.5 password field input overflow
314. Security Analysis of the Palm Operating System
315. Tektronix (Xerox) PhaserLink Webserver security through obscurity
316. Code Red can crash HP JetDirect printers
317. 3Com Netbuilder II SNMP ILMI undocumented Community
318. 3COM hardware - inadequate brute force attack protection
319. 3Com Officenet DSL Router crash
320. Allied Telesyn AT-AR220e DSL/Cable Router virtual server insecurity
321. Cayman-DSL nmap scan crash
322. NetApp NetCaches tunneling vulnerability

323. NetGap - bypassing filter engine
324. Multiple RADIUS Implementations - buffer overflows
325. Cisco vpn3000 concentrator vulnerability
326. Cisco content services switch user account
327. Cisco catalyst 5000 series vulnerability
328. Cisco IOS BGP Attribute Corruption Vulnerability
329. Cisco Content Services Switch ftp Vulnerability
330. Cisco Multiple Vulnerabilities in CBOS
331. Cisco IOS Reload After Scanning Vulnerability
332. Cisco 11000 Series Switch Web Management Vulnerability
333. Cisco IOS HTTP Authorization Vulnerability
334. Cisco IOS HTTP Authorization Vulnerability
335. Cisco SN 5420 Storage Router Vulnerabilities
336. Cisco Catalyst 2900XL - crash with an empty UDP packet
337. Cisco HSRP DoS
338. Cisco Content Service Switch 11000 Series FTP Privilege error
339. Cisco CBOS 2.x Multiple Vulnerabilities
340. Cisco IOS 12.1(2)T, 12.1(3)T memory error can cause reload
341. Cisco Content Service Switch 11000 Series failure to enforce
restrictions for accessing web management URL
342. Cisco 6400 NRP2 Telnet telnet access with no password set
343. Cisco IOS 11.3 and later - execute arbitrary code
344. Cisco SN 5420 Storage Routers DoS, unrestricted low level access
345. Cisco PPTP vulnerability
346. Anti-Spoofing rules generator for Cisco boxes
347. Cisco Catalyst 5000 switch compatibility crash
348. Cisco Local Director Denial of Service
349. Cisco SN 5420 Storage Routers Denial of Service
350. Cisco IOS HTTP Server Authentication Vulnerability
351. Cisco Secure IDS Signature Obfuscation Vulnerability
352. Cisco - Multiple Vulnerabilities in ACL Implementations
353. Starfish Truesync Desktop + REX 5000 Pro two vulnerabilities
354. 802.11b Access Point Devices - WEP Encryption Key divulged
355. 802.11b Access Point Devices (many vendors) authentication
mechanism flaw
356. Wireless LAN sniffing
357. 802.11b (WiFi) Security Update
358. Wireless LAN Security
359. Ultra-Mini Gay HOWTO - Dialout/PPP on Shiva LANRovers

Source:
http://www.security.fx-vista.com/Category/What-You-Can-Do-To-Keep-Your-System-Safe-1.php

.:: E. Computer Security Information ::.
1. Firewalls Torn Apart
2. Guide To Social Engineering
3. Social Engineering And Email Account Cracking
4. Network Firewall Security
5. Hijacking Hotmail Accounts For Newbies
6. Various Ways To Hack Or Over Ride Foolproof
7. Configuring ZoneAlarm Securely

8. IP Masquerading Tutorial
9. Interesting Things You Didnt Know About Your Computers Hardware
10. Advanced Number Systems Made Easy
11. Hacking Dictionary
12. Hacking The Bios
13. DNS The What The How And The Why
14. Exploit Mihirs Guide To Inserting Logo To System Properties
15. Getting Geographical Information Using An IP Address
16. Create A Lightweight E Mailer
17. Telnet Explained
18. Installing A Webserver For NewbiesI
19. The IP Address
20. Being A Hacker On The Meaning Of Being A Hacker
21. Well Known Port Numbers
22. Samba How To
23. Removing Banners
24. Port Numbers Part 1
25. Port Numbers Part 2
26. Port Numbers Part 3
27. Port Numbers Part 4
28. Port Numbers Part 5
29. Port Numbers Part 6
30. Port Numbers Part 7
31. Port Numbers Part 8
32. Port Numbers Part 9
33. The OSI Model
34. The Basic Elements Of Cracking
35. Beginners Step By Step Security Guide
36. Linking Rules For Hacking And Other Alternative Websites
37. Installing A Webserver For Newbies
38. Glossary
39. Wireless Security And Hacking
40. Wireless Network
41. Demystifying Remote Host Part 1
42. Exploiting Design Flaws In The Win32 API For Privilege Escalation
43. Wireless LAN Technologies and Windows XP
44. Understanding NetBIOS
45. The Complete Guide To Computers
46. Things You Need
47. How To Clear The Past Mapped Network Drives List
48. You Got This File From
49. Msn Tutorial Ugw Securtiy Information Base
50. The Basics Of Cryptography
51. PGP Encryption For Beginners Learn How PGP Works
52. Cryptography FAQ
53. Cryptography Split Wide Open
54. W2K File System
55. A More Indepth Article About The Basics To Encryption
56. Protecting Your Scripts
57. Breaking Script Encoder

58. Windows 2000 Encrypting File System And Disk Wipe Software Vulnerability
59. Buffer Overflow Basics
60. Deadly Dos Attack
61. MS Office XP The More Money I Give To Microsoft The More Vulnerable My Windows Computers Are
62. Dos Attacks Explained
63. Introduction To Denial Of Service
64. Miscellaneous Groups Publications
65. Documents About General Hardening
66. Documents About Unix Hardening
67. Basic Steps To Hardening A Standalone Windows 2000 Installation
68. Setting Up IIS And Securing Streamed Content
69. Articles On How To Securing Hardening BSD
70. Step By Step Guide To Secure Win2k
71. Documents About Windows9x ME Hardening
72. Documents About General Hardening
73. Securing Your Web Pages With Apache
74. Documents About Windows9x ME Hardening
75. Documents About IIS Hardening Securing
76. Basic Steps To Hardening A Standalone Windows 2000 Installation
77. Excellent Analysis Of The ICQ Trojans
78. The ICQ Security Tutorial
79. Backing Up Your ICQ Contact List And Settings
80. Hijacking ICQ Accounts in Spanish
81. ICQ Password Stealing Tutorial
82. The ICQ Password Securing Tutorial
83. Hijacking ICQ Accounts
84. Back Door Infecting Guide
85. Security Home
86. Get ICQ Passwords Using Share Programms
87. Snort On Windows 98/ME/NT4/2000 Using Mysql And Acid
88. Eggdrop Bots Tutorial Written by The Cyber God
89. Eggdrop Bots Tutorial
90. Getting Passwords Of Nicks In mIRC
91. IRC Spoofing
92. The IRC Warfare Tutorial Written
93. IRC Trading Security
94. Getting Passwords Of Nicks In mIRC
95. IRC Basic Commands
96. Never Be Banned In IRC
97. IRC FAQ Undergroundworld de vu the Secure-Net Search Lab
98. A Better Way To Get Hotmail Passwords - A Little Helpful Program With A Short Tutorial
99. Newbie Keyloggers Toturial - How To Disable The Keyloggers
100. Tutorial To Make Your Folder (Any) Secure And Inaccessible By Others Without Using Any Program
101. A Trick To Get Access To Control Panel As A Restricted Network User On Windows XP And 2000
102. Removing The Folder Having ASCII Character From The Drive

103. Getting Rid Of The Urls You Visited In The Url Bar Of IE
104. Exploring Windows
105. Create Your Own Logon Message
106. MSN Mesenger Tip
107. Writing MBR When Norton Antivirus2002 Has Auto-Protection Enable
108. Trick on CNN.COM or tricking minds via cnn.com
109. Access The Blocked Folder In WinNt
110. Various Methods Of Hacking Hotmail
111. Writing Bootable CD's With Nero
112. How To Protect A Folder From Access From Anyone, Even Your Administrator
113. How To Change Product Key In XP With No Re-Install
114. No More Popups
115. Tips And Tricks On Burning
116. The Elite Symbols
117. Windows Xp Product Key Modifier
118. Hacking Hotmail
119. Kazaa As A Annonymous Emailer
120. Cracking Unix Password Files For Beginners
121. Exploiting Cisco Systems
122. Cracking Unix Password Files For Beginners
123. Poor Security On Default Windows 2000 Server Installation Could Lead To Unauthorized Database Access
124. Remote Control Of IIS Windows
125. How To Become A Hacker
126. Features of Postal Nemesis
127. Gathering Info On A Host - The Essential Ingredient For Getting Root Or Admin
128. What System Administrators Fear
129. Munga Bunga's HTTP Brute Forcer
130. Port Scanning: Is it illegal?
131. Microsoft Internet Information Services Local And Remote Dos
132. Netbios Based Hacking Tutorial
133. Languard Network Scanner Basics
134. IIS Allows Universal Cross Site Scripting
135. All Versions Of Microsoft Internet Information Services Remote Buffer Overflow (SYSTEM Level Access)
136. Simple Guide For Opening Files Locked
137. Getting Through An Access Database Password
138. Shell Accounts For Newbies
139. Admin Access In A Locked Environment
140. Info Gathering Tutorial
141. Introduction To Buffer Overflow
142. Using Nbstat/Netbios To Your Advantage
143. Buffer Overflows-Getting Started
144. Default Password Paths
145. Tutorial About Netbios
146. How To Write Format String Exploits
147. Unchecked Buffer in ISAPI Extension Could Enable Compromise of IIS 5.0 Server

148. Anonymity Tutorial
149. How The NSA Is Monitoring You
150. Proxy/WinGate/SOCKS Tutorial
151. Introduction To Webmin
152. Exploiting IPC Share
153. Cryptic Windows Errors
154. Fun With Debug
155. What Is The Ntregistry
156. Untold Secrets
157. Beginners Guide To Linux - Easy Installation Guide
158. Another Registry
159. File And Printsharing
160. Windows 98 Security Issues
161. Poledit
162. Creating Files In Windows That Begin With A Dot
163. Creating Hidden Folders Without Filenames Made EZ
164. Remote OS Detection
165. Hacking A Windows 2000 System Through IPC$
166. Hacking/Cracking Iis 4/5
167. How To Hack Windows XP Admin Passwords
168. Generel Bugs In Iis 4-5-5.01
169. Installing Apache On Windows
170. Installing 2K
171. Foolproof
172. Fooling Foolproof
173. How To Make Simple DOS Batchfiles
174. How To Protect A Folder From Access From Anyone, Even Your Administrator
175. How To Change Product Key In XP With No Re-Install
176. Defeat Foolproof
177. Removing Outlook 2002 XP Attachment Security
178. Running Programs Trough The Run Feature
179. Why Openbsd Will Never Be As Secure As Linux
180. Basic Security - Windows ME
181. A Review Of Lindows
182. 95-98 Local Hacking
183. Inside Windows XP Product Activation
184. What's New For The Windows 98 Startup Disk
185. Attachment File Types Blocked By MS Office XP Outlook
186. Advanced DOS Techniques
187. Windows File/Printer Sharing Explained
188. Microsoft IIS Unicode Exploit Explained
189. Useful DOS Commands (Mainly For Newbies)
190. Hacking The Hash - Hacking Windows 2000 and XP Passwords
191. Real Desktop Items, Not Shortcuts
192. Microsoft Explorer html-based folders (Level= Script Kiddie)
193. Access To Other Restricted Users Folders In Winxp/2K
194. Common Files Of The /Etc Directory And Their Uses
195. Writing Your Own Operating System
196. Hiding Things From Other Windows Users

197. Changing Startup/Shutdown Logos The Easy Way
198. Linux Security For Newbies
199. NetBIOS Vulnerability
200. WHAT Will Microsoft Think Windows Exposed
201. Windows Hacking
202. Windows XP Explained
203. Unaccessible Dirs/FILES From [Another Method] [ONLY WORKS IN WINDOWS Older Than XP]
204. How To Look At Someones Desktop In XP
205. Why Linux Will Never Be As Secure As Open bsd
206. Hack Into Windows Network
207. Sendmail And Beyond: Kewl Tips And Tricks
208. What Is The POP3 Protocol
209. Various Send Mail Holes - Part 1
210. Various Send Mail Holes - Part 2
211. TCP\IP: A Mammoth Description
212. The Sendmail Tutorial
213. The FTP Tutorial
214. The FTP Tutorial
215. Giving the Finger to port 79 / Simple Finger Deamon Tutorial by Paris2K
216. Sendmail Tutorial Version 1.1 - (UGW Securtiy Information Base)
217. FakeMail - How to Send Fake Mail Using SMTP Servers
218. TCP Wrappers Disclosed
219. Register Modfying - A Must Read For Every Cracking Newbie
220. Cracking "Customizer 2000 for w9x/me ver. 6.5.3"
221. Cracking "Sweet Little Piano v1.83"
222. New Tech Hacks Crack
223. The Crack Tutorial - Part 1
224. The Crack Tutorial - Part 2
225. Illegal XP Owners Beware, Microsoft Has Quite A Suprise Planned
226. Newbies First Class
227. MS Windows 2000 TCP/IP Implementation Details - Part 1
228. MS Windows 2000 TCP/IP Implementation Details - Part 2
229. MS Windows 2000 TCP/IP Implementation Details - Part 3
230. MS Windows 2000 TCP/IP Implementation Details - Part 4
231. MS Windows 2000 TCP/IP Implementation Details - Part 5

Source: http://www.security.fx-vista.com/Category/Computer-Security-Information-0.php

.:: F. Phreaking Information ::.
1. Updates for the alt.phreaking FAQ
2. The New AT&T Network
3. Rebuttal of "The Scariest Number In The World"
4. FCC Part 68 FAQs
5. Sniper's Guide to Telstra LPR Traces
6. Hacking K-Mart's Phone System
7. 1-400 Phone Numbers
8. Usenet thread on DATU passes
9. Phone-Computer on Playing Around
10. Free 976 Number Hack

11. The Guide to Mostly Chirpy Phreaking Part 1
12. The Guide to Mostly Chirpy Phreaking Part 2
13. The Guide to Mostly Chirpy Phreaking Part 3
14. New School Phreaking
15. PBX's and WATS
16. Madrox's guide to... Extender and PBX hacking
17. Telephone Frequency and Crystal Tutorial
18. Technician Ring Back Numbers
19. Trucking/Trashing
20. DATUs Explained
21. Teletech (Itron) Telco truck terminal system
22. Anoy-O-Phone
23. Oncore Communications Exploit Type Thingy
24. Trashing locations in Manchester
25. BT Lineboxes
26. UK Phone Phreaking FAQ
27. BT's Exchange Test Numbers
28. BT Dial Codes
29. Call Logging FAQ
30. BT Basics
31. MED Guide to UK Telephonics 1
32. MED Guide to UK Telephonics 2
33. The analogue T.X.E. Switch
34. Free Calls from a Taxi Fone
35. BT Wiring Cabinets
36. DATU
37. Agilent/AT&T Extender Manipulation
38. Updated LASS Codes
39. Dealing with PBX/CPE Fraud
40. Telephone Systems Security Guidance Notes
41. Swiss Telecom Info
42. Gold Phoning
43. Phreaker's Phun House
44. Setting up an Alliance Meet-Me Conference
45. Cosmos 1
46. Cosmos 2
47. The 1986 COSMOS Philes Part 3: Service Order Input
48. Rules of Phreaking : plus several dozen k of interesting stuff
from 1986
49. The IKZ-50 System
50. South African Phreaking technique
51. ANAC in South Africa
52. Various Phone Warez
53. Just how stupid Diana PABX's are
54. Vulnerabilities and Security Limitations of Current IP Telephony
Systems
55. Compromsing Voice Messaging Systems
56. Hacking Voice Mailboxes (largely stolen from Cyber Thief)
57. How To Phreak Answering Machines
58. Vodacom VMB Hacking

59. MTN Voicemail Hacking
60. More Vodacom VMB Hacking Nonsense
61. The Index-By-Color of The Fixer's 2K1 Box Review!
62. The Fixer's 2K1 Box Review - Part 1
63. The Fixer's 2K1 Box Review - Part 2
64. Blue Box Interest: "A Phreindly Phile" - early boxing text
65. What Can I Do With a Blue Box?
66. Blue Boxing Numbers : Yes, toll free numbers that can still be boxed from!
67. Can Blue Boxing Be Achived in the UK?
68. Blue Boxing, po-russki
69. Blue Box Interest : C5 Worldwide Results List (from Switzerland)
70. Criticism of the Red Box FAQ
71. Updates for the alt.phreaking FAQ
72. Revised Red Box
73. It's Too Fucking Cold To Beige Box Box
74. Emergency "Box"
75. Beige Boxing Techniques
76. The Complete Lamer's Guide to Pillboxin'
77. The Sonik Box : Use headphones instead of a phone when beige boxing
78. Beige Box Plans
79. Introduction to Phone Taps
80. Beige Boxing in South Africa
81. More Beigeboxing Methods
82. The Privacy Box
83. Telezapper Box - Disable telemarketing predictive dialers
84. Invisible Box : Prevent In-Use Lights from Lighting
85. The Crimson Box Explained : (Hold Button)
86. Advanced Click Box : Frees busy lines
87. Click Box - Frees busy lines
88. Idiotic Box
89. Toast Box
90. Poor Man's Electro-Bastard Box
91. Click Box - Frees busy lines
92. Cheaply Made Phone Tap
93. The Tone Box : Create static on target line
94. The Mirror Box, a correction
95. 9V Busy Box
96. Blue Boxing Australia
97. Beige and Buzy Box
98. Blue Box in the USA
99. Raven Box
100. NeonRock Box
101. The end of ACTS
102. Slugging
103. How to get Free Local Calls on New Payphones
104. Payphone Calls are Free
105. New Jersey Payphones
106. Free Calling from Payphones - it's easier than you think!

107. Everything you really never wanted to know about coin services
108. Oxford Payphones 1.0
109. Payphones - Cash and Free Calls
110. COCOTs: What the hell are they anyway?
111. COCOTs which were untouchable are no more!

Source: http://www.security.fx-vista.com/Category/Phreaking-Information-1.php

.:: G. Security Publications ::.
1. Computer Incident Advisory Capability - 01
2. Computer Incident Advisory Capability - 02E
3. Computer Incident Advisory Capability - 94-03A
4. Computer Incident Advisory Capability - 94-04C
5. Computer Incident Advisory Capability - 94-05D
6. Computer Incident Advisory Capability - 95-06
7. Computer Incident Advisory Capability - 95-07
8. Computer Incident Advisory Capability - 95-07B
9. Computer Incident Advisory Capability - 95-08
10. Computer Incident Advisory Capability - 95-09
11. Computer Incident Advisory Capability - 95-10
12. Computer Incident Advisory Capability - 95-11
13. Computer Incident Advisory Capability - 95-12
14. Computer Incident Advisory Capability - 96-01
15. Call and Response Telephone Compilations
16. Forbidden Knowledge - The Final Chapter
17. Forbidden Knowledge #1
18. Forbidden Knowledge #10
19. Forbidden Knowledge #13
20. Forbidden Knowledge #14
21. Forbidden Knowledge #2
22. Forbidden Knowledge #3
23. Forbidden Knowledge #4
24. Forbidden Knowledge #5
25. Forbidden Knowledge #6
26. Forbidden Knowledge #7
27. Forbidden Knowledge #8
28. Forbidden Knowledge #9
29. Keen Veracity 11 - Part 1
30. Keen Veracity 11 - Part 2
31. Keen Veracity 11 - Part 3
32. Keen Veracity 11 - Part 4
33. Keen Veracity 11 - Part 5
34. Lexxicor IRC Abuse ezine #1
35. Lexxicor IRC Abuse ezine #2
36. Lexxicor IRC Abuse ezine #3
37. A Cracking Guide For Beginners
38. A Cracking Guide For Advanced Amateurs Part I
39. A Cracking Guide For Advanced Amateurs Part II
40. Phrack 57 File 0x01 Introduction
41. Phrack 57 File 0x02 Loopback
42. Phrack 57 File 0x03 Linenoise

43. Phrack 57 File 0x04 Editorial policy
44. Phrack 57 File 0x05 IA64 shellcode
45. Phrack 57 File 0x06 Taranis read your e-mail
46. Phrack 57 File 0x07 ICMP based OS fingerprinting
47. Phrack 57 File 0x08 Vudo malloc tricks - Part 1
48. Phrack 57 File 0x08 Vudo malloc tricks - Part 2
49. Phrack 57 File 0x09 Once upon a free()
50. Phrack 57 File 0x0a Against the System: Rise of the Robots
51. Phrack 57 File 0x0b Holistic approaches to attack detection
52. Phrack 57 File 0x0c NIDS on mass parallel processing architecture
53. Phrack 57 File 0x0d Hang on snoopy
54. Phrack 57 File 0x0e Architecture spanning shellcode
55. Phrack 57 File 0x0f Writing ia32 alphanumeric shellcodes - Part 1
56. Phrack 57 File 0x0f Writing ia32 alphanumeric shellcodes - Part 2
57. Phrack 57 File 0x10 Cupass and the net user change password
problem
58. Phrack 57 File 0x11 Phrack World News
59. Phrack 57 File 0x12 Phrack magazine extraction utility
60. Risks Forum Digest - Part 1
61. Risks Forum Digest - Part 2
62. Risks Forum Digest - Part 3
63. Risks Forum Digest - Part 4
64. Risks Forum Digest - Part 5
65. Risks Forum Digest - Part 6
66. Risks Forum Digest - Part 7
67. Risks Forum Digest - Part 8
68. Risks Forum Digest - Part 9
69. Risks Forum Digest - Part 10
70. Risks Forum Digest - Part 11
71. Risks Forum Digest - Part 12
72. Risks Forum Digest - Part 13
73. Risks Forum Digest - Part 14
74. Risks Forum Digest - Part 15
75. Risks Forum Digest - Part 16
76. Risks Forum Digest - Part 17
77. Risks Forum Digest - Part 18
78. Risks Forum Digest - Part 19
79. Risks Forum Digest - Part 20
80. Risks Forum Digest - Part 21
81. Risks Forum Digest - Part 22
82. Risks Forum Digest - Part 23
83. Risks Forum Digest - Part 24
84. Risks Forum Digest - Part 25
85. Risks Forum Digest - Part 26
86. Risks Forum Digest - Part 27
87. Risks Forum Digest - Part 28
88. Risks Forum Digest - Part 29
89. Risks Forum Digest - Part 30
90. Risks Forum Digest - Part 31
91. Tricks of the Trade #1

92. Tricks of the Trade #2
93. Tricks of the Trade #3 - Part 1
94. Tricks of the Trade #3 - Part 2
95. Tricks of the Trade #4 - Part 1
96. Tricks of the Trade #4 - Part 2
97. Tricks of the Trade #6 - Part 1
98. Tricks of the Trade #6 - Part 2
99. Tricks of the Trade #6 - Part 3
100. Tricks of the Trade #6 - Part 4
101. Tricks of the Trade #6 - Part 5
102. Tricks of the Trade #6 - Part 6
103. Underground Periodical #1
104. Underground Periodical #2 - Part 1
105. Underground Periodical #2 - Part 2
106. Underground Periodical #3 - Part 1
107. Underground Periodical #3 - Part 2
108. Underground Periodical #4 - Part 1
109. Underground Periodical #4 - Part 2
110. Underground Periodical #4 - Part 3
111. Underground Periodical #5 - Part 1
112. Underground Periodical #5 - Part 2
113. Underground Periodical #6 - Part 1
114. Underground Periodical #6 - Part 2
115. Underground Periodical #6 - Part 3
116. Underground Periodical #6 - Part 4
117. Underground Periodical #7 - Part 1
118. Underground Periodical #7 - Part 2

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.:: H. Law, Privacy, Wetware, Hardware, File Sharing ::.
1. Making a listening device out of a plunger
2. The Millibug
3. The Down-Low on Trunking
4. Logitech wireless desktop (mouse, keyboard, receiver) RF
interception
5. Model 170 Card Reader Reverse Engineering
6. Easy-To-Make Anti-Tampering Circuits
7. A Close Look at Speed Traps
8. Mousetrap SmartCard Reader!
9. Poor Man's Boards
10. EFF Alert on the proposed Security Systems Standards and
Certification Act
11. USACM letter to Sen. Hollings criticizing draft SSSCA bill
12. Leaked documents allegedly reveal RIAA assault on peer-to-peer
13. Mad As hell about the DMCA
14. City of Tampa fails to shut down Voyeur Dorm adult site
15. San Francisco bans filters in libraries -- nevermind the Feds
16. IETF Internet Draft: Why .xxx domain is a very bad idea
17. The RIAA's threatening letter to Professer Felten who helped crack
SDMI and was to publish his findings

18. A letter from the US Department of Justice to consultant accused of hacking Brian K. West
19. Peter Swire on ATA bill, computer hacking, and life in prison
20. The ACLU on the serious civil rights impact of the new compromise anti-terrorism legislation
21. Attorney General John Ashcroft opposes any sunset clause for anti-terrorism legislation
22. News article: PATRIOT act goes ahead
23. How a major industry organization tried to legalize hacking
24. Fallout from the RIAA's attempt to legalize hacking
25. Various college policies on anonymous/pseudonymous mail and news posting
26. Canada's justice minister preparing bill to limit encryption
27. The newest cyber-crime: Politically Incorrect Speech
28. Sen. Ron Wyden calls for Emergency Technology Corps
29. Forwarding email without permission illegal in Australia
30. Make Money Fast! By suing spammers?
31. KaZaA 1.3.1 + Morpheus 1.3 Sharing problems
32. Nudester 1.10 shares whole hard disk
33. Obtaining and understanding your FBI File
34. Canada's privacy commish: Video surveillance a "threat" to privacy
35. More on national ID card and use in western Europe
36. Visionics facecam firm says tech is perfect for airports
37. The South African Identity Document Number System
38. Social Insurance Number Checksums
39. Privacy Digest 10.04 Jun.09/01
40. Privacy Digest 10.05 Jun.23/01
41. Privacy Digest 10.06 Aug.22/01
42. Privacy Digest 10.07 Aug.28/01
43. Privacy Digest 10.08 Sep.06/01
44. Privacy Digest 10.09 Sep.23/01
45. Privacy Digest 10.10 Oct.22/01
46. HumanClick Exposed!
47. HTML WebBugs
48. Robert Hanssen's last letter to his Russian handlers
49. ESP of Espionage - Have the Russians and CIA been working on the ultimate Wetware hack?
50. Social Engineering Fundamentals - Part I
51. Social Engineering Fundamentals - Part II
52. Social Engineering
53. Fooling people on IRC into running Programs
54. Getting free hard drives!
55. Alpha (personalities) are the best liars?
56. Internet Mind Games
57. How to Outfox PBX Fraud
58. What is Body Language?
59. How to win Arguments or make everyone see your side
60. Social Engineering Sears
61. Tips on finding chicks to pick up
62. FAQ on the "Mystery Method" of picking up women

63. Being Sociable
64. Psychological Profile of the Troubled Female Teen
65. A guy's seduction efforts on an Alpha bitch
66. The SMS Callback Scam
67. Programming ADT Alarms
68. Fundamentals of Electronic Lockpicking
69. The Amtel 2000 Tele-Entry System
70. How to get Credit Card Numbers the Easy Way!
71. Arcade Machines
72. Ripping off your local Arcade
73. Soda Machines
74. Vending Machine Hacking for the New Millennium: Soda Machines
75. Vending Machine Picking
76. How unsavory kids "Get Shit For Free"
77. Free Cola!
78. An email to reply spammers with
79. Script Kiddies: How to be one, and be loathed by your peers
80. SKip Diving
81. Hacktivismo
82. Dr. Seuss Explains why Computers Sometimes Crash
83. Who is 2600? A quick lookup
84. The Linux Cult
85. Hacking: A Way to Live
86. A brief history of the Usenet Meowers
87. Imitation Operator from Hell
88. Pranks at Microsoft
89. Breaking AOL's Grip
90. Xanadu publishing system
91. How to be K-Rad on alt.phreaking
92. How to make your own Internet Radio Show
93. The l33t ph1l3z
94. Hackers and the Media

Source:
http://www.security.fx-vista.com/Category/Law-Privacy-Wetware-Hardware-File-Sharing-1.php

.:: I. The Standards That Define The Internet ::.
1. Tekelec's Transport Adapter Layer Interface - Part 1
2. Tekelec's Transport Adapter Layer Interface - Part 2
3. Tekelec's Transport Adapter Layer Interface - Part 3
4. Tekelec's Transport Adapter Layer Interface - Part 4
5. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 1
6. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 2
7. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 3
8. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 4
9. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 5

10. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 6
11. RObust Header Compression (ROHC): Framework and four profiles: RTP, UDP, ESP, and uncompressed - Part 7
12. Requirements for robust IP/UDP/RTP header compression
13. RSVP Cryptographic Authentication -- Updated Message Type Value
14. How to Advertise Responsibly Using E-Mail and Newsgroups or - how NOT to $$$$$ MAKE ENEMIES FAST!
15. Realm Specific IP: Framework
16. Realm Specific IP: Protocol Specification - Part 1
17. Realm Specific IP: Protocol Specification - Part 2
18. RSIP Support for End-to-end IPsec
19. Finding an RSIP Server with SLP
20. ECML v1.1: Field Specifications for E-Commerce
21. Carrying Label Information in BGP-4
22. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 1
23. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 2
24. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 3
25. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 4
26. Conventions for the use of the Session Description Protocol (SDP) for ATM Bearer Connections - Part 5
27. Request to Move STD 39 to Historic Status
28. RSA/SHA-1 SIGs and RSA KEYs in the Domain Name System (DNS)
29. Service Location Protocol Modifications for IPv6
30. LDAP Authentication Password Schema
31. 3GPP-IETF Standardization Collaboration
32. Mobile IP Vendor/Organization-Specific Extensions
33. Methodology for ATM Benchmarking - Part 1
34. Methodology for ATM Benchmarking - Part 2
35. Methodology for ATM Benchmarking - Part 3
36. Methodology for ATM Benchmarking - Part 4
37. Methodology for ATM Benchmarking - Part 5
38. On the Design of Application Protocols
39. Authentication for DHCP Messages
40. A More Loss-Tolerant RTP Payload Format for MP3 Audio
41. A URN Namespace for XML.org
42. A URN Namespace for OASIS
43. Extensions to IPv6 Neighbor Discovery for Inverse Discovery Specification
44. A DNS RR Type for Lists of Address Prefixes (APL RR)
45. The Congestion Manager
46. Electronic Signature Policies - Part 1
47. Electronic Signature Policies - Part 2
48. Electronic Signature Formats for long term electronic signatures - Part 1
49. Electronic Signature Formats for long term electronic signatures -

Part 2
50. Electronic Signature Formats for long term electronic signatures -
Part 3
51. Electronic Signature Formats for long term electronic signatures -
Part 4
52. Authentication, Authorization, and Accounting: Protocol Evaluation
- Part 1
53. Authentication, Authorization, and Accounting: Protocol Evaluation
- Part 2
54. Authentication, Authorization, and Accounting: Protocol Evaluation
- Part 3
55. Protection Against a Variant of the Tiny Fragment Attack
56. Requirements for Kerberized Internet Negotiation of Keys
57. Notes from the State-Of-The-Technology: DNSSEC
58. Dormant Mode Host Alerting ("IP Paging") Problem Statement
59. Terminology for Frame Relay Benchmarking
60. Terminology for ATM ABR Benchmarking
61. Performance Enhancing Proxies Intended to Mitigate Link-Related
Degradations - Part 1
62. Performance Enhancing Proxies Intended to Mitigate Link-Related
Degradations - Part 2
63. The SPIRITS Architecture
64. OSPF Stub Router Advertisement
65. Extended Assignments in 233/8
66. Requirements for Configuration Management of IP-based Networks
67. Per Hop Behavior Identification Codes
68. CDMA2000 Wireless Data Requirements for AAA
69. An IPv6-to-IPv4 Transport Relay Translator
70. Known HTTP Proxy/Caching Problems
71. Remote Monitoring MIB Extensions for Interface Parameters
Monitoring
72. L2TP Disconnect Cause Information
73. Transmission of IPv6 Packets over IEEE 1394 Networks
74. Generic Routing Encapsulation over CLNS Networks
75. A Framework for Defining Empirical Bulk Transfer Capacity Metrics
76. MGCP Business Phone Packages - Part 1
77. MGCP Business Phone Packages - Part 2
78. End-to-end Performance Implications of Slow Links
79. A URN Namespace for Public Identifiers
80. Delegation of IP6.ARPA
81. PPP Multiplexing
82. Requirements and Functional Architecture for an IP Host Alerting
Protocol
83. End-to-end Performance Implications of Links with Errors

Source:
http://www.security.fx-vista.com/Category/The-Standards-That-Define-The-Internet-1.php

--- Thank You ---

http://www.fx-vista.com

5951. Hello, anyone wants to try my program.

Newsgroup: comp.sys.atari.programmer
Date: 2008-01-11 17:00:57 UTC
From: Argi <kivernitis@mail.gr>
Message-ID: <fm87cb$27h$1@mouse.otenet.gr>
Source record: 70

Hello, anyone wants to try my program.
It generates on every run 8 rows of six numbers.
So, you play almost all the numbers, (except one - never mind ;-)))
It is difficult to play all the numbers only with the pen, difficult to find
what numbers you didn't play. So this program makes easy to do it.

I have more programs to upload in the future, stay tuned.

Good luck

Argi
http://lotto-free.blogspot.com/

5952. hardcore dating in massachusetts who is tyra banks dating debra winkler dating service

Newsgroup: comp.sys.atari.programmer
Date: 2008-03-24 15:13:12 UTC
From: undresssgames@gmail.com
Message-ID: <c9128dc7-1a03-4c97-a1e0-7879788363e7@i7g2000prf.googlegroups.com>
Source record: 71

http://totalvideos.isgreat.org/video/new
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questionnaire on dating my daughter, 100free dating site,
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sex dating in shore acres california, what are dating rules for mormons,
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5953. herbal cures for non hodgkins lymphoma diarrhea herbal remedy production herb herbal tea teas growing

Newsgroup: comp.sys.atari.programmer
Date: 2008-03-27 13:36:46 UTC
From: inflatinghanime@gmail.com
Message-ID: <38705d0a-d454-49ec-968d-b851209d46b0@i29g2000prf.googlegroups.com>
Source record: 72

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marnies herbal supplies in adelaide, body business herbal wrap,
herbal help for carpal tunnel, herbal stores in winnipeg,
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adenoma herbal pituitary therapy, herbal remedy for brain tumor,
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is herbal penis enlargement effective, herbal remedies for anxiety and
nervousness, herbal antifungal medications, natural herbal penis
enlarement, ejaculation herbal penile pills,
herbal supplements for hormonal imbalance, herbal poppy, herbal breast
enhancement miami,
ratings on herbal supplement passion flower, caffeine free herbal
infusion tea, parvo herbal care, indian spring herbal encyciopedia,
main herb for natural viagra, fertility herbal remedies,
herbal supplements dictionary, diaes 2 herbal cures,
herbal viagar, chemotherapy herbal relief,
herbal granny, diarrhea herbal remedy, herbal interactions with
wellbutrin, black haw powdered herbal infusion, bad breath cure
herbal, herbal supplement licien pill, herbal phyto plankton, herbal
vitamin seasonal support,
herbal horse lameness medicine, shingles herbal, natural herbal
extracts wholesale, herbal schools directory, herbal remedy for
congested chest, herbal supplement for hypothyroidism, cinnamon bark
herbal,
eyesight herbal hunter improved supplement, herbal supplements breast
enhancement, tmj herbal, colorado herbal life weight loss product,
herbal hemorrhoids medication,
herbal indigestion relief, herbal remedies for anal itch, herbal
explanations, nature's gate herbal shampoo 8 oz, diabetic herbal tea,
flash herbal hot treatment,
distributor herbal supplement, herbal supplements curing anxiety,
herbal abortion vitamin c, truth about herbal penis enlargemejt,
herbal penis enlargement stretching, herbal tea daily water intake,
herbal treatments for vertiligo, herbal plant wordpress p,
coffee herbal instant slimming, free herbal spells for finding love,
marshmallow herbal, quantum herbal products lymph activator, herbal
painkillers, ancient chinese herbal medicines, insulin resistance
herbal formulas, rheumatoid arthritis herbal treatment, headache
herbal medecine, information on herbal medicine for cancer,
herbal estrogen supplement, oregano herbal,
herbal wart remedy, herbal remedy for women libido, herbal pain
remedies for osteoarthritis, herbal yeast infection cure, herbal
treatment for anxious dogs, the herbal pathway, herbal teas ans
breastfeeding, herbal remedies for glaucoma, insomnia and herbal tea,
herbal remedy for sinus infection, herbal remedies for acid
indigestion, eldery and herbal suppliments,
most effective herbal penis elargement, fireweed herbal, legal high
herbal extacy, jamaican herbal vitamins,
herbal male sterilization, cheapest herbal penis enlargemen, rated
herbal peniis enhancement, natural herbal flea remedies for dogs,
life force herbal body wraps, herbal bath teas recipes, botanical
herbal supplement vitamin, herbal life saskatoon,
herbal magic weight loss discounts, introduction to herbal soap

making,
herbal remedies for masturbation, herbal medicine retailers, herbal solution for erectile dysfunction, herbal smoke in alabama, herbal supplements and melasma, herbal antispasmodics, herbal authority st john's wart,
herbal life distributors in chicago il, physicians herbal desk reference, mustard seed herbal pack, herbal remedies for ovary conditions, acid herbal reflux, chinese herbal slimming tea, cheap herbal cigarette read more, herbal remedies for migraines, bud herbal legal,
herbal pensi enlargement massachusetts, hives herbal, all about herbal penis enlargemet,
herbal hair treatment faster growth,
chinese herbal medicine tinnitus,
herbal lipoma treatment,
herbal ear infection treatments, nature sunshine herbal supplements,
herbal replacement for testerone for men, herbal luxuries healthy natural skin care, list of herbal aphrodisiacs for women, herbal remedy inflamation of esophagus, herbal candida cleanse, india herbal diabetes cure, baby herbal life hotmail com, swiss herbal fat burner,
herbal treatment for viens in hands, amazing herbal remedies, g and e herbal biotechnology,
rash armpits herbal, herbal ssri,
valerian herbal tea, herbal extractum,
herbal cures for non-hodgkins lymphoma,
truth about herbal penis enlargment, herbal treatments for acne scars,
herbal remedies caregivers cannabis, standardisation of herbal drugs,
natural herbal cough remedy recipes, herbal snake bite treatment,
goldenrod herbal tea, herbal majic, emphysema herbal medication,
everthing about herbal tea, adult add herbal remedy, herbal bladder incontinency control,
feminization herbal hormones, rated herbal penus enhancement, herbal erectile stimulant, herbal essences fruit fusions shampoo, herbal recipes for quick hair growth, herbal peniis enlargement montana,
cancer herbal remedies essiac canada, herbal psnis enlargement california, herbal antiperspirant,
herbal remedies for male pattern baldness, fungal contamination herbal drugs, pine bark herbal,
american herbal producers association, ibs herbal pills, blue berry herbal smoke, herbal supplement deceases endometriosis, herbal remedies for scabies, autoimmune herbal supplements,
swiss herbal remedies canada,
herbal essence dandruff shampoo, herbal morring sickness remides,
herbal salt baths, garlic herbal for cancer prevention,
herbal cortizone, herbal varicose veins,
iced raspberry herbal tea, herbal drink vara, wound healing and herbal teas,
local new orleans herbal stores, aim herbal fibreblend, herbal sprays for nats, herbal medicine rsearch microscope photo, pcos herbal treatment, diaes herbal cure, center herbal leaf re, tightening herbal

wraps homemade, health science herbal corp, recipe for herbal infusion,
dandruff herbal remedy, herbal penus stretching devices,
phase herbal menopausal, herbal progesterone supplement during pregnancy, herbal libido enhancement, celebration herbal teas website,
celestial seasonings herbal throat drops,
herbal penis enlarement massachusetts, herbal medicine poultices,
herbal hair regeneration, herbal increase testosterone,
herbal treatment of peyronies diseases, herbal uterine, chinese herbal to lighten skin, hepatitis herbal in medicine treating used, herbal healing for impotence,
herbal alternative medicine sudan, most effective herbal penis enlargemenr, herbal nausea relief, california herbal doctor treatment for fibromyalgia, herbal essence fireman,
herbal shoots, millennium soap herbal products, herbal libeto killers,
chitosan herbal energy,
malasyian herbal producers manufacturers,
herbal remedies sciatica, ancient herbal healers of the maya,
connecticut herbal life weight loss,
herbal extacy buy, herb reduce testosterone, herbal tea remedies for loint soreness, herbal placebo experiments, herbal tea wtihout caffeine, herbal replacement for prednisone, vanilla herbal cigarettes, herbal ointments injuries, herbal teas caffeine content,
herbal concoction cancer cells, colitis herbal medicine, herbal magic pointe claire, herbal lotion natural viagra, thai herbal massage schools,
viral bronchitis treatment herbal remedies, herbal remedy to tighten your vagina, herbal cure lyme disease,
diaper rash severe herbal, gas herbal remedy, acne chinese herbal medicine, herbal cold remedy, holistic and herbal arthritis medicine, allergy herbal tea,
herbal tea for inflamation, herbal liver cirrhosis, free samples of herbal essences shampoo, receipe for herbal acne cream, herbal supplements that fight the flu, ole dori herbal olson, herbal fragrance wholesale, herbal remedies for the lungs, boost herb testosterone that,
bee wax herbal,
best herbal penus enhancement, herbal wormer for sheep, herbal diet wordpress p, herbal cure for blocked fallopian tube,
herbal extract suppliers, list of chinese herbal remedies, herbal actives red yeast rice, herbal sachet mixture recipe, natural herbal penis enlargemetn, herbal cures for thrush, herbal medicine maker forum, arthritis and herbal medicine and knee, herbal vitamins wordpress p, herbal remidies for joint soreness, canada cardamon cinnamon herbal tea,
miracle 2000 herbal medicine, herbal pillow,
herbal treatments for jock itch, herbal treatment scabies, tannic acid herbal remedies,
herbal smoke shop new york city, rheumatoid arthritis herbal homeopathic, buy liquid ma huang herbal, herbal tranquilizer, erected

herbal gel,
dopaminergic herbal aphrodesiac, herbal pregnancy wordpress p,
hawthorne berry herbal, amino in herbal remedis shop usa, newton
herbal, making herbal preperations, herbal infusion, relaxed wonderer
chinese herbal, acu herbal practice aberdeen, herbal healthcare hi,
aloe drink herbal, herbal destroys hair growth,
making healing herbal salves, herbal blend for meditation, formula
herbal medicine therapy, kentucky herbal life weight loss product,
about herbal pehis enhancement, herbal touch ayurvedic, hypertension
herbal remedy, herbal psnis enlargement arizona, herbal cresty neck
syndrome,
appetite suppressant herbal magic, connecticut school herbal medicine,
do herbal viagra substitutes really work,
herbal treatment of vertigo, herbal slippers, moss herbal remedy,
diabetes herbal medicine strauss,
best herbal penis enlwrgement,
herbal life supplement natural products her,
hollywood's herbal cigarette, herbal hair restorations,
herbal remedies for sinus,
herbal shampoo green, herbal smoke chamomile, northeast herbal
association, herbal remedy for toenail fungus,
canine herbal supplements,
herbal recipes remedies pain relief, biotique herbal cosmetics us,
herbal abortive remedies, herbal medicines for blood clots, herbal
female hormones,
herbal removable skin tags,
hibiscus herbal tea, old way herbal remedies recipes, herbal clean
cleansing cocktail, emporium herbal simones, all natural herbal heart
supplement, dsf herbal,
usa herbal supplements company,
herbal remedy buttercup leaves, herbal mood elevators, herbal magic
airdrie, herbal liver and kidney cleanse,
herbal viagra cartridge, herbal liquer, herbal erotica fro men, herbal
libido enhancers low increase natural, herbal health for animals
ebook, herbal sleep aid child, herbal medicine store karachi pakistan,
herbal supplements to increase breastmilk production,
dove s detox tea herbal health, independent distributor herbalife
herbal life,
the herbal group, herbal wieght loss,
uae herbal teas, herbal supplements for infants, chinese herbal cure
for heartburn, herbal oils for longer thicker hair, herbal supplement
for low female labido,
physicians desk referance for herbal medicine, herbal linen wrap, jim
long herbal pillow recipe, cheapest herbal penis enlargemet, tourettes
syndrome herbal, herbal essence shampoo for oily hair,
natural herbal insomnia remedies, colorado boulder herbal institute,
potions herbal make, herbal tea bronchitis, acne herbal strauss
treatment,
herbal medicine developing countries, herbal remedies tired, cheapest
herbal penis enlagrement,

herbal sleep aids vegetarian times, herbal farming, oregano herbal medicine,
potassium chloride tablets supplements herbal, 14 day herbal detox symptoms, herbal remedies for bladder infections, herbal penus enlargement colorado, codex standard for herbal drink,
herbal magic candle,
chinese herbal shops in florida,
herbal penus enlargement new mexico, herbal medication in early 1900, iridology herbal health center los angeles, herbal alternative to prozac and diazepam,
herpes and herbal remedies, pepper herbal spray, herbal chyawanprash, herbal love erection leak, passiflora quadrangularis herbal use, most effective herbal pneis enhancement, herbal remedy for cellulite, herbal wrap kits, herbal vivid video, herbal oils for skin tag removal,
kabbalah herbal medicine, reminders on use herbal medicines, mixing celexa and herbal products, dreams herbal cigarettes,
commercial essence herbal,
herbal vitamin dictionary, mullens herbal tea house, herbal teas stores ma,
herbal remedy post natal depression, natural herbs and herbal supplements nutrasanus,
make your own herbal spa treatments, produce twins with herbal, bulk herbal white tea, compare herbal removal of facial moles, coumadin and herbal supplements,
swelling lymph fluid herbal, herbal breast enhancer rating, herbal remedies and acne laser treatments, herbal stores in inland empire, burner fat herbal, doctor burts herbal deodorant, herbal remedy for spastic colon, herbal products for itchy dogs, tyler herbal defense factors, botanical herbal extractors,
herbal suppliments that boost sexual drive, herbal tick repellent, herbal handmade soap,
money herbal life gmail com,
herbal supplements to reduce potassium, herbal remedies for constipation of child, cataract herbal remedies, herbal treatment for scalp psoriasis, 11 herbal brown henna 16, herbal fiberblend discount, extends herbal, living free herbal extract for herpes, zand changes for men herbal, fda health freedom herbal supplements congress, enhancer herbal natural relationship sex sexual, herbal penis enlargement new jersey,

5954. Re: atari 2600 programmers kit ?

Newsgroup: comp.sys.atari.programmer
Date: 2008-04-28 19:05:48 UTC
From: OpenSourcePong <opensourcepong@earthlink.net>
Message-ID: <ne2dneun-oOHvYvVnZ2dnUVZ_rmjnZ2d@earthlink.com>
Source record: 73
Cross-posted to: alt.atari.2600.programming,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

You can try bataribasic @ bataribasic.com and see if that "kit/system"
helps. I personally found it easier to use then 6502 Assembly.
"*ProteanThread*" <rtdos hotmail com> wrote in message
news:FK2dnX2dhppR0gzd4p2dnA@bresnan.com...
> wasn't there a programmer's kit for the atari 2600 / 7800 and 5200 by
> atari
> ? is it available for download somewhere ?
>
>
> --
>
>
> Woodzy
> http://rtdos.com/forum
>
>

5955. FS: ATARI 800XL working (?) incl videocable, monitor is extra for shipping, also cartridge (nonworking?, Citibank unknown applications)

Newsgroup: comp.sys.atari.programmer
Date: 2008-06-16 00:02:36 UTC
From: Mark Licetti <MetalBladeNOJUNK@NOJUNKprodigy.net>
Message-ID: <eWg5k.8303$jl5.1824@flpi148.ffdc.sbc.com>
Source record: 74

I have Atari 800XL system, main, CPU or "console" unit - whatever it was called (I am not an expert on vintage computers/games). Owner claims it WORKS FINE, but since Chess Game memory cartridge failed they never used it, chess was the only thing they cared for. There's another cartridge from Citibank and I dont know wha tit does, I am quite sure main unit works. Video cable is included, even monitor is available but I doubt anyone wants a small CRT whitish monitor these days, it's probbaly better to hook up to a modern monitor thru some sort of connector adapter. I have connectorized videocable for it.

Main unit looks like a keyboard integrated with CPU/mainboard, it's clean and owner says it works. Any interest?

Do NOT reply on Newsgroup, email instead and REMOVE "NOJUNK" strings in my address.

Best if transaction is conducted on Ebay 9for safety) - my Ebay feedback is 100% positive, not to mention a DECADE of Newsgroups trading without any complains.

5956. test

Newsgroup: comp.sys.atari.programmer
Date: 2008-06-19 04:38:52 UTC
From: THE GREAT ONE <starbucknomad@aol.com>
Message-ID: <g3cniu$6k6$4@aioe.org>
Source record: 75

```
test
```

5957. Additional Modules for Cubase (CUETRAX, STYLETRAX, STUDIO)

Newsgroup: comp.sys.atari.programmer
Date: 2008-07-14 12:26:01 UTC
From: Jean Pat <jeanpatataribatvoila.fr>
Message-ID: <487b45de$0$852$426a74cc@news.free.fr>
Source record: 76

Monday, July 14th 2008,

the long awaited cracked additional modules for Cubase sequencer are now out! All disk protections have been removed!

- Studio Module : The Total Recall Studio Organizer. Manages the settings for all your synthesizers and other MIDI Devices.
- StyleTrax : The Accompaniment Tool. Make music in seconds with the Styles that are included, or create your own in minutes.
- CueTrax : The Graphic MasterTrack Editor. An essential tool for anyone making music for film or video.

These modules are compatible with Atari versions of:
- Cubase Score
- Cubase Audio (CAFCRACK packages included)
- Later versions of Cubase 3.x (For example, 3.01 is excluded contrary to 3.10)

I advise to put STUDIO.MOD, CUETRAX.MOD and STYLTRAX.MOD files in MODULES folder. Before loading Studio Module, you MUST create a STUDIO.DAT folder in current Cubase program folder.

Studio Module (v1.02 package):
http://jeanpatatari.site.voila.fr/modules.add/STUDIOJP.ZIP

Studio Modules (v1.06a, v1.06c, v1.07a):
http://jeanpatatari.site.voila.fr/modules.add/STUDADJP.ZIP

Studio Module driver editor:
http://jeanpatatari.site.voila.fr/modules.add/DMAKER.ZIP

CueTrax Module:
http://jeanpatatari.site.voila.fr/modules.add/CUETRXJP.ZIP

StyleTrax Module:
http://jeanpatatari.site.voila.fr/modules.add/STYLTXJP.ZIP

Special thanks to JLC!

Jean Pat

Always available CAFCRACK v1 (M) Crack For Cubase Audio Falcon 2.06:
http://jeanpatatari.site.voila.fr/cafcrack/v1/CAFCRACK.ZIP
http://jeanpatatari.site.voila.fr/cafcrack/v1/CAF206JM.ZIP

5958. comp.sys.atari.programmer economist

Newsgroup: comp.sys.atari.programmer
Date: 2008-08-14 22:12:03 UTC
From: Paulie.Szuba@Gmail.com
Message-ID: <625056979148198226233220 6@news.tpgi.com.au>
Source record: 77
Cross-posted to: comp.sys.atari.programmer,comp.sys.sgi.audio

http://conservative.googlebong.com

5959. Shake that Laffy Taffy

Newsgroup: comp.sys.atari.programmer
Date: 2008-09-28 03:29:30 UTC
From: Simon.Yeater@aol.com
Message-ID: <4368D27DFB70B56BD7F285F30A6@news.tpgi.com.au>
Source record: 78
Cross-posted to: comp.sys.atari.programmer,comp.lang.visual,comp.soft-sys.middleware.bea-tuxedo

Mark wrote:
>
> I appeal another cognitive bat.
>

http://object.bharattv.org

--
Just now, patents function after distinguished plants, unless they're artificial.

5960. eBay's Top 10 ATARI computers and components

Newsgroup: comp.sys.atari.programmer
Date: 2008-10-26 14:10:04 UTC
From: DC <nobody@pseudo.borked.net>
Message-ID: <64c28be6c063a6e45df971d01a2355c1@pseudo.borked.net>
Source record: 79
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer

http://easyurl.net/AtariTop10

5961. AHCC released

Newsgroup: comp.sys.atari.programmer
Date: 2009-01-27 17:19:02 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <e87fc$497f4223$4dfbcd13$29889@news.chello.nl>
Source record: 80
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LS

Finally, after many years of intermittently hard work and
letting myself be distracted by the many beautifull things in a world
that is not entirely made up/out by/of computers, AHCC has reached
a usable state.

AHCC is a replacement for the renown but propriatary Pur C compiler.
AHCC is binary and almost source compatible to Pure C.

You can download AHCC from my homepage (in sig).

The version number is 3.b1
3 after Sozobon v2, b1: the first beta release.
The language version is C89.

Please, please, before you go fiddling, read the hypertext
in it's entirety first.

If things are unclear or if you think the hypertext is too
concise or incomplete, send me a mail.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC

5962. Re: AHCC released

Newsgroup: comp.sys.atari.programmer
Date: 2009-01-27 20:28:09 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <497f6e59$0$18358$ba4acef3@news.orange.fr>
Source record: 81
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

Many thanks for AHCC that I don't already tested, but I will !

Henk Robbers writes :
> Finally, after many years of intermittently hard work and
> letting myself be distracted by the many beautifull things in a world
> that is not entirely made up/out by/of computers, AHCC has reached
> a usable state.
>
> AHCC is a replacement for the renown but propriatary Pur C compiler.
> AHCC is binary and almost source compatible to Pure C.
>
> You can download AHCC from my homepage (in sig).
>
> The version number is 3.b1
> 3 after Sozobon v2, b1: the first beta release.
> The language version is C89.
>
> Please, please, before you go fiddling, read the hypertext
> in it's entirety first.
>
> If things are unclear or if you think the hypertext is too
> concise or incomplete, send me a mail.

That's really kind of you to suggest users to report directly.
I hope not to importunate if I do. I'm always looking forward
to know about projects you're developing. That helps a lot !

Best regards,

--
François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://fon.gs/eureka/

5963. Re: AHCC released

Newsgroup: comp.sys.atari.programmer
Date: 2009-02-03 10:30:44 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <gm96ck$47r$1@orkan.itea.ntnu.no>
Source record: 82
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st Henk Robbers <h.robbers@chello.nl> wrote:

> Finally, after many years of intermittently hard work and
> letting myself be distracted by the many beautifull things in a world
> that is not entirely made up/out by/of computers, AHCC has reached
> a usable state.

This is very good news :-) I will download and test it as soon as I have
repaired my Milan.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5964. AHCC v3.b2

Newsgroup: comp.sys.atari.programmer
Date: 2009-03-02 15:37:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <a330a$49abfd7b$4dfbcd14$2875@news.chello.nl>
Source record: 83

```
LS

There is a new version of AHCC available. (see sig)

Changes:
AHCC now detects and inhibits infinite recursions
during macro expansion. (v3.b1 crashed)

Fixes in relative path handling.
More flexible handling of shel_find result.
Built in macro __FILE__ changes '\' to '\\'.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

5965. AHCC v3.b2 (continued)

Newsgroup: comp.sys.atari.programmer
Date: 2009-03-02 22:05:41 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <95620$49ac585e$4dfbcd14$22401@news.chello.nl>
Source record: 84
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

For those who already downloaded the last AHCC.

Please do it again.
There is a last minute fix and I forgot a few files.

Apologies for the inconvenience.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

5966. AHCC V3.b3

Newsgroup: comp.sys.atari.programmer
Date: 2009-03-19 12:57:00 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <7d5c7$49c2414a$4dfbcd14$13313@news.chello.nl>
Source record: 85
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my home page (see sig).

Changes since v3.b2:

Fixed a omission while expanding.
(K&R 2nd A12.3 dont replace at rescan.)
My solution of recursive macro expension yielded
false positives. So it is removed.
It might be necessary to completely redesign the
expansion mechanisms. The current implementation is a
Sozobon legacy. AHCC should work fine when you remove
all recursive definitions and usage in your sources.

A memory bug is killed.
A few minor bugs fixed.

The Pure C offsetof macro couldn't work in #if's
(again, Sozobon legacy).
Implemented __offsetof__ operator.

If your programs use offsetof in a #if conditional
and you do not use the stddef.h of AHCC,
you must copy the implementation of offsetof from stddef.h
in folder AINCLUDE to your own stddef.h.

Handling of # (stringify) and ## (token catenation)
same as Pure C (Not entirely ANSI).

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

5967. please view our newest atari joystick

Newsgroup: comp.sys.atari.programmer
Date: 2009-08-03 21:32:38 UTC
From: Nickname unavailable <Video61@tcq.net>
Message-ID: <a944454b-8d4d-425f-8667-c878655210ae@b14g2000yqd.googlegroups.com>
Source record: 86

http://members.tcq.net/video61/cx40evolved.html

we also have a large choice of software for many classic atari
machines at, www.atarisales.com

thanks,
lance
www.atarisales.com

5968. Maine hotel

Newsgroup: comp.sys.atari.programmer
Date: 2009-08-09 21:29:16 UTC
From: Bernard site <bernardsite@gmail.com>
Message-ID: <8c274c9e-7450-43a0-bc26-20349c8ff218@g19g2000vbi.googlegroups.com>
Source record: 87

****

****

ENTER HERE:

>>> http://wd-content.cc/about/maine-hotel <<<

****

****

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bed and breakfast camden maine hotel
"portland maine hotel"
portsmouth maine hotel
"portland maine hotel"
portland maine hotel rates
wells maine hotel
freeport maine hotel
lewiston maine hotel
"portland maine hotel"
ellsworth maine hotel
saco maine hotel
hampton inn maine hotel
portland maine hotel with jacuzzi suite
portland, maine hotel
rockland maine hotel
appleton maine hotel
portland maine hotel with jacuzzi suite
"portland maine hotel"
appleton maine hotel
rockport maine hotel
auburn maine hotel
hampton inn maine hotel
maine hotel jupetor inn
bethel maine hotel
brunswick maine hotel
oceanfront motel lodging and old orchard beach maine hotel
portland maine hotel with jacuzzi suite
bethel maine hotel
bangor maine hotel motel
york maine hotel
portland, maine hotel with free breakfast
ogunquit maine hotel accommodations
portland, maine hotel with free breakfast
york beach maine hotel
portland, maine hotel
maine hotel jupetor inn
maine hotel jupetor inn
bed and breakfast camden maine hotel
freeport maine hotel
wells maine hotel motel
bath maine hotel
portland maine hotel kids stay for free
york beach maine hotel
portland maine hotel
portland maine hotel with jacuzzi suite
portland maine hotel
camden maine hotel
ellsworth maine hotel
portland maine hotel kids stay for free
portland, maine hotel

augusta maine hotel
greenville maine hotel
maine hotel
portland, maine hotel
wells maine hotel motel
old orchard beach maine hotel
bath maine hotel
maine hotel jupetor inn
red roof inn maine hotel
oceanfront motel lodging and old orchard beach maine hotel
portland, maine hotel
brunswick maine hotel
bath maine hotel
ogunquit maine hotel accommodations
wells maine hotel
bed and breakfast camden maine hotel
bed and breakfast camden maine hotel
wells maine hotel
bangor maine hotel
saco maine hotel
wells maine hotel motel
algonquin maine hotel
bed and breakfast camden maine hotel
old orchard beach maine hotel
bangor maine hotel
scarborough maine hotel
lewiston maine hotel
old orchard beach maine hotel motel
ellsworth maine hotel
maine hotel reviews
bethel maine hotel
brunswick maine hotel
bethel maine hotel
maine hotel/motel listing
camden maine hotel
auburn maine hotel
freeport maine hotel
red roof inn maine hotel
freeport maine hotel
portland, maine hotel with free breakfast
ogunquit maine hotel accommodations
wells maine hotel
appleton maine hotel
"portland maine hotel"
hampton inn maine hotel
scarborough maine hotel
bar harbor maine hotel
bed and breakfast camden maine hotel
bar harbor maine hotel
rockport maine hotel

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5969. AHCC V3.b4

Newsgroup: comp.sys.atari.programmer
Date: 2009-11-25 15:53:08 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <31e51$4b0d52f1$4df94c07$8425@news.chello.nl>
Source record: 88
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LS

AHCC is a Pure C compatible C compiler.

There is a new version available on my homepage (see sig)

Summary of changes:

Assembler:
Fixed a memory leak;
C preprocessor activated in .S files
While doing this, it appeared that AHCC never checked
if a preprocessor command was the first of a line. :-(
This is now repaired.

.global
.org
.equ and .set second form
.ascii
.asciil
.asciiz
.page

option -*u default .super

Repair broken exg An,Dn

Allow mixed register lists of form:
Dn-An (ascending register number) --> Dn-D7/A0-An
An-Dn (descending register number) --> An-A0/D7-Dn

Option -*w to set default size for Xn (no dot).
default (option not set) is word.
Also fixed a bug in determining the Xn size.

Compiler:
Activated and fixed option -x prepend underscore.
Fixed occasionally incorrect line number in messages.
#warning
__func__ identifier and its synonim __FUNCTION__
case: long constants allowed
Fixed stupid mistake in constant validation since v3.b3
Typos in constant folding for <= and >= (wrong way around)
Not detected until compiling emutos :-(

Negative absolute operands handled correctly.
Removed '#' from #warn, #error messages.

Less cryptic message for mismatching pointers to function.
Sometimes the Help opened the wrong file.
Fixed by restructuring the Help DataBase.

Allow 'formal' declaration of arrays by specifying
empty [] pair. e.g. static char forward[];

It appeared that if flag 'cdecl calling' was set,
functions returning a pointer returned in D0, wereas the
callee expected the pointer dtill in A0.
Probably a relic of a distant past.
Pointers are now always returned in A0.
Fixed another bug in 'cdecl' calling in combination
with __syscall__. (a2 wasnt reserved)

Incrementing a void * wasnt warned nor handled sensibly.
Arithmetic to unscalable pointers is warned and not scaled.

Fixed wrong handling of absolute Lvalues and references.
Fix and improvement of rare optimization incidence.
Fixed a bug in implicit dereferencing of callee expressions.
e.g. (a ? c : d)(arg);
Fixed a terrible regression in constant casting.
Casting int to float was lost somewhere.
Fixed a bug in long pointer scaling in 68000 mode (-2-)

Linker:
Fixed a memory bug for libraries with excessive
number of names. (more than 1359)
Result of a nested project was not correctly passed
and the linker was not called. Fixed.
'Linking' message gives name of project file.
Object files are linked in the order in which they
appear in the project file.

Build a ROM image:
Option -t=N N is startaddress of text+data sections.
bss start will be set at 0.
-i=N N is size of image in kilobytes. (zero padding)

Make sure ALL areas are of even size.

Shell:
KIT: button 'inherit options'
for nested projects, inherit options from parent project.

Editor:
Improvement of UNDO behaviour. UNDU after HELP.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org

A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5970. Re: AHCC V3.b4

Newsgroup: comp.sys.atari.programmer
Date: 2009-11-26 12:41:57 UTC
From: sil <twe-15gb4@kaspop.com>
Message-ID: <8c5a25a0-2d2e-4e65-848a-fe983269821b@g27g2000yqn.googlegroups.com>
Source record: 89
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> AHCC is a Pure C compatible C compiler.
>
> There is a new version available on my homepage (see sig)

That's awesome. Thanks for working on this.

sil.

5971. Re: AHCC V3.b4

Newsgroup: comp.sys.atari.programmer
Date: 2009-11-26 22:55:21 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <d428$4b0f0767$4df94c07$28428@news.chello.nl>
Source record: 90
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Something is missing in the doc's

Compiling AHCC with either Pure C or AHCC:
the sinclude folder must be used.
Compiling CALC and DIGGER:
the ainclude folder must be used.

You can set this via menu:Project-->Config

AHCC_PRJ.TTP defaults to ainclude.

AHCC.TTP and AHCL.TTP are there for completeness
and never used by myself.

I am not interested in Unixoids and their scripting aphasiae.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
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5972. Re: AHCC V3.b4

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-02 12:27:21 UTC
From: paulwratt <paul.wratt@gmail.com>
Message-ID: <e2b7d094-9f94-4d82-87ac-9fd963fad0aa@o9g2000vbj.googlegroups.com>
Source record: 91
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Nov 27, 9:55 am, Henk Robbers <h.robb...@chello.nl> wrote:
>
> AHCC_PRJ.TTP defaults to ainclude.
>
> AHCC.TTP and AHCL.TTP are there for completeness
> and never used by myself.
>
> I am not interested in Unixoids and their scripting aphasiae.
>

I am, and I do test them from the command line, for various reasons, but I use the AHCC for editing (Qed does not like the tab chars) and overall project compiling.

AHCC_PRJ.TTP currently accepts a project file as the only parameter. If you dont mind, I will look at adding extra command line options, at least for includes and lib folders

Your testing of Teradesk lately has confirmed that I do not have libs set up properly, with command line this is much quicker to test (for me)

BTW can you post your fixes regarding the latest Teradesk test compile. At the moment I am stuck only on linking (under MiNT), having made minor adjustments to the sources, an wish to confirm those changes..

Paul

5973. Re: AHCC V3.b4

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-02 16:51:58 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <33017$4b169b3e$4df94c07$18106@news.chello.nl>
Source record: 92
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

paulwratt wrote:

> AHCC_PRJ.TTP currently accepts a project file as the only parameter.
> If you dont mind, I will look at adding extra command line options, at
> least for includes and lib folders

I do mind. The purpose of this program is to be able to drop a
projectfile on it via the desktop. Pressing ALT while dropping
forces a make all. I am fixing a problem with the .C [-I...] option
in the project file. The project file is the place to be for
include directories.
The same is true for the lib directory. I might have neglected
this, because I only use the GEM AHCC (lib via KIT).
I am investigating this issue.

AHCL accepts all input files, including libraries on the
commandline. Files are loaded in the order of the commandline
as long as there are unresolved references and kept in memory.
AHCL's reference matching is recursive, so this order is not
vital. However the input will appear in the executable
binary in this order. To start the recursive reference cascade it
is necessary that the first file must reference something.
Most startup codes do this by refering to main.

This is how it is designed, I never ran AHCL.
It should work because AHCC uses a internal calling mechanism
that mimics the commandline.

The last time I have typed a commandline was in 1985 when
I got payed for it. And it wasn't even Unix, but ICL 2900 VME/B's SCL.

> Your testing of Teradesk lately has confirmed that I do not have libs
> set up properly, with command line this is much quicker to test (for
> me)

> BTW can you post your fixes regarding the latest Teradesk test
> compile. At the moment I am stuck only on linking (under MiNT)

What exactly is the problem?

>, having
> made minor adjustments to the sources, an wish to confirm those
> changes..

about jmpa6:

```
#if __AHCC__
void __asm__ jmpa6(void)
{
addq.l #4, sp /* adjust stack; jmpa6 is called */
jmp (a6)
}
#else
void jmpa6(void) 0x4ED6;
#endif
```

A new AHCC is not ready yet.
I found two more issues, which I am investigating.
They are rare. Only occurred until now.

:-) Your involvement pays off.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5974. AHCC V3.b5

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-08 14:28:43 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <839f6$4b1e62ad$4df94c07$20751@news.chello.nl>
Source record: 93
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

AHCC is a Pure C compatible C compiler for GEM.

There is a new version available on my homepage (see sig)

Changes:

Shell:
Very, very usefull:
New menu entry Project->Edit ALT+P
Loads the current projectfile in the editor.
Open->Open .P* removed.

menu entry 'Find selection in project' now also in the journal.

KIT: button for option -*u (default .super in assembly)

Compiler:
Improved include file lookup.
Now Teradesk compiles directly from its own directory.
Teradesk compiles without 'inherit options'.
The need for setting a include dir in the KIT is almost
never needed when -I's are in the project file.
This is also beneficial for AHCC_PRJ.TTP. There the default
to ainclude is removed.

Made a lot of error/warning messages a lot more readable.

Completely forgot about relative long branches in the
output phase. :-( Fixed.

Fixed a regression and a closed loop while generating switch
tables. (related to allowing long 'case' constants)
It happened when a case value forms a negative short.

typechecking of call's:
p(); or p(void); /* declaration */
........
p(); /* call */
Is no longer warned. The mixing of old and new syle is silently
accepted when no arguments are involved.

Same for declarations:
p() or p(void);
followed by
p(void){...} or p(){...}
```

Bugfixes for rare cases involving boolean comma expressions
and pushers.

Assembler:
Fixed ordinal in "out of range" message for shifts.

Fixed a serious regression when combining C and Assembly in a file.
(message: CE: invalid asm area number)

Accept include filename between ampersands.
For the moment the warning persists and can be ignored.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5975. AHCC V3,b6

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-16 20:57:12 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <c0dae$4b2949be$4df94c07$15433@news.chello.nl>
Source record: 94
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LS

There is a new version available on my homepage (see sig)

Only 1 bugfix.

A zero pointer dereference.

This did not much harm and was not detected on a 68040,
but causes a miserable crash on 68030.

Happily I did not trash my precious TT.
Dont trust software from Milan only users :-P

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5976. Re: AHCC V3.b4

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-19 08:50:15 UTC
From: paulwratt <paul.wratt@gmail.com>
Message-ID: <e548398d-46ec-4b58-a39c-439df8847b01@s21g2000prm.googlegroups.com>
Source record: 95
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
On Dec 3, 3:51 am, Henk Robbers <h.robb...@chello.nl> wrote:
> paulwratt wrote:
> > AHCC_PRJ.TTP currently accepts a project file as the only parameter.
> > If you dont mind, I will look at adding extra command line options, at
> > least for includes and lib folders
>
> I do mind. The purpose of this program is to be able to drop a
> projectfile on it via the desktop. Pressing ALT while dropping
> forces a make all. I am fixing a problem with the .C [-I...] option
> in the project file. The project file is the place to be for
> include directories.
> .. snip ..
> This is how it is designed, I never ran AHCL.
> It should work because AHCC uses a internal calling mechanism
> that mimics the commandline.
>
Thanks, this is good to know.

> The last time I have typed a commandline was in 1985 when
> I got payed for it. And it wasn't even Unix, but ICL 2900 VME/B's SCL.
>
> > Your testing of Teradesk lately has confirmed that I do not have libs
> > set up properly, with command line this is much quicker to test (for
> > me)
> > BTW can you post your fixes regarding the latest Teradesk test
> > compile. At the moment I am stuck only on linking (under MiNT)
>
> What exactly is the problem?
>
you have answered this else where, TeraDesk requires the PureC Libs

> >, having
> > made minor adjustments to the sources, an wish to confirm those
> > changes..
>
> about jmpa6:
>
> #if __AHCC__
> void __asm__ jmpa6(void)
> {
> addq.l #4, sp /* adjust stack; jmpa6 is called */
> jmp (a6)
> }
> #else
```

> void jmpa6(void) 0x4ED6;
> #endif
>
Thanks

I think used the following:
void jmpa6(void) {0x4ED6;}
I have added your code to the 4.01 source I have..

> A new AHCC is not ready yet.
> I found two more issues, which I am investigating.
> They are rare. Only occurred until now.
>
> :-) Your involvement pays off.
>
> --
> Groeten; Regards.
> Henk Robbers

no problem :)

5977. Re: AHCC V3.b5

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-19 08:56:51 UTC
From: paulwratt <paul.wratt@gmail.com>
Message-ID: <a82913e4-53b8-4ef5-9ba1-adabb9bc89ad@h14g2000pri.googlegroups.com>
Source record: 96
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Thanks for the update, I will be testing again, TeraDesk and HighWire

Thin include fixes are great..

Paul

5978. Re: AHCC V3.b5

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-19 10:26:52 UTC
From: paulwratt <paul.wratt@gmail.com>
Message-ID: <37b8bad2-304d-44d0-88b2-0659d8e9af01@b36g2000prf.googlegroups.com>
Source record: 97
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

(With the b6) There still seems to be an issue with AHCC finding files, it is a case thing

I am using AHCC from FAT drive C: (supports: upper case only)

The TeraDesk folder is on a MINIX partition E: (supports: upper case and lower case and mixed case)

When the file names are all upper case as from the zip, AHCC cannot find the Project files listed at the bottom of the DESKTOP.PRJ file, when these are rem'd out, it cannot find the .C files.

When it says the files it cannot find, it always prints them in lower case.

When all file names are lower case (in the file system), the files are found (ARAnyM hostfs: lower case)

Compiling "btst.s" causes a crash, XaAES outputs:
pid 66 (AHCC): BUS ERROR:
User PC=163C856, Address: 0
(basepage=160E000, text=160E100, data=16519E8, bss=1663BB2)

The test system is EasyMiNT 1.70 for ARAnyM (ZIP from EasyMiNT page, uses MiNT 1.16.3)

I will try the same AHCC and source tree using standard AFROS setup (confirmed, same problems)

Paul

5979. Re: AHCC V3.b5

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-19 14:22:02 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3efbf$4b2ce1a0$4df94c07$2226@news.chello.nl>
Source record: 98
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

paulwratt wrote:

>
> When all file names are lower case (in the file system), the files are
> found (ARAnyM hostfs: lower case)
>

There you are.

All filenames, both in project file and #include in the source
are lower case. Works on TOSFS.
Works also on case sensitive or case preserving file systems
but only of course if all relevant filenames in the fs are lower case.
Mixed case makes things unpredictable.

I use a ZIP drive for transfering AHCC et al to my Linux box
to a case sensitive fs.
I can configure mount to treat all filenames on the ZIP as
lower case. So that is what I do.

> Compiling "btst.s" causes a crash, XaAES outputs:
> pid 66 (AHCC): BUS ERROR:
> User PC=163C856, Address: 0

Oops!!

> (basepage=160E000, text=160E100, data=16519E8, bss=1663BB2)
>

Another test on TT needed :-)

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5980. Re: AHCC V3.b5

Newsgroup: comp.sys.atari.programmer
Date: 2009-12-19 14:33:41 UTC
From: paulwratt <paul.wratt@gmail.com>
Message-ID: <9734ee65-0246-4bf5-a08e-fa74e47be4f1@z10g2000prh.googlegroups.com>
Source record: 99
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Dec 20, 1:22 am, Henk Robbers <h.robb...@chello.nl> wrote:
> paulwratt wrote:
>
> > When all file names are lower case (in the file system), the files are
> > found (ARAnyM hostfs: lower case)
>
> There you are.
>
> All filenames, both in project file and #include in the source
> are lower case. Works on TOSFS.
> Works also on case sensitive or case preserving file systems
> but only of course if all relevant filenames in the fs are lower case.
> Mixed case makes things unpredictable.
>
> I use a ZIP drive for transfering AHCC et al to my Linux box
> to a case sensitive fs.
> I can configure mount to treat all filenames on the ZIP as
> lower case. So that is what I do.
>
I will try using the TOS drive again. I do know that case is an issue
when using MONST, but that it does work with a MINIX partition. (maybe
that is just a long filename issue)

I will try a test with the lower case file names on the MINIX, and the
EXT2, but from what you say, they will work..

> > Compiling "btst.s" causes a crash, XaAES outputs:
> > pid 66 (AHCC): BUS ERROR:
> > User PC=163C856, Address: 0
>
> Oops!!
>
> > (basepage=160E000, text=160E100, data=16519E8, bss=1663BB2)
>
> Another test on TT needed :-)
>
:) taa

Paul

5981. AHCC V3.b7

Newsgroup: comp.sys.atari.programmer
Date: 2010-01-06 14:28:43 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <6d59$4b449e37$4df94c07$23157@news.chello.nl>
Source record: 100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my home page (see sig)

New:

General:
Changed the naming scheme of all the incarnations of AHCC.
The name of the project file is always the same as the
name of the executable. See 'distribution' in the hypertext.

Shell:
Close the project file. (problems saving after ALT+P)
Fixed a memory leak when compiling from a open window.

Compiler:
Create AHCCST.
A 68000 version without floating point support.

The header cache is always freed between make's.
It must also be freed between files when caching
is switched off.

Cached headers take about 30% less space due to
redesign of tokenized input format.

Another dereference of a zero pointer.

Library:
Fixes in stricmp, strnicmp & strtol.
Consistency check in AHCM (memory allocator).

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

5982. 616233 Up to date Net and Tech news, knowledge, empowerment 30

Newsgroup: comp.sys.atari.programmer
Date: 2010-01-22 04:16:31 UTC
From: "Andrew W." <wilcox_andrew@childcustodyfordads.eyetraffic.net>
Message-ID: <yE96n.1373$Ir2.885@news.usenetserver.com>
Source record: 101

I fell in love with the net and all the compuiter teahcnology in the very early years and have loved it ever since, I have an IT Degree and Communications degree and will be working on my doctorate for the next five years, in bwetween I design websites, databases, Multimedia Produxction or anything that wil make me a penny, just student scraping by. But Guess what? I don't want your money, your e-mail, or anything. Each of these sites has a specific topic but they have them style and layout sothey are easy to navigate and ther a search function should take you to exactly where youwant to, or just explore, they have outside service you can acccess as well. Each site has 10,000 plus articles and they are updated everyday so you know you are gettin up to date information. ENough, here the computer and tech related sites.

Code and Creation Application Level Programming and Development
http://codeandcreation.com

EyrLinx
http://eyelinx.com

EyeTraffif
http://eyetrafiic.net

FreeNetCommerce
http://freenetcommerce.com

FreeNew Windows Software
http://freenewwindowsofyware.com

Home DVD Production
http://homedvdproduction.com

Instant Web Solutions
http://instantwebsolutions.com

Ipods and Imacs
http://ipods-imacs.com

THe Flow of Traffic
http://theflowoftraffic

TotalHelpSolutionsa
http://totalhelpsolutions.com

Webtraffic Ultra
http://webtrafficultra

Thanks in Advance and if you find any of these sites hekofulto you please pass them along roytou friends.

XVowSvPu^..PO!*&vxJxKVd%SDUKg%LaojX

5983. AHCC v3.b7

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-06 22:32:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <866d$4b6dee25$4df94c07$20931@news.chello.nl>
Source record: 102

Hi Gerhard

The answer that bounced:

Gerhard Stoll wrote:

> Hello Henk,
>
> while I'm trying to compile the cflib with AHCC V3.b7 I found the follow
> things. I use the INCLUDE path for PureC.
>
> For the cflib I use the gemlib 0.43.6. This lib brings his own
COMPILER.H. In
> there is a the define:
> #define inline
> I add this line to the
> INCLUDE/COMPILER.H
> -------------------------------cut-------------------------------
> /* used in the gemlib */
> #define inline
> -------------------------------cut-------------------------------
>
> In the folder INCLUDE the file ATARIERR.H is not present.

I cannot predict what every Pure C user has put in his include folder.
The purpose of the include folder of AHCC is to at least have the
standard headers and ahcc_rt.h.

> The assembler have a problem if a label is used twice, but in different
> function.
>
> -------------------------------cut-------------------------------
> nkc_tos2n: .
> bra .exit
> .
> .exit rts
>
> nkc_tos2n: .
> bra .exit
> .
> .exit rts
> -------------------------------cut-------------------------------
>

For the moment, local labels only work within modules.
Modularizing nkcc is a very good idee. The linker only picks

the modules that are called by a program.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5984. Re: AHCC

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-06 23:05:01 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <d4a0a$4b6df5c6$4df94c07$29522@news.chello.nl>
Source record: 103

Gerhard Stoll wrote:

> Something more about AHCC
>
> When I replace that line with:
> ------------------------------cut------------------------------
> #if !defined(__STDDEF)
> #include "stddef.h"
> #endif
> ------------------------------cut------------------------------
> it works. But in the I:\AHCC\INCLUDE\STDDEF.H stand also:
> ------------------------------cut------------------------------
> typedef unsigned long size_t;
> ------------------------------cut------------------------------

That is a correct solution. Without the #if the typedef is
evaluated twice.

The second typedef results in the following:
typedef unsigned long unsigned long;

Which is not valid C89, the typedef'd name (declarator) is missing.
Repetition of unsigned and long is taken for granted.

I dont know how Pure C or GCC look at this.
I have to lookup the standard.
I have tried to mimic Pure C, but didnt like the code.

The following is good and sensible C:

typedef long mylong.
typedef unsigned mylong size_t.

> Two things I miss in AHCC, at the moment:
> In PureC you can define a path for the object file which are make. So they are
> no between the sourcecode.

Never used that. So didnt think of it.

> It is also possible to load the konfi (cfg) with a menu entry or in the
> commandline. I have for erery project a cfg file.
>

I'll have a look.
No promise.

--
Groeten; Regards.

Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5985. pure pascal floating point other than single double extended real

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-07 15:25:38 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <4aa0735e-aa84-489d-99df-8037955764d2@b18g2000vbl.googlegroups.com>
Source record: 104

hi i use pure pascal and it supports the range of values from byte to
real
but has no support for more than 1 digit before the decimal .

this means i cannot print 3456.78 or 123.4567

i think it usees fixed point math but no floats
is this correct?

i am a novice and probally take this element for granted when
programming on my atari,

the simplier languages used before bymyself like gfa or omikron never
generate such unabilites

...so my question is" is ther a method to print out these larger
numbers and fraction of numbers"

single,extended,double and real are only decimal number supported in
pure pascal...

last but not least
do i have to make two variables to consume the floating point value?

charles

5986. Re: AHCC v3.b7

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-08 16:28:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <201002081728.a19175@b.maus.de>
Source record: 106

> I cannot predict what every Pure C user has put in his include folder.

That was my mistake I'm thinking that ATARIERR.H is from PureC, but now I see
is not.

> Modularizing nkcc is a very good idee.

You mean that every function one file?

> I'll have a look.
> No promise.

Thanks.

What will AHCC say me if it write:
OE: fmove fpn,<ea>, NO DST

Gerhard

5987. Re: PurePascal floating point other than single double extended real

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-08 16:50:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <201002081750.a19176@b.maus.de>
Source record: 105

```
> this means i cannot print 3456.78 or 123.4567

What function do you use?

Gerhard
```

5988. Re: AHCC v3.b7

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-08 22:59:19 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <4e646$4b709770$4df94c07$18358@news.chello.nl>
Source record: 107

Gerhard Stoll wrote:

>
>>Modularizing nkcc is a very good idee.
>
>
> You mean that every function one file?

No, put the Pure C

module <name>
endmod

around each nkcc function.

But if you use the nkcc from Harold Siegmund's site
I will do that for you and put the result in AHCC's lib directory.

If you have made changes, send me your version.

>
> What will AHCC say me if it write:
> OE: fmove fpn,<ea>, NO DST

That is a internal error.
Send me the file (and its includes) that causes it.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5989. Re: AHCC v3.b7

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-13 17:01:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <201002131801.a28070@b.maus.de>
Source record: 109

> But if you use the nkcc from Harold Siegmund's site I will do that for
> you and put the result in AHCC's lib directory.

It is not nrcessary, the cflib use only some function from the original source.
I change it and it works.

Gerhard

5990. ST-Log Subscribers - Send In Your Disks

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-14 04:41:18 UTC
From: allanhiggins <allanvate@gmail.com>
Message-ID: <df8d50b2-2c43-4460-b0db-69fc8ba23aff@k2g2000pro.googlegroups.com>
Source record: 108

Collecting all ST-Log Magazine cover disks! Send me your disk images,
any format. They will scanned and organized and sent to Kevin Savetz
here in California for upload to AtariMagazines.com and also to TOSEC
and PlanetEmu. If you maintain an archive and would like a copy at the
same time just let me know.

Allan Higgins (allan_higgins@hotmail.com)
[allan_higgins (at) hotmail (dot) com]

5991. Re: AHCC v3.b7

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-14 23:19:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <9669a$4b788546$4df94c07$13580@news.chello.nl>
Source record: 110

Gerhard Stoll wrote:
>>But if you use the nkcc from Harold Siegmund's site I will do that for
>>you and put the result in AHCC's lib directory.
>
>

Ok.

AHCC uses nkcc as well, so I might do it independently from you.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5992. 944309 Up to date Net and Tech news, knowledge, empowerment 03

Newsgroup: comp.sys.atari.programmer
Date: 2010-02-26 17:34:14 UTC
From: "Andrew W." <wilcox_andrew@childcustodyfordads.eyetraffic.net>
Message-ID: <oCThn.142767$ZQ3.33349@news.usenetserver.com>
Source record: 111

I fell in love with the net and all the compuiter teahcnology in the very early years and have loved it ever since, I have an IT Degree and Communications degree and will be working on my doctorate for the next five years, in bwetween I design websites, databases, Multimedia Produxction or anything that wil make me a penny, just student scraping by. But Guess what? I don't want your money, your e-mail, or anything. Each of these sites has a specific topic but they have them style and layout sothey are easy to navigate and ther a search function should take you to exactly where youwant to, or just explore, they have outside service you can acccess as well. Each site has 10,000 plus articles and they are updated everyday so you know you are gettin up to date information. ENough, here the computer and tech related sites.

Code and Creation Application Level Programming and Development
http://codeandcreation.com

EyrLinx
http://eyelinx.com

EyeTraffif
http://eyetrafiic.net

FreeNetCommerce
http://freenetcommerce.com

FreeNew Windows Software
http://freenewwindowsofyware.com

Home DVD Production
http://homedvdproduction.com

Instant Web Solutions
http://instantwebsolutions.com

Ipods and Imacs
http://ipods-imacs.com

THe Flow of Traffic
http://theflowoftraffic

TotalHelpSolutionsa
http://totalhelpsolutions.com

Webtraffic Ultra
http://webtrafficultra

Thanks in Advance and if you find any of these sites hekofulto you please pass them along roytou friends.

DhUFx&qPPtasMi_OaXXM@rdTtyKVLj+=AV%

5993. AHCC V3.b8

Newsgroup: comp.sys.atari.programmer
Date: 2010-03-17 22:28:16 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <1a332$4ba157b7$4df94c07$3267@news.chello.nl>
Source record: 112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my home page (see sig)

Changes:

Compiler:

Option -7 preliminary Coldfire V4e target.
=========================================
See also: Status of Coldfire support.

Fixed Option -c- No nested comments didnt work.
Fix in option -*i (32 bit int)
error 'no declarer for extern object'
changed to warning, default is 'int'.

New warning: 'no prototype for 'name'.
warning: 'no args matching' only if there are args to match
and only for old style prototypes.

Removed option -4 (double is float)
Removed option -*s (scale 32)
It appeared that Pure C does long scaling the same way
without being optional.

A few small fixes for very rare situations.

Removed a spurious call to a diagnostic print routine.
Reduces all binaries by about 7Kb.

Relaxed a limitation on the number of names in the Pure C
object output format.

Linker:
Improved load map.
All symbols are printed.
Local symbols are enclosed by < >.

Option -n: Write a 'nm' style list of symbels to prog.SYM

DRI symbol table in executable:
write symbols first 22 characters in stead of first 8.

Assembler:
Allow size .b in Scc instructions.
Detection of '*' comment in lexer.
```

new directives: (from devpac)
incbin
include a binary file as is at the current position.

section
allowed operands: text, data or bss.

Library:
Merged ainclude and sinclude folders.
ainclude is now obsolete and removed.
The sinclude folder can be used for both Pure C libraries
and AHCC libraries.

All 16 bit integrals in sinclude are declared as short !!!!

FILE structure of AHCCSTD.LIB compatible with the one
of Pure C lib. (Needed for fixing AHCCSTD ;-)

Fixes in AHCCSTD.LIB

Changed name of folder from AHCCLIB to AHCCSTD

Update wind_get. (table of number of replies)

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5994. Re: AHCC V3.b8

Newsgroup: comp.sys.atari.programmer
Date: 2010-03-17 22:38:18 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <30552$4ba15a12$4df94c07$9010@news.chello.nl>
Source record: 113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Henk Robbers wrote:

> FILE structure of AHCCSTD.LIB compatible with the one
> of Pure C lib. (Needed for fixing AHCCSTD ;-)

Sounds a little confusing in a natural language context :-)

typedef struct { ..... } FILE;

is what I was talking about.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5995. AHCC V4

Newsgroup: comp.sys.atari.programmer
Date: 2010-05-27 20:55:55 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <81b6b$4bfedcb1$4df94c07$12559@news.chello.nl>
Source record: 114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my homepage (see sig).

Changes:

may 27 2010
v4
Editor:
Better placement of windows with tiling.

Compiler:
Finished 68020 compatible Coldfire target. (C only)
Long mod (%) done by hardware for 68020+ and Coldfire.
Fixed a bug in AHCCST concerning assigning a variable
to a bit field.
Forbid duplication of enum identifiers.

Linker:
'nm' list: addresses always in hex.

Library:
Fixed binding for vsl_ends; Some VDI's acces intout.
Changed binding for v_gtext; Intin array static.
Replies and setting of errno same as Pure C lib.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

5996. KILGORE TX

Newsgroup: comp.sys.atari.programmer
Date: 2010-05-28 19:01:02 UTC
From: Lorene WAAG <eqyatedaduli@gmail.com>
Message-ID: <f592049e-9e11-4f2a-9908-cb852c3eead5@y12g2000vbr.googlegroups.com>
Source record: 115

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Welcome to:

>>> http://best-web-365.com/22/kilgore-tx <<<

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kilgore tx
kilgore tx fire dept
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kilgore tire kilgore tx
kilgore tx newspaper
holiday inn kilgore tx
four star cinema kilgore tx
country tavern kilgore tx
durham chevrolet kilgore tx
grady mcbryde pilot kilgore tx
kilgore college kilgore tx
lillie gee kilgore tx
rader funeral home kilgore tx
apartments in kilgore tx
michael hendrix kilgore tx
walmart kilgore tx
mcginnis lochridge kilgore austin tx
baby dolls kilgore tx
meadowbrook preschool kilgore tx
homes for sale in kilgore tx
davis residence hall in kilgore tx
kilgore tx county
kilgore college in kilgore tx
female officer death kilgore tx
city of kilgore tx
oil museum kilgore tx
stoneridge apartments kilgore tx
mortgage powered by myers kilgore tx
hotels in kilgore tx
newspaper kilgore tx
sonny ware of kilgore tx
kilgore tx ob gyn
real estate in kilgore tx
region vii service center kilgore tx
william gee kilgore tx
map of kilgore tx
kilgore tx john w harold
kilgore tx isd
kilgore tx blog
melvin goodwin kilgore tx
kilgore jr college tx

matex kilgore tx
melissa mayo kilgore tx
citizens bank kilgore tx
apartments kilgore tx
cub scouts in kilgore tx
caldwell renters kilgore tx
dominos kilgore tx
dry ice in kilgore tx
mortgage in kilgore tx texas
ceo citizens bank kilgore tx
melissa mooney kilgore tx
charles broadwater kilgore tx
ceo hollis citizens bank kilgore tx
mops kilgore tx
ostrom and kilgore tx
orgill kilgore tx
peach st kilgore tx
pineview apartments kilgore tx
petex kilgore tx
newspaper in kilgore tx
multi-listing for kilgore tx
carpet cleaners in kilgore tx texas
oleta gray kilgore tx
officer death kilgore tx
lawyers in kilgore tx texas
lawn care services in kilgore tx
low income housing kilgore tx
city streets of kilgore tx
laird memorial hospital kilgore tx
kilgore tx vocal majority
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kilgore tx zip
kilgore tx yellow pages
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chillies in kilgore tx
chevrolet dealers in kilgore tx
childcare kilgore tx
maude laird middle school kilgore tx
martin transport kilgore tx
city national bank kilgore tx
matsu kilgore tx
matex in kilgore tx
truck wash kilgore tx
tripoint global communications kilgore tx
united way of kilgore tx
tx prison kilgore
travel trailer rental kilgore tx
specialty kilgore tx
atwoods kilgore tx
trailer for rent in kilgore tx

things to do in kilgore tx
weather in kilgore tx
warren wilson kilgore tx
airmax inc kilgore tx
white pages kilgore tx
alegiance health management kilgore tx
valerie kilgore houston tx
university counseling services kilgore college tx
vinyl flooring retail kilgore tx
vertex kilgore tx
shannon and richard densman kilgore tx
caldwell apartments kilgore tx
radar funeral home kilgore tx
rainbow realty kilgore tx
rainbow reality kilgore tx
pride pump supply and kilgore tx
places near kilgore tx
pipe maintenance kilgore tx
pressure pumping service and kilgore tx
power chokes kilgore tx
rental homes in kilgore tx
reiki in kilgore tx
richard arlen densman kilgore tx
rental housing kilgore tx
bait shops kilgore tx
real estate kilgore tx
betty's kilgore tx
region vii kilgore tx
realestate in kilgore tx
dodge dealer in kilgore tx
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kilgore college longview tx
detailed map of kilgore tx
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jobs in kilgore tx
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flying cow saloon kilgore tx
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fbc kilgore tx
first presbyterian church kilgore tx
first baptist church kilgore tx
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helping hands of kilgore tx
donna mayo kilgore tx
home repair help kilgore tx
harlan hill kilgore tx
goverment housing in kilgore tx
goverment apartment in kilgore tx
halliburton kilgore tx
e-z mart and kilgore tx
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kilgore tx mailto
kilgore tx news
kilgore tx minnow worms sold
kilgore tx lodging
counselors kilgore tx
kilgore tx i s d
kilgore tx land for sale
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kilgore newspaper tx
kilgore theater tx
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kilgore tx churches
cub scout pack in kilgore tx
kilgore tx community profile

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5997. AHCC V4 (cont)

Newsgroup: comp.sys.atari.programmer
Date: 2010-06-02 00:32:17 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <6c219$4c05a6e8$4df94c07$5861@news.chello.nl>
Source record: 116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LS

AHCCST.ZIP has been supplied with the wrong standard library.

I'll replace it ASAP.

In the mean time, users of AHCCST can replace ahccstd.lib
by ahccstdi.lib from AHCC.ZIP

Apologies for any inconvenience.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

5998. MULTIPLAYER GAMES

Newsgroup: comp.sys.atari.programmer
Date: 2010-06-03 16:44:35 UTC
From: Iva BRAZIER <akuyadaliqobe@gmail.com>
Message-ID: <5786067a-45d2-4974-8f27-e960a0e59cb7@e6g2000vbm.googlegroups.com>
Source record: 117

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Click Here to Enter:

>>> http://best-web-365.com/34/multiplayer-games <<<

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Multiplayer Based 360 Games
Multiplayer Basketball Online Games
Multiplayer Big Rig Games
Multiplayer Animal Games Online
Multiplayer 3d Zombe Survivel Games
Multiplayer Acount Games
Multiplayer Adult Games
Multiplayer 3d Rpg Games
Msn Multiplayer Games Online
Multiplayer 2d Games
Multiplayer 360 Games
Multiplayer Adventure Xbox Games
Multiplayer And Adventurer Games
Multiplayer And Rpg Games
Multiplayer Adventure Quest Games Online
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Multiplayer Dancing Online Games
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Multiplayer Ds Games
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Multiplayer Dog Games
Multiplayer Dos Games
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Multiplayer Carmen Sandiego Games Online
Multiplayer Cellular Backgammon Games
Multiplayer Car Games Online
Multiplayer Browser Java Games
Multiplayer Campaign Games Xbox 360
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Multiplayer Chess Games
Multiplayer Co-op Games
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Massive Online Rpg Multiplayer Games
Massive Onling Multiplayer Games
Massive Online Multiplayer Mmopg Games
Massive Online Free Multiplayer Games
Massive Online Multiplayer Fighting Games
Massive Online Multiplayer Medieval Games
Massively Multiplayer Flash Games
Massively Multiplayer Free Flash Games
Massively Multiplayer Games
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Massive Real Time Multiplayer Games
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Massive Multiplayer Online Games Magic Free
Massive Multiplayer Strategy Games
Massive Multiplayer War Games

Massive Online 3d Multiplayer Games
Massive Multiplayer Sex Games
Massive Multiplayer Online Video Games Games
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Mlb07 The Show Multiplayer Games
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Microsoft Multiplayer Games Aoe
Medievil Multiplayer Games
Mega Multiplayer Online Games
Megaman Multiplayer Online Games
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Mobile Online Multiplayer Games
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Mmorpg Multiplayer Online War Games
Mmorpg Multiplayer Games
Mmorpg Multiplayer Massive Online Games
Mmorpg Multiplayer Online 3d War Games
Medievil Masivly Multiplayer Online Games
Massively Multiplayer Online Role Play Games
Massively Multiplayer Online Roleplaying Games
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Massively Multiplayer Online Games Or Mmogs
Massively Multiplayer Games Ferrago
Massively Multiplayer Online Games List
Massively Multiplayer Online Games Millions
Medal Of Honor Multiplayer Online Games
Medal Of Honor Vanguard Multiplayer Games
Medieval Multiplayer Games
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Massively Multiplayer Web-based Online Games
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Massivly Multiplayer Online Games
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Multiplayer Games Online Pirate
Multiplayer Games Online Play Now
Multiplayer Games Online Hurricane
Multiplayer Games Online For Roleplaying Games
Multiplayer Games Online Free
Multiplayer Games Online Horses
Multiplayer Games Pool
Multiplayer Games Powered By Phpbb
Multiplayer Games Racing
Multiplayer Games Play By Lots
Multiplayer Games Online Rpg
Multiplayer Games Online To Play
Multiplayer Games Opn The Same Computer
Multiplayer Games Online For Free On

Multiplayer Games On Internet
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Multiplayer Games On Same Computer
Multiplayer Games On Computer
Multiplayer Games Multiplayer Online
Multiplayer Games Night Online World
Multiplayer Games On 1 Keyboard
Multiplayer Games Online Browser Game
Multiplayer Games Online Fighter
Multiplayer Games Online For Free
Multiplayer Games Onlin
Multiplayer Games On The Computer
Multiplayer Games On The Web
Multiplayer Games On Your Website
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Multiplayer Games Reduce Ping Battlefield 2
Multiplayer Games Rott
Multiplayer Games War
Multiplayer Games Wii
Multiplayer Games Wii Online
Multiplayer Games To Play Online
Multiplayer Games That Dont Require Downloading
Multiplayer Games Through A Hub
Multiplayer Games To Download Free
Multiplayer Free Strategy Games Online
Multiplayer Free Stratigie Games Online
Multiplayer Free Stratigies Games Online
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Multiplayer Free Online Chat Games Checkers
Multiplayer Free Online Games Same Computer
Multiplayer Free Online Player Games

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Multiplayer Games 4 Free
Multiplayer Gameboy Advance Games
Multiplayer Free Stratigy Games Online
Multiplayer Fun Games
Multiplayer Game Show Games Online
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Multiplayer First Person Ps2 Games
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Multiplayer Flash Games For Mac
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Multiplayer Educational Math Games
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Multiplayer Excite Games
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Multiplayer Free Games Online
Multiplayer Fps Online Games
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Multiplayer Football Games
Multiplayer Fps Browser Games
Multiplayer Games Gamecube
Multiplayer Games Hacks
Multiplayer Games Internet
Multiplayer Games Free Online Games Com
Multiplayer Games For Women
Multiplayer Games For Your Website
Multiplayer Games Free Online Flash
Multiplayer Games Lists
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Multiplayer Games Malta
Multiplayer Games List
Multiplayer Games Like Doublecross
Multiplayer Games Like Ruescape
Multiplayer Games Like There And Maplestory
Multiplayer Games For Windows Mobile
Multiplayer Games Crib
Multiplayer Games Ds
Multiplayer Games For 1 Computer
Multiplayer Games Couple
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Multiplayer Games At Yahoo
Multiplayer Games Chat
Multiplayer Games For Psp
Multiplayer Games For The Ds
Multiplayer Games For Wii
Multiplayer Games For Ps2
Multiplayer Games For Free Online
Multiplayer Games For Kids

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Fun Online Multiplayer Shooting Games
Fun Multiplayer Player Games
Fun Free Online Multiplayer Games
Fun Multiplayer Games For Ages 10
Fun Multiplayer Games Free Online
Gaget Games Multiplayer Online
Game Info Online Online Multiplayer Games
Game Patches For Multiplayer Online Games
Gadget Multiplayer Games
Funny Multiplayer Player Games
Funny Online Games That Are Multiplayer
Gadget Games Online Multiplayer
Fun Free Multiplayer Games Online
Free Web Multiplayer Games
Freee Multiplayer Games
Freemassive Online Multiplayer Games
Free Uno Card Multiplayer Games
Free Space Multiplayer Strategy Games
Free Stratagey Multiplayer Adventure Games
Free Tycoon Games Multiplayer
Full Multiplayer Online Games
Fun Archery Games Multiplayer Free
Fun Arrow Games Multiplayer
Frre Multiplayer Games
Freeware Games Not Multiplayer
Freeware Lan Offline Multiplayer Rpg Games
Freewere Multiplayer Games
Games Online Multiplayer Western
Games Online Rpg Multiplayer
Games Video Games Multiplayer Game Servers
Games Online Multiplayer Victorian
Games Online Multiplayer Game Java Rpg
Games Online Multiplayer New
Games Online Multiplayer Online
Go Around The Universe Multiplayer Games
Good Multiplayer 360 Games
Good Multiplayer Computer Games
Global Multiplayer Online Games
Games Video Shooter Massive Multiplayer Online
Girls Multiplayer Games
Girly Multiplayer Games
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Games Computer Amp Video Games Multiplayer
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Gamecube Games Best Multiplayer
Games Multiplayer 2010 Jelsoft Enterprises Ltd
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Games Multiplayer 2007 Jelsoft Enterprises Ltd
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Free Online Multiplayer Sports Games
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Free Online Multiplayer Spades Games
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Free Online Role-playing Multiplayer Games
Free Online Roleplaying Multiplayer Games
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Free Online Multiplayer Wizard Games
Free Online Multiplayer Yahtzee Games
Free Online Multiplayers Space Strategy Games
Free Online Multiplayer Rpg Flash Games
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Free Online Multiplayer Online Games
Free Online Multiplayer Paintballing Games
Free Online Multiplayer Mythological 3d Games
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Free Online Multiplayer Midevil Games
Free Online Multiplayer Modern War Games
Free Online Multiplayer Rp Games
Free Online Multiplayer Rpg Adventure Games
Free Online Multiplayer Rpg Digimon Games
Free Online Multiplayer Roleplaying Games
Free Online Multiplayer Porn Games
Free Online Multiplayer Role Games
Free Online Multiplayer Role Play Games
Free Rpg Massive Multiplayer Online Games
Free Rpg Multiplayer Browser Games
Free Rpg Multiplayer Games
Free Role Playing Multiplayer Games
Free Porn Multiplayer Games
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Free Role Playing Games Onling Multiplayer
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Free Online Rpg Dbz Multiplayer Games
Free Online Rpg Multiplayer Dating Games
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Free Online Ww2 Multiplayer Rpg Games
Free Online Wwii Multiplayer Games
Free Oonline Multiplayer Games
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Free Online Sports Multiplayer Games
Free Online Strategy Multiplayer Games
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List Online Multiplayer Games Wii
List Of Multiplayer Wii Games
List Of Multiplayer Games
List Of Multiplayer Online Zombie Games
List Of Multiplayer Video Games
Local Multiplayer Games For Xbox
Lord Of The Rings Multiplayer Games
Low Bandwidth Multiplayer Games
Local Area Network Multiplayer Stratagy Games
Live In A City Multiplayer Games
Live Multiplayer Online Games
Live Online Multiplayer Games
List Of Massive Multiplayer Online Games
Lan Setup For Multiplayer Games
Large Multiplayer Games
Latest Online Multiplayer Games
Lan Multiplayer Games
Kids Online Multiplayer Games
Kidsonline Multiplayer Games
Lacrosse Online Multiplayer Games
Linking Ps2 Machines For Multiplayer Games
List Multiplayer Iphone Games
List Of Adult Online Multiplayer Games
Lingo Multiplayer Games
Lego Multiplayer Online Games
Lfree Online Multiplayer Fantasy Games
Liberty City Stories Multiplayer Games
Massive Multiplayer Free Online War Games
Massive Multiplayer Games For Free
Massive Multiplayer Games For Mac

Massive Multiplayer Free Online Rpg Games
Massive Free Online Multiplayer Games
Massive Multiplayer Beta Games
Massive Multiplayer Free Online Games
Massive Multiplayer Internet Games
Massive Multiplayer Internet Killing Games
Massive Multiplayer Online Games Game News
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Massive Multiplayer Games Online
Massive Multiplayer Games Rated
Massive Multiplayer Games Rated Popularity
Massive 3d Multiplayer Adventure Games
Masive Multiplayer Games
Masive Multiplayer Online Games
Masive Online Multiplayer Games
Mame Multiplayer Games
Mac Multiplayer Online Games
Mac Os X Multiplayer Games
Make 3d Multiplayer Games
Mass Multiplayer Shooting Games
Mass Multiplayer Shooting Games Online
Massave Multiplayer Games
Mass Multiplayer Online Games
Masively Multiplayer Online Games With Pvp
Masively Multiplayer Online Role Playing Games
Masivly Multiplayer Online Role Playing Games
Hoi Multiplayer Games
Horror Multiplayer Browser Games
Hot Multiplayer Online Games
Hobo Multiplayer Online Games
Halo Multiplayer Games
Hentai Games Multiplayer
Hentai Multiplayer Online Games
How To Play Wii Multiplayer Games
How To Unlock Multiplayer Custom Games
Hoyle Games Multiplayer Doublecross
How To Play Multiplayer Games Online
Hot Sexy Fuck Online Multiplayer Games
How To Host Multiplayer Games
How To Make Online Multiplayer Games
Hacking Multiplayer Internet Games
Graphical Multiplayer Games
Graphical Multiplayer Online Games
Graphical Multiplayer Online Tuner Racing Games
Graal Online Free Multiplayer Online Games
Good Multiplayer Games Online
Good Multiplayer Pc Games
Goofy Multiplayer Pc Golf Games
Guns The Multiplayer Games
Hack Massive Multiplayer Games

Hack Online Multiplayer Games
Great Online Multiplayer Games
Graw How To Play Multiplayer Games
Great Multiplayer Games Of 2006
Great Online Multiplayer Army Games
Internet Rpg Multiplayer Games
Jagex Multiplayer Games
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Internet Multiplayer Sex Games
Internet Multiplayer Sexy Games
Internet Multiplayer Strategy Games
Kid Multiplayer Games
Kids Multiplayer Games
Kids Multiplayer Games Online
Kick Ass Multiplayer Games Online
Java Kids Multiplayer Games
Joystick Ports For Multiplayer Server Games
Kawaks Multiplayer Games
Internet Multiplayer Naughty Games
Ineractive Multiplayer Realtime Online Games Htm
Ineractive Multiplayer Realtime Online Rpg Games
Info On Multiplayer Games
Ineractive Multiplayer Realtime Online Games
Hoyle Multiplayer Online Games
Html Codes For Multiplayer Online Games
I Free Multiplayer Online Games
Interactive Multiplayer Online Games
Interactive Multiplayer Realtime Online Games
Interactive Online Multiplayer Games
Interactive Multiplayer Games
Info On Multiplayer Online Games
Interactive Around The World Multiplayer Games
Interactive Free Online Multiplayer Games

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5999. AHCC V4.1

Newsgroup: comp.sys.atari.programmer
Date: 2010-10-05 21:26:08 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <8f691$4cab987e$4dfbcd24$16380@news.chello.nl>
Source record: 118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LS

There is a new version available on my homepage (see sig)

Changes:

Compiler:
Further fixes for, and completion of Coldfire target.

Fixed a rare crash when compiling nnn.c when AHCC also
had open in a window a file nnn.s from the same folder.
It happened to me while I was rewriting nkcc.s into nkcc.c
:-)

Cdecl functions returning a pointer do so in both a0 and d0.

Assembler:
Accept ENDR after REPEAT.
Fix a memory leak in the 'ascii' opcode.

Library:
Set both variables _envp and __EnvStrPtr in ahcstart.c
Replaced getenv (gcc version) by getenv from dlibs.
Repaired enum HOURGLAS,BUSYBEE in sinclude\np_aes.h & aes.h
Removed a few leftover debugging printf's from AHCM

Shell:
Find multiple, Find in project:
Fixed line number counting for files with unix line endings.

Editor:
Window menu 'leave' behaviour changed. The menu is no longer
popped when left via the bottom of the menu.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

6000. AHCC V4,2

Newsgroup: comp.sys.atari.programmer
Date: 2010-10-29 22:14:10 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <d8698$4ccb47ca$4dfbcd24$16236@news.chello.nl>
Source record: 119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my homepage (see sig).

Changes:

october 30 2010
v4.2

Compiler:
Removed error "bool not allowed".
Fixed a rare case where logical expressions with && or ||
including constants were not handled properly.
pe
if (VERSION == DEMO_VERSION && c < 0)
where upercase identifiers are constants and c is a variable.

Fixed wrong code for comparing a double to a integer constant.
Fixed assignments of the form a = b = c
where a and b are doubles.
Accept '=' with options -I, -D

Assembler:
Fix in preprocessor.
endif directive was not detected properly resulting
in "error 1 #endif missing".

implemented directives:
.extern, .ifne, .iff, .ifeq, .ifle, .iflt, .ifge, .ifgt

labels without ':' must begin at position 1 of a line.
This assures typos in opcode mnemonics are rejected.

Fixed 'wrong processor type' message.

Shell:
If AHCC cant find header files, setting maximum verbosity
will display in the journal which paths AHCC has tried.
(Maximum verbosity = all 4 v's in the KIT.)

Implemented project file option .S
.S options are passed when compiling assembler files.
(extension .S)
When the option is present it is passed to .S files only.
If absent, the .C options are passed to all source files
including .S files.
```

Editor:
Fix in detecting changes in files with Unix line endings
resulting in false positives when closing.
Undone changes were falsely reported as change.
Not dangerous but Annoying.

With option 'visible tabs' active, AHCC now also shows
trailing white space. Usefull when comparing files.
The small triangle is used.

When 'visible tab' is inactive, compare files (^2) no longer
takes trailing white space into account.

So, when 'compare folders' marks files as changed and ^2
doesnt find a change, you can be sure that its only trailing
space that is the difference.

--
Groeten; Regards.
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6001. AHCC V3.4

Newsgroup: comp.sys.atari.programmer
Date: 2010-11-28 22:06:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <14030$4cf2d30a$4dfbcd24$22012@news.chello.nl>
Source record: 120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my homepage (see sig)

Changes:
november 28 2010
v4.3
Compiler:
Fixed wrong mode bits in Coldfire 'fmovem.d reglist,(A7)'.
Fixed typo in "unknown mnemonic" message.
Skip rest of line after above message.

Improved code for comparing bitfields to zero
and assigning constants to bitfields.
Replaced flagwords operated by |= resp. &=~ by
bitfield definitions.
For instance:
in stead of 'flag |= FLAGNAME resp. flag &= ~FLAGNAME',
now 'flag.flagname = 1 resp. flag.flagname = 0'
without increase of code.

Repaired warning 'value too big for field',
which was never issued due to a typo.
Also made sure the generated code conforms to Pure C
in this case.

The include folder can now be used by both Pure C and AHCC
in all case. The sinclude folder is only needed when
compiling AHCC* itself.

Assembler:
Implemented directives 'ifd' and 'ifnd' as synonyms
for 'ifdef' and 'ifndef'.

A expression of the form (label1 - label2) can only be
resolved when the labels are NOT advance references and
when the labels are in the same area (or module).

This might be repaired in the next release. It will
take some contemplation and time.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6002. Re: AHCC V4.3

Newsgroup: comp.sys.atari.programmer
Date: 2010-11-28 22:54:59 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <a4f56$4cf2de67$4dfbcd24$5684@news.chello.nl>
Source record: 121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Oops, typo in the subject line.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6003. Re: pure pascal floating point other than s

Newsgroup: comp.sys.atari.programmer
Date: 2010-12-15 14:16:30 UTC
From: p.slegg@sNcOuSbPaAdMivers.co.uk
Message-ID: <ieaiju$106i$1@news.enta.net>
Source record: 122

On 7 Feb 2010 07:25:38 -, charlie wrote:
>hi i use pure pascal and it supports the range of values from byte to
>real
> but has no support for more than 1 digit before the decimal .
>
>this means i cannot print 3456.78 or 123.4567
>
> i think it usees fixed point math but no floats
>is this correct?
>
>i am a novice and probally take this element for granted when
>programming on my atari,
>
> the simplier languages used before bymyself like gfa or omikron never
>generate such unabilites
>
> ...so my question is" is ther a method to print out these larger
>numbers and fraction of numbers"
>
>single,extended,double and real are only decimal number supported in
>pure pascal...
>
>last but not least
> do i have to make two variables to consume the floating point value?
>
>charles
>.

If you are still stuck with this, have a look at the Pascal formatting of
real values.

```
myRealNum := 1234.123456789;
writeln (myRealNum:4:3);
```

will IIRC display the value like this 1234.123

You might wish to trunc() or round() it to something more sensible.

6004. Windom DFRM

Newsgroup: comp.sys.atari.programmer
Date: 2010-12-15 14:25:41 UTC
From: p.slegg@sNcOuSbPaAdMivers.co.uk
Message-ID: <ieaj54$10vr$1@news.enta.net>
Source record: 123

I am experimenting with the Windom extension DFRM and having
some trouble with radio buttons. Are there any Windom experts
who can guide me ?

I can create radio buttons and select the defaut one, the problems arise
when I try to attach the button to a variable with BIND_VAR

```
int radioGroup;

radioGroup = dfrm_new_tbox( dial, 0, 0, "group"); /* create a radio group */

/* add the radio buttons to the group */
radioButtn1 = dfrm_new_button( dial, TYPE_XRBUT, "radio 1" );
printf("radio button 1= %d\n", radioButtn1);
// radButSelected = 3;

// dfrm_setstate( dial, radioButtn1, SELECTED, TRUE);
dfrm_attach( dial, radioButtn1, BIND_VAR, &radButSelected, 0); /* attach the button to a
variable */
dfrm_add( dial, radioGroup, radioButtn1, 10, 10, DIR_VERT);

radioButtn2 = dfrm_new_button( dial, TYPE_XRBUT, "radio 2" );
printf("radio button 2= %d\n", radioButtn2);
// radButSelected = 4;
dfrm_attach( dial, radioButtn2, BIND_VAR, &radButSelected, 0); /* attach the button to a
variable */
dfrm_add( dial, radioGroup, radioButtn2, 10, 10, DIR_VERT);
```

dfrm_attach documentation refers me to the Windom docs for objc_attach

http://windom.free.fr/doc/c_070f01.html

I have experimented with lots of variations but I either get all the radio
buttons selected (which is useless) or none selected but the bind_var
(radButSelected) only returns the same value.

Peter

6005. Re: Windom DFRM

Newsgroup: comp.sys.atari.programmer
Date: 2010-12-16 19:12:49 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeayyour_shoes@free.fr>
Message-ID: <4d0a64b1$0$27563$426a74cc@news.free.fr>
Source record: 124

Hello,

Le 15/12/2010 15:25, P Slegg a ï¿½crit :
> I am experimenting with the Windom extension DFRM and having
> some trouble with radio buttons. Are there any Windom experts
> who can guide me ?

Feel free to ask your windom related questions on the windom mailing list.

http://sourceforge.net/mail/?group_id=68507

>
> dfrm_attach documentation refers me to the Windom docs for objc_attach
>
> http://windom.free.fr/doc/c_070f01.html

Windom "home" is http://windom.sourceforge.net/

windom documentation hosted on http://windom.free.fr/doc/ is outdated.
Do not use it ! (btw, it seems that http://windom.free.fr/dfrm/ is in
sync with the latest version of DFRM available on sf.net)

Latest version of windom documentation is available here :
http://windom.sourceforge.net/doc/html/index.html

HTH,

Arnaud.

--
Please remove your_shoes before replying

6006. Re: pure pascal floating point other than s

Newsgroup: comp.sys.atari.programmer
Date: 2010-12-17 01:59:19 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <57775bb3-d617-47a1-9635-60efed122929@l34g2000pro.googlegroups.com>
Source record: 125

oh its been a while now since i even looked at this thread and about a
year since i
went into pascal

thanks d slegg
i will have returned answer very soon , be back later
as what i remmeber the format is only available for total numbers
printed , but i will try myself using your example

/|\
charles

6007. Re: pure pascal floating point other than s

Newsgroup: comp.sys.atari.programmer
Date: 2011-01-24 23:59:06 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <b12f4e7e-d968-4b8e-ad12-1d5ebc8b49e6@m20g2000prc.googlegroups.com>
Source record: 126

```
thank you p . slegg
its been so long from when i had trouble ..to now ,
that i forget my orignal exact problem

but i think it was :
i couldn't print a formatted string expression of a decimal #

anyhow
i really do thank you ,

it doesn't help that any help that any resourse file i have to pure
pascal is in german , i contact the company selling these and they
don't seem to have an english version.
but didn't respond to my email correctily so it is a langauge
barrier.

here is a good result of what i had in mind

thanks again

charles

uses tos,dos,gem,system,crt;

var
a:real;
aa,bb:byte;

begin
aa:=4;
bb:=4;

a:=111;

writeln(a/100:aa:bb);

end.
```

6008. AHCC V4.4

Newsgroup: comp.sys.atari.programmer
Date: 2011-02-17 14:37:48 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3c05c$4d5d32de$18842070$1633@news.chello.nl>
Source record: 127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my homepage (see sig)

Changes:
february 17 2011
v4.4

Compiler:
Fixed a bug in switch statements when a table is generated.
The problem only occurs in leaf functions (no further calls).
A argument register was not saved.
Fixed a regression where redeclarations of variables
were not anymore rejected.
Bitfields now also work with option -i (type int is 32 bits).
The fields are packed into a 32 bit word.
Code rearrangement such that (a##b##c) is now correctly
retokenized.

Assembler:
Fixed a regression where C style #if* directives were
handled incorrect resulting in strange error messages.
Fixed a regression where local labels within a module
were incorrectly matched to equally named local labels
in previous modules.
Implemented scope for dot prefixed labels.
(local between non dotted labels)
Labels within modules couldnt be exported. Fixed.

Library:
Added missing function 'ceil'
Added SozobonX gemfast replacement 'gemf.lib'
The lib is a wrapper around ahcc's gemlib.
New include files unistd.h, sys/stat.h, sys/types.h
These replace functions in ext.h and hence are
included by ext.h.
Fixed a bug in sleep(). The bug prevented sleep()
from sleeping.

Linker:
Removed redundant debug messages about doubly defined
names that could result in a crash.

--
Groeten; Regards.
```

Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
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6009. Atari Jabber Network

Newsgroup: comp.sys.atari.programmer
Date: 2011-04-16 21:07:55 UTC
From: "ragnar76@googlemail.com" <ragnar76@googlemail.com>
Message-ID: <3d598592-0ef2-4afb-9c88-a5a3175eb433@w36g2000vbi.googlegroups.com>
Source record: 128
Cross-posted to:
comp.sys.atari.st,de.alt.folklore.computer,comp.sys.atari.programmer,comp.sys.atari.st.tech,alt.atari-jaguar.discussion

Hi Atarians,

This should not be a usual commercial. I want you to know that we
(Frederick Meißner, the hoster of the Profibuch and myself) have set
up a Jabber server for the Atari scene.

To be understood, right now, there is no native jabber client for
Atari!

For those running MiNT, MCabber (http://mcabber.com/, the successor
of well known cabber) might be pretty straightforward. Its a console
client using ncurses, like rhapsody IRC or pico editor. Another
workaround to connect to Jabber with your Atari, called BitlBee
(http://www.bitlbee.org). This is a software that acts as gateway
between IRC and Jabber (and other IM protocols). You connect via aIRC
to it, and have a room with your online buddys in.

We also have talked to Joakim to implement the XMPP protokol to aICQ.
Another port could be Psi as a desktop client (http://psi-im.org).
Understatement, it will be a big task)

If you want a Jabber Domain with "Atari" in it, join us at
http://www.atari-jabber.org

bye
Bernd

6010. New Retro Computing Web Portal

Newsgroup: comp.sys.atari.programmer
Date: 2011-05-20 05:30:18 UTC
From: Super Marios <info_REMOVE_@super-marios.tk>
Message-ID: <ir4u9b$593$1@ss408.t-com.hr>
Source record: 129

New Retro Computing Web Portal Super Marios ***** A L P H A ***** version
has been released.

Containing the following items:

Old computer news
Amiga
Amstrad
Atari
Commodore C64
Spectrum ZX
ZX81
MSX
Emulators Retro Remakes

Games

Amiga games
Atari games
Amstrad games
Commodore C64 games
Spectrum games
ZX81 games
Remake games
Atari 8 bit games

Etc...

Daily update !

Please visit us:

http://super-marios.tk/

6011. AHCC V4.5

Newsgroup: comp.sys.atari.programmer
Date: 2011-06-14 12:24:20 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <b3b13$4df75349$d52e2fcd$25265@news.chello.nl>
Source record: 130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my homepage (see sig).

Changes:

june 2011
v4.5
Compiler:
Fixed a regression since 4.4 causing a alignment error
when a bitfield was followed by a plain char declaration.

Optimization of table switch such that large gaps
between groups of close case values are dealt with
efficiently.

Correction in table switch for Coldfire code.
Index scaling by shift: long.
Promote unprototyped pushing of floats and ints.
Fix l and f postfix with float constants.

Assembler:
Digit zero is NOT a octal prefix in assembly files.

Implemented * operand.
Implemented 'dcb' statement.
'repeat' statement can now be nested.
Macros can have 'repeat' statements.
Repeat value can be any constant expression.
Repaired equ and = statements.

Library:
Added atan2 to ahccstd.lib
Moved a few local arrays in the VDI bindings to static.
Savess some stack when used in PROGDEF's.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6012. AHCC V4.6

Newsgroup: comp.sys.atari.programmer
Date: 2011-06-24 14:36:51 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <b80e0$4e04a15d$d52e2fcd$3180@news.chello.nl>
Source record: 131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LS

There is a new version available on my home page (see sig).

Changes:
june 24 2011
v4.6
Compiler:
Cast condition code to int on unary plus/minus to
comparisons. (think about it :-)
Also a fix in condition code casting for Coldfire.
Fixed a regression since V3.b4 where differences
between a function prototype and its actual declaration
were not error flagged anymore.

Assembler:
Coldfire instruction set completed. The set is complete,
but check for specific Coldfire restrictions on already existing
instructions is not performed yet. This will be done
in a future release. You can run the new Digger V8 on
object files for checking validity of your Coldfire code.

Library:
Created library ahccstfi.lib.
A standard library for Coldfire but without floating
point. Affects particularly printf and scanf.
For coldfire compatible programs not needing floating
point that one would like to run on a Falcon witout FPU.

Added functions _crystal() and vdi() and struct _VDIParBlk
for programs that submit extra bindings based on the
Pure C GEM library.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

6013. Digger V8

Newsgroup: comp.sys.atari.programmer
Date: 2011-06-24 14:56:16 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <e819e$4e04a5ea$d52e2fcd$8455@news.chello.nl>
Source record: 132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
There is a new version of Digger (TT-Digger) available on
my home page (see sig).

Changes:

june 2011 v8

Coldfire support.
=================

Name abreviated to "Digger".

Fixed a bug in fmove.l #data, FPcr.
Fixed a bug with int set to size 4.

New menu entry in menu title Goto
'dc.w in text <d>'
Go to the next dc.w in the text segement.
It is about a dc.w due to disassembly failure,
not the result of a 'data' mark.

These 'dc.w's are displayed in bold red.

There are 2 binaries:
DIGGER.PRG 68000 versie: runs on every Atari or clone.
DIGGERCF.PRG 68020+ versie: runs on Falcon or higher and Firebee.

The soures of Digger are part of the AHCC distribution.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
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```

6014. Earn money easily. Only honest people!!!

Newsgroup: comp.sys.atari.programmer
Date: 2011-07-23 19:08:53 UTC
From: Pablo Vt <pblvt83@gmail.com>
Message-ID: <71eb5e55-b24b-4597-bf8b-dafbfbc49a33@e35g2000yqc.googlegroups.com>
Source record: 133

Please read the following text is super interesting and will earn you many dollars if you follow the instructions with honesty and a minimum of effort (if you're not an honest person, I ask you please do not go forward, all you will achieve is to affect people who rely on transparency and the principles). It only takes 3 minutes to read this article and you will not regret. There is no trick or anything weird. It is a very old and simple that is based on trust in others.

A few days ago I'm looking for ways to earn some extra money over, apart from that I get for surfing the Internet. This go around newsgroups, bulletin boards, classified ads, search engines. In all these places find messages like I reproduce below. Then I kept thinking: It is simply a string, this is something that does not work. What if it works. This is not something new, as is done for decades and do not know of anyone who has made money. And if it works. Thinking it is a real job. WHAT IF IT WORKS. I finally decided and here I am. If you also decide you or in doubt, read on.

Do not think that will be easy, you need to post this message everywhere you can think of publishing, news, message boards, classifieds, etc.. The greater the number of times you repeat it better for you (and me of course), so I say it's a real job. It'll take several hours, will require all your experience, will also depend on your perseverance to continue to publish and your ability to promote it.

The difference with what was done before with traditional mail this chain is not dependent on five or ten people who will get the message, but is for everyone, and on the Internet there are thousands of people will notice and some (like me) will decide.And finally, how did you think you can learn a task like this to apply in future work? I am now the last on the list that you are getting and where (if you move on) you'll be repeating the message, leaving junior. I wish you luck, because luck is also part of this will be for me.

This is the message I found:
"A few days ago, when" surfing "through these pages, likewise as you are doing now, I found an article similar to this that said you can earn thousands of dollars within weeks with an investment of U $ S 6.00 !. I immediately thought, "Oh no! Another scam? ", But like most of us, curiosity got the better, and kept reading. He continued that you send to U $ S1.00 each of the 6 names and addresses mentioned in this article. Then you . write down your name and address at the bottom of the list replacing # 6, and send or put this article in at least 200 "newsgroups" (There are thousands of these around the

world). No tricks, that was it. The great difference between this system and others is that you have a list of 6 instead of 5. This means that your average gain is about 15 times greater! After thinking over and over again, and check with friends first I decided to try it. I thought I could lose was only 6 stamps and $ S 6.00, right?. As probably many of us I was a little concerned about the legality of this. Then I consulted with the Post Office in Chile and they confirmed that was actually legal!. Then I invested my U $ S6.00 !!!... Imagine ..... at 7 days, I started getting money in the mail!. I was surprised! still thought this will end soon, and thought no more of anything else. But the money just kept coming. In my first week I made a U $ S20.00. Pera the end of the second week I had made a total of more than U.S. $ 1, 000.00! !! In the third week I had over U $ S10, 000.00 and more still coming.
This is my fourth week and I did a total of more than U $ S41, 000.00 and this is coming soon (my wife and children opened the envelopes are passed and I getting "Newsgroup"). This was serious!!
All this really worth the investment of $ 6.00 and 6 stamps. I spent more than that in sweepstakes and lotteries! "

Let me explain how this works and most importantly why it works so well, make sure you print a copy of this article NOW, to get all information as needed. The process is very simple and consists of 3 easy steps:

STEP 1: Get 6 separate pieces of paper and write each "Please include me YOUR MAILING LIST OR E-MAIL".

Now get 6 bills of U.S. $ 1.00 and enter the dollar in an envelope with the sheet so that the bill will not be seen through the envelope! Better put it locked in a dark colored paper to prevent theft of mail. You should now have 6 sealed envelopes and in them a paper with the phrase referred to, your name and address, and a $ 1.00. What you are doing is creating a "service" and that makes this is ABSOLUTELY LEGAL! You can also send the equivalent of U.S. $ 1 (1 dollar).

Please send the 6 envelopes to the following addreses:

(1)
Rene Frades
Ruta Provincial N° 23 km 3,5
San Justo
Provincia de Entre Rios - Argentina,
Codigo postal (3262)
(2)
Rodríguez Leonardo Vicente
9 de Julio nº 2015
Concepción del Uruguay
Provincia de Entre Ríos - Argentina,
Codigo postal (3260)
(3)
Amado David Exequiel

Sargento Cabral 1259
San Lorenzo
Provincia de Santa Fe-Argentina
Codigo Postal: (2200)
(4)
José Menares Morán
Avda. Portales 936
Maipú
Santiago-Chile
Código Postal: (7292004)
(5)
Katherine Chacón Pérez
Cerro La Coipa 777
Rosario
Copiapó-Chile
Código Postal: (1532640)
(6)
Pablo Vita
Calle ELORDI N° 331
(código postal: 8370) San Martín de los Andes
Provincia de Neuquén
Argentina

STEP 2: Now take the # 1 listed above, move the other names up number (# 6 becomes # 5, # 5 becomes # 4, etc.) and add YOUR NAME and address as # 6 on the list. REMEMBER, you have to DELETE THE POST # 1 (NOT THE # 6), MODIFY THE NUMBER OF WHICH ARE MADE, AND ADD YOUR NAME AND ADDRESS AS THIS POSITION # 6.

STEP 3: Change anything that we believe in this article, but try to keep as close to original as possible. Now, post your amended article to at least 200 "newsgroups" (there are over 24,000 groups).
You only need 200, but when you put more quantity, more money will come!. Here are some pointers on how to enter the "newsgroups"

------------------------------...
ALL!. All you have to do is get in different "Newsgroups" and slurred, when I have practice, it only takes about 30 seconds for each newsgroup! ** REMEMBER, MANY MORE NEWSGROUPS OBTAIN, MORE ANSWERS (AND MONEY) YOU WILL RECEIVE! BUT YOU MUST ENTER AT LEAST 200 **
NOW !!!.... You will be receiving money from around the world, in places you never know and a few days!. Eventually want to rent a POBox in the amount of envelopes that will be receiving. If you prefer using nicknames, you can create a name every time the postman delivers where it should. ** MAKE SURE ALL THE ADDRESSES ARE CORRECT Now the WHY of all this: Of 200 postings, say I receive only 5 replies (a very low example). Then I made $ 5.00 with my name at # 6 in this letter. Now, each of the 5 persons who sent me $ 1.00 also make at least 200 newsgroups, each with my name at # 5 on the list and only 5 persons respond to each of the original 5, this makes $ 25.00 plus I receive, now these 25 people put at least 200 newsgroups with my name at # 4

and only receive 5 replies each. Others would be doing additional $ 125.00. Now this 125 people put their least 200 newsgroups with my name at # 3 and only receive 5 replies each, I get an additional 625.00!. OK, here's the fun part, each of these 625 people put their cards in other 200 groups with my name at # 2 and each one receives only 5 answers, this means that I get $ 3,125.00!. These 3,125 persons sent this message to at least 200 newsgroups with my name at # 1 and if only 5 people respond to the 200 groups, I will receive $ 15,625.00!. From an original investment of $ 6.00! more stamps. FABULOUS!. And as I said before, that only 5 people respond is unlikely, the real average would be 20 or 30 people!. So let's put these numbers to calculate. If only 15 people respond, it does in the # 6 $ 15.00 at # 5 $ 225.00 at # 4 $ 3375.00 at # 3 $ 50,625.00 at # 2 $ 759,375.00 at # 1 $ 11,390,625.00 if more than eleven million dollars!

Once your name is no longer on the list, remove the last announcement of the Newsgroup and send another $ 6.00 to names on the list, putting your name at # 6 and repeat the process. And start putting them in the newsgroup again. The thing to remember is that thousands more throughout the world, connect to the Internet every day and read these articles every day as YOU and I do!. So I think nobody would have problems to invest $ 6.00 and see if this really works. Some people even think "and if nobody decides to answer?" What! What is the chance of this happening when there are thousands of honest people (like us) looking for a way to have financial independence and !!!., pay bills and are willing to try, because "There is no greater struggle not done. " There are an estimated 20,000 to 50,000 new users EVERY DAY! (Worldwide) ******* ANOTHER SYSTEM TO COMMUNICATE IS GETTING E-MAIL OF PARTICULAR PEOPLE MUST BE AT LEAST 200 DIRECTIONS S, AND THIS HAS A MINIMUM EFFECTIVENESS OF 5% TO 15%. IF ONLY LOOKING SPEAKERS IN SPANISH, GO TO A PROVIDER OF E-MAILS AND PRINT A LATIN LAST NAME AND NOW.

********** Remember doing this in CORRECT, CLEAN AND HONESTLY and operate safely. You just have to be honest. Be sure to print this article NOW, Try to keep the list of those who send them money and always watch the newsgroups and see if all are participating cleanly. Remember, HONESTY IS THE BEST METHOD.
No need to do tricks with the basic idea of making money on this! BLESSINGS FOR ALL and luck, play fair and take this wonderful opportunity to make tons of money on the internet.
** By the way, if you defraud people putting messages with your name and not send any money to the others on that list, you will receive almost ANYTHING!.
TIME IS IMPORTANT! Should not miss more than 7 days from the time you see this article!. You can also get lists of E-MAIL for extra dollars. Let all the rules of business!
Remember to mention these extra profits in their tax returns.

* IF YOU HAVE ANY QUESTIONS OR NEED HELP JUST SEND ME AN E-MAIL (ka_ch_p@hotmail.com). AND REMEMBER, HONESTY IS THE ONE!

I already send my 6 dollars and cost me nothing, now I'm getting dollars in my house. I was honest and a strong will I can make up to $ 1000 dollars per week. Good luck.Goodbye.

"IMPORTANT"

FOR THE MONEY FOLLOW THE INSTRUCTIONS STEP BY STEP THE TEXT WITHOUT ANY FAIL

6015. AHCC V4.7

Newsgroup: comp.sys.atari.programmer
Date: 2011-11-13 22:22:05 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <6d832$4ec04311$1884a375$16748@news.chello.nl>
Source record: 134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LS

There is a new version available on my homepage (see sig)

I have included the A_... header files that belong to my
experimentation with syntax. (not activated)

Changes:
november 14 2011
v4.7
Compiler:
Slight reduction of spurious error messages.

Wrong code was generated when converting a real
to unsigned long.

New header file stdbool.h
small fixes in compiler.h

Fixed a error when a input name is a filename only, no slashes.

Fixed a mistake with eliminating the false side of a
expression of the form: constant ? x : y
where the true side is a binary operation.

For Coldfire:
Small fix in the new code tables for Coldfire.
Affects long mul/div.

Cleanup of Coldfire code generator.
Intruduction of code table for assignment.
Many fixes in the code for Coldfire floating point.

In rare cases the optimizer must split a move.
If no registers are available a pusher is generated.
(Until now a message "no free reg" was displayed in stead.)
Fixed a bug in a table causing some registers to be
kept alive forever, causing the above split.

Editor:
'_' is a alphanumeric character for bold display.

Kit:
Replaced checkbox 'word' by 3 radiobuttons:
whole word
word begin
anywhere

Which makes it possible to find a string that is the
beginning of a word. (e.g. prefixes).

Library:
gemf.lib
Fix a confusion in gemf.h
removed #define gl_apid _app
The 2 names have NOT the same meaning.

ahccgem.lib, ahccgemf.lib
Fix in appl_init regarding returning of application
identifier.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

6016. AHCC V4.8

Newsgroup: comp.sys.atari.programmer
Date: 2011-11-27 21:25:08 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <bf281$4ed2aabc$1884a375$18942@news.chello.nl>
Source record: 135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my home page (see sig)

Changes:

november 28 2011
v4.8
Compiler:
Fix a crash that sometimes could occur when a local
initializer was absent or was wrong.
Fix a crash when a while expression is wrong or absent.
Allow {} around any local initializer.

Deny arrays of void.
Deny returning of arrays.

Fixed a regression since 4.7 leading to incorrect code
in rare situations.

Fix a error preventing floating constants of the form:
nE-n from compiling correctly.

Coldfire:
Fix incorrect code when a temporary was needed
from a memory location.

Library:
Fixed a leftover from Sozobon, where a floating point
integral part could not exceed |2^31|.

Changed v_pie --> v_pieslice

Have fun

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6017. Is it still possible to buy a Coldfire card ?

Newsgroup: comp.sys.atari.programmer
Date: 2011-12-06 16:18:52 UTC
From: PIRONNEAU Stéphane <stephane.pironneau@free.fr>
Message-ID: <4EDE406C.984B0C2F@free.fr>
Source record: 136

Hello,

Is it still possible to buy a Coldfire card ?
is the paypal address still active ?

I own a 1040STE and Iam interested in the Coldfire card.

Thanks in advance,

Stï¿½phane PIRONNEAU
http://stephane.pironneau.free.fr

6018. Re: Is it still possible to buy a Coldfire card ?

Newsgroup: comp.sys.atari.programmer
Date: 2011-12-06 17:38:06 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4ede52fe$0$2539$ba4acef3@reader.news.orange.fr>
Source record: 137

Hi,

PIRONNEAU Stéphane writes :
> Is it still possible to buy a Coldfire card ?
> is the paypal address still active ?
>
> I own a 1040STE and Iam interested in the Coldfire card.

Do you know about <http://acp.atari.org/> ?

Regards,

--
François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://fon.gs/atarians/

6019. AHCC V4.9

Newsgroup: comp.sys.atari.programmer
Date: 2012-01-23 20:05:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <a89a9$4f1dbdac$4dfb77c8$21657@news.chello.nl>
Source record: 138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my home page (see sig)

Changes:

januari 24 2012
v4.9
Compiler:
Fixed a extremely stupid bug where comparisons of the kind
'constant compared to variable' were reversed wrongly.
e.g. (0 < i)

Fixed a terrible bug where under certain circumstances
a ftst insstruction got lost.

Accept spurious ampersand to a function name to get a
reference to that function.

There are FPU instruction that are NOT unary operaters.
These are: fmod, modf, ldexp and frexp.
Put these function in ahccstd.lib.

Fixed wrong code with comma expressions within expressions.

Coldfire:
Fix in the Coldfire Floating point code table.

Do not generate addressing mode 6 (An,Xn) with floating point
instructions.

Do not generate FScc instructions.
Repaired wrong divide for pointer difference calculation.

Library:
stdio.c: function tmpfile added.
string.c: function strtoul added.
stdlib.c: function system added.
ahccstdf.lib
Added support for missing FPU instructions on Coldfire.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6020. AHCC V4.9

Newsgroup: comp.sys.atari.programmer
Date: 2012-01-23 20:29:14 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <bdc4c$4f1dc33d$4dfb77c8$27792@news.chello.nl>
Source record: 139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my home page (see sig)

Changes:

januari 24 2012
v4.9
Compiler:
Fixed a extremely stupid bug where comparisons of the kind
'constant compared to variable' were reversed wrongly.
e.g. (0 < i)

Fixed a terrible bug where under certain circumstances
a ftst insstruction got lost.

Accept spurious ampersand to a function name to get a
reference to that function.

There are FPU instruction that are NOT unary operaters.
These are: fmod, modf, ldexp and frexp.
Put these function in ahccstd.lib.

Fixed wrong code with comma expressions within expressions.

Coldfire:
Fix in the Coldfire Floating point code table.

Do not generate addressing mode 6 (An,Xn) with floating point
instructions.

Do not generate FScc instructions.
Repaired wrong divide for pointer difference calculation.

Library:
stdio.c: function tmpfile added.
string.c: function strtoul added.
stdlib.c: function system added.
ahccstdf.lib
Added support for missing FPU instructions on Coldfire.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6021. f.c.s.a

Newsgroup: comp.sys.atari.programmer
Date: 2012-01-26 07:48:49 UTC
From: pierre levy <benjaminlevy@wanadoo.fr>
Message-ID: <4f21065e$0$27582$ba4acef3@reader.news.orange.fr>
Source record: 140

Le forum s.c.s.a a disparu de chez mon f a i"orange.fr
Je sais que ce n'est pas le sujet de ce forum,mais
cela reste pour moi le seul moyen de garder le contact
avec les ataristes, pour le moment.
Pierre L

6022. Structure of .ST files

Newsgroup: comp.sys.atari.programmer
Date: 2012-04-21 11:43:31 UTC
From: Paolo <pppaolo@email.it>
Message-ID: <e259dbee-c23f-480a-b911-ddbc76caf53e@i18g2000vbx.googlegroups.com>
Source record: 141

Please, what is the structure of a .ST file emulating an Atari ST
floppy disk?
It gets 738.260 B versus 726.016 on the FD.
Thanks
Paul

6023. AHCC V4.11

Newsgroup: comp.sys.atari.programmer
Date: 2012-05-30 13:19:28 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <jq56p1$c6m$1@dont-email.me>
Source record: 142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version available on my home page (see sig)

Changes:
may 30 2012
v4.11
Compiler:
Revision of registerization of local variables.
Produces slightly better code.
Also repairs Draconis Marathon.

Fixes a bug where a explicit cast of ptr to long or vv
was handled incorrectly.

A further bugfix (A very very old one, perhaps since v3b1).

Assembler:
Implemented opcodes:
align
aline
Allow single = for 'equals' in IF expressions.

Full implementation of 'equ' expressions.

addq.w #n,An
addq.b #n,An
silently changed to addq.l #n,An.

2 new pseudo opcodes for use with Coldfire compatible
programs:
xsave reglist
xrest reglist
The instructions generate the movem sequences required
for Coldfire campatibility. You, as a programmer, do
not have to count the registers for the lea instructions.
The compiler will do that for you and also generate
the lea's.

Library:
Provided 68000/Coldfire usable TOS bindings in case
a project did not include the AHCC specific tos.h
(The one that uses __syscall__).
The library is called "ahcctos.lib".
```

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

6024. Re: AHCC V4.11

Newsgroup: comp.sys.atari.programmer
Date: 2012-05-30 14:16:25 UTC
From: Guillaume Tello <houten.van@orange.fr>
Message-ID: <4fc62bbe$0$12509$ba4acef3@reader.news.orange.fr>
Source record: 143
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Le 30/05/2012 15:19, Henk Robbers a ï¿½crit :

> addq.w #n,An
> addq.b #n,An
> silently changed to addq.l #n,An.

I thought that addq.b #n,An didn't exist on the 68k...?

Guillaume;
>

6025. Re: AHCC V4.11

Newsgroup: comp.sys.atari.programmer
Date: 2012-05-30 15:07:38 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <jq5d3qlfh1@dont-email.me>
Source record: 144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Op 5/30/12 4:16 PM, Guillaume Tello schreef:
> Le 30/05/2012 15:19, Henk Robbers a ï¿½crit :
>
>> addq.w #n,An
>> addq.b #n,An
>> silently changed to addq.l #n,An.
>
> I thought that addq.b #n,An didn't exist on the 68k...?

Correct.
Not on 68K but certainly in my head.
Beware of things that only exist in your head. ;-)

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6026. cross-compiler 3

Newsgroup: comp.sys.atari.programmer
Date: 2012-06-16 21:46:53 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4fdcfecd$0$6174$ba4acef3@reader.news.orange.fr>
Source record: 145

```
Hi,

When I try to build a GNU / GCC 3.3.6 cross-compiler according to
<http://dhs.nu/misc.php?t=special&feature=gcc336> I get the error
"
/Users/admin/Desktop/gcc-3.3.6/gcc/xgcc
-B/Users/admin/Desktop/gcc-3.3.6/gcc/
-B/opt/cross-mint/m68k-atari-mint/bin/
-B/opt/cross-mint/m68k-atari-mint/lib/ -isystem
/opt/cross-mint/m68k-atari-mint/include -O2 -DIN_GCC -DCROSS_COMPILE -W
-Wall -Wwrite-strings -Wstrict-prototypes -Wmissing-prototypes -isystem
./include -g -DIN_LIBGCC2 -D__GCC_FLOAT_NOT_NEEDED -I. -I. -I. -I./.
-I./config -I./../include -DL_fixunsdfdi -c ./libgcc2.c -o
libgcc/./_fixunsdfdi.o
libgcc2.c: In function `__fixunsdfdi':
libgcc2.c:958: internal compiler error: in do_SUBST, at combine.c:457
Please submit a full bug report,
with preprocessed source if appropriate.
See <URL:http://gcc.gnu.org/bugs.html> for instructions.
make[2]: *** [libgcc/./_fixunsdfdi.o] Error 1
make[1]: *** [stmp-multilib] Error 2
make: *** [all-gcc] Error 2
"
which is apparently a known GNU / GCC bug according to
<http://gcc.gnu.org/bugzilla/show_bug.cgi?id=23442>
I'm using gcc 4.2.1 under Mac OS X 10.6.8, on a quad-core i5.

Does somebody already encounter this bug, and bypassed it ?

Thanks to help,

Best regards,

--
François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://fon.gs/atarians/
```

6027. Re: AHCC V4.11

Newsgroup: comp.sys.atari.programmer
Date: 2012-07-06 21:58:18 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jt7qgftef2@speranza.aioe.org>
Source record: 146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Saw your name on here and I remember you when I was still using my ST
1999-2002. Good to see you still here.

Doc Clu

On 5/30/12 6:16 PM, Guillaume Tello wrote:
> Le 30/05/2012 15:19, Henk Robbers a ï¿½crit :
>
>> addq.w #n,An
>> addq.b #n,An
>> silently changed to addq.l #n,An.
>
> I thought that addq.b #n,An didn't exist on the 68k...?
>
> Guillaume;
>>
>

6028. AHCC V4.12

Newsgroup: comp.sys.atari.programmer
Date: 2012-09-22 12:02:00 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <k3k9bo$e08$1@dont-email.me>
Source record: 147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LS

There is a new version available on my home page (see sig).

Changes:
september 22 2012
v4.12
General:
Changed 'xref' to 'pdb' in all source files
(pdb = Project Data Base, xref.... is only part of it).

Compiler:
Fixed non Coldfire code for 'move' in some cases.
Also fixed a bug where mov3q could have been used, but
was not.

Shell:
Small fix in handling time/date stamps by make.
Pass uppercase masks to fileselecter when run on single TOS.

Assembler:
Fix dc.l name +/- nnnn
where nnnn got lost resulting wrongfully in dc.l name.

Library:
ahccstd*: Added unlink, strcmpi.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org

6029. AHCC V4.13

Newsgroup: comp.sys.atari.programmer
Date: 2012-09-27 16:34:10 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <k41v62ou1@dont-email.me>
Source record: 148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS
There is a new vwersion available on
http://members.chello.nl/h.robbers/

Only 1 change:

september 28 2012
v4.13
Compiler(Coldfire target)
Fixed a regression in 4.12 concerning use of 'mov3q' instruction.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6030. AHCC V4.14

Newsgroup: comp.sys.atari.programmer
Date: 2012-10-02 13:41:12 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <k4eqto$ug1$1@dont-email.me>
Source record: 149
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
LS

There is a new version availble on:
http://members.chello.nl/h.robbers/

october 3 2012
v4.14
General:
Removed leftover traces of a debug session some time ago.

Compiler:
Fixed a bug where a static string was not properly
used (changed without copying)
The bug resulted in incorrect compiling of ahccstdi.lib.

Assembler:
Fixed a regression where incbin statement crashed.

Have fun.

--
Groeten; Regards.
Henk Robbers. http://members.chello.nl/h.robbers
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked C compiler: AHCC; http://ahcc.atari.org
```

6031. I ask help from programmers

Newsgroup: comp.sys.atari.programmer
Date: 2012-10-29 09:20:58 UTC
From: zhong.weiwei81@gmail.com
Message-ID: <fd204fe7-28d7-4471-a69a-a9440d95fdd0@googlegroups.com>
Source record: 150

Hello to all
For research I would like to program an Atari ST.
To begin programming an Atari ST what do you recommend?
Are there examples of programming?
Thank you